

15 Hours of Hastings Enduro (Endurance) Races 2011

Guidelines for Participation

The purpose of the asphalt enduro event is to provide an introduction to Road Course driving and provide an experience of an endurance event with multiple drivers. This type of event was proposed in 2004 when MPH was initially designed and then later built and was specifically referred to as the 12 Hours of Hastings. In 2005 we had our first similar event on Dirt with two one-mile long courses. With the beginning of the asphalt MPH ET pursuit in 2009 participants expressed interest in bringing back the longer event so multiple drivers could participate in a single vehicle. To keep it affordable drivers requested a limit be set on the fair value of the vehicles and a random limit was set at \$500.00 without safety improvements and a claim much like some dirt race venues was established to keep teams as equal as possible.

Many of our participants have driven MPH and experienced it during daylight hours but not at nighttime. To help ensure compliance with our night safety guidelines a **mandatory New driver's** familiarization session will be provided prior to each event and typically from 4PM to 10PM several days before the actual race. All new drivers will be provided lead-and-follow track time prior to and after dark to familiarize themselves with the Track's night event markings and safety corner station procedures. **This session is mandatory for all new participants.**

Only cars meeting MPH safety guidelines will be allowed in the event. This includes roll bars and other basic safety equipment required in most asphalt auto racing and dirt track car racing venues. Due to the diversity of the current types of dirt and asphalt certified vehicles you must have the track verify your vehicle qualifications prior to the event. Tech will be mandatory and the Track will mark the vehicles that have passed this initial safety session. Driver qualifications go back to the diversity of the different venues and backgrounds of the participants. Team vehicles and qualified drivers will receive their individual approvals from the track based on these experiences. The track decisions are final in all cases. All Cars will need to be here for Tech inspections at specified date and times prior to each event.

The idea behind an endurance event is not so much speed, as it is consistent driving skills to ensure the team's vehicle finishes the full enduro while maximizing their completed distance. MPH is approximately 2.15 miles in length with three maximum straight away lengths of 1200' to 1500' and fourteen turns (6 lefts and 8 rights).

Some enduro's are Ran after dark which requires each vehicle to be equipped with adequate front headlights (two) and visible Red taillights (two) and working brake lights (two). Other than an interior factory light no other lights are allowed on or in the vehicle.

Vehicles deemed as running too slow or leaking fluids or any other situation the track deems, as a detriment to the event, will be Black-flagged. Black-flagged vehicle status will be defined in the mandatory drivers meeting at the event. Make a mistake we don't approve of and you will get a TIME OUT, which will also be defined at the driver's meeting. **All factory, hoods, doors and rear deck or trunk lids must be in place or a suitable replacement.**

2011 Enduro Racing Hastings

Guidelines:

COST:

Price to Enter for Qualified Teams:

\$150 Car

\$100 Per Driver (Each Team must have a minimum of three drivers)

\$25 Hot Pit Crew Pass (Non-Driving Crew). (Maximum 10 Crewmembers per team including drivers)

\$10 Paddock Pass (any person entering facility that isn't a Driver or Hot Pit Crew)

Important Information:

- Racing is a dangerous sport.
- Your vehicle can be damaged at any time
- The Track's decisions are final and Rules can be changed at any time.
- Any unsafe car or driver (as determined by the Track) can be removed from the event at any time.
- If these rules do not mention the modification you are considering it's probably not legal.
- The Race can be postponed or canceled due to weather at the Tracks discretion.
- Each driver and car are required to participate in tech inspection and pre race driver training
- Only car's valued \$500 or less are allowed to participate. The Track will determine if the value is in question.
- At the end of the competition the track may elect to claim your vehicle for \$500. The claim does not include any added safety equipment.
- The vehicle which that completes the most laps places first on down to 4th place. **For 2011 you must finish the entire race to be part of the purse and have an official finish position.**
- Laps will be counted electronically by use of AMB timing system.
- All teams will be required to have a jack with jack stands or blocks to hold car up if working under the vehicle in the Hot Pits.
- Each team is required to buy fuel and transport fuel from track tanker to their Hot Pit box. Maximum allotment at one time is 5 Gallons. All fuel for the event must be prepaid at registration. You must calculate how much fuel you will need and purchase in advance. No refunds.

2: ELIGIBILITY

- The Racetrack determines vehicle eligibility.
- Vehicle has value must be \$500 or less as determined by the Racetrack.
- All drivers must have a valid driver's license and be at least 18 years of age.
- Only dot tires can be used. **Tread Wear rating of 200 minimum.**

3: SAFETY

- **All safety equipment and installation is subject to approval by the Track. If you have questions call the Track before the race.**
- A roll cage is required. Follows roll cage rules for other sanctioning bodies or contact the Track.
- A racing seat is recommended but not required
- A fire extinguisher must be located within reach of the driver.
- Padding of all metal objects in the cockpit is required.
- No sharp edges in the cockpit area allowed.
- An SFI **SA** rated safety helmet is required. . Recommend using SA2000 or newer rated helmet. **SM** Motorcycle helmets are NOT recommended.
- Five point Racing seat belts are a minimum requirement. We recommend belts that are less than two (2) years old. Arm restraints are required vehicles with moon roofs removed or T-Tops. Arm restraints are always recommended, where appropriate, for all vehicles.
- An SFI fire rated driving suit is mandatory for drivers when in the vehicle and Crewmembers fueling the vehicle in the Hot Pits. No Hot Pit Entry without proper apparel.
- Headlights and Taillights:
 - Two rear brake lights must be in working order at all times to compete.
 - Two front headlights must be in working order at all times to compete.
 - Above lights must be corrected at the next pit stop to continue competition.
 - You may have extra night driving lights on the front of the vehicle but not on top of the roof or hood.
- Mufflers are required at all times. Our sound limit is the cars must be quiet like streetcars with full mufflers. The officials will determine if you are within the rules. Exceed the limit during this night event and you will be immediately Black Flagged until corrected.
- Battery must have the positive terminal insulated and be securely mounted.
- Cars must be numbered and have a transponder (provided by MPH) at all times. The numbers must be in contrasting colors to the body and be clearly readable by timing and scoring, as well as your pit crew. Warning! We are racing at night. Make sure your numbers are readable from all four sides of your car. Creating a unique signaling method between driver and pit crew will be helpful for pit stop communications. All signaling or signing must be done from your pit box.
- The fuel tank will be completely separate from the Interior of the vehicle.
- No oil, fuel or cooling lines can pass through the interior of the vehicle.
- No antifreeze or water wetter is permitted. You must run water only in the radiator and cooling system if the engine is water-cooled.
- No fuel tanks larger than the OE tank that came with the car.
- A maximum of 5 gals of fuel can be stored in the pit box crew area behind the two rail Guardrail. You may only put a maximum of 5 Gallons in your tank each Pit Stop.
- Tow points clearly labeled on the front and rear of car are required. You will not be allowed to run in this Night event without a front and rear-towing hook for the track to use to pull you off the track.

Rules of the road while participating:

- No bumping or contact is allowed.
- Four wheels off track – maximum 4 per car for the entire event. Your team will be penalized one (1) lap per four off after the first four that are allowed.

- Not following official's directions will result in a TIME OUT. (TIME OUTS are assessed by The Track's Race Control and can be any duration in length)
- If your car stops on the track for any reason, **DO NOT GET OUT OF YOUR CAR EVER!!!!!!(unless on fire)** until MPH safety arrives to help you and light the area. Your car will be towed back to your pit box and you may repair it and get back on the track.
- Your car must stay on the racing paved surface at all times or you may be subject to a TIME OUT.
- If you damage racetrack property in any way you are responsible to pay for the replacement of it.
- **During Red Flag conditions no passing is allowed and all participant vehicles will come into the Pit area and line up along the front guardrail and wait for instructions to reenter the track. No work and or service may be performed on the cars. This is the only time you will not be penalized for less than a seven-minute stop if racing resumes in less than seven minutes.**

Schedule for the Event: TBD

Additional Event Guidelines 2011:

Penalty guidelines 15 Hr of Hastings 2011

No Penalty for 4 off track if no position gained but in 2011 the maximum if 4 (four) times in the event for each vehicle. The Track will decide if position gained. Penalty is One Lap minimum if you have exceeded the four allowed four offs.

Aggressive Driving is absolutely not allowed. The penalty is a minimum of One Lap up to the driver's expulsion from the race and the vehicle and team disqualification without refund. The Track will make this decision.

NO PASSING under yellow flag or flashing yellow lights in portion of track under yellow. If we roll a safety/towing/fire vehicle the track will be under full course yellow or full course Red watch the lights on the vehicles or Flags during daylight hours.

RED Flag conditions or Red Flashing lights – slow down No Passing and come into the Pits. Stay in the Right lane and proceed all the way to the far end of the pits in the order you arrived in the pits you may NOT work on your vehicle during a Red Flag condition. Position will be from last completed lap prior to the Red Condition as per the timing system. The Pace truck will pace the restart of the event from a rolling start.

Pit Stop electronic timing starts at the West Pit Entrance. Your pit stops must all be a minimum of 7 (Seven) minutes. From entry in the pits (West End timing loop) until you cross the finish line on the next lap. We will not monitor your pit stop time but will monitor your total time for the stop and the next lap.

PENALTY on PIT STOPS plus the next Lap that are less than 7 Minutes.

6:59.00 to 6:30.00 1 Lap Penalty at end of Race

6:29.00 to 6:00.00 3 Lap Penalty at end of Race

5:59.00 to 5:00.00 5 Lap Penalty at end of Race

4:59.00 to 4:00.00 6 Lap Penalty at end of Race

3:00.00 to 2:00.00 8 Lap Penalty at end of Race

Fuel Handlers must have a Full Driving Suit and Gloves on when filling Vehicle.

All Fuel containers must stay in the hot pits and South of the 4' Chain fence. Absolutely no containers can be handed over the fence. You may have only one 5-gallon container for your team.

Pit Speed Limit starts at the Three-rail Guardrail on pit in about 150' before the Hot Pits. Cones are placed where Speed Limit Start. The Speed Limit on the Hot Pit Road is 25MPH. Exceed this limit and the track will hold you at pit-out for up to one minute. Once you are out of the Hot Pits on Pit Out there is no Speed

Limit. Stay above the Yellow Blend line when entering the track. Do not have less than 7 minute pit stops for any reason.

Passing is allowed anywhere on the Racetrack except Pit-In and Pit-Out.

You may buy fuel from other teams but you may not have more than a single 5-Gallon container in you Pit Box. You are not allowed to put more than 5 Gallons in on any pit Stop.

Flags:

Green Start Race

White One Lap to Go

Checkered Race Finish

Yellow No Passing slow down

Red No Passing Slow Down come into the Pits

Black Flag Come to Pits

10/30/10