



**The Mark Sutton Remembrance Race**  
**Monday 26 August 2024**



### **1.0 Eligibility**

All Drivers must be in possession of a valid Competition Licence (Race Club) or higher.

The race is open to one or two driver teams using one or two cars.

### **2.0 Registration/Entries**

All entrants must register using the CCRC online registration system

[Driver Registration Form - Castle Combe Racing Club \(ccracingclub.co.uk\)](https://ccracingclub.co.uk) and select Mark Sutton Race

### **3.0 Awards**

Awards for 1<sup>st</sup> in each class plus Trophy will be awarded for 1st Overall

### **4.0 Briefings**

If required time and location will be notified.

### **5.0 Qualifying**

5.1 Each driver must complete a minimum of 3 laps during the 20 minute qualifying session.

5.2 The fastest lap set in qualifying will set the grid position and class structure.

### **6.0 Race**

6.1 The Race length will be 30 minutes.

6.2 Should the race be disrupted the Clerk of the Course shall not be obliged to resume or rerun the race

6.3 The minimum time duration for the result to stand shall be 15 minutes.

### **7.0 Starts**

7.1 Cars will be released from the Assembly area to form up on the grid. Cars will then do a green flag lap behind a Lead Car. The Lead car will extinguish its roof lights and enter the pit lane, when the red lights are switched off at the start line the race will commence.

#### **Aborted Start:**

If the start is aborted prior to the lead car pulling off, the lead car will not extinguish the roof lights and will continue to lead the field around the circuit for an additional lap and a new start will be attempted. If the lead car has left the circuit and the Clerk of Course does not intend to start the race the start lights will remain at red. When this signal is given, all cars should exercise extreme caution and return slowly round the circuit maintaining their original grid positions stopping as directed by marshals. The race start procedure will then be repeated from the showing of the one-minute board indicating that the green flag lap is imminent. At the discretion of the Clerk of the Course, the race distance may be reduced accordingly.

7.2 Any cars driven into pits on Green Flag lap shall be allowed to re-join from the pit lane after the last car has passed the pit lane exit.

### **8.0 Pits & Pit lane Safety**

8.1 You must take a minimum **1 MINUTE COMPULSORY PIT STOP** between **10 minutes** from the start of the race (pit open will be signalled) and no later than **10 minutes** before the end of the race (pit closed will be signalled). **Single driver must take the full 1 MINUTE PIT STOP but does not need to get out of the car**

8.2 If there is a requirement to stop outside this window the competitor will still need to carry out the compulsory stop within the pit window.

8.3 Pit Lane Speed limit will be 60kph (37mph). Competitors breaching this limit will be subject to a Drive through Penalty during the race.

8.4 Should the need arise to stop the race all work in the pit lane must cease.

### **9.0 Safety Car**

The Safety Car will be brought into operation in accordance with Section Q, Appendix 3 of the Motorsport UK General Regulations. Cars may be held in the pit lane at the discretion of the Clerk of Course until the crocodile has passed the pit lane exit.

# **Technical**

## **1.0 Safety Requirements**

Entrants/Drivers must ensure that they and their cars conform in every way with the Motorsport UK Year Book. Areas of keen attention but are not limited to are drivers protective race clothing, roll cages, race seats, safety harness, extinguisher, battery cut of switches, rain light and towing eyes.

## **2.0 Wheel and Tyres**

- 2.1 Wheel and Tyre choice is free.
- 2.2 The wheel and tyre combination must be covered by the bodywork.
- 2.3 Tyre changing can take place at any time during the race.

## **3.0 Fuel and Refuelling**

- 3.1 Fuel choice is free. (Motorsport UK Defined Pump fuel)
- 3.2 Refuelling is not allowed.

## **4.0 Silencing**

All vehicles must be silenced and must pass the static test before Qualifying. (108dB at ¾ rpm at 0.5m)

## **5.0 Numbers/Decals**

5.1 The Competitor can request a particular number. Allocation will be on 1<sup>st</sup> come 1<sup>st</sup> served basis. The number decal needs to be provided by the competitor.

## **6.0 Classes**

- 6.1 The Carnival Challenge will be made up of 4 classes.
- 6.2 Classes are set by reference laps. The reference lap will be the deciding factor in classification and will be the fastest time set in qualifying.
- 6.3 The “minimum reference lap time rule” is added to increase competition and explicit not to slow down the cars in this class. Therefore it is the right of the organiser (in order of the sportive character of the event), to adjust the “minimum reference lap time” to a more appropriate level, if the performance of the cars in this class requires this.
- 6.4 Classes will be set after qualifying. (Reference lap times may also be adjusted as above)

## 6.5 Classification

- Class 1: Reference lap below 1:15.000
- Class 2: Reference lap between 1:15:001 and 1:17.999
- Class 3: Reference lap between 1:18.000 and 1:20:999
- Class 4: Reference lap 1:21:000 and above

## **7.0 Penalties:**

	<b>During Qualifying</b>	<b>During Race</b>
<b>Exceeding Pit Speed Limit</b>	Loss of fastest lap previous to infringement	Stop & Go for 2 seconds per mph over speed limit
<b>Overtaking under a yellow flag</b>	Black Flag	Minimum Stop & Go for 30 seconds
<b>Overtaking under Safety Car conditions</b>	Black Flag	Minimum Stop & Go for 30 seconds
<b>False Start</b>	N/A	Drive Through
<b>Pit stop infringement (Time)</b>	N/A	Drive Through
<b>Exceeding reference time more than once</b>	N/A	Drive Through

