

AVESCO OPERATIONS MANUAL RULES

DIVISION "D" – SPORTING RULES

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DIVISION "D" – SPORTING RULES

D 1. TESTING

D 1.1 Definitions

1.1.1 AVESCO Log

Means the Testing Confirmation Sheet, issued to each Team or Group by AVESCO, for the purposes of recording and validating the Team's or Group's use of test days.

1.1.2 Group

1.1.2.1 Means and includes any arrangement by which two or more Teams combine in any form into a multi-Car Group, under one operational direction, utilising some or all common facilities and/or personnel and, through any such arrangement, individual Teams have the capacity to share automotive electronic data or other automotive information for or in connection with the preparation, operation and racing of Cars.

1.1.2.2 Notwithstanding Rule D 1.1.2.1, AVESCO reserves the right to examine any combination of Teams into a multi-Car Group, and determination of whether any such combination should be regarded as a single entity for any of the purposes of Rule D1 will be made at the sole discretion of AVESCO.

1.1.2.3 Any Team which becomes, or ceases to remain, a member of a multi-Car Group must advise AVESCO of any such change in their operational circumstances.

1.1.3 Testing

Means and includes the starting and driving of a Car on any test track for, or in connection with:

1.1.3.1 the preparation of a Car, or

1.1.3.2 any assessment of the performance of a Car or any part or assembly or component, for the objective of readying the Car for any competition.

1.1.4 Test track

Means and includes any:

1.1.4.1 motor racing circuit;

1.1.4.2 automotive test facility – including but not limited to manufacturers' test facilities, roads or tracks;

1.1.4.3 private or government driver training complex; or

1.1.4.4 any other road, surface or track upon which an automobile can be driven.

D 1.2 Testing Permitted

The testing of any Car, other than at and part of a Meeting, will be permitted only subject to all parts of this Rule D 1.

D 1.3 Test Tracks Location

1.3.1 Testing may be undertaken at any test track located in the State or Territory in which the Team or Group is based.

1.3.2 Where a Team or Group is based within 10 kilometres from an interstate border, the Team or Group may, after having first obtained the written permission of the CEO of AVESCO, nominate either State as its base for the purposes of this Rule; but having obtained such permission, the Team or Group will not be permitted to change the nominated State during the subsequent calendar year.

D 1.4 Test Track

1.4.1 Teams or Groups are permitted to test at only one (1) test track, which must be nominated by the Team to AVESCO no later than 1 February 2002.

1.4.2 Should a Team or Group fail to nominate a test track, AVESCO will determine the test track and will so advise the Team or Group concerned.

D 1.5 Number of Test Days

- 1.5.1 A Team or Group will be permitted a maximum total of ten (10) test days each calendar year, regardless of the number of Cars in the Team or Group.
- 1.5.2 If for any reason a Team or Group utilizes only any part of a day, the Team or Group will be deemed to have used a full day for the purposes of Rule D 1.5.
- 1.5.3 Where a Team Level One or Two also controls an entry in the KVS, all the Cars in the Team or Group will share the Team's or Group's total of ten (10) test days each calendar year, regardless of the series in which the Cars compete.

D 1.6 Test Tracks Register

- 1.6.1 AVESCO will maintain a register of each Team or Group and their test track and the register will, upon application being made to AVESCO, be available for inspection by any Team, Group, CAMS or test track operator.
- 1.6.2 AVESCO will advise test track owners/operators of the Teams or Groups which are permitted to test at their test track.

D 1.7 Sharing Test Track Days

- 1.7.1 Subject to compliance with all parts of Rule D 1, and to any specific test track regulations, Teams or Groups must make every reasonable effort to share test track days with up to five (5) other Teams.
- 1.7.2 Rule D 1.7.1 does not restrict any test track day to a maximum of six Teams or Groups; more Teams or Groups may share the test track day subject only to the restrictions imposed by the test track operators.

D 1.8 Pre-Test Procedures

Before any Team or Group may undertake any testing, it is their responsibility to:

- 1.8.1 arrange with other Teams or Groups to share the test track at the same time; and
- 1.8.2 notify in writing the AVESCO Assistant Operations Manager ("the AOM") no less than forty-eight (48) hours before the date of the proposed test day of their intention to test; and
- 1.8.3 obtain from the AOM permission to conduct a test day; which permission will not be unreasonably withheld.

D 1.9 AVESCO Log

- 1.9.1 Each Team or Group will be issued with an AVESCO Log:
 - 1.9.1.1 in which all test track activities must be accurately and fully entered, and validated pursuant to Rule D 1.9.1.2; and
 - 1.9.1.2 in which all columns must be completed by the relevant personnel before the Team or Group commences their test day; and
 - 1.9.1.3 for which Teams or Groups will bear the responsibility of ensuring all entries are fully and accurately completed; and
 - 1.9.1.4 which at any time may be required by AVESCO to be produced for inspection by the AOM or by the Stewards; and
 - 1.9.1.5 which will have every page pre-signed by AVESCO to ensure that no unauthorised pages are available; and
 - 1.9.1.6 which, if lost or mislaid, will automatically prohibit any testing activity being undertaken by the Team or Group until authorised in writing by AVESCO to resume testing; and
 - 1.9.1.7 which, if at any inspection pursuant to Rule D 1.9.1.4, is found to contain any missing, altered or incomplete entry, will render the Team liable to sanctions pursuant to their Teams' Agreement and/or referral to the Stewards.

- 1.9.2 Teams and Groups must ensure that the AVESCO Log is fully completed in all particulars prior to the commencement of testing on each occasion a Team or Group undertakes a test day (under Rule D 1).
- 1.9.3 In the event of a change of a Team's or Group's operational circumstances:
 - 1.9.3.1 the Team or Group so affected must in writing notify AVESCO of such changes; and
 - 1.9.3.2 AVESCO reserves the right to revoke the Team's or Group's AVESCO Log, re-issue another AVESCO Log or take such action as is reasonably warranted in the circumstances

D 1.10 Tyres

- 1.10.1 Teams and Groups must exclusively use the Dunlop control tyres allocated to the particular Car being tested, identified by the Car's competition number.
- 1.10.2 If a Team or Group replaces a Car (identified by the Car's competition and roll cage number), the Team or Group must apply to, and receive the written permission of, AVESCO to use the tyres, originally allocated to the replaced Car, on the replacement Car.

D 1.11 Not Comprising Test Days

- 1.11.1 The following activities will not be regarded as comprising a test day for the purposes of Rule D 1, but the fact of the activity will be made available to any other Team or Group upon application being made to AVESCO:
 - 1.11.1.1 Any activity required by AVESCO of a Team, including but not necessarily limited to tyre testing and/or aero package testing; or
 - 1.11.1.2 Corporate Rides (Rule E 2.1).
- 1.11.2 Any activity referred to in Rule D 1.11.1.1, the engine of a Car must not be started for any reason before the arrival at the test track of the person appointed by AVESCO to supervise the test who must give approval before a Car's engine can be started.

D 1.12 Test Ban

- 1.12.1 There is an absolute ban on testing, corporate or media rides in any form at any motor racing circuit at which a Meeting is scheduled to take place within seven (7) days prior to that scheduled Meeting.
- 1.12.2 For the purposes of Rule D 1.12.1, the seven days commences at 00:01 on the Saturday preceding that scheduled Meeting.
- 1.12.3 There is an absolute ban on Teams or Groups undertaking corporate or media rides in any form at VCS or KVS circuits other than their nominated test track prior to that circuit's round of either the VCS or the KVS.

NOTE: Rules regulating all types of V8 Supercar Rides are contained in Rule E 1.

D 2 PIT BAY & GARAGE ALLOCATION

D 2.1 Pit bay and garage positions will be allocated by the AVESCO AOM.

- 2.1.1 ~~assessing the placing of Teams will be determined by the highest placed driver in that Team in the previous years' final series' points standing; and Multiple Car Teams and Single Car Teams "paired" together will be allocated Pit bay positions in 2001 championship order.~~
- 2.1.2 The AVESCO AOM will make minor changes to this order from circuit to circuit to allow for garage walls and to maximise spacing between team pit booms; and
- 2.1.3 with the exception of the V8 Supercar 1000, assessment of the Pit Lane order of Teams will commence at the Pit Lane exit.
- 2.1.4 ~~Multiple Car teams and one (1) Car Teams will be located alternatively in Pit Lane in the order indicated above (D 2.1.1), which means that the highest placed multiple Car Team will be followed by the highest placed one Car Team and so on. The pit lane allocation for Multiple Car Teams and Single Car Teams "paired" together, will be determined by the highest placed driver in each Team or "pair" in the previous years' final series' points standing.~~

D 2.3 At the V8 Supercar 1000, the previous years' VCS Champion will take pit garage number one closest to the Pit Lane entry, but all other Teams will have their pit garage position allocated by the AVESCO Assistant Operations Manager.

D 2.4 Teams choosing to share facilities or wanting to use a Pit Bay and/or garage adjacent to another Team will be allocated their Pit Bay and garage based upon the lowest placed driver's position (as determined by the previous years' final series' points standing).

D 2.5 In the case of a Team where a driver in the relevant previous years' series is no longer a member, that driver's replacement will assume the position which would have been occupied by the original driver.

D 3 SAFETY

D 3.1 Use of the Race Track

At all times when Cars are on the race track, no person is allowed on the track, or across any fence or barrier leading to or near the first or second line of defence, with the exception of:

- 3.1.1 marshals and other authorised personnel in the execution of their duty;
- 3.1.2 drivers when driving or under the direction of the marshals; and
- 3.1.3 Team members and other authorised personnel during the start procedures (Rules D 8 and D 9).

D 3.2 Responsibility of Driver

The sub-rules of this Rule are in addition to the drivers' responsibilities set out in the Code of Driving Conduct (Schedule B 5).

- 3.2.1 No driver has the right to refuse to allow his Car to be taken off the track, and the driver must obey track marshals' instructions and render all reasonable assistance.
- 3.2.3 A driver who abandons a Car must leave it in neutral (if appropriate) and with the steering wheel in place.

D 3.3 Drivers' Apparel & Seat Belts

Under all circumstances while driving a Car on a race track all drivers must:

- 3.3.1 wear authorised clothing and crash helmets (Rule C 18); and
- 3.3.2 must have the safety harness (Rule C 14) properly fastened at all times; and
- 3.3.3 may only unfasten the safety harness when the Car comes to a complete stop.

D3.4 Driving Time (Queensland 500 and V8 Supercar 1000)

- 3.4.1 This Rule D 3.4 applies only to the Queensland 500, the V8 Supercar 1000 and other Competitions as specified from time to time.
- 3.4.2 The maximum number of drivers is two (2) per Car.
- 3.4.3 Each driver must not exceed three and a half (3.5) hours of continuous driving.
- 3.4.4 For the purposes of Rule D 3.4.3, "continuous driving time" will be measured from the start of the Competition, and subsequently from the first time a driver crosses the control line after exiting pit lane until the last time the driver crosses the control line before entering pit lane to change drivers, or until the Car crosses the control line at the end of the Competition.
- 3.4.5 Subject always to Rule D 3.4.3,
 - 3.4.5.1 the total driving distance for each driver must not exceed two-thirds (2/3) of the scheduled Competition distance; and
 - 3.4.5.2 the total effective resting time for each driver must be equal to at least one-third (1/3) of the scheduled Competition distance.

D 3.5 Driver Identification (Queensland 500 and V8 Supercar 1000)

- 3.5.1 The purpose of this Rule D 3.5 is to enable:
 - 3.5.1.1 enforcement of Rule D 3.4; and
 - 3.5.1.2 the timekeepers to more accurately separate individual lap times and publish them with minimal delay.
- 3.5.2 Each driver will be issued with a small adhesive label, which must be placed on the RIGHT HAND SIDE (adjacent to the jaw) of the driver's helmet to assist in identification.
- 3.5.3 During all practice and qualifying sessions every Car must stop at pit exit, where a Pit Marshal will identify the driver.
- 3.5.4 The labels must also be kept in place for the race to enable pit marshals to readily identify drivers, and as Cars will not be stopped at pit exit during the Competition, Pit Marshals will record and transmit drivers' identification during driver changes.

D 3.6 On-Track Repairs

- 3.6.1 Any repairs outside the pits may be carried out by the driver alone using only tools or parts carried aboard the Car.
- 3.6.2 Advice given to the driver, whether by electronic means or by voice, is not considered to contravene this Rule D 3.6.
- 3.6.3 Any replenishment of fuel, oil or coolant outside the pits is forbidden, and any replenishment carried out on the race track itself is prohibited and will entail immediate exclusion.
- 3.6.4 With the exception of the driver and in exceptional cases of officials, nobody is allowed to touch a stopped Car under penalty of its exclusion from the race.
- 3.6.5 Pushing a Car along the race track or pushing it across the finish line is not allowed, and will incur immediate exclusion.
- 3.6.6 After repairs respecting this Rule are carried out, if the driver succeeds in restarting the Car without any external help, and re-joins the race without committing any breach of the Rules the driver will not be excluded from the race.
- 3.6.7 Any Car abandoned on the race track, even temporarily, by its driver, whatever the reason or the duration, will be considered as having withdrawn from the race.

D 3.7 Rain Light

The Car's rain light must be illuminated at all times when it is running on wet-weather tyres.

D 3.8 Pit Discipline

At all times Cars are on the race track, the discipline and the safety conditions in the pits and on the race track will be the same as during a race.

D 3.9 Pit Crew Safety – Incompressible Jacks

- 3.9.1 In the interest of safety, it is compulsory to use solid, incompressible components capable of supporting the Car in the event of a failure of the jacking system.
- 3.9.2 The incompressible component/s must be placed under the Car at all times when any person is working on the Car in a manner that involves any part of their body (other than hands and forearms) being under any immovable part of the Car.
- 3.9.3 Specifically excluded from this Rule D 3.9 are standard wheel changing operations.

D 3.10 Signalling

- 3.10.1 Drivers must be conversant with:
 - 3.10.1.1 all the types of signals used at Meetings (set out in Schedule D 3); and
 - 3.10.1.2 the requirements imposed on drivers consequent upon being shown the types of signals.
- 3.10.2 Drivers must always comply with the requirements of signals when shown.

D 4 BRIEFINGS

4.1 Competitors' Briefings

- 4.1.1 A compulsory Competitors' and driver's briefing will be conducted by the Race Director or his nominee at each Meeting at a time and a place to be indicated in Supplementary/Further Regulations.
- 4.1.2 An attendance sheet must be signed by each Competitor and driver to verify attendance.
- 4.1.3 Competitors or drivers who do not attend at the nominated time for, and for the duration of, the drivers' briefing will be referred to the Stewards and, unless excused from attendance by the Stewards in exceptional circumstances which they alone may determine, will be in breach of the Rules.

4.2 Competitor/Team Managers' Briefings

- 4.2.1 If provided in Supplementary/Further Regulations, the Race Director and/or the CTM (or a nominee of either) will conduct a briefing for Competitors and/or Team Managers at a time and a place to be advised in the Supplementary/Further Regulations.
- 4.2.2 Failure of a Competitor or Team Manager – or their authorised representative – to attend at the nominated time for, and duration of, the briefing will be referred to the Stewards and, unless excused from attendance by the Stewards in exceptional circumstances which they alone may determine, will be in breach of the Rules.
- 4.2.3 An attendance sheet must be signed by each relevant person to verify attendance.

D 5 QUALIFYING

D 5.1 General

- 5.1.1 A driver whose best time achieved in either a PreQualifying or Qualifying session exceeds the PreQualifying or qualifying time cut-off (expressed as a percentage of the fastest Car PreQualifying or qualifying time achieved in the relevant session) will not be permitted to further compete at the Meeting, save for exceptional circumstances accepted by the Stewards.
- 5.1.2 Any such exceptional circumstances accepted by the Stewards must not operate as to displace any driver who has met the qualifying criteria; and should more than one driver be accepted in this manner, the Stewards will determine the order of the grid.
- 5.1.3 The Race Director has the right to stop any practice or qualifying session as often and for as long as necessary to clear the race track; and any time so lost will be made up where circumstances permit. Should one or more of such sessions be interrupted in this way, no protest lies against the possible effects concerning the qualification of drivers and Cars.
- 5.1.4 All laps of practice, prequalifying and qualifying sessions will be timed.
- 5.1.5 In exceptional circumstances, and subject to the approval of the Stewards, the CEO of AVESCO has the sole discretion:
 - 5.1.5.1 to allocate the final four (4) qualifying positions in a race to drivers who have not qualified for that race; and
 - 5.1.5.2 for compelling commercial considerations, to permit a driver who may not otherwise have qualified to start in a race, to start in any such race as a "wild card" entry.

D 5.2 KVS Qualifying

- 5.2.1 Where the number of Cars entered for a Meeting exceeds the ASN's applicable track density, a system will be established that enables all Cars entered for the Meeting to compete until the close of qualifying, at which time the grid will be formed subject to rule D6 and the ASN's track density.
- 5.2.2 The details of any such system will be advised in Supplementary Regulations.

~~D 5.3 VCS PreQualifying~~

- ~~5.3.1 Unless otherwise provided in Supplementary or Further Regulations, a PreQualifying session will be held where the number of Cars entered exceeds the number of Cars permitted to practice, qualify and race by AVESCO (Schedule A 4).~~
- ~~5.3.2 Where a PreQualifying session is held:~~
 - ~~5.3.2.1 Supplementary Regulations will, by way of a list, ("the list") specify which Cars will be exempt from PreQualifying;~~
 - ~~5.3.2.2 Unless otherwise provided in the Supplementary or Further Regulations, the list of Cars exempt from PreQualifying will comprise the highest twenty five (25) qualifying Cars from the previous Meeting and present at the Meeting;~~
 - ~~5.3.2.3 Cars not on the list must participate in PreQualifying;~~
 - ~~5.3.2.4 From the fastest times achieved in PreQualifying, the number of Cars permitted to participate in subsequent practice and qualifying sessions will be the difference between:
 - ~~(a) the number of Cars on the list and present at the Meeting; and~~
 - ~~(b) the maximum number of Cars permitted under Schedule A 4 to practice, qualify and race at that Meeting;~~~~
 - ~~5.3.2.5 Cars will only be permitted to be PreQualified by the driver nominated to drive that Car at the Meeting;~~
 - ~~5.3.2.6 Cars that do not satisfy the criteria contained in this Rule will not be permitted to further participate in the Meeting save for exceptional circumstances~~

~~approved by the Stewards which approval, if given, must not replace any other Car that has complied with the criteria contained in this Rule.~~

~~5.3.3 Tyres~~

~~Following PreQualifying, Cars that take no further part in a Meeting will only be permitted to obtain four (4) new dry control tyres.~~

D 5.4 Qualifying Separation

- 5.4.1 In any case where the Supplementary Regulations specify qualifying sessions be separated into two sections expressed as "Top 50%" and "Lower 50%" (or such similar expression), determination of drivers into one or other section will be assessed on the fastest of all times achieved by each driver in all officially designated practice sessions; ~~excluding any PreQualifying session~~, and where this separation results in an odd number of Cars, the lesser number will comprise the "Top 50%".
- 5.4.2 Rule D 5.4.1 will apply unless the Stewards determine that, in exceptional circumstances (e.g., but not limited to, weather/track conditions) the qualifying session separation should be abandoned or determined on another basis.

D 5.5 Endurance Rounds

- 5.5.1 A driver may qualify one Car only, but has the right to drive several Cars entered in the Meeting in practice and qualifying sessions, provided that:
- 5.5.1.1 the Cars are entered by the same Competitor; and
 - 5.5.1.2 the Cars have passed scrutineering.
- 5.5.2 A driver may qualify only one (1) Car and must set a time that qualifies that driver in that Car.

D 5.6 Variable Qualifying Conditions

- 5.6.1 If – within thirty (30) minutes (or such other period determined by the Stewards in the interests of safety) – before the time scheduled for the beginning of the qualifying sessions, the race track is damp or wet, or to accommodate reasonably foreseeable variable conditions, the Race Director – with the agreement of the Stewards – may combine the qualifying sessions and the duration of the combined session will be set by the Stewards after consultation with the Race Director and the CTM.
- 5.6.2 Should track conditions vary during qualifying sessions, e.g. from dry to wet, the Stewards may allocate grid positions according to practice session times or by another criteria.

D 6 GRID DETERMINATION

D 6.1 All VCS Sprint Rounds

Unless otherwise provided in Supplementary/Further Regulations, for:

6.1.1 RACE 1

All grid positions will be determined by qualifying times however described.

6.1.2 RACE 2

Grid positions will be determined by:

6.1.2.1 the finishing order of Race 1; followed by

6.1.2.2 the non-finishers in the order of the number of laps completed in Race 1; followed by

6.1.2.3 Race 1 non-starters in the order of their best qualifying time.

6.1.3 RACE 3 (where applicable)

Grid positions will be determined by:

6.1.3.1 the finishing order of Race 2; followed by

6.1.3.2 the non-finishers in the order of the number of laps completed in Race 2; followed by:

6.1.3.3 Race 2 non-starters in the order of their best qualifying time, followed by

6.1.3.4 Race 1 non-finishers in the order of the number of laps completed in Race 1 followed by:

6.1.3.5 Race 1 non-starters in order of their best qualifying time.

D 6.2 KVS Sprint Rounds

Unless otherwise provided in Supplementary/Further Regulations, for:

6.2.1 RACE 1

All grid positions will be determined by qualifying times.

6.2.2 RACE 2

Grid positions will be determined by:

6.2.2.1 the finishing order of Race 1 with the finishing order of the top 10 in Race 1 reversed; followed by

6.2.2.2 the non-finishers in the order of the number of laps completed in Race 1; followed by

6.2.2.3 Race 1 non-starters in the order of their best qualifying time.

6.2.3 RACE 3 (where applicable)

Grid positions will be determined by:

6.2.3.1 In the first instance, aggregating the finishers' results of races 1 and 2 as set out below:

(a) Each driver in races 1 and 2 will be assigned a 'nominal score' by AVESCO based on their finishing positions in those two races;

(b) A 'nominal score' of one (1) will be assigned to the winning driver in each of races 1 and 2, a 'nominal score' of two (2) will be assigned to the second placed driver in each of races 1 and 2, and so on;

(c) The 'nominal score' achieved by a driver in each of the two races will then be added together;

(d) The driver with the lowest 'nominal score' will be assigned the pole position for race 3, the driver with the second-lowest 'nominal score' will be assigned the second grid position for race 3 and so on;

(e) If two or more drivers achieve the same 'nominal score', the driver who has achieved the faster time in Qualifying will take precedence on the grid for race 3;

(f) The 'nominal score' has no other effect than determining the composition of the grid for race 3;

6.2.3.2 And then followed by race 2 non-finishers in the order of the number of laps completed in Race 2;

6.2.3.3 And then followed by race 2 non-starters in order of their best qualifying time.

6.2.3.4 And then followed by race 1 non-finishers in the order of the number of laps completed in race 1.

6.2.3.5 And then followed by race 1 non-starters in order of their best qualifying time.

D 6.3 VCS Endurance Rounds

Unless otherwise provided in Supplementary or Further Regulations or Bulletins, the position of each Car on the grid will be determined by the best time set during qualifying sessions (however described) by one of the drivers designated to form the final driving team of the Car.

D 7 STARTS, RACES, TIMING, DRIVERS

D 7.1 Starts

- 7.1.1 Unless otherwise ordered by the Stewards, starts for all Competitions will be standing starts.
- 7.1.2 A "standing start" is defined as occurring when the Car is stationary at the moment when the order to start is given.
- 7.1.3 Starting Position
 - 7.1.3.1 The relative position of all Cars prior to the start, and the method by which such positions are to be determined, are set out in Rule D 6.
 - 7.1.3.2 In the case of grid starts, Cars will be placed on the grid positions allotted to them on the organiser's grid sheet.
 - 7.1.3.3 Spaces which have been left by Cars which do not make the grid for any race will not be filled by advancing other starters.
 - 7.1.3.4 Subject to Rule D 6.1, a driver starting in a Car in which the driver has not qualified for that race will start from the rear of the grid.
- 7.1.4 Starter's Orders
 - 7.1.4.1 Drivers and Cars are under the orders of the starter from five seconds before the red light is switched on (Rules D 8.1.8 and D 8.2.10).
 - 7.1.4.2 Subject to Rules D 8.1.11 and D 8.2.12, any driver not coming under starter's orders with the Car in time will be deemed to be a non-starter.

D 7.2 Races

The composition and format of the separate races in any series or at any Meeting will be determined by AVESCO and published in these Rules, and/or in the Supplementary Regulations and in the programme.

D 7.3 Timing

- 7.3.1 In the case of a standing start, the timing will commence;
 - 7.3.1.1 where the timing apparatus is automatic, when it is operated; and
 - 7.3.1.2 in the event that the automatic timing apparatus is not operable, at the signal for the start of a race.
- 7.3.2 The completion of the first and subsequent laps will be timed when the Car crosses the control line, unless the Supplementary Regulations otherwise provide.
- 7.3.3 The timing of a Car crossing a control line will be taken at the moment when the foremost portion of the Car passes over that line or, in the case where the timing apparatus is automatic in operation, at the moment when it is operated.

7.4 Multiple Drivers

- 7.4.1 Subject to Rule 7.4.2, only one driver per Car is permitted to compete in any Meeting.
- 7.4.2 Two drivers per Car are required for the Queensland 500, the V8 Supercar 1000 and any other Meetings as specified in Supplementary Regulations.

D 8 STARTING PROCEDURE

D 8.1 Sprint Rounds

- 8.1.1 Fifteen minutes to Warm-up Lap: When 15 minutes remain before the warm up lap, a warning will be sounded and the starter will display a 15-Minute board to Pit Lane, which will be the signal that the Pit Lane exit is open and Cars may proceed to the grid on observation laps, at the end of which each Car must stop on the grid in its allocated place, and pit crew may then approach the Cars for final preparation. If a Car undertakes more than one observation lap, unless otherwise advised by the Race Director, it is compulsory to use the Pit Lane between each of the laps and under no circumstances may a Car cross the start/finish line on the race track; so if the Pit Lane does not by-pass the grid, only one observation lap is permitted. An audible warning will sound 2 minutes before the closure of the Pit Lane exit and also again when the Pit Lane exit is closed.
- 8.1.2 Five minutes to Warm-Up: When 5 minutes remain before the warm-up lap, a warning will be sounded and a 5-Minute board will be displayed: the Pit Lane exit will be closed at this time.
- 8.1.3 Three minutes to Warm-up: When 3 minutes remain before the warm-up lap a 3-Minute board will be displayed by the Starter.
- 8.1.4 Two minutes to Warm-up: When 2 minutes remain before the warm-up lap, a warning will be sounded and a 2-Minute board displayed by the Starter. The grid will then be cleared of all personnel except for necessary crew members and authorised officials. Cars qualified to start but which have not taken their position on the grid may be permitted to start the race from the Pit Lane exit, pursuant to Rule D 8.1.12.
- 8.1.5 One minute to Warm-up: When 1 minute remains before the warm-up lap, a further warning will be sounded, and a 1-Minute board displayed by the starter. The grid will be cleared of all personnel and the Cars' engines started. If a Car does not start or stalls, at this stage, the driver must raise one hand high or give another appropriate signal. The Car may be push-started by officials, or, if so directed by officials, by the pit crew, after the rest of the field has left the grid; in which case the Car must go straight to the Pit Lane where the driver must be able to demonstrate to the CTM that the Car can be started on the starter motor without any external assistance.
- 8.1.6 Thirty seconds to Warm-up: When 30 seconds remain before the warm-up lap a warning will be sounded and the starter will display a 30-Second board. When the starter displays the green flag, all Cars may then proceed on a warm-up lap led by the Car on pole position.
- 8.1.7 Warm-up lap: During the warm-up lap Cars will maintain their starting order with the pole position driver leading. Passing is only allowed in order to maintain formation.
- 8.1.8 Return to grid: When Cars return to the grid, each Car must stop on its allocated grid position. Drivers must not stop and do practice starts/ "burn outs".
- 8.1.9 Five second indication: When the starter is satisfied that all Cars are correctly positioned, the starter will indicate that there are approximately five (5) seconds before the red light is to be switched on; at this time all drivers on the grid or in the Pit Lane, at or approaching the Pit Lane exit, are deemed to have come under the starter's orders.
- 8.1.10 Red/Green lights: At any time not less than three (3) seconds and not more than five (5) seconds after the red light is shown, the start of the race will be indicated by the extinguishing of the red light. NOTE: A green light may be displayed to indicate that the race has started. it is not compulsory to show such green lights. If the lights are not functioning, the National Flag will be used, being raised at the five (5) second mark, and dropped to indicate the start of the race.
- 8.1.11 Flashing yellow lights: will indicate a delayed warm-up lap or aborted start, and a "Start Delayed" board will be displayed. In this case the start procedure will re-

commence from the 2-Minute signal and the race may be shortened under the authority of the Stewards for each aborted pre-race lap completed.

- 8.1.12 Starting from Pit Lane: Any Car that is unable to take its place on the grid or that encounters a problem during the warm-up lap and is unable to keep up may either stay or be driven into Pit Lane instead of proceeding to the grid. The Car may then start the race from the Pit Lane exit (having come under Starter's Orders – Rule D 8.1.9), but only on the direction of an official, and after the rest of the field has passed the Pit Lane exit. Any Car, not having come under starter's orders (Rule D 8.1.9) or which joins the race after the Pit lane exit has opened after the start, will be deemed to be a non-starter and will received a black flag. If any Car is driven to the grid instead of to the Pit Lane, it must start the race from the rear of the grid.
- 8.1.13 Car stopped on grid: If a Car does not start or stalls at this stage, the driver must raise one hand high or give another appropriate signal. Any Car which is still on the grid after the field has left the grid may be push-started by officials, or, if so directed by officials, by the pit crew; in which case the Car must go straight to the Pit Lane where the driver must be able to demonstrate to the CTM that the Car can be started on the starter motor without any external assistance.

D 8.2 Endurance Rounds

- 8.2.1 Observation Lap: Thirty minutes before the scheduled time for the warm-up lap the Cars will leave the pits for observation laps, at the end of which each Car must stop on their allocated grid positions with their engines stopped. If a Car undertakes more than one observation lap, unless otherwise advised by the Race Director, it is compulsory to use the Pit Lane between each of the laps and under no circumstances may a Car cross the start/finish line on the race track; so if Pit Lane does not by-pass the grid, only one observation lap is permitted.
- 8.2.2 Pit Exit Closed: The Pit Lane exit will be closed 15 minutes before the warm-up lap. Any Car not having left the pit area may not start until the entire field has passed the Pit Lane exit after the start signal has been given and then only under the direction of an official. An audible warning will sound 2 minutes before the closure of the Pit Lane exit and also again when the Pit Lane exit is closed. Cars qualified to start but which have not taken their position on the grid may be permitted to start the race from the Pit Lane exit, pursuant to Rule D 8.2.12.
- 8.2.3 Five minutes and Three minutes to Warm-up: When 5, and subsequently, 3 minutes remain before the warm-up lap a warning will be sounded and a 5-Minute board subsequently followed by a 3-Minute board will be displayed by the Starter.
- 8.2.4 Two minutes to Warm-up: When 2 minutes remain before the warm-up lap, a warning will be sounded and a 2-Minute board displayed by the Starter. The grid will then be cleared of all personnel except for necessary crew members and authorised officials.
- 8.2.5 One minute to Warm-up: When 1 minute remains before the warm-up lap, a further warning will be sounded, and a 1-Minute board displayed by the starter. The grid will be cleared of all personnel and the Cars' engines started. If a Car does not start or stalls, at this stage, the driver must raise one hand high or give another appropriate signal. The Car may be push-started by officials, or, if so directed by officials, by the pit crew, after the rest of the field has left the grid; in which case the Car must go straight to the Pit Lane where the driver must be able to demonstrate to the CTM that the Car can be started on the starter motor without any external assistance.
- 8.2.6 Thirty seconds to Warm-up: When 30 seconds remain before the warm-up lap a warning will be sounded and the starter will display a 30-Second board. When the starter displays the green flag, all Cars may then proceed on a warm-up lap led by the Car on pole position.

- 8.2.7 Warm-up lap: During the warm-up lap Cars will maintain their starting order with the pole position driver leading. Passing is only allowed in order to maintain formation.
- 8.2.8 Return to grid: When Cars return to the grid, each Car must stop on its allocated grid position. Drivers must not stop and do practice starts/ "burn outs".
- 8.2.9 Five second indication: When the starter is satisfied that all Cars are correctly positioned, the starter will indicate that there are approximately five (5) seconds before the red light is to be switched on; at ~~his~~ this time all drivers on the grid or in the Pit Lane, at or approaching the Pit Lane exit, are deemed to have come under the starter's orders.
- 8.2.10 Red/Green lights: At any time not less than three (3) seconds and not more than five (5) seconds after the red light is shown, the start of the race will be indicated by the extinguishing of the red light. NOTE A green light may be displayed to indicate that the race has started. it is not compulsory to show such green lights. If the lights are not functioning, the National Flag will be used, being raised at the five (5) second mark, and dropped to indicate the start of the race.
- 8.2.11 Flashing yellow lights: will indicate a delayed warm-up lap or aborted start, and a "Start Delayed" board will be displayed. In this case the start procedure will re-commence from the 2-Minute signal and the race may be shortened under the authority of the Stewards for each aborted pre-race lap completed.
- 8.2.12 Starting from Pit Lane: Any Car that is unable to take its place on the grid or that encounters a problem during the warm-up lap and is unable to keep up may either stay or be driven into Pit Lane instead of proceeding to the grid. The Car may then start the race from the Pit Lane exit (having come under Starter's Orders – Rule D 8.2.9), but only on the direction of an official, and after the rest of the field has passed the Pit Lane exit. Any Car, not having come under starter's orders (Rule D 8.2.9) or which joins the race after the Pit lane exit has opened after the start, will be deemed to be a non-starter and will ~~received~~ receive a black flag. If the Car is driven to the grid instead of to the Pit Lane, it must start the race from the rear of the grid.
- 8.2.13 Car stopped on grid: If a Car does not start or stalls at this stage, the driver must raise one hand high or give another appropriate signal. Any Car which is still on the grid after the field has left the grid may be push-started by officials, or, if so directed by officials, by the pit crew; in which case the Car must go straight to the Pit Lane where the driver must be able to demonstrate to the CTM that the Car can be started on the starter motor without any external assistance.

D 9 STOPPING & RESTARTING RACES

D 9.1 Stopping - Red Flag

- 9.1.1 The Race Director, in consultation with the Clerk of Course, has the right to order a race to be stopped at any time, whereupon the Clerk of Course or the Race Director will order the red flag to be displayed simultaneously at all marshals' posts. When the red flag is displayed, all drivers must immediately reduce the speed of their Cars in the knowledge that:
- 9.1.1.1 the race classification will be that at the end of the penultimate lap before the lap in which the signal to stop the race was given;
 - 9.1.1.2 race and service vehicles may be on the track;
 - 9.1.1.3 the circuit may be totally blocked because of an accident;
 - 9.1.1.4 weather conditions may have made the circuit undriveable at racing speed;
 - 9.1.1.5 the pit lane will be open; and
 - 9.1.1.6 any overtaking is strictly prohibited.
- 9.1.2 Unless permitted by Supplementary/Further Regulations, refuelling is prohibited during a red flag period however, in the case where a Car has entered Pit Lane and passed the Pit Lane speed restriction sign prior to the display of the red flag, refuelling of that Car is allowed.
- 9.1.3 If a race can be restarted, the procedure to be followed after a race has been stopped will vary according to the number of laps completed by the leading Car before the signal to stop the race was given. The relevant procedures are set out in Rules D 9.2, D 9.3, D 9.4 and D 9.5.

D 9.2 Restart - Case A

- 9.2.1 This Rule D 9.2 will apply if the race was stopped after less than two full laps had been completed by the lead Car.
- 9.2.2 The original start will be deemed null and void.
- 9.2.3 The length of the restarted race will be the full original race length unless the Stewards direct a shorter length or time.
- 9.2.4 The drivers who were eligible to take part in the race will be eligible for the restart but only in the Car in which they started the aborted race.
- 9.2.5 After the signal to stop the race has been given, all Cars able to do so will proceed slowly and directly to:
- 9.2.5.1 (if the grid is clear) to their original grid position; or
 - 9.2.5.2 (if the grid is not clear) to a position behind the last grid position as directed by the marshals; or
 - 9.2.5.3 the pit lane.
- 9.2.6 All Cars may be worked on, except that refuelling is prohibited.
- 9.2.7 If work on a Car is carried out on the grid, it must be done at the Car's original grid position and must not impede any preparations for the new start.

D 9.3 Restart – Case B

- 9.3.1 This Rule D 9.3 will apply if the race is stopped after two or more full laps, but less than 75 percent of the race distance/duration (rounded up to the next lap/minute) has been completed by the leading Car.
- 9.3.2 Other than the race order at the end of the penultimate lap before the lap in which the signal to stop the race was given and the number of laps covered by each driver, the original race will be deemed null and void.
- 9.3.3 The length of the restarted race will be three (3) laps less than the original race distance less the number of laps completed by the leading Car before the signal to stop was given unless the Stewards approve a shorter length or time.

- 9.3.4 The grid for the restarted race will be arranged in the race order at the end of the penultimate lap before the lap in which the signal to stop the race was given; the grid positions will not be closed up should any Cars be unable to start.
- 9.3.5 Only Cars which took part in the original start will be eligible to re-start and then only if they returned under their own power by an authorised route to either the Pit Lane, to a position behind the last grid position as directed by the marshals, or to the grid.
- 9.3.6 Cars may be worked on in the pits or on the grid, but subject to Rule D 9.1.2, no refuelling is permitted at this time; see Rule D 9.3.8.
- 9.3.7 If work on a Car is carried out on the grid, it must be done at the Car's original allocated grid position and must not impede any preparations for the new start.
- 9.3.8 If a Car returns to the pits for refuelling, such refuelling may only commence after the restart, after which the Car may rejoin the race.

D 9.4 No Restart

- 9.4.1 This Rule D 9.4 will apply if the race was stopped after 75% or more of the original race distance/duration (rounded up to the next lap/minute) had been completed by the lead Car.
- 9.4.2 The Cars will be sent directly to the parc ferme and the race will be deemed to have finished, and the race classification will be the race order at the end of the penultimate lap before the lap in which the signal to stop the race was given.

D 9.5 Case A & B Restarts

- 9.5.1 Unless otherwise specified in Supplementary Regulations, in each case the race will be restarted at the two (2) minute signal, at which time the Pit Lane exit will close.
- 9.5.2 Any Car, which is unable to take its position on the grid before the two (2) minute signal, will be directed to the pits, and it may start from the Pit Lane exit as specified in Rule D 8.

D 10 SAFETY CAR ("SC") PROCEDURES

10.1 Intervention

The Race Director has the right to order the intervention of the Safety Car ("SC") at any time.

10.2 Identification

10.2.1 The SC will be marked SAFETY CAR on the rear in letters of similar dimensions to those of the race numbers and on the side in suitable dimensions. Alternatively or additionally, with the approval of the Race Director, an electronic sign may be attached to the light bar to display the words SAFETY CAR.

10.2.2 The SC will have three revolving yellow lights on the roof each powered by a different electrical circuit and at least one clearly visible rearward facing green light. It will be driven by an experienced circuit driver. It will carry an approved observer capable of recognising all the competing Cars, who is in permanent radio contact with race control.

10.3 Commencement of a race

Prior to the warm-up lap the SC will take up position at the front of the grid and remain there until the five (5) minute signal (for Endurance Rounds) or the two (2) minute signal (for Sprint Rounds). At this signal the SC will cover a whole lap of the circuit and enter the pit lane or the place determined by the Race Director.

10.4 Deployment of SC During a Race

10.4.1 The SC will be deployed to neutralise a race upon the decision of the Race Director. It will normally be used if competitors or officials are in immediate physical danger but the circumstances are not such to necessitate stopping the race.

10.4.2 When the order is given to deploy the SC during the race, all flag posts will display a waved yellow flag and a SC board which will be displayed until the intervention is over.

10.4.3 When notified of the SC intervention (by the flag signals and SC boards), all Cars will reduce speed and line up behind the SC maintaining the same speed as the SC. Overtaking of the SC is forbidden unless signalled to do so by the observer in the SC, at which time the Car may overtake the SC and continue at reduced speed until the Car reaches the line of Cars behind the SC. The SC will be used at least until the leader or other relevant Car is behind the SC.

10.4.4 During the race, the SC with its revolving lights on, will start from the Pit Lane and will join the race track regardless of where the race leader may be.

10.4.5 When ordered to do so by the Race Director, the observer in the SC will use a green light on the rear of the Car (or other signal) to signal individual Cars between it and the race leader (or other relevant Car – e.g. should the leader stop, the next Car in the line will take that position – this Car may not necessarily be the second place Car) that it should pass, and such Cars will continue at reduced speed and without overtaking until they reach the line of Cars behind the SC.

10.4.6 The SC will be used at least until the race leader (or other relevant Car) is behind it and generally when all remaining Cars are lined up behind it.

10.4.7 All Cars must maintain the same speed as the SC whilst in convoy and the same speed as the Car in front. All drivers must maintain a maximum distance of five (5) Car-lengths from the Car in front. The Race Director may impose a penalty upon any driver who is considered to have gained an unfair advantage (inadvertently or not) from a breach of this Rule; and should a driver breach this Rule for the benefit of another, both may be penalised.

10.4.8 While the SC is in operation, drivers may stop at their Pit Bay, but may only rejoin the track when the Pit Lane exit is open. Pit Lane exit will be open at all times except when the SC and the line of Cars following it are about to pass, or are passing, the Pit Lane

exit; and also after a restart. A Car rejoining the track must proceed at reduced speed until it reaches the end of the line of Cars behind the SC.

10.4.9 Unless otherwise advised in Supplementary/Further Regulations, Cars may commence a CPS (Rule D 11.1) while the Safety Car board is displayed.

10.5 End of SC Deployment

10.5.1 When the Race Director calls in the SC, it will extinguish all the revolving lights and enter the pits at the end of that lap.

10.5.2 As the SC is entering the pits, the yellow flags and SC boards at the flag posts will be withdrawn.

10.5.3 When the SC has pulled off the circuit and the Cars are approaching the control line, a green light/green flag will be shown at the start line and all flag posts will wave a green flag.

10.5.4 Overtaking remains strictly forbidden until the Cars pass the control (timing) line.

10.5.5 The green flags will be withdrawn after one lap.

10.6 Race Laps

Unless otherwise provided in Supplementary/Further Regulations

10.6.1 In VCS Endurance Rounds, each lap while the SC is deployed will be counted as a race lap.

10.6.2 In KVS Rounds, the first five (5) total laps completed during the SC intervention will not be counted as race laps; but after the completion of the fifth (5th) intervention lap, any further laps under the SC will be counted as race laps. For avoidance of doubt, a race distance may be extended by up to 5 laps and any change of position (eg. a lap lost due to a pit stop) will be reflected in the results.

10.6.3 In VCS Sprint Rounds, each lap while the SC is deployed will be counted as a race lap.

10.6.4 In races expressed in time rather than in distance or a number of laps, each lap of the SC intervention will be counted as a race lap.

10.7 Race Starts by SC

10.7.1 In exceptional circumstances a race may be started behind the SC.

10.7.2 In a Rule D 10.7.1 case, at the 5-minute signal (for Endurance Rounds) or the two (2) minute signal (for Sprint Rounds), the revolving yellow lights of the SC will be turned on, which will be the signal to drivers that the race will be started behind the SC.

10.7.3 When the starter extinguishes the red light, the SC will leave the grid with all the Cars following in single file and grid order no more than five (5) Car-lengths apart. The race will be considered started when the leading Car crosses the control line at the end of this lap. The SC will withdraw in the prescribed manner when the Race Director considers it safe to do so.

10.7.4 Overtaking during the first lap is permitted only if a Car is delayed when leaving its grid position and the Cars behind cannot avoid passing it without unduly delaying the remainder of the field. In this case, drivers may only overtake to re-establish the original starting order.

10.7.5 Any driver – stationary after the remainder of the Cars had crossed the starting line – who is thus delayed leaving the grid, may not overtake another moving Car and must form up at the back of the line of Cars behind the SC. If more than one driver is affected, they must form up at the back of the field in the order they left the grid.

D 11 PIT STOPS

D 11.1 Types

11.1.1 Discretionary Pit Stops ("DPS"):

- 11.1.1.1 May be undertaken at any time during any practice, PreQualifying, warm-up or Qualifying (however described) session, or race;
- 11.1.1.2 Are for making adjustments or 'running repairs' to a Car, or changing tyres and/or other matters which require rectification;
- 11.1.1.3 In which no refuelling is permitted in a race unless specifically authorised in Supplementary Regulations; and
- 11.1.1.4 Are not permitted while a Car is subject to any PLP (Schedule B 4).

11.1.2 Compulsory Pit Stops ("CPS"):

- 11.1.2.1 May be prescribed in Supplementary Regulations;
- 11.1.2.2 Will involve undertaking one or more prescribed tasks, e.g. replacing wheels/tyres, refuelling, brake pad changes or other specified task/s;
- 11.1.2.3 Will be delineated by a "window" expressed as a number of laps completed by the race leader, within which prescribed tasks must be undertaken;
- 11.1.2.4 Unless otherwise advised in Supplementary/Further Regulations, Cars may commence a CPS while the Safety Car board is displayed;
- 11.1.2.5 Unless otherwise stated in Supplementary or Further Regulations, a Car will be deemed to commence a CPS when the Car crosses the line (real or imagined) that separates the race track from the pit lane, and Judges of Fact may be appointed in Supplementary/Further Regulations to determine when a Car commences a CPS;
- 11.1.2.6 Any driver prevented from commencing a CPS because the race was stopped under a red flag, and not being re-started, will have one (1) lap deducted from the total number of laps that driver achieved in the stopped race;
- 11.1.2.7 Unless permitted by Supplementary/Further Regulations, no work on a Car – other than the prescribed tasks – will be permitted to be undertaken at a CPS; and
- 11.1.2.8 No CPS can be undertaken while a Car is subject to a PLP (Schedule B 4).

11.1.3 Refuelling Pit Stops:

- 11.3.1.1 Unless permitted in Supplementary Regulations, no refuelling may be undertaken at any pit stop during a race;
- 11.3.1.2 Where refuelling is permitted during any DPS or CPS, refuelling must be carried out in accordance with Rule D 11.9.

11.1.4 CPS for Tyre Changes:

In the event of circumstances preventing a Team from replacing a Car's wheels/tyres at a CPS, the Team may be permitted to complete the CPS by other than replacing the wheels/tyres only with the prior express approval of the CTM and subject to his directions; and any such approval and/or directions are not subject to any protest or appeal.

D 11.2 Personnel

- 11.2.1 Unless otherwise specified in Supplementary Regulations, each Car may be attended by a maximum of:
- 11.2.1.1 Six (6) people across the prescribed line when carrying out any pit stop in any race; and
 - 11.2.1.2 Eight (8) people across the prescribed line when carrying out any pit stop in either the Queensland 500 or the V8 Supercar 1000 or other Competitions where specified in Supplementary Regulations;
- and only those numbers of people may work on a Car throughout a pit stop.
- 11.2.2 One of the people in either part of Rule D 11.2.1 must be the Car Controller;
- 11.2.2.1 through whom the Competitor will be responsible for the safe operation of all pit stops;
 - 11.2.2.2 whose primary duty is to ensure that the pit stop is carried out safely and in accordance with all applicable Rules;
 - 11.2.2.3 who must be primarily positioned near the front of the Car while it is in its pit bay; and
 - 11.2.2.4 who must not undertake any work at all on a Car at any pit stop; and
 - 11.2.2.5 who must at all times maintain full control of the pit stop, all the Team's pit personnel and the Car's movements into the Pit Bay and out into the fast lane of the Pit Lane;
- 11.2.3 Other than the people numbered in Rule 11.2.1, any person who crosses the prescribed line or who assists such people in any way by passing or rolling any tools, components, wheels/tyres or other equipment across the prescribed line will be deemed have crossed the prescribed line and to be working on the Car.
- 11.2.4 Where Supplementary Regulations permit a change of driver, the driver leaving the Car may assist the incoming driver with tasks such as adjust/fasten seatbelts, adjust/change the seat, adjust the mirrors, connect radio links and/or drink bottle replenishment and such tasks will not be counted as working on the Car, conditional upon only such tasks being performed.

D 11.3 Air Impact Tools

- 11.3.1 Only the impact tools and gas pressure regulators that appear in Schedule D 4 of these Rules are permitted to be used for any wheel changing operations during any pit stop.
- 11.3.2 Unless otherwise specified in Supplementary/Further Regulations, the use of four (4) air impact tools only is permitted for wheel changes at any pit stop, and no replacement of any of such air impact tools for the duration of any one pit stop is permitted.
- 11.3.3 The minimum weight for any impact gun used during wheel changing operations during any pit stop is 3.95 Kg., which weight must be achieved with the wheel nut socket and any inlet fittings removed.

D. 11.4 Pit Lane

- 11.4.1 Includes the pit signalling area, the lane closest to the pit signalling wall called the 'fast lane' and the lane closest to the pit garages called the 'inner lane' which includes all the Pit Bays.
- 11.4.2 Any central corridor separating the 'inner lane' and the 'outer lane' is reserved for authorised officials only.
- 11.4.3 Any area of the pit access road outside of the designated Pit Lane speed limit area will be considered as part of the race track.
- 11.4.4 Speed Limit: is 40 kmh in pit lane at all times and if exceeded:

- 11.4.4.1 during any practice or qualifying session (however described) may result in the driver being referred to the Stewards; and
- 11.4.4.2 in any race, the Race Director may apply a PLP (Schedule B 4); and
- 11.4.4.3 in either case, the driver may be referred to the Stewards for any other penalty provided by the Rules.
- 11.4.5 Clearance: The minimum height clearance for rigs/air lines/ etcetera extending over the pit lane is two (2) metres.
- 11.4.6 Pit Wall: No equipment may be placed on the pit signalling wall at any time.
- 11.4.7 No lines or other markings may be painted onto any part of the pit lane.
- 11.4.8 Unless otherwise provided for in Supplementary/Further Regulations, a maximum of one only pit bay boom per Team is permitted at any time during a Meeting any race. Three-Car teams will be permitted to use two booms at any other time, subject to the approval of the AOM.
 - ~~11.4.8.1 For the purpose of this rule a three (3) car team will be regarded as a two (2) car team and a one (1) car team.~~
 - ~~11.4.8.2 Any three (3) car team is permitted to use one boom for the entire team in a race should they wish to do so, subject only to approval from the AOM.~~

D 11.5 Procedures

- 11.5.1 Signalling Personnel: Only three (3) people per Car are permitted at the pit signalling wall.
- 11.5.2 Race Start:: Only officials and media personnel specifically authorised by the Race Director, are permitted at the pit signalling wall from the time the Cars move off on the warm-up lap.
- 11.5.3 Overshooting: If a driver passes his Pit Bay before stopping, the Car may be pushed backwards to its Pit Bay by its pit crew.
- 11.5.4 Reverse gear: Use of reverse gear anywhere in the Pit Lane is absolutely forbidden.
- 11.5.5 Exiting Pit Lane:
 - 11.5.5.1 During any practice and qualifying sessions (however described) Cars exiting Pit Lane will be under the control of officials and may be directed to stop at or near the Pit Lane exit for checking as required.
 - 11.5.5.2 Unless required otherwise (e.g. during a Safety Car period) during any race, Cars will exit Pit Lane under the responsibility of the driver.
 - 11.5.5.3 A Car exiting the Pit Lane must always do so wholly within the 'fast lane'.
- 11.5.6 Engines:
 - 11.5.6.1 Engines may remain running at any pit stop.
 - 11.5.6.2 For tuning or regulating purposes, the engine may be re-started with the help of an auxiliary energy source.
 - 11.5.6.3 At all times prior to a Car proceeding onto the race track, the engine must be started by the driver from his seat, using only the means available on board the Car.
- 11.5.7 Prohibited Work:

During any race, it is forbidden to change cylinder blocks (crankshaft case and cylinders) or the bodyshell structure, under penalty of exclusion.
- 11.5.8 Prohibited Devices:
 - 11.5.8.1 Except for electric cooling fans, the use of any spark-generating device or high-temperature device is prohibited in/on any part of the pit lane.
 - 11.5.8.2 The use of any device to artificially heat, or retain heat in, tyres/wheels is strictly forbidden.

11.5.9 Working on a Car:

- 11.5.9.1 With the exception of makeshift repair carried out on a Car in a safe place by the driver alone with the means on board, any replenishment, maintenance work or repairs must be carried out in the Car's pit bay or pit garage.
- 11.5.9.2 If a Car is removed from the pit lane or garage during any race, the Car will be excluded from the race.
- 11.5.9.3 In any race, each Team is permitted to work on only one Car at a time in the Pit Lane or the Team's Pit Bays.

11.5.10 Drivers:

- 11.5.10.1 Any change of drivers must take place only in the pit bay or pit garage and under the supervision of officials.
- 11.5.10.2 During any race a driver may only drive the Car in which the driver has been nominated at the conclusion of qualifying or as provided by Supplementary Regulations.

11.6 Securing Equipment

11.6.1 Pit booms/gantries:

- 11.6.1.1 All pit booms must be constructed and assembled in such a way that they can - and must - be securely fixed to the Pit Garage structure at all times.
- 11.6.1.2 A maximum of one only pit boom per Team is permitted at during any time race. Subject to Rule D 11.4.9 8
- 11.6.1.3 Three-Car teams will be permitted to use two booms at any other time, subject to the approval of the AOM.

11.6.2 Gas bottles: All gas bottles must be securely fixed to the Pit Garage structure at all times.

11.7 Use of Equipment/Tools

- 11.7.1 Pit crews may start placing parts and equipment over the prescribed line no more than two (2) laps before their Car is due to stop at its pit bay.
- 11.7.2 During any pit stop all equipment and parts (however described) must always be under the complete control of those people permitted to work on a Car pursuant to Rule D 11.2.
- 11.7.3 Each Car must be completely free of all hoses, tools and any other equipment before leaving its pit bay, and the rear wheels of a Car must not roll over any hose in the pit bay either upon entry to – or egress from – its pit bay.
- 11.7.4 Pit crews must ensure that any equipment and parts (however described), debris or other materials are removed to behind the prescribed line within one (1) lap from the completion of any pit stop.
- 11.7.5 All parts and equipment must be kept entirely within the inner (working) lane of Pit Lane at all times.
- 11.7.6 A Competitor may be penalised if any of its parts or equipment cross into another Competitor's Pit Bay.
- 11.7.7 The rear wheels of a Car must not at any time roll or pass over any parts or equipment under the control of its Team.
- 11.7.8 Air jacks must always be manually operated from the Pit Garage side of the Car during any pit stop.

11.8 Safety

- 11.8.1 It is highly recommended that all Team personnel permitted across the prescribed line to assist with any pit stop should at all times wear protective helmets which should be

such as to provide adequate protection for the circumstances in which such personnel undertake their tasks.

- 11.8.2 Other than wheel-changing operations, at all times incompressible safety devices must be placed under the Car when any person has any part of their body (excepting hands and forearms) under any part of a Car in the pits.
- 11.8.3 No device capable of causing any physical harm may be used in the Pit Bay to prevent Cars, tyres or wheels or any other parts or equipment from rolling away.
- 11.8.4 When warming up a Car's engine the Car must be moved outside its Pit Garage unless either an extraction fan or an exhaust extension, which directs exhaust fumes outside the Pit garage, is used.

D 11.9 Refuelling

- 11.9.1 Where permitted, refuelling must be carried out in accordance with this Rule and with the provisions of Rule C 16 and Schedule C 1.
- 11.9.2 Of the numbers of people referred to in Rule D 11.2, the Fire Attendant, whose sole task is to operate the fire extinguisher, must not undertake any other task for the duration of any pit stop where refuelling takes place.
- 11.9.3 Where a refuelling tower is used, there must always be present a person to operate the "deadman's handle"; such person will not be counted as one of the people referred to in Rule D 11.2, but must not undertake any work on a Car at any pit stop.
- 11.9.4 For the entire period of any refuelling stop, the Fire Attendant must always be positioned at the rear of the Car, on the pit garage side, equipped with the fire extinguisher with the safety pin removed.
- 11.9.5 Competitors must supply and maintain at least two (2) effective dry chemical fire extinguishers functioning correctly – each with a minimum capacity of 4.5 kilograms – in each pit bay under the Team's control.

D 12 FINISHING AND RESULTS

D 12.1 Crossing Finishing Line

- 12.1.1 The finishing line is the final control line.
- 12.1.2 The timing of a Car crossing the finishing line will be taken at the moment when the foremost portion of the Car passes over the finishing line or, where the timing apparatus is automatic in operation, the moment when it is operated.
- 12.1.3 The Pit Exit will close as the winner receives the chequered flag.

D 12.2 Classification

- 12.2.1 To be classified as a finisher, a Car must:
 - 12.2.1.1 cross the finishing line under its own power;
 - 12.2.1.2 after the winner has crossed the finishing line; and
 - 12.2.1.3 must have covered at least seventy-five (75%) of the distance covered by the winner.
- 12.2.2 If a Car, in traversing its last lap, takes more than twice the time of the winner's fastest lap time for the race, ~~the Car's last lap will not be taken into account when calculating the total race distance traversed by that Car~~ will not be classified as a finisher.

D 12.3 Dead Heat Finish

- 12.3.1 A dead heat finish will occur when two or more Cars cross the finishing line at exactly the same time.
- 12.3.2 In the case of a dead heat the drivers will share the prize allotted to their place in the classification and the following available prize or prizes.
- 12.3.3 In no case where a dead heat occurs will the Competition be re-run.

D 12.4 Effect of Protest

- 12.4.1 A prize won by a Competitor and/or driver against whom a protest has been lodged will be withheld until a decision has been reached on the subject of the protest.
- 12.4.2 Where a protest has been lodged, the outcome of which might modify the classification of the Competition, the organisers will only publish a provisional classification and will withhold all prizes until a final decision concerning the protest (including appeals as provided in Rule B 5) has been reached.
- 12.4.3 Notwithstanding Rule D 12.4.2, where a protest affects only part of the classification, such part of the classification which is not affected by the protest may be published definitively and the corresponding prizes distributed.

D 12.5 Declaration of Final Results

Within thirty minutes from the issue of the provisional results of a Competition, the Stewards will sign the provisional results, whereupon the provisional results will become final results, subject to:

- 12.5.1 Any protests received within the time limit (Rule B 4.5) and remaining unresolved;
- 12.5.2 Any unresolved judicial matters the outcome of which are likely to impact on the finishing classification; and
- 12.5.3 Any unresolved scrutineering matters the outcome of which are likely to impact on the finishing classification.

D 13 PARC FERME

D 13.1 Description

- 13.1.1 The Parc Ferme is the place to which competitors are obliged to bring their Cars, the location of which may be specified in Supplementary/Further Regulations.
- 13.1.2 A Parc Ferme is compulsory for all Competitions in which scrutineering is provided for.
- 13.1.3 The area between the finish line and the designated Parc Ferme will be governed by the same requirements as the Parc Ferme itself.
- 13.1.4 Organisers, in conjunction with the CTM, will ensure that the Parc Ferme will be of adequate dimensions and well secured so as to ensure that no unauthorised person may gain access while Cars are within its bounds.

D 13.2 Officials' Control

The CTM and officials appointed by the promoters:

- 13.2.1 will be responsible for the operation of the Parc Ferme;
- 13.2.2 will maintain surveillance of the Parc Ferme; and
- 13.2.3 only such officials, and any officials appointed by the relevant ASN or AVESCO for the purpose, will be authorised to give directions and orders to competitors within the Parc Ferme.

D 13.3 Access Restricted

- 13.3.1 Within the bounds of the Parc Ferme, only officials who are authorised to be there will be permitted to enter.
- 13.3.2 Unless otherwise required by the CTM or nominee/s, all drivers must leave the Parc Ferme as soon as practicable.

D 13.4 Cars Must Go To

- 13.4.1 At the conclusion of the final race of each Meeting, unless otherwise directed by the CTM, all Cars must proceed directly to the Parc Ferme without interference, except by the marshals if required.
- 13.4.2 At the conclusion of all other races at any round of either the KVS or the VCS, or other Meetings as may be specified, selected Cars may be detained for the minimum time required by the CTM or the Stewards.
- 13.4.3 Any classified Cars, which cannot reach Parc Ferme under their own power, will be placed under the exclusive control of the marshals who will take them to parc ferme.
- 13.4.4 All Cars will remain in Parc Ferme until at least 30 minutes after the posting of the provisional results or until the Stewards order their release.
- 13.4.5 At the discretion of the Stewards, Cars which have not been placed in Parc Ferme, may not be classified.

D 13.5 Restricted Activities

- 13.5.1 No intervention of any kind with a Car is allowed unless authorised by the CTM.
- 13.5.2 No operation, checking, tuning or repair of any Car is permitted in the Parc Ferme unless authorised by the CTM, and then only as provided in these Rules or in the Supplementary or Further Regulations or Bulletins.

D 13.6 Impounding

Any Car regardless of its place may be impounded pursuant to Rule B 4.6 in the Parc Ferme, or at any other location designated by an authorised official. In the case of any Car so impounded, the cost of examination (if any) and replacement of gaskets etcetera will be payable by the competitor, save as provided in Rule B 4.6.

D 14 PRIZES, TROPHIES AND POINTSCORES

D 14.1 Prize Money

- 14.1.1 Prize money and its distribution to competitors in any Meeting is the sole responsibility of AVESCO.
- 14.1.2 To be eligible for Entry and Prize money competitors must have executed a Teams' Agreement.

D 14.2 Series' Trophies

After the final Competition of each Season, at a date and place to be advised to Competitors by the first day of November each Season:

- 14.2.1 AVESCO will present the VCS trophies; and
- 14.2.2 AVESCO and Konica Australia will present the KVS trophies, at the Season End Award Night.

D 14.3 All Series' Races to Count

- 14.3.1 All races in each Round of the KVS and the VCS will count in determining the final result of the KVS Championship and the VCS Championship.
- 14.3.2 Results from Meetings not forming a Round of either the KVS or the VCS will have no bearing on the determination of either Championship.

D 14.4 Determination of Series Points

- 14.4.1 Drivers will be awarded series points on the general classification in each race in each Round of each series, subject to any penalties imposed.
- 14.4.2 For the KVS:
 - 14.4.2.1 Series points will be awarded according to the tables contained in Schedule D 1;
 - 14.4.2.2 The aggregate point score achieved by each Driver in a Round will become the KVS points for that Round.
 - 14.4.2.3 Non-finishers in any one race will not be awarded any KVS points for that race.
 - 14.4.2.4 Ties for points position at a round will be resolved by allocating Round finishing positions in the order of the results in the last race of the Round.
- 14.4.3 For the VCS:
 - 14.4.3.1 Series points will be awarded according to the tables contained in Schedule D 2;
 - 14.4.3.2 The aggregate point score achieved by each driver in a Round will become the VCS points for that Round.
 - 14.4.3.3 Non-finishers in any one race will not be awarded any ~~KVS~~ VCS points for that race.
 - 14.4.3.4 Ties for points position at a round will be resolved by allocating round finishing positions in the order of the results in the last race of the Round.
 - 14.4.3.5 At rounds 9 & 10, points awarded to each driver will be shared with their co driver. For the avoidance of doubt, this means, for example the winning drivers at the V8 Supercar 1000 will each receive 200 points.

SCHEDULE D 1

POINTSCORE SYSTEM

for

KONICA V8 SUPERCAR SERIES

(Rule D 14.4.2)

Round	Sector	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32
1	Sun 20 min	80	64	51	42	35	32	29	26	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
	Sun 20 min	80	64	51	42	35	32	29	26	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
	Sun 35 min	120	96	77	62	53	48	43	38	36	35	33	32	30	29	27	26	24	23	21	20	18	17	15	14	12	11	9	8	6	5	3	2
2	Sun 20 min	80	64	51	42	35	32	29	26	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
	Sun 20 min	80	64	51	42	35	32	29	26	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
	Sun 35 min	120	96	77	62	53	48	43	38	36	35	33	32	30	29	27	26	24	23	21	20	18	17	15	14	12	11	9	8	6	5	3	2
3	Sun 20 min	80	64	51	42	35	32	29	26	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
	Sun 20 min	80	64	51	42	35	32	29	26	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
	Sun 35 min	120	96	77	62	53	48	43	38	36	35	33	32	30	29	27	26	24	23	21	20	18	17	15	14	12	11	9	8	6	5	3	2
4	Sun 20 min	80	64	51	42	35	32	29	26	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
	Sun 20 min	80	64	51	42	35	32	29	26	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
	Sun 35 min	120	96	77	62	53	48	43	38	36	35	33	32	30	29	27	26	24	23	21	20	18	17	15	14	12	11	9	8	6	5	3	2
5	Sun 20 min	80	64	51	42	35	32	29	26	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
	Sun 20 min	80	64	51	42	35	32	29	26	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
	Sun 35 min	120	96	77	62	53	48	43	38	36	35	33	32	30	29	27	26	24	23	21	20	18	17	15	14	12	11	9	8	6	5	3	2
Mallala	Sun 20 min	80	64	51	42	35	32	29	26	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
	Sun 20 min	80	64	51	42	35	32	29	26	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
	Sun 35 min	120	96	77	62	53	48	43	38	36	35	33	32	30	29	27	26	24	23	21	20	18	17	15	14	12	11	9	8	6	5	3	2

SCHEDULE D 2 POINTSCORE SYSTEM

for

V8 SUPERCAR CHAMPIONSHIP SERIES

(Rule D 14.4.3)

Round	Event	Sector	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32
1	Clipsal 500	Sat 250km	200	160	128	104	88	80	72	64	60	56	52	48	44	40	36	34	32	30	28	26	24	22	20	18	16	14	12	10	8	6	4	2
		Sun 250km	200	160	128	104	88	80	72	64	60	56	52	48	44	40	36	34	32	30	28	26	24	22	20	18	16	14	12	10	8	6	4	2
		Sun 150 km	100	80	64	52	44	40	36	32	30	28	26	24	22	20	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
2	Phillip Island	Sun 150 km	100	80	64	52	44	40	36	32	30	28	26	24	22	20	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
		Sat 20 min	80	64	51	42	35	32	29	26	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
		Sun 150 km	80	64	51	42	35	32	29	26	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
3	Eastern Creek	Sun 150 km	80	64	51	42	35	32	29	26	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
		Sat 20 min	80	64	51	42	35	32	29	26	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
		Sun 150 km	80	64	51	42	35	32	29	26	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
4	Hidden Valley	Sat 20 min	80	64	51	42	35	32	29	26	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
		Sun 100km	80	64	51	42	35	32	29	26	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
		Sun 100km	80	64	51	42	35	32	29	26	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
5	Canberra 400	Sun 100km	80	64	51	42	35	32	29	26	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
		Sat 25 lap	80	64	51	42	35	32	29	26	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
		Sun 25 lap	80	64	51	42	35	32	29	26	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
6	VB300	Sun 50 lap	240	192	154	125	106	96	86	77	72	67	62	58	53	48	43	41	38	36	34	31	29	26	24	22	19	17	14	12	10	7	5	3
		Sat 100km	80	64	51	42	35	32	29	26	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
		Sun 100km	80	64	51	42	35	32	29	26	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
7	Oran Park	Sun 100km	80	64	51	42	35	32	29	26	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
		Sun 150 km	100	80	64	52	44	40	36	32	30	28	26	24	22	20	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
		Sun 150 km	100	80	64	52	44	40	36	32	30	28	26	24	22	20	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
8	Winton	Sun 100 km	100	80	64	52	44	40	36	32	30	28	26	24	22	20	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
		Sun 100 km	100	80	64	52	44	40	36	32	30	28	26	24	22	20	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
		Sun 100 km	100	80	64	52	44	40	36	32	30	28	26	24	22	20	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
9	VIP Petfoods Queensland 500	Sun 500km	400	320	256	208	176	160	144	128	120	112	104	96	88	80	72	68	64	60	56	52	48	44	40	36	32	28	24	20	16	12	8	4
		Sun 1000km	400	320	256	208	176	160	144	128	120	112	104	96	88	80	72	68	64	60	56	52	48	44	40	36	32	28	24	20	16	12	8	4
		Sat 100km	100	80	64	52	44	40	36	32	30	28	26	24	22	20	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
10	Honda Indy 300	Sun 100km	100	80	64	52	44	40	36	32	30	28	26	24	22	20	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
		Sat 100km	100	80	64	52	44	40	36	32	30	28	26	24	22	20	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
		Sat 100km	80	64	51	42	35	32	29	26	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
11	Boost Mobile NZ V8 International	Sun 100km	80	64	51	42	35	32	29	26	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
		Sat 100km	80	64	51	42	35	32	29	26	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
		Sun 100km	80	64	51	42	35	32	29	26	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
12	The V8 Ultimate Sandown	Sat 150km	80	64	51	42	35	32	29	26	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
		Sun 300km	160	128	102	83	70	64	58	51	48	45	42	38	35	32	29	27	26	24	22	21	19	18	16	14	13	11	10	8	6	5	3	2
		Sun 300km	160	128	102	83	70	64	58	51	48	45	42	38	35	32	29	27	26	24	22	21	19	18	16	14	13	11	10	8	6	5	3	2

Note: Co drivers in rounds 9 & 10 will split points equally - each gets half the number of points for the round.

SCHEDULE D 3

SIGNALLING

NOTE: The provisions of this Schedule has been extracted from Appendix H to the ISC, with some amendments to suit Australian motor racing conditions.

1. SIGNALLING - GENERALLY

- 1.1 In the supervision of the race track, the Clerk of Course, the Race Director and the marshals' posts rely largely on the use of signals to contribute to the drivers' safety and enforce the regulations.
- 1.2 Signals are given in daylight by the different coloured flags which may be supplemented, or under some circumstances, replaced by lights.
- 1.3 It is necessary to warn drivers of any modifications made to the Course arrangements since they became familiar with the track in practice etc. Should some such particular abnormality become permanent, there is no point in continuing to signal it for more than two laps, as by that time drivers should be familiar with it and the flag concerned then becomes available for the use in other cases.
- 1.4 Black and white signal boards of similar dimensions to the flags may also be used for certain signals: these should be clearly specified in the Regulations for the event concerned.
- 1.5 At night the flags may be replaced by lights and reflective panels, but all drivers will be made aware of this at a briefing beforehand. Yellow lights at each post are obligatory for events run at night (see 3.2 below)
- 1.6 It will be deemed a serious breach of these Rules if a driver fails to take any action stated herein to be required by the display of a flag or signal, and the Stewards are hereby vested with the discretion as to whether such failure has occurred.
- 1.7 Flags: the minimum size of all flags is 600mm x 800mm except the red and chequered flags which should be at least 800mm x 1000mm.

2. FLAG SIGNALS TO BE USED AT THE START LINE

- 2.1 **The National flag:** This flag is normally used to start the race if the starting lights are not functioning. The starting signal, using the flag, should be given by lowering the flag, it having been raised above the starter's head after all Cars are stationary. It will be raised for between 3 and 5 seconds before being lowered.
Should the national flag not be used for any reason, the colour of the flag (which should not cause confusion with any other flag described in this Schedule), should be specified in the Supplementary Regulations.
- 2.2 **Red flag:** This flag should be waved at the start line when it has been decided to stop a practice or qualifying session or a race using other than a chequered flag. Simultaneously, each flag post around the circuit should also wave a red flag.
The red flag may also be used by the Clerk of the Course or the Race Director (or their nominees) to close the circuit.
- 2.3 **Black and white chequered flag:** This flag will be waved to signify the end of a practice or qualifying session or a race, and upon display, after having crossed the finishing line all Drivers must proceed to the pit or paddock area by following the race track, or as directed by officials.
- 2.4 **Black flag:**
 - 2.4.1 This flag will be used to inform the driver concerned that he/she must stop at their pit, or at the place designated in the Supplementary Regulations on the next approach to the pit entry. If a driver fails to comply for any reason, this flag should not be shown for more than four (4) consecutive laps.

2.4.2 The decision to show this flag rests solely with the Stewards, the Team concerned will be informed of the decision as soon as practicable. Where ~~Supplementary Regulations for an event specify that the Clerk of Course or the Race Director may use the Black Flag in certain circumstances,~~ the Stewards will be deemed to have authorised the use of that flag.

2.4.3 This flag will be shown motionless and accompanied by a black board displaying in white the number of the Car of the driver concerned.

2.5 Black flag with an Orange Disc:

2.5.1 This flag will be used to inform the driver concerned that his/her Car has mechanical problems likely to endanger the driver or others and means that the driver must stop at their pit on the next lap.

2.5.2 When the mechanical problems have been rectified to the satisfaction of the CTM, the Car may rejoin the race.

2.5.3 The orange disc will be 400mm in diameter.

2.5.4 This flag will be shown motionless and accompanied by a black board displaying in white the number of the Car of the driver concerned.

2.5.5 Normally the decision to show this rests with the Clerk of Course or the Race Director, however it may be taken by the Stewards. The team concerned will be informed of such decision as soon as practicable.

2.6 Black and White flag divided diagonally:

2.6.1 This flag will be shown once only and is a warning to the driver concerned that he has been reported for unsporting behaviour.

2.6.2 This flag will be shown motionless and accompanied by a black board displaying in white the number of the Car of the driver concerned.

2.6.3 Normally the decision to show this rests with the Clerk of Course or the Race Director, however it may be taken by the Stewards provided that this is stipulated in the regulations. The Team concerned will be informed of such decision as soon as practicable.

2.7 Additional Flag Points: The flags referred to in this article 2 may also be displayed at places other than the start line should the Clerk of Course or the Race Director deem this necessary.

3. FLAG SIGNALS TO BE USED AT FLAG POSTS

3.1 Red flag:

3.1.1 This will be shown waved only on instruction from the Clerk of Course or the Race Director when it becomes necessary to stop a practice or qualifying session or a race by other than the chequered flag.

3.1.2 All drivers are required to slow down immediately and proceed to the pit lane (or the place foreseen by the regulations of the Event), and must be prepared to stop if necessary.

3.1.3 Overtaking is not permitted.

3.2 Yellow flag:

3.2.1 This is a signal of danger and will be shown to drivers in two ways with the following meanings:

3.2.1.1 Single waved: Drivers must reduce speed, must not overtake and must be prepared to change direction. The flag indicated there is a hazard beside or partly on the track.

3.2.1.2 Double waved: Drivers must reduce speed, must not overtake and must be prepared to change direction or stop. The flag indicates there is a hazard wholly or partly blocking the track.

3.2.2 Waved yellow flags will normally be shown only at the flag post immediately preceding the hazard.

- 3.2.3 To allow drivers to brake in good time, this being necessary because of the presence of an obstacle in the sector where the yellow flag/s is/are being waved, the proceeding flag post will give a warning signal in the form of a yellow flag being shown motionless ie. a warning signal will be given at the two posts preceding a hazard.
- 3.2.4 Overtaking is not permitted between the first yellow flag and the green flag displayed after the incident.
- 3.2.5 Yellow flags will not be shown in the pit lane unless there is an incident of which the driver should be made aware.

3.3 Yellow flag with Red Stripes:

- 3.3.1 This will be shown motionless to inform drivers that there is a deterioration of adhesion due to oil, water, dirt etc on the track in the area beyond the flag.
- 3.3.2 This flag will be displayed, depending on the circumstances, for at least four laps unless the surface returns to normal beforehand.
- 3.3.3 It is not necessary for the sector beyond where this flag is being shown to display a green flag.

3.4 Light Blue flag: This will normally be waved, as an indication to a driver that he/she is about to be overtaken. It has different meanings during practice and qualifying sessions and a race:

- 3.4.1 At all times: A stationary flag will be displayed to a driver leaving the pits if traffic is approaching on the track.
- 3.4.2 During practice and qualifying: A driver must give way to a faster Car which is about to overtake the Car at which the flag is directed.
- 3.4.3 During a race: The flag will normally be shown to a Car about to be lapped and, when shown, the driver concerned must allow the following Car to pass at the earliest opportunity.

3.5 White flag: This flag will be waved and is used to indicate to the driver that there is a much slower vehicle on the sector of track controlled by that flag post.

3.6 Green flag:

- 3.6.1 This will be used to indicate that the track is clear and will be waved at the flag post immediately after the incident that necessitated the use of one or more yellow flags.
- 3.6.2 This flag may also be used, if deemed necessary by the Clerk of Course or the Race Director, to signal the start of a warm-up lap or the start of a practice or qualifying session.

4. STARTING LIGHTS

- 4.1 When lights are installed for the starting of races, the following requirements should be respected.
- 4.2 The lights will have the following meanings:
 - 4.2.1 **RED lights illuminated**: Remain stationary and prepare to start racing.
 - 4.2.2 **RED lights extinguished**: Start racing.
 - 4.2.3 **GREEN lights illuminated**: The race has started. Note: It is not compulsory to show green lights.
 - 4.2.4 **YELLOW flashing lights illuminated**:
 - 4.2.4.1 Cars must remain stationary and switch off engines (if these lights are switched on after the red lights, the red lights must remain switched on).
 - 4.2.4.2 Normally, the time lapse between switching on the red lights and extinguishing them will be between 3 and 5 seconds.
 - 4.2.4.3 The yellow lights at the start should not be used at any other time during an event.

SCHEDULE D 4**(Rule D 11.3)****AIR IMPACT TOOL AND REGULATOR REGISTER**

Air Impact Tools		Regulators	
Brand	Model	Brand	Model
Blue Point	AT 1100A AT 1125D AT1300	Aqua Lung	N/A
		CIG Weld	N/A
Chicago Pneumatic	CP 793 CP 893 CP 9575 <u>CP 6060 Race</u>	Harris	825 3500-200 3500-600
Ingersol Rand	231 291 2940	Modern Engineering Company	P600
Dino Paoli	DP 192 DP 2000	Dino Paoli	RGPRSF1
Scorpion	SRW 500	Victory Equipment Company	Apollo Air Big M 600
		Gasgep Industries	820500 825003
S.P. Air	SP 1190 <u>ART 1187</u>		
Trax Kawasaki	ARXCT 2000D		

NOTE:- Minimum Impact Gun Weight 3.95kgs (not including socket and airline fitting)