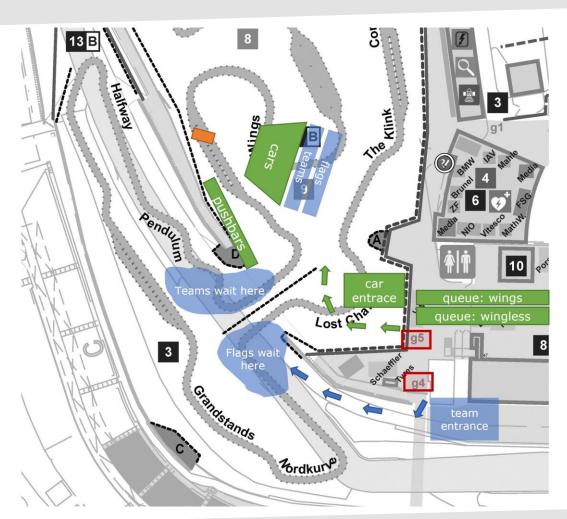


Panoramic Picture







- Entrance cars: gate 5
- Entrance team members: gate 4
- Start staging for cars: 12:15 pm
- Start staging team: 12:45 pm
- There will be no overlaps with the academy, only the car has to be there at 12:15 pm
- Make sure to be punctual
- Flags are allowed but will be staged as last in the back of the picture
- Please, follow the Official's instructions

EBS Test





- On request at the Race Control Container
- Get in contact with the Scrutineers
- EBS Test on request possible: 9:00 17:00

How-to-dynamics





- Arrive at the event when you wish to do your run no hanging around pointlessly
- Speculating in "late run" for certain track conditions is YOUR gamble.
- Ready to race = Belts buckled, helmet & gloves on, vehicle in ready condition.
- Scrutineers will do spot checking at any time
- Handheld umbrellas only. No tents, tarps, pavilions etc.
- We will handle the cleanliness of the dynamic area. Don't bring brooms.
- Track Condition is declared by signs at Race Control Container

Dynamics - Practice area





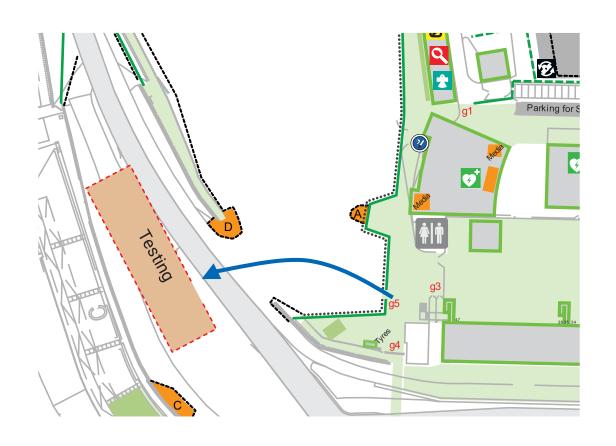


Practice Area (MV & DV)

- Dynamic A: 8:30 to 18:30
- Access via gate 1
- Track time 3 5 min / run
- Running order is list based, sign in at the marshals
- After testing please take all your equipment with you

Dynamics - Practice area





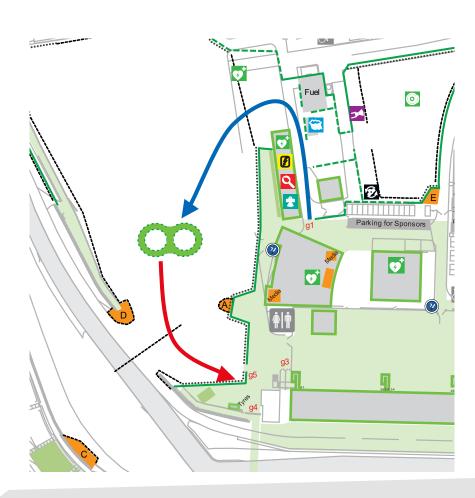


Practice Area (MV only)

- Test Area B: 8:30 to 18:30
- Access via gate 5
- Track time 3 5 min / run
- Running order is list based, sign in at the marshals
- After testing please take all your equipment with you

Dynamics – Manual Skidpad





OPTO

Manual Skidpad

- Dynamic B: 8:30 to 11:30
- Entry via gate 1
- Exit via gate 5

Dynamics – Manual Skidpad



OPTON

- 2 runs per team, one driver
- 2 laps to the right, 2 laps to the left.
- Two lane queue one for "1st run" and one for "2nd run"
- Teams on their 1st run will be given priority

Penalties

- Cone down or out (DOO): 0,2 sec
- Off course (OC): DNF
- Wrong number of laps: DNF
- Wrong direction: DNF

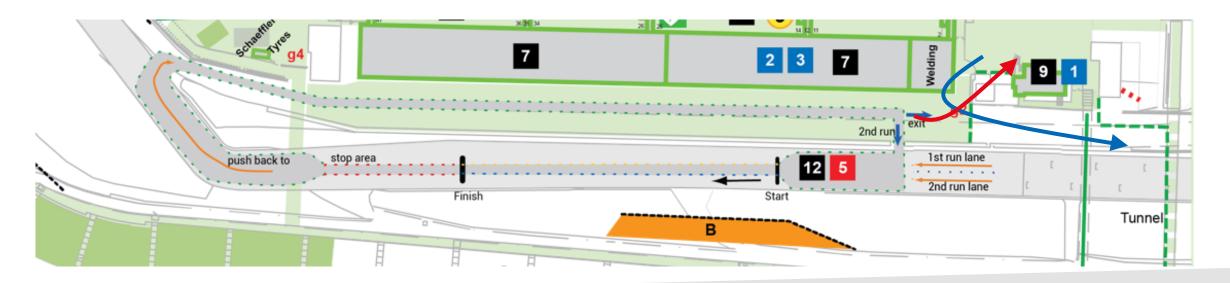
Dynamics - Driverless Acceleration



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Driverless Acceleration

- Start / Finish Line: 9:30 to 12:30
- Entry & Exit via gate 2



Dynamics – Driverless Acceleration





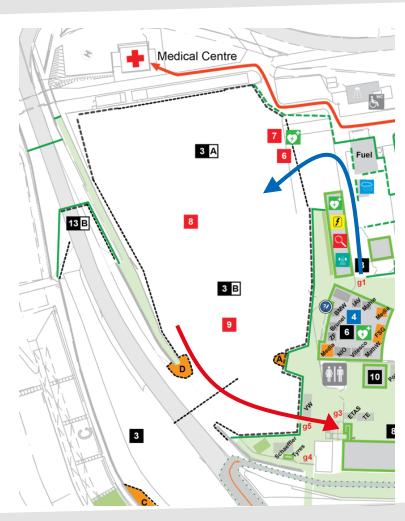
- 2 runs per team
- Two lane queue one for "1st run" and one for "2nd run"
- Teams on their 1st run will be given priority
- There will be a shuttle for DV team members to pick up the car after the run

Penalties

- cone down or out (DOO): 2 sec
- off course (OC): DNF
- unsafe stop (USS): DNF

Dynamics – Driverless Autocross







Driverless Autocross

- Dynamic B: 15:30 to 18:30
- Course Walk: 15:00 to 15:30
- Entry via gate 1
- Exit via gate 5
- We planned enough time you are responsible to show up in time
- In the last hour there might be long queues
- Please keep in mind rules D2.5 & D9.1.16

Dynamics – Driverless Autocross

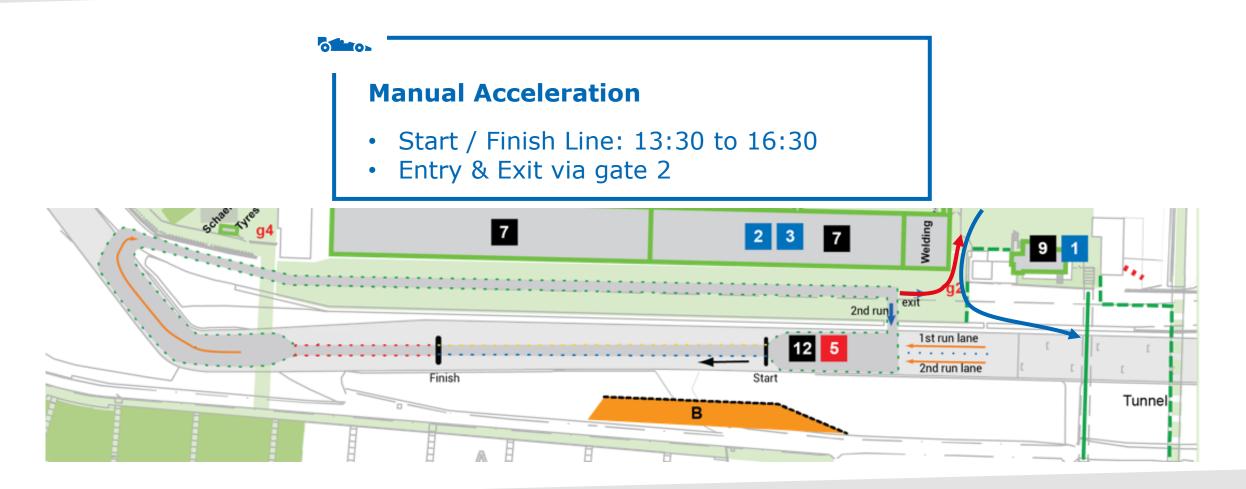




- 2 runs per team
- Two lane queue one for "1st run" and one for "2nd run"
- Teams on their 1st run will be given priority
- Track length 227,5m
- Penalties
 - cone down or out (DOO): 2 sec
 - off course (OC): 10 sec
 - unsafe stop (USS): DNF

Dynamics - Manual Acceleration





Dynamics – Manual Acceleration





- 2 runs per team, one driver
- Two lane queue one for "1st run" and one for "2nd run"
- Teams on their 1st run will be given priority
- The car drives under own power from the queue to the start line
- Car is staged by the starter
- Time starts on line-crossing, not the flag drop
- Follow signs for 2nd run or exit.

Penalties

- cone down or out (DOO): 2 sec
- off course (OC): DNF
- unsafe stop (USS): DNF

Manual Skidpad & Acceleration



