

## How-to-dynamics





- Ready to race = Belts buckled, helmet & gloves on, vehicle in ready condition.
- Technical Inspectors 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

## Flag signals







GO - GO - GO !!



Stop your car immediately but safe wherever you are; wait for instructions



Danger; you must slow down and prepare to stop.



Your run is over



for each driver will be displayed



You must pull into the designated passing zone and follow the track marshals' signals at the end of the passing zone



The track is slippery



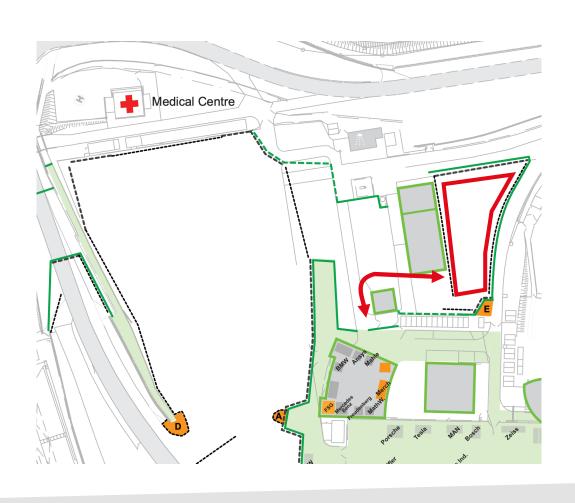
Pull into the driver change area for discussion with the officials concerning an incident



Mechanical black flag, pull into the driver change area for a mechanical inspection

## Dynamics – Test Area





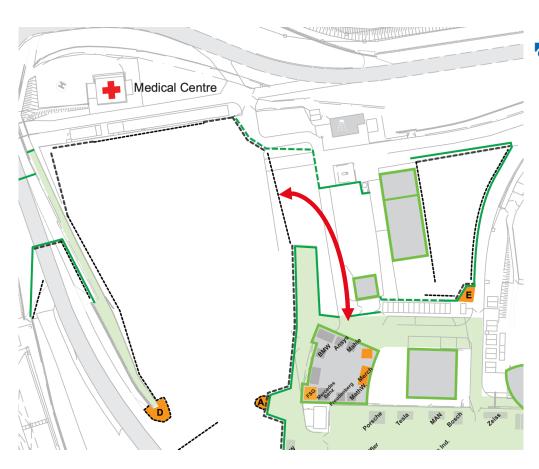


#### **Test Area MV + Historic**

- Test A: 9:00 12:00
- Entry & Exit via gate 1
- Track time 3 5 min / run
- Running order is list based, sign up at the marshals
- After testing please take all your equipment with you

## Dynamics – Endurance







### **Endurance (Manual + Historic)**

Queue opens: 8:00

Course Walk: 8:00 to 8:25

Dynamic Area: 8:30 to 18:00

• Entry via gate 1

• Exit via Technical Inspection Tent

## Dynamics – Endurance





- 1 run per team
- Running order has been published separately
- Procedure according to DE7.2
- You are responsible to monitor the queue and to show up at your assigned slot.
  Please be aware that teams that have an earlier slot might not show up or not finish their run.
- Please bring your own rollerboards in case your car breaks down
- Penalties
  - Cone down or out (DOO): 2 sec
  - Off course (OC): 10 sec
  - Additional penalties according to D9.1 and D9.2
  - Note: All cones count, including entry, exit and passing zone cones.

# Driver Info: Stalls during Endurance





- stay cool & calm
- Track marshal will contact you
- Track marshal will stay with you / give you signals when you can re-enter the track
- Track marshal will push you to a safe area
- There you will have the allowed time (1 lap) to restart your car Race Control will keep track of this.
- Track marshals will not switch off any main switches
- the driver needs to switch off the Tractive System via the cockpit mounted Master Switch before being pushed to a safe area
- Opening belts or pulling off arm restraints => DQ.

### Driver Info: Endurance



#### OPTON

- Wait for a green flag at the end of a passing zone. Multiple cars might have to pass.
- Ignoring flags leads to a black flag
- Be aware: The exit for the pit is directly after the checkered flag; familiarize yourself with this during course walk.
- After finishing endurance, drive all the way to the orange cones, stop, then turn off the tractive system. Officials will guide you to a mandatory post inspection.

## Datalogger





- Dataloggers will be removed from the vehicles in post-inspection
- Please remember to bring the required tools.
- All teams that do not attempt Endurance today please remove your Datalogger as soon as possible and take it to Technical Inspection Tent.