

Torqued Racing BeaveRun HPDE Lapping Day Primer

1. The front gates will be opened at 7:00 a.m. and we must be off the premises by 6:00 p.m.
2. Once you're in the gate find an open spot to park. Once you're parked remove all items such as spare tire, radar detectors, floor mats and any loose items inside the car. After you have completed this head over to the event center building to sign in. Tech and Event center building location indicated at bottom of this document.
3. Once we confirm your registration a wrist band will be placed on your left arm. Only drivers with this wrist band will be allowed on track. This will be checked on pit out of each session.
4. There will be a mandatory drivers meeting at 8am. You must attend or you will not be allowed on track.
5. The track is ready for driving from 9:00 a.m. to 5:00 p.m. with a lunch break noon to 1:00 p.m., rain or shine. Vehicles with anything other than quiet street mufflers may not be started before 8:00 a.m.
6. We do have a few helmets available for rental. Rental fee is \$30 and you must request one before the event.
7. For safety we have a manned wrecker truck with extrication equipment, an ambulance with two state certified EMTs, and a medic pack.
8. If you do damage to the track (bent guardrails, etc.) you will be billed for repair or replacement. This also applies to any clean up as a result of leaking fluids on the track.
9. The snack bar will be open for basic breakfast and lunches. There is a soda machine, air compressor and fuel on the premises. We recommend bringing your own fuel to the track as fuel at the track is very expensive.
10. Corner stations will have a full compliment of flags so you need to know them. Green, Yellow, Red, Blue with Yellow Stripe, Black, Black with Orange Ball, Yellow and Red Stripes, Checker (flag definitions at the end of this document, please review them).

Rules of the Road

1. The rental is open only to drivers who have registered and paid, no one else will be allowed to drive. Anyone who has not paid and drives even a single lap must pay full rental price.
2. Drivers may drive more than one vehicle during the day. We can have as many crew and guests as we want as long as they sign the waiver upon entering the premises. Drivers are responsible for the actions of their crew and guests.
3. Open top cars must have some form of rollover protection and pass the "broomstick test" with passenger helmets below a line from the rear roll protection to the top of the windshield. Removable hardtops and convertible tops in the up position are recommended. If you have questions, please ask in advance.
4. No alcoholic beverages are allowed on the grounds at all.
5. No tires colored other than black are allowed on the track.
6. Dead vehicles, tires and oil may not be left on the property or we will be charged.
7. Each driver or passenger must be at least 18 years of age and wear a Snell or DOT approved helmet (preferably 2000 or later) and must also wear a seat belt. If you don't have a driver's suit, cotton long sleeve shirts and long pants should be worn with closed toe shoes while driving.
8. Each vehicle must go through a tech inspection before going to the track for the first time (looking mostly at tire wear and pressures, loose items, leaky fluids, brakes, etc.).

Check out the image at the end of this document that shows where registration and tech is located.

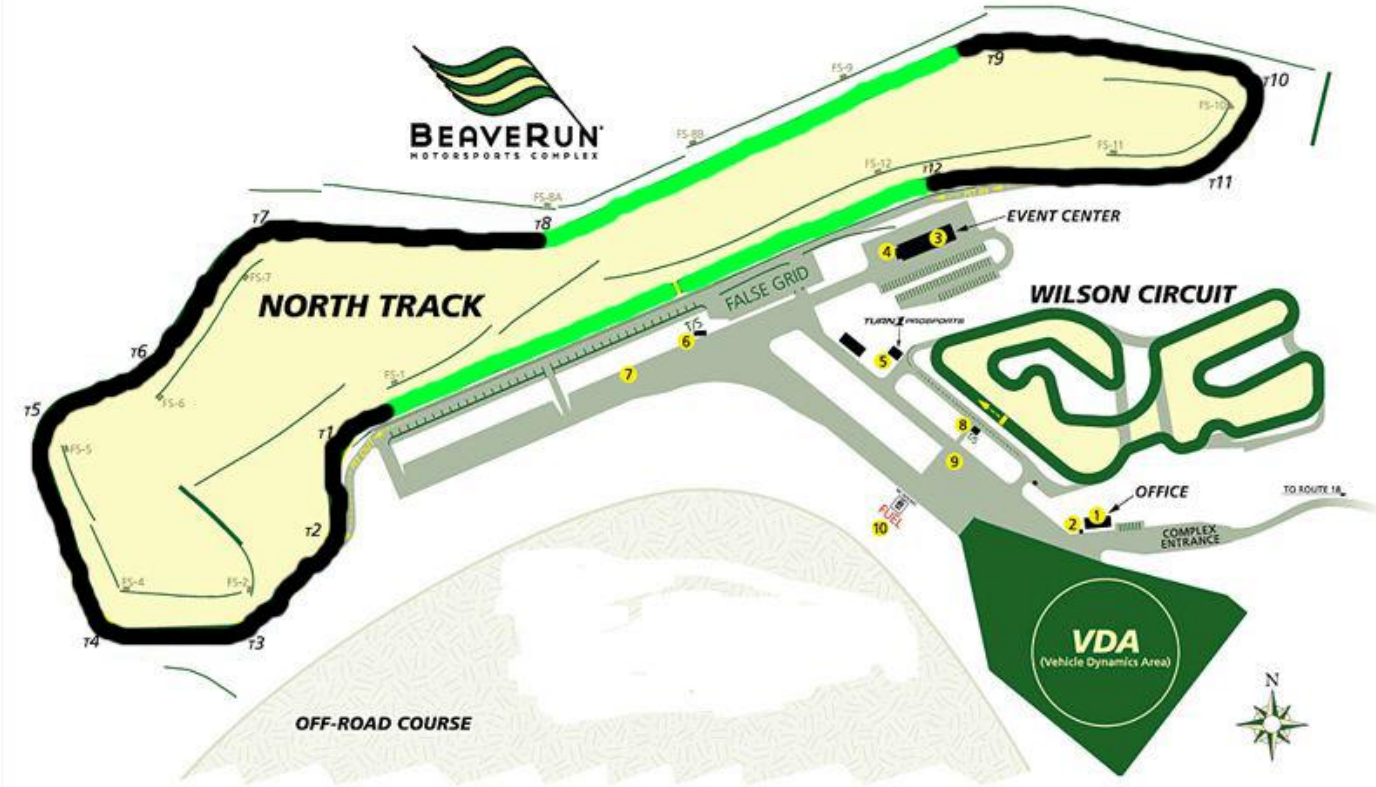
9. Each group will switch back and forth in 20-minute sessions. This will happen until the noon lunch break. Then resume at 1pm.
10. At BeaveRun passing is only allowed in 2 designated areas: the front straight, the back straight. Passing is to be done on the left only after the car being overtaken signals out the driver's window to allow the pass. The pass is to be completed before the braking zone of the next corner. A safe pass is the responsibility of both cars. There is to be no wheel to wheel racing or passing in the corners. The main thing to remember is that the car being overtaken always stays on line. The car being overtaken must signal via a "point by" acknowledging they are aware they are being over taken. See track map at bottom of this document for approved passing zones.
11. Drivers must obey all flags and workers. If you get four wheels off track, look to be waved back on by a worker. If none are in sight, use your best judgement. Any time you have four wheels off the pavement, proceed to the pits for a check for loose items or damage. If the car dies on track, coast to a manned corner station. If you can't get that far, get as far out of the way as possible and stay with the car until signaled by a corner worker.
12. Vehicles entering the pits must stay to the left with the left arm out the window (making a fist) in clear view prior to the pit entrance.
13. We suggest that first time BeaveRun drivers pair themselves up with drivers who have been on this track before.
14. Torqued Racing Solutions LLC, reserves the right to terminate your participation and attendance if you are deemed to not be following the rules or acting in an unsafe manner. By entering this event, you are agreeing to abide by the rules of the event, Torqued Racing Solutions LLC and BeaveRun LLC. If you do not, you will be required to leave.

Notes:

1. There is no timing system. This is a lapping day, not a race or a timed event. There is nothing to win but experience and smiles. Do not put yourself or anyone else at risk in pursuit of a meaningless fast lap.
2. Your car must be prepared and ready for on-track high performance driving use. It will react very differently at high speed and your reactions will have to change. Alignment set-ups and tire pressures should be set conservatively. We suggest either high performance street tires or DOT racing tires.
3. Make sure your lug nuts are torqued regularly (they will loosen) but not when very hot. Expect real brake heat and fade. Make sure you have very good brake pads before the event and have a spare set available if possible. Bleed your brakes soon before the event. Have fresh oil in the engine and check it periodically.

Misc Definitions and Information

1. Approved Passing Zones/ Tech and Driver Sign in at the "Event Center".



FLAGS FLAGS FLAGS FLAGS FLAGS FLAGS

Every flag has a very specific instruction that **MUST** be followed by all drivers, without question **IMMEDIATELY!**



GREEN FLAG - When first shown at the start-finish line, it indicates a clear track.



YELLOW FLAG (Stationary) - Be prepared to **SLOW DOWN!** There is a dangerous condition on or just off the course. The driver approaching the yellow flag is **NOT TO PASS** until he or she is past the incident after the flag.



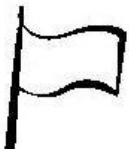
YELLOW FLAG (Waving) - **SLOW DOWN!** and be prepared **TO STOP.** There is a hazardous or serious condition on the track directly in front of you. **NO PASSING** rule is in effect until after the incident.



BLUE/YELLOW STRIPE FLAG - Check your mirrors! A faster car is coming up behind you.



RED/YELLOW STRIPE FLAG - The track condition has changed. There may be oil on the track. It may be a piece of debris or dirt/gravel kicked up on the track. Be **ALERT!** Sometimes used to let you know the surface is wet from start of rain.



WHITE FLAG - There is an emergency vehicle or slow moving car on the track ahead. (This does not mean cool down or one lap to go!)



BLACK FLAG - If driver is receiving the black flag at corner 14 or start, driver has made a rules infraction and is to proceed to the pits immediately. Go to the black flag station to discuss the situation.



BLACK/ORANGE FLAG - There is something mechanically wrong with your car. Proceed to the pits and stop at the black flag station.



BLACK FLAG (All Stations) - Your arms should be up and all cars are to proceed slowly to the pits after corner 14. There has been a serious incident that the track needs to be cleared for.



RED FLAG - Upon seeing the **RED FLAG**, put your arm up, and **STOP** your car in a **SAFE** manner at the closest corner station. There has been a serious incident probably blocking the track. Pull to the side of the track surface and wait for the corner worker to give you instructions.



CHECKERED FLAG - The session is over. Slow your speed and cool down your brakes