

# MEMBER TRACK RULES

## General

1. No one is to enter the track without permission of MSR personnel. We will group vehicles as necessary. Check the session groupings in the office.
2. Paddock speed limit is **15 miles per hour**.
3. If you are not familiar with the track, it is recommended that you ride with someone who is. All new drivers must go through an MSR orientation class. Take the first couple of laps SLOWLY until you feel comfortable with portions of the track that you cannot see.
4. **THIS IS NOT A RACE!** Take time to find entry points, apexes, and track out points for each corner, braking points into corners, and landmarks that might help with some of the blind turns awaiting you over the hills.
5. Off-course excursions/spins:
  - A. In the event a driver loses control and is in jeopardy of leaving the track surface, drive straight off the track, slowing until gaining control, then drive cautiously back on to the track. If visibility is impaired, wait for instructions from MSR personnel.
  - B. Two wheels off - slow to gain control, then cautiously return to the track surface. Forcing the vehicle back on to the track could cause a spin across the track.
  - C. Four wheels off - same as above, except that the driver is required to return to the hot pit for the grid marshal to check the vehicle for any damage, before returning to the track.
  - D. Loss of control causing a spin on the track surface - gain control of the vehicle and continue, being aware of other vehicles on the track.
  - F. If your vehicle becomes disabled pull off the racing line and **REMAIN INSIDE YOUR VEHICLE!** The only reason you should get out of your vehicle is if it is on **FIRE!**
  - E. Two off-course excursions and/or spins in any session, will be cause for a black flag condition. Return to the hot pit and speak to the grid marshal. Three spins - return to your pit your session is over.
6. Drones are not allowed.
7. **BE SAFE AND HAVE FUN!**

## **Drivers and Riders**

1. Members in good standing, may drive or ride on the track, provided they have one of the following:
  - A. Current racing license.
  - B. A certificate of completion from a professional driving school.
  - C. Proof of participation in at least three performance driver education events.
  - D. Completed MSR orientation course and had a solo check ride by MSR staff.
2. Member guests that desire to drive or ride on the course, at speed, must meet the same requirements as the member. Members are responsible for session fees of guests. The number of guest drivers is limited by membership type. Member must be present for his or her guest to be able to drive or ride. The driving guest must complete a guest driver registration form each time they come out. This form also requires the member's signature each time as well.
3. Novice drivers may drive the track on the first Thursday of the month. The Member is required to be in the car with the novice driver unless approved by MSR staff.
4. Access to the track is only granted by the grid marshal. The grid marshal also reserves the right to prohibit access to the track if he or she deems that a driver or rider's experience level, vehicle worthiness, or attitude is a safety risk.
5. Each driver or rider is responsible for learning the names and locations of all corners on track, as this will be the means for giving instructions while on the track.
6. Drivers are required to have a Snell approved helmet: SA2015 or later for cars, and an SFI rated fire suit.
7. Motorcycle riders are required to have the following:
  - A. Damage free BSI, ECE, DOT or SNELL full-face helmet with face shield. Flip-up or modular full-face helmets are not allowed.
  - B. After-market helmet quick release systems are prohibited.
  - C. External helmet attachments are prohibited, including cameras.
  - D. Riding boots that fully cover the ankle and extend upwards at least 3".
  - E. Gauntlet style motorcycle gloves with full wrist coverage extending past the wrist.
  - F. One-piece leather suit or two-piece leather suit. Two-piece leather suits must zip together.
  - G. Ballistic nylon suits such as Joe Rocket, Aerostitch, etc. are not allowed. Kevlar or similar reinforced jeans are not allowed.

## Equipment

1. All vehicles must pass the sound test of 103 decibels at 50 feet.
2. No loud motors or public-address announcements before 7:00am and after 8:00pm or sunset, whichever occurs first.
3. All open cars, including convertibles, must have a roll bar or factory installed roll over protection. This does not apply to touring laps.
4. A 4, 5, or 6-point harness is recommended in all vehicles.
5. A fire suppression system or a securely mounted fire extinguisher is recommended in all vehicles.

## On Track Communication

1. All vehicles on the track are under control of the grid marshal. Follow all instructions. Examples:
  - A. "Black flag all" or "Black flag red Yugo" – acknowledge the flagman, return to the hot pit and see the grid marshal immediately.
  - B. "Checkered flag" - This session is over. Acknowledge the flagman, take a cool down lap and pit in.
2. All track locations will be referenced to by the corner names.
3. Black and checkered flags will be displayed at the entry to the Rattlesnake series of turns. Driver responses shall be as follows:
  - A. Black flag - If pointed at YOU, you are the only offender Acknowledge the flagman, make your way to the hot pit. If waving at the whole field, there is a problem on track, acknowledge the flagman, return to the hot pit.
  - B. Checkered flag - the session is over, acknowledge the flagman, make your cool down lap and pit in.

## Passing

1. Passing is only allowed on the main straights. Passing maps for all track configurations are available in the clubhouse. **Do not give point-bys.**
2. All passes must be completed prior to turn in at the next corner.
3. Drivers being overtaken are to remain on their normal line. It is the overtaking drivers responsibility to make a safe, clean pass.
4. If a driver notices a car in their rear-view mirror for several turns, please allow that driver to pass at the next available passing straight. Blocking will be cause for a visit to the grid marshal.
5. If you notice a driver is not paying attention to his or her mirrors, make your way to the grid marshal to warn them about the negligent driver.