

GingerMan Open Track Rules

GENERAL RULES

- **Waiver must be signed** by each person entering the track premises.
- **NO ALCOHOL** while track is hot.
- Paddock speed is 15mph and that goes for pit bikes as well.
- Pre-registration is required.
- There are no half day passes available for open track events. Open track events run from 9am until 5pm rain or shine.
- **All drivers/riders must attend drivers meeting prior to start of event (hosted at LaDolce Vida/Pavilion). Announced time and location over the P.A.**
- Appropriate wristbands assigned at drivers meeting must be worn at all times while on premises.
- Previous track driving experience is required. No 1st time/Novice drivers (please see 1st Track Day Info).

ON TRACK RULES

- Obey the flags, we enforce a 3 strike rule.
- Helmets must be 2005 Snell or newer.
- Helmets must be on and strapped at pre-grid/hot pit.
- Harness/seat belt must be in place at pre-grid/hot pit.
- Long pants and closed toed shoes are required regardless of weather.
- Keep occupied seat windows down at all times regardless of weather.
- Convertible vehicles must have roll protection in place. Top of occupant helmet shall be 2 inches below roofline or top of windshield.
- Absolutely **NO PASSENGERS** are allowed unless coach/instructor.
- Absolutely **NO DRIFTING** allowed on track.
- Trucks, large sedans, karts and motorcycles are not permitted during open track.
- **NO LITHIUM BATTERIES ALLOWED** to power vehicle or accessories on vehicle.
- Keep hands in vehicle at all times except to give point by or hand signals.
- No loose items in car (cameras, cell phones, loose change, etc).
- All cameras must be securely attached to vehicle.
- There is **NO CONTACT** allowed, any accidents involving contact will be assessed on a per incident basis and you may be parked for the remainder of the event if we decide to do so.
- Management reserves the right to restrict drivers from entering course or participating.

****Please know that your car insurance does not cover you at a track and you are responsible for damages to your own vehicle or to the track in the event of fluid spills, impact damage, vandalism, intentional burnouts/doughnuts, etc****

RUN GROUPS (30 minute sessions)

Intermediate: drivers with previous HPDE or track driving experience who are confident with their abilities. If we feel you are not running in the correct group you will be reassigned.

- Passing Zones with point by only:
 - 2-3
 - 6-7
 - 10-11
 - 11-1

Advanced: drivers with multiple HPDE or track driving events experience and/or have competed in sanctioned racing events (SCCA, NASA, Time Attack, etc) and may have a competition license. If we feel you are not running in the correct group you will be reassigned.

- Passing Zones with point by only:
 - 2-3
 - 3-5
 - 6-7
 - 10-11
 - 11-1

PASSING RULES

- Passing is allowed only in the passing zones (see run groups)
- Passing is by point-to-pass (point by) only unless you have a fixed window, arm restraints, or window net (please let us know this in drivers meeting if this is the case).
- The vehicle being passed determines where the passing vehicle may go. A point to the left out the drivers window (LHD vehicles) tells them to pass on the left. A point over the roof (LHD vehicles) tells them to pass on the right.
- When giving a point by to another driver please give them the room to complete the pass before the next corner.
- Do not drag race down the straights if you have given a point by to another driver. Breathe the throttle and let them by, there is plenty of track time and space available.
- Give point by only in passing zones.
- If given a point by in a non-passing zone it is your responsibility not to take the pass (corners, braking zones, non-passing zones for your group).
- If you are holding up traffic and/or not allowing passes/giving point by then you may see the passing flag or pulled in via a black flag and made aware of the situation.
- Do not wait until the end of the straight to make a pass or let someone pass you. Give yourself a good braking zone, otherwise wait until the next straight to attempt a pass.
- Do not block passes and be aware of your surrounding (is someone trying to get by?)