



California Sports Car Club, Region of SCCA
SUPPLEMENTARY ENDURO REGULATIONS

November 18 and 19, 2006

Sanction Numbers: 06-RS-161-S, 06-RS-247-S, 06-RS-248-S

- 1) **ENDURO EVENT:** The California Sports Car Club (Cal Club) Enduro is governed by the 2006 SCCA General Competition Rules and Category Specifications, "Fastrack" amendments, Cal Club region-only classes/rules, Cal Club 2006 Supplementary Regulations and these Enduro Supplementary Regulations.
- 2) **ENTRIES:**
 - a) Single car entries will be allowed with a minimum of two drivers.
 - b) Multiple car entries (Tag Team entries) will be allowed with up to a maximum of four cars/drivers per team. All multiple car entries must use the same number. Tag Team cars must carry a bright orange "T" on the right front fender. All transponder numbers for each team must be recorded with timing and scoring and the run order for each car must be clearly indicated. There can be no team car substitutions after qualifying. Each Tag Team car entry must complete at least one race lap. If a Tag Team car breaks on track the next team car may enter the course when the non running car is towed back to pit lane. If the car cannot be returned to pit lane the next team car can enter the race after a ten minute delay. The ten minute time period starts from the time the car was first disabled.
 - c) The event will be limited to 70 cars/teams.
- 3) **ENTRY FEES:**
 - a) \$250 per car and \$100 per driver
 - b) SRF \$265 per car and \$100 per driver (includes compliance fee)
- 4) **ACCEPTABLE LICENSES:**
 - a) Acceptable competition licenses for this event will be: SCCA National, Regional, Novice Permits with completed school requirements; FIA grade A, B, & C; Canadian National grade A, or IMSA Professional; Grand Am and SCCA Pro; Mid-West Council; CASC National; ICSCC Conference. NOTE: FIA license holders from foreign countries must have a permission letter from their A.S.N. (issuing club) and a copy must be submitted with entry.
 - b) Competitors from organizations other than those listed above may apply for a license waiver by submitting the necessary paperwork to the SoPac Divisional Licensing Administrator. A license waiver checklist may be downloaded from the Cal Club website at www.calclub.com.
 - c) All competitors must have a current SCCA membership in addition to an acceptable competition license.

ELIGIBLE CAR CLASSES: The race is open to all closed wheel cars described in the class structure outlined in the 2006 Supplementary Regulations. Enduro Classes:

- i. Enduro Class 1: ASR, GT-1, GT-2, GT-3, SP, PRTK, ITE, T1, AS, S2000, CS2000, CSR, DSR
- ii. Enduro Class 2: GT-4, GT-5, EP, ITS, ITA, S7, SRF, T2, RS, SGT2
- iii. Enduro Class 3: FP, GP, HP, ITB, ITC, PRO7, SRX7, SM, SSB, SSC, Spec 944, HC

In the event any individual car class has more than 12 entries/teams an additional Enduro Class will be created and trophies awarded.

5) POINTS: The Enduro will count toward Regional points for the Regional Championship awards.

- 6) **RACE LENGTH:** The 4-hour endurance race shall begin when the green flag is displayed and shall end when the lead running car crosses the finish line at 4 hours. The Checkered Flag shall signal the end of the race, not the total elapsed time.
- 7) **RACE START:** A modified LeMans start will be used by lining up all cars on the track edge backed into the front pit wall at a 45 degree angle. The driver must be in the car, strapped in and ready to begin as if he or she were making a normal race start. A co driver will be stationed across the track at pavement edge and will sprint across the track upon the dropping of the green flag. Upon arriving at the car, the co driver will touch the driver's hand at which time the driver is free to fire the engine and begin the race. The co driver will then proceed over the hot pit wall. Pit Marshall's will be stationed to observe that engines are not fired prior to receiving the "touch" from the co drivers. A 3 minute penalty will be assessed if an engine is fired prior to receiving the "touch" from the co driver. A car may not be pushed started if it cannot fire on it's own at the start.
- 8) **GRID POSITIONS:** Qualifying sessions will be held and grid positions will be determined by these qualifying times. Only one car from each team entered may qualify for grid position. More than one driver may qualify the car used for qualifying as long as the car does not enter the cold pits while making the driver change.
- 9) **CAR NUMBERS:** Drivers with assigned permanent Cal Club numbers will receive priority. Permanent Cal Club numbers are released after the entry deadline date. Priority of non-permanent number assignment is determined by earliest receipt of entry.

10) TEAM/DRIVER REQUIREMENTS:

- a) Team/Crew:
 - i. Each team includes one (1) car and up to ten (10) personnel (including drivers and crew).
 - ii. Over-the-wall (working pits) crew **MUST** be SCCA members (regular or trial), be 16 years of age or older and must hold a valid crew license. All team members meeting these requirements will be issued pit credentials.
 - iii. Crew license application forms are available at www.scca.org. They will also be

available from the Club Office and/or at Registration. There is no fee for a crew license.

- b) Designated Team Representatives (DTR):
 - i. Each team will designate one team member to serve as the team spokesperson pre-event, during the event and post-event. The DTR (or Entrant) will be the only one who can officially speak for the team. (An alternate can be named if the DTR is unavailable. It is highly recommended that the DTR have a thorough knowledge of the current GCR and Car Specs.) Only the DTR or Entrant may make changes to the crew list, etc. It is highly recommended that either or both make themselves available to their team during Registration hours.
 - ii. The Designated Team Representative must report to Race Central (located at the base of the Race Control building) the drivers of record and proposed Driver Line-Up (the sequence of driver changes) for each car by 4PM Saturday.
- c) **MANDATORY DRIVER'S MEETING: The DTR or Entrant and at least one driver from each team MUST ATTEND THIS MEETING. Roll will be called and a penalty of a \$50 contribution to the Cal Club Worker Fund will be applied for non-attendance.**

11) ENTRY FORMS:

- a) Each TEAM must complete a Team Entry form and EACH DRIVER must submit an Event Entry Form.
- b) Team Entry, Crew Medical Forms and Driver Event Entry forms shall be mailed and/or faxed to: California Sports Car Club, 18202 Cal Club Dr, Buttonwillow, CA 93206. Phone number: 661 764-5945 Fax number: 661 764-5944. Checks should be made payable to California Sports Car Club. VISA and MasterCard are accepted.
- c) Entries received less than 7 days before the event will be charged a \$50 late fee.

12) REQUIRED DRIVERS/RESPONSIBILITIES:

- a) A minimum of two and maximum of four drivers may be entered per car. Drivers may not drive for more than **TWO HOURS AND TEN MINUTES (2HRS 10 MIN) CONTINUOUSLY and MUST** have at least a thirty (30) minute break between sessions.
- b) Officials will report any infractions to appropriate Steward for possible penalties.
- c) After a pit stop following his/her driving shift, a driver will report immediately to Race Central. To confirm exit from the car and report the name of the relieving driver currently in the car. **Failure to report driver changes may result in loss of finishing position.**

13) CAR PREPARATION/TECH:

- a) Preparation: Cars must be prepared to SCCA and/or Cal Club regional preparation specifications for their specific class. Annual Gear and Car Tech will be accepted.
- b) Race Class Designation: The Official Race class designator (i.e., E1, E2 or E3) must be displayed (right side up) on both sides of the vehicle and shall be a minimum of 6" tall with a 1" stroke. Class designators must be readable by the corner workers and Timing & Scoring.
- c) Tag Team cars must carry a bright orange "T" on the right front fender
- d) Identification: Cars must conform to the requirements in the current GCR.

14) TRACK CONFIGURATION: 14A Counter Clockwise

15) SAFETY:

- a) Black Flag All: If an Enduro race is black-flagged all, cars must stop on the Start/Finish straight. The time clock will not stop. The re-start, if one occurs, will be according to the order of the cars on the straight as they stopped.
- b) Pace Car: If the pace car is required during a race, Yellow Flags will be displayed at all corners and sign "PACE" will be displayed at Start/Finish along with a Yellow Flag. NO racing or passing is permitted and all cars should proceed at a reduced speed to bunch up the field and form a single file behind the pace car until it exits the track and the green flag is displayed at Start/ Finish. Yellow flags will be dropped when the pace car turns the lights off. The Pace car will turn off its flashing lights prior to exiting the racetrack. Race cars will maintain their reduced speed and single file order until the green flag is displayed.
- c) On Course Disabled Cars: Disabled cars on course will first be moved to a safe position and then towed into the pits (or behind) as soon as is safely possible.

16) PIT ASSIGNMENTS:

- a) Pit spaces will be assigned if the Chief Steward determines there is not sufficient space. In no instance may a Team use more than 20 feet for their pit space. Due to the limited number of pit spaces, sharing of pit spaces is highly encouraged (2 teams in one space, 3 teams in two spaces, etc.).
- b) Please indicate on the Team Entry form which team(s) can share pit space. Every effort will be made to accommodate pit space requests.
- c) Equipment and support vehicles will be allowed to begin staging in the pit area beginning at 4PM on Saturday.

17) TIMING & SCORING:

- a) Cars shall be timed and scored using the AMB Transponder system. All cars are required to have a working AMB Transponder unit.
- b) A limited number of transponders will be available for rental at the track.
- c) Cars whose numbers do not meet the approval of Timing and Scoring and/or do not have a working AMB Transponder at the beginning of the session will not be allowed to run.
- d) No track records will be recognized during this event. No additions or corrections to the results will be made after results are final per GCR.

18) **PIT STOP PROCEDURES:** These rules will be strictly enforced. Infractions **WILL** incur a time penalty as determined by the Chief Steward. Pit Marshall's shall wear orange vests for easy identification.

- a) Pit Stops:
 - i) Any number of pit stops may be utilized.
 - ii) **All pit stops, for single car or Tag Team cars, made in the hot pit lane are untimed.** Pit stops deemed to be made in an unsafe manner will be subject to penalty.
 - iii) **ONLY** Tag Team cars are required to have a 3 minute pit stop **when coming from the cold pits to the hot pits.** This procedure will be enforced as follows:
 - b) All Tag Team cars will be parked in a designated area in the cold pits east (before) the Start/Finish line. When a Tag Team driver enters the hot pits at the completion of their driving stint they will proceed at a speed no greater than **30MPH** to the break in the wall to enter the cold pits.
 - c) The Tag Team driver leaving the race track will advise the Pit Marshall at the break in the wall that they have completed their current driving stint. The Pit Marshall will record their car and class number.
 - d) Once the Pit Marshall has recorded the Tag Team's car and class number the next co driver will present himself to the Pit Marshall for entry onto the Track.
 - e) Any Tag Team car presenting itself to the Pit Marshall **will be required to wait 3 minutes from the time they present themselves to the Pit Marshall** before being allowed to proceed into the hot pits and then onto the race track.
 - f) Any work necessary may be performed on a car in the cold pits. It should be done safely and in a manner consistent with the procedures used in the hot pits.
 - g) All Tag Team cars shall pit east (before) the Start/Finish line. All Tag Team cars not currently on track must be parked east (before) the Start/Finish line in a designated area in the cold pits. All Tag Team cars must enter and leave the hot pits at a designated point east (before) the Start/Finish line.
 - h) Any car found to be crossing the Start/Finish line without proceeding directly on to the track after the completion of their pit stop will be disqualified unless they have withdrawn from the race. If a car is moved behind the pit wall for any reason, it must reenter the hot pit area through the same break in the wall.
 - i) Pit Speeds: Pit entry and exit will be at **SLOW** speeds no greater than 30MPH. Should a radar gun be available, pit speed will be enforced. If a radar gun is to be used, an announcement shall be made at the Driver's Meeting. Excessive pit speeds will **NOT** be tolerated. Any car which the Chief Steward determines to have used excessive pit lane speeds shall be black flagged and held for five minutes.
 - j) There shall be an emergency lane left open along the hot pit wall **AT ALL TIMES.**
 - k) **NO SMOKING** in the pit area or any area where fuel is stored.

- l) Signaling:
 - i) With the exception of one person to signal the incoming driver to his pit stall from the pit wall, no crew members are permitted over the wall until the car has come to a complete stop and engine is shut off.
 - ii) A single crew person may signal from the front straight wall. A pit board is recommended.
- m) Other than during re-fueling, a maximum of 5 (five) crew members (including the driver) may be over the wall at any time. Any crew member over the wall (other than during re-fueling) must be fully attired (closed toe shoes, long pants and shirts) for all pit stops.
- n) Repairs:
 - i) Major car repairs must be performed behind the pit wall (in the cold pits/paddock), not in the hot pit lane. No welding is allowed in the working area behind the wall. Any welding shall be done away from the cold pits for safety reasons.
 - ii) A minimum of two jack stands must be used when a crew member is under the car.
 - iii) Any crew violations (too many over wall, under car with no jack stands) will incur a stop-and-go penalty.
- o) Fire Extinguishers: Each team must have at least two (2) five pound or one (1) ten pound or larger fire extinguisher readily available.
- p) Clean Up: All items brought in must be removed. This includes, but is not limited to, all construction materials, tap on pit walls, chairs, tires and litter.

19) REFUELING:

- a) Refueling must be done in the racing (hot) pits with the engine off and the driver out of the car. The act of refueling begins when the refueler and equipment cross over the pit wall and ends when they pass back over the wall. There will be a maximum of three (3) crew members (driver included if he or she is over the wall during refueling), one manning a fire Bottle. All refueling crew members must wear full Nomex driving gear per the GCR. A helmet and/or balaclava are **MANDATORY**.
- b) **REFUELING EQUIPMENT MUST BE SAFE. UNSAFE RE-FUELING EQUIPMENT WILL NOT BE PERMITTED. TECHNICAL AND SAFETY SCRUTINEERS WILL REPORT UNSAFE REFUELING PROCEDURES AND EQUIPMENT TO THE CHIEF STEWARD.**
- c) A single drip pan may be used to capture fuel spills during refueling. The drip pan may not hold more than two quarts. Drip pan must be removed prior to car exiting the pits. Any spillage outside of the drip pan (even a drop) will incur a **ONE (1)** minute stop-and-go penalty which shall be imposed at the Black Flag Station.
- d) At all times, each pit space must have a 10lb fire extinguisher (or two 5lb extinguishers) provided by the entrant manned and ready during refueling.
- e) No work shall occur on the car during refueling, except to clean windows. A driver may not be in the car while refueling.
- f) No work shall occur on the car during a penalty stop or penalty hold.