

**2011-2012 Skip Barber Racing School**  
**Winter Formula Race Series and MAZDASPEED Challenge**  
**Rules & Regulations**  
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**2011-2012 Skip Barber Racing School**  
**Winter Formula Race Series and MAZDASPEED Challenge**  
**RULES & REGULATIONS**

All Skip Barber Race Series events are conducted in accordance with the following Rules & Regulations (“Rules”). Changes or supplements to these Rules may be issued prior to, or at, an individual event. The Race Series reserves the right to change the schedule of events, penalties, race lengths and race results in the interest of fairness and improvement of the event. In addition, the Race Series reserves the right to exclude at any time any driver from competition for: violation of the Rules, insufficient experience, and/or driving that is inconsistent with fair and safe competition.

Once you have read through and understand these Rules & Regulations please sign and return the Driver Acknowledgement and Agreement form found on page 49 (also page 50 if driver is a minor) of this booklet and return **THE ENTIRE RULE BOOK.**

You will not be allowed to participate in any Race Series events without first completing this form and having a Rule Book on file with the Skip Barber Race Series office.

## **1. INTRODUCTION**

Welcome to the Skip Barber Race Series. It is important that you read and understand these rules and regulations. Our primary motivation is to create a race series that emphasizes the positive aspects of motor racing yet, at the same time, take the sting out of the harsher realities of the sport. We strive to provide a setting where all drivers, novice or experienced, can learn and develop their driving skills in safe, reliable race cars that are constantly tested to insure their relative equality of performance. We also strive to offer this at a reasonable cost to the competitor. The rules contained herein are written with these goals in mind.

The Formula Skip Barber racecar (FSB) is the result of the combined efforts of The Skip Barber Racing School, BFGoodrich, Gemini Transmissions, and Penske Racing Shocks. These world-renowned entities collaborated to create a racecar that has raised the bar both technically and competitively for entry level open-wheel racing in North America.

The FSB features a single-element front wing with a raised nose-box and a dual element rear wing.

The FSB utilizes a 2-liter, 16 valves; 4-cylinder engine tuned to deliver 150hp at 5800 rpm with the rear wheels driven through an updated Ricardo 5-speed sequential gearbox.

The FSB accelerates from 0-to-60 mph in less than 5 seconds and will stop from that speed in less than 3 seconds.

Additional features of the FSB are BFGoodrich G-Force tires, coil-over Penske Racing Shocks, and adjustable front and rear anti-roll bars, side mounted radiators, Hanford Device and vented front and rear brakes.

Each FSB is equalized through pre-race testing by professional test-drivers using timing and radar, with the objective that every

car arrives on the grid within 1 mph of top-speed and 0.5 percent of lap time.

The Skip Barber Race Series is the largest open-wheel amateur championship in North America. Each year, hundreds of drivers take part in some of the closest, most exciting open-wheel racing of its kind.

The Skip Barber MAZDASPEED MX-5 Cup racecar (MX-5 Cup Car) is the result of the combined efforts of Mazda, the Skip Barber Racing School, and BFGoodrich. These world-renown entities collaborated to create a racecar that has raised the bar both technically and competitively for entry level closed-wheel racing in North America.

The MX-5 Cup car utilizes a Mazda 2-liter power plant that delivers 200hp and 190 ft lbs of torque. The drive train is a 6 speed manual transmission with a Mazda racing clutch assembly. Additional features of the MX-5 Cup Car are upgraded shocks, springs, sway bars, Hawk brake pads, BFGoodrich G-Force tires and Willwood racing brake fluid.

## **2. RACE SERIES**

All Advanced Activities and Race Series events include the use of either the FSB or MX5s (unless otherwise noted) as well as coaches' feedback and advice. All Advanced Activities and Race Series events include a driver liability for crash damage. Please refer to Section 8, CRASH DAMAGE POLICIES, for further details regarding driver liability limits.

### **2.1 DESCRIPTION OF ADVANCED ACTIVITIES AND RACE SERIES EVENTS**

#### **2.1.1 Advanced Two-Day \$3900**

The Advanced Two-Day Racing School bridges the gap from the 3-Day Racing School to the Race Weekends. Upon graduation, the Advanced Two-

Day Racing School can qualify you to practice and race.

### **2.1.2 Lapping Session - \$1350**

As with any sport, the only way to improve your racing skills is with “seat time”. Lapping provides multiple track sessions, approximately 100 miles of track time and feedback from coaches to help drivers build their skills or learn new tracks. Laps are not timed and passing is restricted to specified zones.

### **2.1.3 Advanced Car Control Clinic - \$1300**

Helpful for drivers with solid basic skills who want, or need, to learn how to explore the limits of the car without going over “the edge”. This program is conducted on a skid pad and autocross course under controlled conditions, and utilizes Mazda RX-8’s, Mazda 3’s and FSB racecars. The curriculum is designed to teach a driver how to deliberately slide and drift the car as well as how to control these situations. This is done first in the RX-8’s and Mazda 3’s with the instructor sitting alongside of you, giving you instant feedback. Then you move in to the FSB and continue to hone the skills that you have learned.

### **2.1.4 Lead Follow Lapping - \$1600 per session**

You get your own personal coach for the day, and you’re both in your own racecar. Follow the coach nose-to-tail on the racetrack, and learn precisely where to brake, turn in, apex and track out. Guaranteed to take big chunks off your lap times. Approximately 40-50 miles of track time and individual feedback from your own personal coach.

Also includes in car radio feedback during the session.

### **2.1.5 Computer Lapping Session - \$700**

Computer Lapping is designed for drivers who are prepared to examine their performance in detail to pinpoint specific areas for improvement.

The implementation of a data collection system and software allows drivers to analyze their laps and compare against an instructor's target lap. The system monitors and records throttle position, speed, engine rpm, lateral and longitudinal g's and braking points for each lap, giving the driver information about how to improve their driving and lower their lap times. The data collected will be compared and reviewed to a senior coach's data. Each session includes a 15-minute data-collection track session followed by one-on-one feedback and interpretation from a coach.

### **2.1.6 Computer Car Test Day - \$2550**

The Test Day is designed for the experienced racer who is looking to learn a little more about their driving style and car feedback skills. It will teach the driver to better understand the subtle differences in car set-up and chassis changes. It combines the elements of a lead follow with computer car and allows the customer to really focus on improving his or her analytical skills as a driver. It is done in the computer car and consists of many short sessions throughout the course of the day with data collection feedback to pinpoint the areas needed to focus on. One of those sessions is with a coach in another car for the lead follow portion. In addition we will make changes to the set-up of the car so the driver can not only feel the effect but see it in the

telemetry as well. The day concludes with a mock qualifying session to try and apply the information learned under simulated pressure conditions. The sort of thing one might expect if progressing further up the ladder of professional racing.

### **2.1.7 Practice Sessions - \$1500**

Practice is available the day prior to a race weekend. These sessions are made available to drivers who are participating in the race weekend or to other experienced drivers (on a space available basis). Practice includes two 30-minute timed sessions, with open passing permitted and feedback from coaches to help drivers continue to build their skills. Drivers receive a copy of their individual lap times at the conclusion of their session. Drivers are occasionally required to flag one or two sessions as per Section 7 in this rulebook.

### **2.1.8 Qualifying – Included in Race Weekend**

Qualifying sessions are conducted each race weekend to determine the grid for the first set of races (Race 1). Qualifying typically consists of one 18-20 minute timed session with open passing permitted. Time sheets and driver evaluations will be made available following each session. See Section 5, rule 5.1 for Qualifying procedures.

### **2.1.9 Race Series Weekends - \$3500**

Skip Barber Racing coaches act as observers at all racing activities and offer driver evaluations, of nearly every corner, after each session. This is one primary way our Race Series differs from all other types of racing. Drivers continually develop their skills in a very competitive racing program, yet at the same time benefit from expert coaching.

Prices are subject to change without notice.

## **2.2 RACE SERIES – SCHEDULE**

The Race Series consists of three championships. Please contact your School and Series Advisor for specific scheduling information for each regional series.

November - April      [Winter Series Championship](#)

April – October      Summer Series Championship

A driver may choose races in any or all, [seasonal](#) Race Series. Each race weekend, drivers are normally divided into four or five groups.

## **2.3 Traditional Race Weekend Format**

Drivers will receive specific information pertaining to the event that they are contesting. Below is a brief outline of a Race Series event:

### **2.3.1 The Day Preceding a Practice Day**

Driver registration at the track  
(Unless otherwise stated)

### **2.3.2 Practice Day**

Driver Registration in the Hospitality Area  
Track Orientations (“Van Arounds”)  
Drivers Meeting  
New Driver Orientation  
1<sup>st</sup> Practice Session, all groups  
2<sup>nd</sup> Practice Session, all groups

### **2.3.3. First Day of Race Weekend**

Final Driver Registration in the Hospitality Area  
Track Orientation (“Van Arounds”)

Drivers Meeting  
Qualifying Session, all groups  
Warm-up and Race 1, all groups  
Memorial Race/Enduro Race\*

#### **2.3.4 Second Day of Race Weekend**

Driver Meeting  
Trophy Presentation for Race 1, all groups  
Warm-up and Race 2, all groups  
Trophy Presentation for Race 2, all groups  
Memorial Race/Enduro Race\*

### **2.4 Condensed Race Weekend Format**

#### **2.4.1 The Day Preceding first day of Race Weekend**

Driver registration at the track

#### **2.4.2 First Day of Race Weekend**

Driver Registration in the Hospitality Area  
Track Orientations (“Van Arounds”)  
Drivers Meeting  
New Driver Orientation  
1<sup>st</sup> Practice Session, all groups  
2<sup>nd</sup> Practice Session, all groups  
Qualifying Session, all groups

#### **2.4.3 Second Day of Race Weekend**

Final Driver Registration in the Hospitality Area  
Track Orientation (“Van Arounds”)  
Drivers Meeting  
Warm-up and Race 1  
Warm-up and Race 2  
Memorial Race/Enduro Race\*  
Trophy Presentation after each race

\*Memorial Races and/or Enduro Races are conducted at the conclusion of the final race group of either day of the race weekend, time, equipment and interest permitting. Memorial Races are generally 25-30 minutes in length and are preceded by a warm-up session. Enduro Races are run at selected venues, typically in our 66-minute format, and are preceded by a warm-up session. Participation is subject to the discretion of the Pit Lane Coordinator and the Managing Staff of the Race Series.

### **3. ELIGIBILITY AND MINIMUM REQUIREMENTS**

All Advanced Activities and Race Series events require the minimum prior driving or racing experience described below.

Regardless of prior experience all drivers must, in the sole judgment of our coaches, demonstrate the skill to competently compete in a racing event.

Race Series Coaches and Managing Staff reserve the right to exclude at any time any driver from competition for violation of the Rules, insufficient experience, and/or driving that is inconsistent with fair and safe competition.

In addition, Race Series Managing Staff has the right to exclude any driver who has an outstanding invoice(s) with the Skip Barber Racing School LLC.

#### **REQUIREMENTS:**

##### **3.1 ADVANCED TWO-DAY (ADV2)**

Graduation from the Skip Barber 3-Day Racing school, or from a professional racing school\* or prior racing experience\*. A Driver Medical Information Form and signed Rule Book on file with the Race Series Administrator. Plus, in the sole judgment of our coaches, a driver must demonstrate the skill to safely participate in an

ADV2. Successful completion of the ADV2 does NOT guarantee eligibility to race.

### **3.2 LAPPING SESSION**

Graduation from the Skip Barber 3-Day Racing School, or from a professional racing school\* or prior racing experience\*. A Driver Medical Information Form and signed Rule Book on file with the Race Series Coordinator Plus, in the sole judgment of our coaches, a driver must demonstrate the skill to safely participate in a lapping session. Successful completion of the Lapping day does NOT guarantee eligibility to race.

### **3.3 ADVANCED CAR CONTROL**

Graduation from the Skip Barber 3-Day Racing School or from a professional racing school or prior racing experience. Graduation from a Two-Day Driving School. A Driver Medical Information Form and signed rule book on file with the Race Series Coordinator.

### **3.4 COMPUTER LAPPING SESSION**

Graduation from the Skip Barber 3-Day Racing School, or from a professional racing school\* or prior racing experience\*. A Driver Medical Information Form and signed Rule Book on file with the Race Series Administrator. Plus, in the sole judgment of our coaches, a driver must demonstrate the skill to safely participate in a lapping session.

### **3.5 LEAD FOLLOW LAPPING SESSION**

Graduation from the Skip Barber 3-Day Racing School, or from a professional racing school\* or prior racing experience\*. A Driver Medical Information Form and signed Rule Book on file with the Race Series Coordinator Plus, in the sole judgment of our coaches, a driver must

demonstrate the skill to safely participate in a lapping session.

### **3.6 TEST DAY**

Graduation from the Skip Barber 3-Day Racing School, or from a professional racing school\* or prior racing experience\*. A Driver Medical Information Form and signed Rule Book on file with the Race Series Coordinator. Plus, in the sole judgment of our coaches, a driver must demonstrate the skill to safely participate in a lapping session.

### **3.7 PRACTICE SESSION**

Two days of Advanced Activities, i.e. two Lapping Days or an Advanced Car Control and Lapping Day, or an Advanced Two Day or prior racing experience\*. A Driver Medical Information Form, Physical Exam Form, and signed Rule Book on file with the Race Series Coordinator Plus, in the sole judgment of our coaches, a driver must demonstrate the skill to competently compete in a racing event.

### **3.8 RACE WEEKEND**

New drivers (i.e. those who have never competed in a Race Series Race Weekend) are required to participate in the Practice Day immediately preceding their first Race Weekend. Lapping Days or the Advanced Two-Day must be completed within the six months preceding participation in their first Race Weekend.

New drivers are not allowed to participate in a Double Race Weekend. The Managing Staff of the Race Series must approve any exceptions to this rule.

All drivers who have raced within the Race Series previously, but have not been in a racecar in the last year,

are highly encouraged to complete at least one Lapping Session and a Practice Day prior to their next race weekend.

Any driver who has been out of our racecar for more than five years may be required to complete another Skip Barber 3-Day Racing School or another Skip Barber Advanced Activities. Documentation of other racing experience may permit waiver of the requirement. All drivers must, in the sole judgment of our coaches, demonstrate the skill to competently compete in a racing event.

In addition, a driver must have a Driver Medical Information Form, Physical Exam Form, and signed Rule Book on file with the Race Series Administrator.

\*Please contact your School and Series Advisor for a listing of professional racing schools and race licenses that we accept in lieu of the above qualifications.

#### **4. REQUIRED PAPERWORK, SAFETY REQUIREMENTS AND RECOMMENDATIONS**

These are necessary documents that each driver is required to submit and have on file with the Race Series.

##### **4.1 SIGNED RACE SERIES RULE BOOK**

##### **4.2 PHYSICAL EXAM FORM**

A completed physical form is **MANDATORY** in order to participate in a Practice Session or Race Weekend. This form **MUST** be completed by a licensed physician. This form is not mandatory for drivers who plan only to participate in an Advanced Two-Day School, Lapping Session, Lead Follow Lapping Session, Computer Lapping Session, Advanced Car Control or a Computer Car Test

Day. A physical form is included in your confirmation package and the form, completed by a physician, is valid for two years from the exam date.

Drivers who have current SCCA, Grand Am, CASC or FIA licenses are not required to complete an additional physical form, but are required to submit a copy of their license.

#### **4.3 CONFIDENTIAL EMERGENCY MEDICAL CONTACT FORM**

All drivers are required to complete and submit the Driver Medical Information Form prior to their participation in ANY Advanced Activity or Race Series Event. This form must be completed once for each season and series and is included in your confirmation package.

Please return and submit this form in its entirety to the Race Series at least three weeks prior to your first scheduled event.

#### **4.4 CRASH DAMAGE CREDIT CARD AUTHORIZATION FORM**

All Race Series participants are required to complete the Customer Credit Card Authorization Form prior to their participation in any and all Skip Barber events.

*The DRIVER is solely responsible for submitting and confirming receipt of all documents.*

**Please send the Rule Book, Physical Exam Form Driver Medical Information, and Crash Damage Credit Card Authorization Form to:**

**Skip Barber Race Series Event Manager**

**5290 Winder Hwy**

**Braselton, GA 30517**

**Off. 678-394-0936, FX. 678-394-0937**

#### **4.5 SAFETY EQUIPMENT REQUIREMENTS**

Race Series programs involve high speeds and running in dense traffic situation with drivers of varying ability and speed. Motor sports can be a dangerous activity and can result in serious or fatal injuries. The following is a list of safety equipment that is either required or recommended for Series events. **WE DO NOT NORMALLY INSPECT DRIVERS FOR COMPLIANCE. IT IS EACH DRIVER'S INDIVIDUAL RESPONSIBILITY TO FURNISH AND WEAR PROPER EQUIPMENT AT ALL TIMES.**

- Driving Suit **REQUIRED:** One that covers the body from the neck to the ankles and wrists and is manufactured of fire resistant material. If you use a single-layer suit, we highly recommend that participants wear top-and-bottom fire resistant underwear. Many makers of multi-layer (two layers or more) suits also recommend the use of fire resistant underwear. We highly recommend fire resistant underwear, no matter what type of suit the participant wears. Single-layer suits are available from Skip Barber Racing School for driver's use.
- Helmet **REQUIRED:** A Snell 2005SA rating. It is strongly recommended that the back of each driver's helmet be labeled as follows: name, date of birth, blood type, allergies, date of last tetanus immunization and other pertinent medical history (i.e. diabetes, etc.).
- Visors **REQUIRED:** Preferably made of impact resistant material.
- Gloves **REQUIRED:** Made of leather and/or fire resistant material.

Shoes	REQUIRED: With uppers of leather and/or nonflammable material.
Socks	Highly recommended: Made of Nomex®
Balaclava	Highly recommended: Made of fire resistant material for drivers with a beard or mustache, or hair protruding from beneath the helmet.
Arm Restraints	Highly recommended
Neck Collars	Highly recommended
Hans® Device	Highly recommended
Seat Padding	Recommended for those who wish to customize their seating in the FSB. We provide seat foam. We will make a custom seat insert for you, at a minimum charge of \$100.

## 5. **RACE SERIES PROCEDURES, POINTS AND AWARDS**

### 5.1 **Race Groups**

Each race group will consist of drivers of varying skill and speed with the intent that each driver will have several other drivers of equal skill and speed to compete against. [A different car will be drawn each day to give you a better racing experience.](#)

### 5.2 **Qualifying – Race One Races, All Groups**

For race one races (all groups) drivers will qualify for their starting grid position. The grid order is determined by the fastest single lap time posted by each driver within the race group. The driver with the fastest lap time posted during

the session will grid on the pole and all other drivers will grid according to their time relative to the pole time posted.

Any drivers who have a significant loss of control (e.g. drive four wheels off the racing surface, car contact, crash damage, lose control and/or spin the car, etc.) will forfeit the posted time(s) from their qualifying session and will start the race from the rear of the grid. Under SBRS discretion, the driver may be given another car, although those lap times would be forfeited.

Drivers who forfeit their qualifying time will grid based upon their time relative to any other driver(s) who forfeited his/her time.

If a driver has a mechanical problem during qualifying that prevents them from completing at least 50% of the session, that driver will be given another car to complete the session if possible. Otherwise they may be allowed to qualify in another group if conditions allow.

### **5.2.1 Pole Position**

The driver who starts on the Pole reserves the right to start on the inside or outside of the first row. The Pole Position choice does not affect other starting rows.

### **5.3 Starting Grid – Race 2 – All Groups**

Race two grids are determined by the results of Race One, with the winner on the pole. If a driver is moved into a different group, a coin toss will determine the starting position of drivers with the same finishing positions. If a driver requests to move into another group (i.e. early flight, etc.) he/she may be required to start from the rear of the grid.

Please refer to SECTION 6, Rules 6.4 and 6.5 for starting grid procedures for drivers who encounter an MDNF during day one races.

If a driver requests a “No Sunday” race weekend\* (both races on Saturday), the following procedures will apply: the driver will qualify and race in his or her designated group. A driver may purchase the qualifying session for the second race (which is 20% of a race weekend) or they may start from the back of the grid for his/her “no Sunday race”. Please note all requests must be done two weeks in advance. Requests at the track may be denied. Please note that at Lime Rock Park it would be “no Saturday” weekend, with two races on Friday. We cannot guarantee an equal group or that a driver will not have to race both races consecutively.

#### **5.4 Incidents during the warm up**

If a driver is involved in an incident and his/her car sustains damage or is stranded, we will attempt to repair or retrieve the car within the time available (if any) prior to the start of the race. If repair is not an option, the driver will not be provided another car.

In this instance, the driver forfeits any/all points and cannot make up the race and will not receive a refund.

There may be circumstances where repair is possible, but causes a minor delay to the start. In those instances a driver will start the race from the rear of the grid or from pit lane after all cars receive the green flag. As an exception, if race officials determine that the driver was not at fault, we will make every effort to provide the driver another car. If another car cannot be provided, the driver forfeits all points, cannot make up the race and will not receive a refund.

### 5.5 Race Series Points and Scoring

The Race Series Champion will be determined based upon the total number of points earned during the season, except that **the lowest two race scores will be deducted to determine the final points\***.

\*includes zeros and mechanical did not finishes, as well as races a driver did not participate in.

Ties in the final driver's point standings will be resolved according to the drivers' record of first place finishes then, if necessary, second place finishes, etc.

Points shall be awarded to drivers based upon their finishing position as follows:

<i>Finishing Position</i>	<i>Points Awarded</i>
1 <sup>st</sup>	35
2 <sup>nd</sup>	32
3 <sup>rd</sup>	30
4 <sup>th</sup>	28
5 <sup>th</sup>	26
6 <sup>th</sup>	25
7 <sup>th</sup>	24
8 <sup>th</sup>	23
9 <sup>th</sup>	22
10 <sup>th</sup>	21
11 <sup>th</sup>	20
12 <sup>th</sup>	19
13 <sup>th</sup>	18
14 <sup>th</sup>	17
15 <sup>th</sup>	16
16 <sup>th</sup>	15
17 <sup>th</sup>	14
18 <sup>th</sup>	13

19 <sup>th</sup>	12
20 <sup>th</sup>	11

### **5.6 Points Transferring – Doubles**

Drivers have the opportunity to “make up” for Race Series events missed during their season by doubling at an event. A driver is allowed to participate in unlimited amount of double race weekends. Only the first three double race weekend’s points will count toward the championship.

Drivers who contest a Double will be placed in two race groups each day. The second race group is the “make up” group for the missed event. The points will be transferred to the missed weekend. A driver may not participate in the race to which the points were transferred.

**Drivers are required to declare their intent to participate in a “double” at least two weeks prior to the scheduled weekend. The Race Series Managing Staff may approve any exceptions to this rule.**

Drivers cannot transfer points into a finale Race Weekend.

Every effort will be made not to place drivers running Doubles in “back to back” groups. However, this is not guaranteed and a driver doing a Double may be required to race in consecutive groups, due to logistics and points standings. The Race Series cannot guarantee an equal group.

#### **5.6.1 Extra Points Pool**

Any driver who exceeds two double race weekends or a driver that is scheduled for a full season, but wants extra seat time will have these points placed into the Extra Points Pool. Once the points are entered into the pool they CANNOT be taken out

under any circumstance including changes in the schedule.

### **5.6.2 Undeclared Points**

The Race Series Coordinator reserves the right to assign undeclared Double points to a missed weekend in a fair and consistent manner. Once the decision has been made it cannot be reversed.

### **5.6.3 Eligible Drivers**

Drivers who are OTB (see SECTION 8, rule 8.1.1.4) are not permitted to schedule a Double. In addition, New Drivers may not do a double during their first Race Weekend.

### **5.6.4 Finale Race Series Weekend**

Drivers may not transfer points into the final Race Series event. Drivers who wish to score points at the finale must participate in the event to do so.

Drivers may not do a double during the finale Race Weekend without receiving prior approval from the Managing Staff and/or the Pit Lane Coordinator.

### **5.6.5 Non-Points Races**

Every time a driver races, points will be awarded. Therefore there will not be an instance of a driver racing on a non-points basis.

## **5.7 Master's Championship**

Concurrent with our Race Series is the Master's Division Championship ("Masters"). This is a "championship within a championship" and is open exclusively to drivers who are 40 years old and over. To be eligible, a driver must be 40 years old prior to the opening race of the season. Masters points are automatically scored during

each Race Series weekend in addition to the driver's overall Race Series points. Masters will be denoted in the points with an M following their name.

The Masters point system is identical to the Race Series, including deducting the lowest result ("Drop"). Master's **WILL NOT** score points in their race groups on the finale weekend. In addition a separate Masters race will also be held on the last day of the finale weekend of each championship. This race may not be utilized as a Drop. (Exception: not enough master to make a full field)

### **5.8 Grand Masters Champion**

To be eligible, a driver must be 50 years old prior to the opening race of the season. Competitors over the age of 50 at the beginning of the season will automatically be entered in the running for the Grand Masters trophy to be awarded at the end of the season. Trophies will be awarded to the highest placed Grand Master driver in the overall regional points after the finale. Grand Masters will be denoted in the points with a G following their name. Being a Grand Master does not exclude a driver from the Regional Masters Championship.

### **5.9 Seasonal Prizes**

Trophies will be awarded for the top 10 in the overall point standings for SBF top 5 in overall point standings for MX5, top 5 in the Masters Division for SBF and top 3 in the Masters division for MX5 and the top finishing position in the Grand Masters Division in both. Best finishes break ties. "Rookie-of-the-Year" and "Most Improved Driver" awards, and any sponsor's awards, may also be presented. To qualify for the "Rookie-of-the-Year" award, a driver may not have completed more than three Race Weekends prior to the start of their rookie season. "Rookie-of-the-Year" and "Most Improved" winners will receive Skip

Barber race credit to be used towards any approved activity or merchandise.

## **6. PENALTIES, INFRACTIONS AND MDNF'S**

There are situations where a drivers conduct in or out of the racecar is deemed unsafe, unfair, unsportsmanlike, etc., or not in the best interest of our Series. Drivers may be penalized in these situations at the determination of the Series Officials.

**NB: Unfortunately, we cannot use video evidence to initiate a call for a penalty of any kind, nor to change a call that has already been decided. Video evidence may be used to clarify a call in progress.**

### **6.1 Black Flag**

A driver who receives a black flag penalty is required to stop in the pit lane to discuss the infraction with the appropriate coach or race control.

### **6.2 Time Penalty**

A driver may be assessed a time penalty. The penalty will be added to the driver's total elapsed time and may affect the finishing position. There are three time penalties:

#### **6.2.1 Shortcutting the Course**

A driver may gain an advantage by driving four wheels out of the tracks boundaries but not actually drive the car off the racing surface (i.e. Sebring Airport Circuit or Road America Short Course). The penalty assessed is designed to eliminate any advantage the driver may have gained by leaving the confines of the circuit.

#### **6.2.2 Stop and Go Penalty**

This penalty varies from racetrack to racetrack and is equal to the time required to safely enter the pit lane, stop and rejoin the field.

### **6.2.3 Safety Inspection Time Penalty**

A time penalty is determined in the same manner as a stop and go. A time penalty is added to reflect the average time required for the mechanics to inspect a racecar for a “safety inspection” stop.

## **6.3 Rule Violations and Track Procedures**

To encourage drivers to drive within their abilities and for the Race Series to operate in a safe and sportsmanlike manner, we require all drivers to follow these procedures on the track.

### **6.3.1 Four Wheels Off**

Any driver who puts four wheels off the pavement during an Advanced two-Day, Lapping, Computer Lapping, Lead Follow Lapping, Test Day, Practice, Qualifying Session, or Race (including warm-up laps and pace laps) is required to stop in the pits on the next lap to have the car inspected for possible damage. Drivers who fail to pit during the race after a four-off will be black flagged. If there is not enough time during a race for the black flag to be displayed, a Safety Inspection Time Penalty will be assessed.

### **6.3.2 Spins**

Any driver who spins during any Advanced Activity or Practice Day is required to make a pit stop, even if all four wheels were not off the pavement. This is required so that the coaches may assist the driver to identify the cause of the spin. Two spins in any one lapping or practice session

may cause a driver to miss the remainder of the session.

### **6.3.3 Reversing On Track**

Reversing on the track or driving counter-race to avoid going four wheels off or for any other reason, is not permitted. A driver will receive a black flag for a Safety Inspection. Due to the danger involved, the penalty may be more severe than a normal Safety Inspection stop. Any exceptions to this rule will be discussed at the initial drivers' meeting at that event.

### **6.3.4 Car-to-Car Contact**

Any driver involved in car-to-car contact during a Lapping Practice, Qualifying Session, or Race (including warm-up session and pace laps) must report to the pits immediately for a Safety Inspection. A driver who has contact on the first lap of a race or causes a collision may, at the discretion of SBRS, be disqualified from the race or event. A driver who fails to pit during the race after car contact will receive a black flag. If there is not enough time to display the black flag, a penalty at least equivalent to a Safety Inspection will be assessed. If during a race, a coach is not 100% certain that car-to-car contact occurred, the drivers involved will not be black flagged, but if the post-race inspection confirms contact, a time penalty will be assessed. If a driver makes contact with another driver under a "dive-bomb" or optimistic pass, we reserve the right to put the at fault car one spot behind the car that was hit, regardless of the victims finishing position.

### **6.3.5 Potential Damage**

If a coach feels that the driver may have damaged the car (going partially off-road, straddling a curb, or contact with a wall, tire wall or Armco), a meatball flag, black flag or a competition penalty may be issued to the offending driver.

### **6.3.6 Unsafe Reentries**

If a coach determines that a driver may have made an unsafe reentry, the coaches may call for a black flag or have a time penalty assessed.

### **6.3.7 Unsafe Pit Lane Speed**

If a driver exceeds the posted pit lane speed and/or puts another team member or spectator in jeopardy, the coaches may call for a black flag or have a time penalty assessed.

The maximum pit lane speed will be posted by the Pit Lane Coordinator and discussed in all group driver meetings. In pit lane a driver should be using 1<sup>st</sup> gear at 3500 RPM (approximately 40 mph).

### **6.3.8 Passing under Yellow**

Any driver that passes under the yellow flag may receive a black flag or a time penalty equivalent to a stop and go penalty at the end of the race. Safely undoing a pass under yellow within 1 lap that was inadvertent, may avoid a later penalty. When approaching a yellow flag it is sportsman like practice to raise you arm to notify drivers behind you of the situation and for all drivers to cease and desist with any passing! A waving yellow flag indicates potential track blockage and the ability for you to be able to safely stop your car if necessary! Passing under the yellow is defined by not having all four wheels of your vehicle past all four wheels

of the vehicle you are passing prior to a perpendicular line from the displayed yellow flag.

### **6.3.9 Out of Bounds**

Anytime a driver has four wheels off the track boundaries (racing surface) and does not lift, or gains an advantage; he/she will receive a 2-to-10 second (depending upon the severity) out-of-bounds penalty. Out of bounds does not include run-off or four-off areas. The time penalty is assessed at either the end of the race or during a race stoppage. In the event of a race stoppage, the grid order for the restart will reflect the appropriate time penalty for the offending driver. This penalty applies primarily at tracks such as the old Sebring circuit.

### **6.3.10 Cutting the Course**

Anytime a driver leaves the track and reenters at a spot that gains an advantage, a time penalty or a stop and go penalty will be assessed. The amount of the penalty varies depending on the track. The driver must reenter the track as soon as safely possible before the following corner, unless otherwise directed by a Race Series official or corner worker.

If a driver short cuts the course during Qualifying, the lap will automatically be deleted and the driver is not required to pit. However, the third time this infraction occurs, it will be considered a loss of control under Qualifying Rules (see SECTION 5.3 for race qualification procedures).

### **6.3.11 Jumping the Start**

Any driver who advances his/her position (passes) prior to the display of the green flag may receive a stop and go or time penalty. The field is required to

maintain the speed of the pace car. Failure to maintain the speed and a reasonable distance will result in a stop and go pit penalty.

#### **6.3.12 Blocking**

Any reactionary move made by a driver that impedes another driver's progress is subject to a black flag or a time penalty at the end of the race. Examples include causing a driver to lift off the throttle, drive off the road, hit the brakes, etc.

#### **6.3.13 Ignoring the Black Flag**

Any driver who fails to pit after being shown a black flag for three laps may be disqualified.

#### **6.3.14 Personal Safety**

It is against our policy for any driver or spectator to run across a hot track unless directed by a corner worker or a member of the Race Series staff.

### **6.4 Mechanical Did Not Finish (MDNF)**

A Mechanical Did Not Finish (MDNF) occurs when a driver fails to complete 90% of the laps completed in the race due to a car problem. The first MDNF is simply bad racing luck. However, a half lapping day will be credited to the drivers' account after having their first MDNF in order to make up for the lost seat time. In the unlikely scenario where a driver encounters a second MDNF during the same season, the Race Series will allow the driver to contest a make-up race for points.

If the Race Series is unable to fit the driver into a comparable race class during that race weekend, the Race Series will schedule a make-up race at a later date.

**Exception:** If the MDNF occurs at the finale race weekend of the championship, because of the possibility of insurmountable logistical problems or the inability to fit you into a comparable race class, you may or may not receive a make-up race.

Not all mechanical problems will justify a MDNF. For example, a car that has a shifting problem, or a misfire, may not qualify as a MDNF. The crew chief and test drivers will make the final decision.

The MDNF total is separate for each Race Series in which the driver is contesting. Separate totals are kept for championship races and “Points Pool” races (i.e. the points from a make up race after a 2<sup>nd</sup> MDNF in a Pool race will also go to the Pool).

#### **6.5 Starting Positions for Drivers with MDNF’s**

If a driver experiences a MDNF on the first day of the race weekend, the driver will coin toss for his/her original qualifying position for the second race.

### **7. FLAG DESCRIPTIONS, RESPONSIBILITIES AND PROCEDURES**

Each driver may be required to flag one or two other groups. It is important that each driver attends to this responsibility seriously. Flagging affords a great opportunity to closely watch other drivers’ techniques in the company of a coach. Drivers’ are not required to flag the session/race that is immediately prior to their own session or race. Waiting for flaggers (drivers) is the most frequent cause of time delays during the Race Weekend.

#### **7.1 Flag Descriptions**

Flags are the primary method of communicating information about track conditions, on-course incidents, etc. from Race Control/Flagging and Communication to the driver. As a driver you will rely upon the Flagging and Communication staff for this information.

### **Green**

Indicates the start of a session; the signal to commence racing at the beginning of a race; or the resumption of racing on the re-start of a race.

### **Standing Yellow**

Indicates an area of danger ahead – slow down, exercise caution, passing is prohibited. Passing under the Yellow Flag is a Rules infraction that may result in the offending driver being penalized as described in Section 6.3.8 of this rulebook. When approaching a yellow flag it is sportsman like practice to raise you arm to notify drivers behind you of the situation and for all drivers to cease and desist with any passing! Passing under yellow is defined by not having all four wheels of your vehicle past all four wheels of the vehicle you are passing prior to a perpendicular line from the displayed yellow flag. Please note that a standing yellow flag indicates an incident has occurred but the line is clear.

### **Double Yellow**

Indicates a full course caution – during a full course yellow the Starters Stand will display two yellow flags, and whenever possible, double yellow flags will be displayed from corner stations around the circuit. Drivers are required to slow down and maintain their positions. In most cases, a pace car will enter the circuit ahead of the leader to regulate the speed of the field. At this time the field should try and close up behind the leading racecar. In the event of a full course yellow without a pace car, the leader must

slow down significantly and assume the role of a pace car. A leader who does not slow down significantly may be black flagged. Passing a competitor, or the pace car, may also result in a black flagged penalty. Passing under yellow is defined by not having all four wheels of your vehicle past all four wheels of the vehicle you are passing prior to a perpendicular line from the displayed yellow flag.

### **Waving Yellow**

Indicates an area of immediate danger ahead – slow down, exercise extreme caution, and be prepared to stop. Passing is prohibited and failure to adhere to these Rules may result in a penalty as described in Section 6.3.8 of this rulebook. When approaching a yellow flag it is sportsman like practice to raise you arm to notify drivers behind you of the situation and for all drivers to cease and desist with any passing! A waving yellow flag indicates potential track blockage and the ability for you to be able to safely stop your car if necessary! Passing under the yellow is defined by not having all four wheels of your vehicle past all four wheels of the vehicle you are passing prior to a perpendicular line from the displayed yellow flag.

### **Full or Open Black**

Indicates the racecar receiving the black flag (usually displayed with car number at the Starters Stand) must immediately report to the pit area. Failure to do so may result in a penalty as described in Section 4 of this rulebook.

### **Furled Black (Black Stick)**

Indicates that a driver is close to a rules infraction or is about to lose control of the race car. The furled black is usually displayed with car number at the Starters Stand. The driver is NOT required to pit after receiving a furled black.

**Black – All Flagging Stations**

Indicates the session or race has been stopped. Proceed with caution immediately to the pits.

**Red Flag**

Displayed at the Start/finish Stand, usually with black flags displayed at all corner stations. Whenever or wherever a driver see a red flag they should pull off the track as quickly and safely as possible and wait for instructions by race officials.

**Black w/ Orange Dot**

Indicates a mechanical problem with your racecar. This flag is usually displayed with car number at the Starters Stand. A driver receiving this flag, should slow down, check gauges and mirrors and proceed to the pits trying best as possible to stay off the racing line. This flag is also called “The Meatball” Flag.

**Checkered Flag**

Indicates the completion of the session or race. Typically you proceed back to the pits at a reduced speed (“cool off lap”) and wave to the corner workers. Passing the race winner on the cool off lap is frowned upon as unsportsmanlike conduct.

**Blue w/ Orange Stripe**

Indicates that a faster racecar is overtaking the racecar being signaled. Check mirrors. This flag may be either standing or waving – waving indicating more urgency or that the race leader is attempting to pass.

**Yellow w/ Red Stripes**

Indicates unsafe, or changed, surface conditions ahead (i.e. rain, oil, debris, etc.). Also called the “Slippery” Flag. Be prepared to alter your line and speed.

### **White (at Corner Station)**

Indicates a slow moving vehicle ahead. This could be a racecar with a mechanical problem, a pace car, a tow truck, or an ambulance. You should look for a “point by” signal from the slow moving vehicle before passing.

### **Waving White (at Starters Stand)**

Indicates to the driver that he/she has started their last lap of the race.

## **7.2 Flagging Procedures**

Flagging assignments are rarely required during a Race Series weekend, however, should additional flaggers be needed it is the driver’s responsibility to report to the flagging van that is usually located near pit lane at the end of the session prior to your flagging assignment(s). Do not walk to a station without consulting with the van driver first.

**7.2.1** Never sit while working a flag station, unless Control has acknowledged a closed course.

**7.2.2** Red or Yellow clothing is prohibited at Flag Stations.

**7.2.3** Use accurate, brief and concise radio transmissions to communicate with Control. To initiate communications, identify your station number and wait for an acknowledgment.

**7.2.4** Once Control has acknowledged, give car number (single digits: 3-6 rather than “36”), car color and a brief description of the incident. Example – “Car 9-1, white, dropping oil on line,

displaying slippery flag.” Refer to location from the driver’s viewpoint: Example “Car 4-6 blue is off on driver’s left.”

**7.2.5** If you are manning the headphones or radio, you are responsible for communication between your station and Control at all times. Turn the headphones or radio on as soon as you arrive at the station. Prior to each session, Control will do a course check. If Control cannot communicate with your station, the session cannot start. Never leave the headphones or radio to assist during an incident. Control must make decisions based upon your information.

**7.2.6** Never, under any circumstances, are minors allowed on flag stations. Children under 18 years of age must remain in the paddock area or approved spectator areas.

## **8. CRASH DAMAGE POLICIES**

In our Race Series we try to rectify two major problems competitors face in all other forms of auto racing:

1. The financial risk of a major crash is enormous – the entire value of the car. This risk (our cars cost, fully burdened, \$55,500 for example) stops many would-be racers from ever running their first event and is often too great a chance for anyone, other than the totally committed long term racer to take.
2. There is no connection between causing damage and being financially responsible for it. In “the real world” a careless driver running into you can destroy your \$55,500 car.

We solve the first problem by placing limits on a driver's liability. We solve the second problem by penalizing dangerous drivers and linking damage charges to driver responsibility. We can also exclude a dangerous driver.

It is important to understand that crash damage is relatively rare considering the number of miles the racecars log during a Advanced Two-Day School, Lapping, Practice, Qualifying, and Races. Nonetheless, you need to understand your crash damage liability. When damage is done to one of our racecars, the extent of a driver's responsibility for the repair depends upon a number of factors. We take into account the driver's history of risk-taking, losses of control, and whether the damage was the result of driving at fault or a matter of bad luck. There are two criteria that determine a driver's liability for crash damage: driver status and causes of accidents.

Each driver is required to have a \$1,000 refundable damage deposit on file for Practice Sessions, Race Weekends and Memorial Races. Each driver is required to have a \$500 refundable damage deposit for all other Advanced Activities.

The deposit will be refunded UPON REQUEST at the end of the season when all bills have been paid. IT WILL NOT BE APPLIED AS PAYMENT TOWARD AN ENTRY FEE; however, it can be applied as payment towards any outstanding bill(s). Refunds usually take 60 days to process.

Financial liability for car and other damage applies to all racing activities during the season: Lapping Sessions, Lead Follow Lapping Sessions, Computer Car Lapping (including damage to computer hardware), Computer Car Test Days, Advanced Two Day, Advanced Car Control, Practice Sessions, Qualifying Sessions and all Races. The amount of your financial liability

varies with our estimate of your likelihood of having a damage-causing incident.

In the event of an incident, each driver must review and sign a crash damage report before leaving the event and make payment in accordance with his/her liability limit; however, he/she is responsible for appropriate charges **whether or not the report is signed**. All disputes concerning crash damage liability must be settled at the track before the driver departs from the event, with the Chief Observer during a race weekend, or with the lead instructor during a non-race weekend event. A driver is precluded from attempting to dispute their percentage of liability at a later date.

Payment for crash damage incurred is due as soon as a driver's liability has been determined. At the beginning of the season or during registration, you will be asked to fill out a **Crash Damage Credit Card Authorization Form/Auto Charge Form** giving Skip Barber your authorization to charge your credit card for your crash damage liability and any other incidentals that you occurred during the weekend (i.e. extra lapping, computer lapping, lead follow lapping, memorial race, etc.) If you choose not to fill out the Crash Damage Auto Charge Form, then after the incident or prior to the additional seat time and before you leave the event, you must both complete and sign the form to authorize payment, or else provide a valid personal check to Skip Barber Racing School.

Please note that the dollar amount is our best estimate at the time, and is subject to change after further inspection of the car. Prices are the fully burdened cost. Prices and format are subject to adjustment without notice

In the relatively rare incidence where a driver causes damage to equipment or track facilities (such as guard rails) the driver's liability includes the value of the equipment and the amount of any repair bill received by Skip Barber Racing School from the track.

As with all other Series payments, your payment must be made in US Dollars and made by Visa, Master Charge, American Express, or Discover credit card or by a check drawn on a US bank.

ALL DETERMINATIONS OF DRIVER ELIGIBILITY, DRIVER CLASSIFICATION, CAUSES OF ACCIDENTS, DRIVER AT FAULT, TYPES OF INCIDENTS, ON-TRACK PENALTIES, MDNF'S AND PENALTIES SHALL BE MADE SOLELY BY THE RACE SERIES AND SKIP BARBER RACING SCHOOL LLC.

## **8.1 Damage Liability**

### **8.1.1 Driver Status**

Our coaches evaluate students and Race Series drivers every time they participate in an Advanced Activity or Race Weekend. Drivers are classified into one of the following three categories:

#### **8.1.1.1 Solid**

A solid driver pilots the car fast, but within his/her personal limits. This means that there are few, if any, losses of control and trips off the racing surface. In addition, Solid drivers are aware of all the cars around them. They are trustworthy competitors and use good judgment. Our championship class drivers, the fastest drivers out there, are often in this category. So is the disciplined rookie who hasn't found the ultimate speed. The majority of our drivers are in the solid category.

A Solid driver is still capable of making a mistake, and if property is damaged his/her starting liability is \$6,000.

#### **8.1.1.2 Accident Prone (“AP”)**

This category is reserved for a driver who, in the opinion of our coaches, shows poor judgment and is either frequently involved in accidents or an “an accident waiting to happen.” This may include a driver who has not crashed but is seen as an “on-the-edge” driver.

A driver with AP Status is liable up to \$13,500 for the cost to repair any damaged property when involved in an incident. AP drivers may participate in a double race weekend with approval by the managing staff.

Drivers are expected to work their way off the AP list by showing improved judgment and having incident-free weekends. Drivers who are on the AP list at the end of a season will remain on it at the start of the next season.

#### **8.1.1.3 Automatic Accident Prone (AAP)**

A driver may be placed on AAP by incurring two crash damage invoices exceeding their liability limit during the season or reaching a \$13,500 liability limit during the season.

Drivers may be removed from AAP by having two incident free race weekends.

#### **8.1.1.4 On The Bubble (OTB)**

We rarely have drivers in this category. In our opinion, OTB drivers are on the verge of being excluded from our Race Series. They are expected to clean up their driving immediately, find another way to go racing, or retire. OTB drivers are liable for up to \$55,500 when involved in an incident.

\*It is **mandatory** for drivers on AP, AAP and OTB to use the Radio Coaching Program during their point's races at the retail rate of \$175 per race.

### **8.2 Responsibility for Accidents (Causes)**

Any incident a driver is involved in that causes damage to one or more cars will result in the coach *either* assigning a percentage of the total damage to all drivers involved *or* assigning that each driver pays for his own car. The decision is up to the discretion of the Coach who observed the incident. Please be aware that a loss of control on your part which causes damage to other cars with or without damage to your car may result in you being held liable. The resulting crash damage invoice may increase your liability limit in the future.

If the coach assigns percentages to a multi-car incident, than the minimum percentage that can be assigned to a driver involved in a crash is 10% of the total damage to ALL cars involved.

Crashes where the driver is responsible for less than \$900 will not affect the liability to that driver.

#### **8.2.1 New Drivers**

A new driver in our Race Series will have a liability limit of \$5,000 for his/her first race weekend. The

driver's liability will shift to our regular liability limits scale starting with his/her second race weekend with the Race Series.

The limited liabilities during the first Race Series weekend DOES NOT exclude a driver from reaching the AAP Status.

### **8.2.2 “The Big Mess”**

If a coach does not feel that he/she can make an accurate call of who was “more at fault” because of a multiple car incident, all drivers of cars will split the total crash damage charges equally.

**NB: We may use video to aid officials/coaches to assign financial percentages in a car contact call. Video WILL NOT be used for calling 4 wheels off the racing surface or to initiate a contact call.**

### **8.3 Summary of Liability Limits without Crash Damage Reduction Waiver**

The following listing covers all of the possible liability changes as a result of having driver incidents. If you do not purchase the crash damage reduction waiver your liability will be a maximum of \$6,000 for the first crash and increase as follows for each crash over \$900.

**A Driver Incident (DI) is any crash damage where a driver is responsible for \$900 or more. An incident resulting in less than \$900 in damage will not increase the driver's liability.**

1 <sup>st</sup> DI	Liability for first driver incident	\$6,000
2 <sup>nd</sup> DI	Liability for second driver incident	\$8,000
3 <sup>rd</sup> DI	Liability for third driver incident	\$9,500
4 <sup>th</sup> DI	Liability for fourth driver incident	11,500
5 <sup>th</sup> DI	Liability for fifth driver incident	\$13,500

AP	All incidents	\$13,500
AAP	All incidents	\$13,500
OTB	All Incidents	100%

#### **8.4 Crash Damage Reduction Waiver**

A driver may purchase a waiver for \$200 per day that reduces their maximum liability. A two-day program (ADV2 or Race weekend) will be sold as one unit for \$400 per event.

A driver can choose to purchase the waiver at his/her discretion. Separate logs for purchased waivers and non-purchased waivers will be recorded for each driver to keep track of their current liability limit from either table. One will not affect the other.

The following listing covers all of the possible liability changes as a result of having driver incidents if you purchase the Crash Damage Reduction Waiver. Your liability will be a maximum of \$3,000 for the first crash and increase as listed below for each crash over \$3,000.

A Driver Incident (DI) is any crash damage where a driver is responsible for \$3,000 or more. An incident resulting in less than \$3,000 in damage will not increase the driver's liability.

##### **8.4.1 Summary of Liability Limits with Crash Damage Reduction Waiver**

1 <sup>st</sup> DI	Liability for first driver incident	\$3,000
2 <sup>nd</sup> DI	Liability for second driver incident	\$4,000
3 <sup>rd</sup> DI	Liability for third driver incident	\$5,000
4 <sup>th</sup> DI	Liability for fourth driver incident	\$6,000
5 <sup>th</sup> DI	Liability for fifth driver incident	\$7,000
AP	Not eligible for crash damage reduction waiver	\$13,500
AAP	Not eligible for crash damage reduction waiver	\$13,500
OTB	All Incidents	100%

For the purpose of tracking the number of incidents, a driver's total starts at zero at the beginning of the Regional Championship season. If a driver is competing in more than one Regional Championship, a driver's liability is based upon his total combined incidents in both Championships. Crash damage in the National Championship and the Skip Barber Cup does NOT affect liability in the Regional Championship and vice versa.

#### **8.5 Preventable Motor Damage**

A driver is not responsible for damage done to a motor if it fails and still has the proper amount of water and oil in it. A driver is responsible for damage to a motor if it is the result of not monitoring the water and oil gauges.

#### **8.6 Crashing out of an Event**

During any day at a Series Event, should a driver incur a total crash amount greater than \$13,500, the coaches/staff reserve the right to decide if you may continue to participate in the event. There are no refunds for any portions of the event(s) not completed due to a "crash out."

### **9. PAYMENT TERMS AND CONDITIONS**

These policies are applicable to all Race Weekends and all Advanced Activities. At the time of registration, whether signing up for an individual Advanced Activity or an entire season, payment of the appropriate refundable damage deposit will be required. IN ADDITION, full payment will be required for any scheduled event, including all pre-race weekend advanced activities. You may not participate in any scheduled event without full payment of your event(s) and any past due invoices.

All payments must be made in US Dollars and made by Visa, Master Charge, American Express, or Discover credit card or by a check drawn on a US bank. . If the credit card on file becomes lost, stolen, cancelled, or insufficient for any reason, an appropriate replacement must immediately be provided to Skip Barber.

## **9.1 Pre-Pay Terms and Conditions**

A 20% pre-pay discount is available to any driver who plans to participate in the full season. This discount may be applied to all Race Weekends as well as any advanced Activities paid in full prior to the Pre-Pay deadline of 7. Activities registered after this date will be billed at the standard rate. Registrations made using this discount option are non-refundable (See “Credit and Refund Policy”).

**9.1.1** Application of pre-pay money will be applied toward Lapping, (including Computer Car Lapping, Lead Follow, and Computer Car Test Day, Practice and Race Weekend reservations ONLY. Any non pre-pay reservations (i.e. Computer Lapping Sessions, Lead Follow sessions, Memorials, extra sessions, etc.) must be paid at the time of service at full retail price.

**9.1.2** Partial and extra sessions – Pre-pay discounts are for whole sessions only. Partial sessions or extra sessions reserved after the expiration dates (i.e. added at the track) will be billed at the full retail price.

**9.1.3** Refunds – Should a driver be unable or unwilling to complete his/her pre-paid events, any previously completed pre-paid events will be prorated to their regular retail price, with any remaining credit to be applied toward any outstanding invoices before a refund will be processed.

## **9.2 Early Registration Discount Policy**

**9.2.1** Register for any program 45 days out or more and receive a 10% discount

### **9.3 Incidental Charges**

**9.3.1** Crash Damage - All crash damage and incidental invoices are due and payable upon receipt. No Driver may participate in an event while he/she has crash damage or other invoices that are due and unpaid.

**9.3.2** Extra Sessions – Any sessions that are added at the track (i.e. Computer Lapping, Extra Sessions, Extra Practice, and Memorial Races) are to be paid at the time of service.

**9.3.3** Outstanding Obligations – For a period of 180 days subsequent to his/her final 2011-2012 event, Driver (and parent/guardian if applicable) hereby authorizes Skip Barber Racing School LLC to charge against his/her credit card most recently on file the amount of any valid unpaid obligation of Driver to Skip Barber.

### **9.4 Credit and Refund Policy**

Any credits that result from cancellations, or for any other reason, will be automatically applied to your account. If a penalty was assessed, this amount will be deducted and the difference will be applied to your account as a credit. With the exception of registrations made using the Full Season Discount, refunds maybe requested less any applicable fees. Regardless of the original payment method, all refunds will be mailed by check within 60 days of the refund request. In the event of a cancellation for any registrations made using the Full Season Pre-Pay Discount, applicable penalties will be applied and the remaining

amount will be applied to your account and can be used for future registrations.

**9.5 Advanced Two Day, Lapping Session, Lead Follow Lapping Session, Computer Lapping Session, SBF 2000 Test Days, Practice and Race Weekend Cancellation and Rescheduling Policy.**

<b>Time Frame</b>	<b>Activity</b>	<b>Penalty</b>
<u>30</u> days or more	Cancel/Reschedule	None
Within <u>30</u> days	Cancel/Reschedule	25% of full retail value
No Show		100% of full retail value

**9.6 All cancellations MUST be made by email, letter, or fax.**

If payment has been made for the event that you cancelled, rescheduled or no-showed, the cancellation/reschedule/no-show fee will be taken out of that payment. If payment has not been made, you will be invoiced or the credit card on your Multi-Event Reservation Form will be charged. Any account more than 30 days past due will be assessed interest equal to 1.5% per month.

For all schedule and reservation information please contact our School and Series Advisors at (860) 435-1300 or (800) 221-1131 or (860) 435-1321 fax. The office hours are Monday – Thursday 8:30 a.m. – 7:00 p.m. and Friday 8:30 a.m. – 5:00 p.m. Eastern Standard Time. Messages may be left after hours.

**10. Legal**

Each Driver’s signature upon the “Driver Acknowledgment and Agreement” page of this Rulebook constitutes the Driver’s specific irrevocable consent on behalf of Driver and of his/her spouse, child, estate, heir, parents, guardian, successors, or assigns (collectively “Driver Parties”) that:

**10.1** All claims and disputes between Skip Barber Racing School LLC and any Driver Party relating to the payment of fees, penalties, crash damage, or any other amounts invoiced to a Driver, or arising out of or relating to claims by any Driver Party against Skip Barber arising out of or relating to the Driver's participation in any 2011-2012 Skip Barber event, shall be governed by and construed and interpreted in accordance with the laws of the State of Connecticut, excluding however, that state's conflicts of laws rules as though the event or obligation had been conducted or occurred or incurred entirely within Connecticut.

**10.2** All such claims or disputes shall be resolved in federal or state court in the State of Connecticut and in no other jurisdiction. Skip Barber Racing School LLC and Driver Parties each irrevocably consents to the personal jurisdiction of such Connecticut Courts over it/him/her for the purpose of resolving such disputes, and waives all defenses and motions based upon inconvenient or incorrect forum or venue. Service of summons, pleadings, and other process shall be deemed sufficient if served by hand or recognized courier service: (i) if upon participant and/or parent/guardian, by service to the most recent address given in writing to Skip Barber by participant, or (ii) if upon Skip Barber, to [5290 Winder Hwy, Braselton, GA 30517](#) Any resulting judgment may be enforced by the courts or otherwise under the laws of any jurisdiction in any country where Skip Barber Racing School LLC or the Driver Party may be found.

**10.3** In any such action, the substantially prevailing party shall receive reimbursement of its expenses, including but not limited to reasonable attorneys fees, court costs, and other costs of obtaining, enforcement, or collection of any award.

**10.4** Driver, on behalf of himself and on behalf of the other Driver Parties, HEREBY AGREES TO INDEMNIFY AND SAVE AND HOLD HARMLESS Skip Barber Racing School LLC (including its directors, officers, employees, contractors, and agents) (collectively, the “Indemnitees”) FROM ANY LOSS, LIABILITY, DAMAGE, COSTS, AND REASONABLE ATTORNEYS FEES which an Indemnatee may incur to or as a result of any claim by a party other than the Driver arising out of or relating to the Driver’s participation in any Skip Barber event WHETHER CAUSED BY THE NEGLIGENCE OF THE INDEMNITEES OR OTHERWISE.

**10.5** If any provision of this Agreement is or becomes void or unenforceable by force or operation of law, such provision shall be construed and enforced to the full extent permitted by law, and all other provisions shall remain valid and fully enforceable; any period of time determined to be void or unenforceable shall be construed as the maximum valid and enforceable period.

**10.6 RELEASES** In order to participate in any Skip Barber event, it will continue to be a condition of admission to the premises of the event, and a condition of participation, that each driver and participant, and each guest thereof, must upon arrival read and sign the Skip Barber standard form entitled “Release and Waiver of Liability, Assumption of Risk and Indemnity Agreement.” A parent or guardian must sign the separate Parental Consent and Minor’s Assumption of Risk forms if applicable. Drivers and guests must also sign any similar forms required by the track or facility at which the event is conducted.

### **Driver Acknowledgment and Agreement**

**Return this ENTIRE BOOK  
signed to:**

**Race Series Event Manager**  
**5290 Winder Hwy**  
**Braselton, GA 30517**  
**800-221-1131**

Name: _____
Customer #: _____
Address: _____
City: _____ State: _____

I acknowledge that I have read the [2011-2012](#) Race Series Rules and Regulations and that I agree to abide by the Rules and Regulations as stated therein as a precondition to my participation in any Race Series event.

In addition I acknowledge the Race Series' right, at any time, to exclude me from competition for violation of the Rules, insufficient experience, and/or driving that is inconsistent with fair and safe competition.

I also give my consent to Skip Barber Racing School LLC to photograph, videotape, or otherwise record my image, voice and/or name while I am participating in any Skip Barber Racing School LLC event, and to have sole ownership and use of the recording for any purpose, without monetary or other compensation, in perpetuity worldwide.

Signature: \_\_\_\_\_

Date received: \_\_\_\_\_ By: \_\_\_\_\_

**IF PARTICIPANT IS NOT 18 YEARS OLD ON THE DATE OF  
SIGNING, THEN THE PARENTAL CONSENT ON THE NEXT  
PAGE MUST BE FILLED OUT AND SIGNED BY A PARENT OR  
LEGAL GUARDIAN.**

**CONSENT OF PARENT OR LEGAL GUARDIAN  
TO DRIVER ACKNOWLEDGEMENT AND AGREEMENT**

I am the parent or legal guardian of [name]

\_\_\_\_\_,  
(Referred to herein as “Driver”) who has signed the Driver Acknowledgement and Agreement on the previous page of this [2011-2012](#) Skip Barber [Winter](#) Race Series Rules and Regulations (which are collectively referred to herein as the “Rules”) and I acknowledge that I have read and understand the Rules. In consideration of Driver being permitted to participate in the 2011-[2012](#) Skip Barber [Winter](#) Race Series and in any other Skip Barber event in [2011-2012](#), I hereby represent and agree, on behalf of myself, the Driver, and the Driver’s other parent and guardians, if any, as follows:

1. I consent to the Driver’s execution of the Driver Acknowledgment and Agreement.
2. I and the Driver’s other parent and guardians, if any, also agree to all the terms and conditions of these Rules, and to any rules or regulations applicable to any other Skip Barber event in [2011-2012](#) in which the Driver participates.
3. I and the Driver’s other parent and guardians, if any, shall be jointly and severally liable with the Driver to Skip Barber Racing School for all of Driver’s obligations and liabilities set forth in the Rules or applicable to other [2011-2012](#) Skip Barber events in which the Driver participates, including but not limited to payment of all deposits, and entry fees, crash damage liabilities, and all other event charges, and all the obligations and agreements arising under Parts 8, 9, and 10 on pages [35-48](#) of the Rules.
4. I have informed the Driver’s other parent and guardians, if any, of the terms and conditions and obligations of these Rules and this Consent. I have full authority to execute this Consent on behalf of the Driver and myself and each such other parent and guardian.

Signature of Parent/Guardian: \_\_\_\_\_

Date: \_\_\_\_\_

Printed Name: \_\_\_\_\_