



# Drivers' Briefing

Supercar Challenge, Zolder Friday July 11, 2025

<b>Race Director:</b>	Bobbe VELDKAMP
<b>Assistant to Race Director:</b>	Annemieke VELDKAMP
<b>Technical Delegate:</b>	Piet DU BURCK
<b>Judge of Fact Pit stop:</b>	Ivo VAN GINNIKEN
<b>Clerk of the Course:</b>	Jaap MOLMANS
<b>Secretary of the Event:</b>	Wendy VAN COPPENOLLE
<b>Chief Medical Officer:</b>	Dr. Michel BOON
<b>Chief Timekeeping:</b>	Marcel LAMBRECHTS
<b>Chairperson of the Stewards:</b>	Gerard DU PRÉ
<b>International Steward:</b>	Willie BLOM
<b>ASN Steward:</b>	Joost DEMEESTERE
<b>Serie Coordinator:</b>	Renata AARTSEN
<b>Operations Officer V-Max:</b>	Dick VAN ELK
<b>Event Coordinator V-Max:</b>	Renata AARTSEN – Rik HEESTERS

## Friday 11th July

17:12 – 17:57	Free Practice 1	45'
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## Saturday 12th July

10:46 – 11:16	Qualifying 1	30'
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16:12 – 17:12	Race 1	60'
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## Sunday 13th July

10:01 – 10:41	Free Practice 2	40'
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12:25 – 12:45	Qualifying 2	20'
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16:15 – 17:15	Race 2	60'
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### Friday and Saturday motor silence:

Before : 09:00h

Between : 12:00h – 13:00h

After : 18:00h

### Sunday motor silence:

Before : 10:00h

After : 18:00h

\*Please check the timetable to the correct and latest times.

Official physical notice board is under Race Control Tower chequered stairs

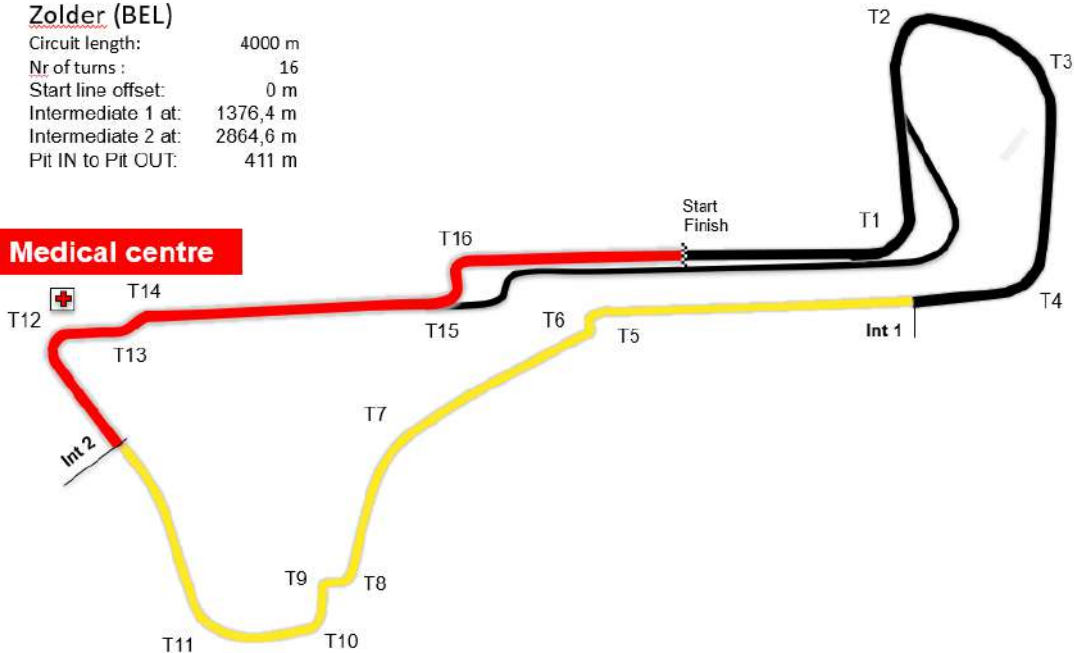


## TRACK MAP

### Zolder (BEL)

Circuit length: 4000 m  
Nr of turns : 16  
Start line offset: 0 m  
Intermediate 1 at: 1376,4 m  
Intermediate 2 at: 2864,6 m  
Pit IN to Pit OUT: 411 m

**Medical centre**



Direction: **Clockwise**

Full Course Yellow Lap: **03:00,000**

Starting Mode: **Roling Start**

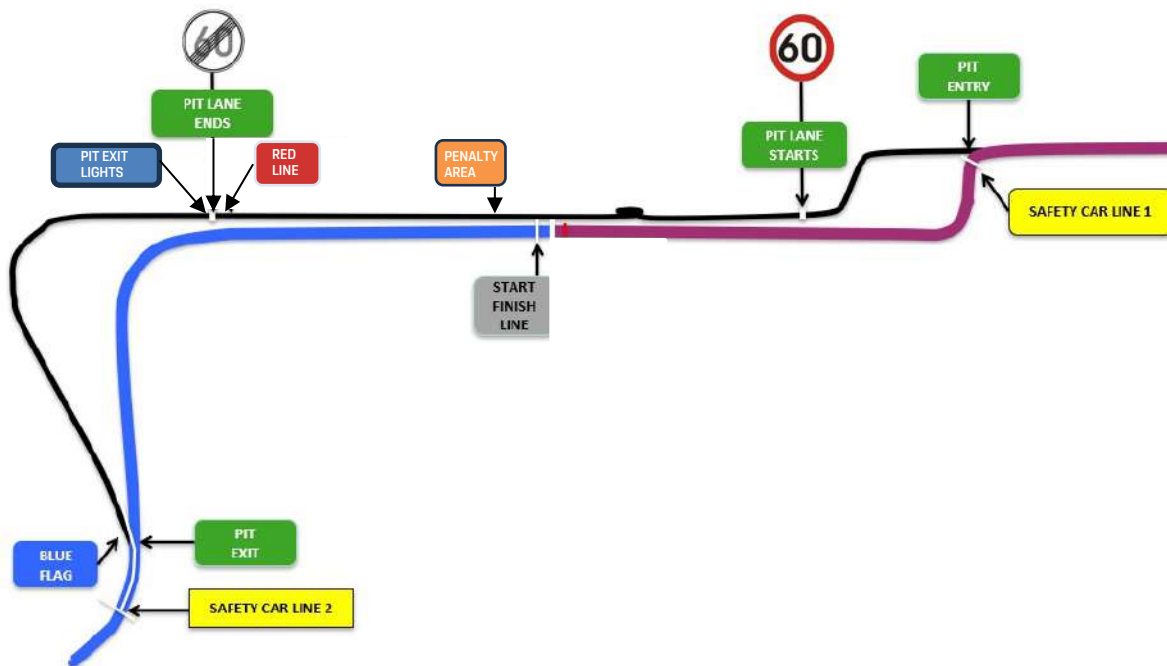
Pole Position: **Left Hand Side**

Parc Ferme: **Behind garages 1-4**

Stop-and-Go: **Underneeth Race Control at RHS**

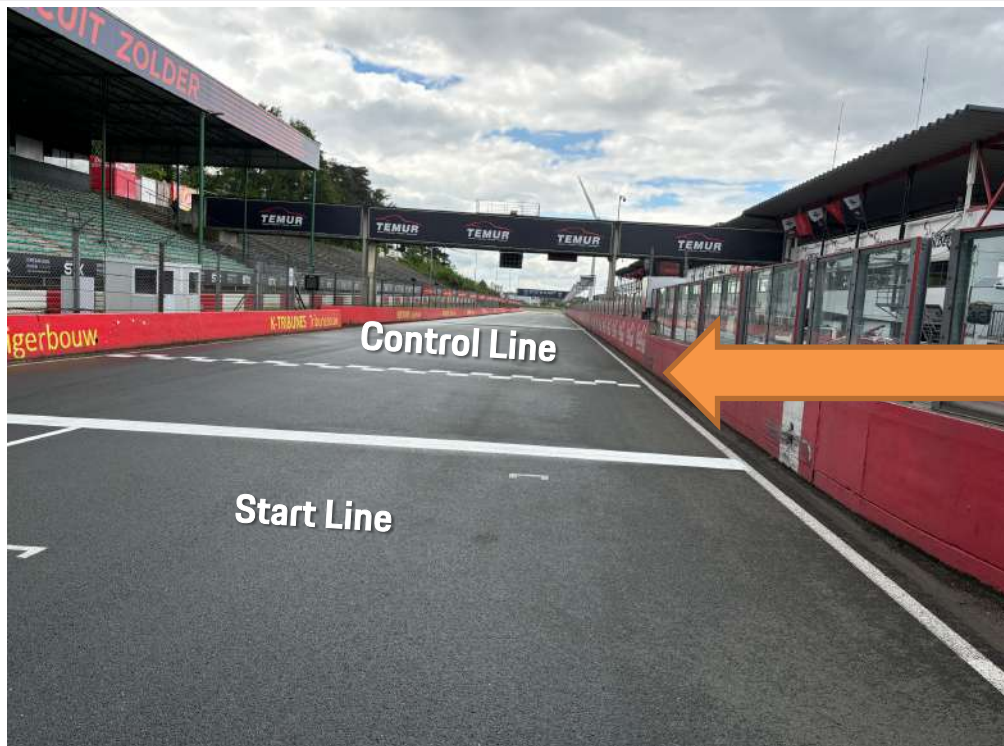
Pitlane Speed fast lane: **60 km/h**

# Pitlane and Points of Interest





# Start/Finish & Signalling Area



Start  
Delayed

Extra  
Formation Lap

# Pit Entry | Safety Car Line 1



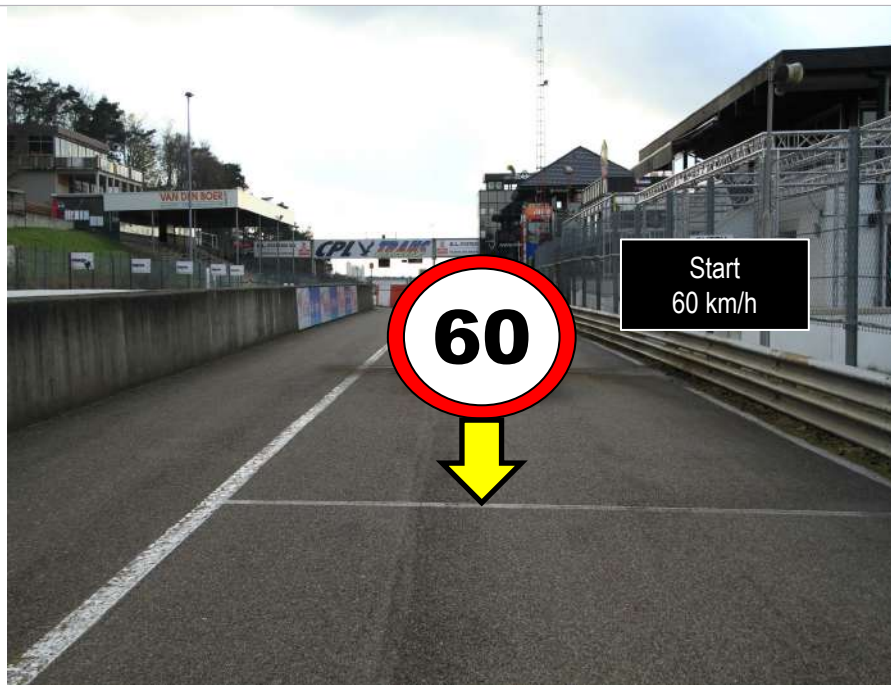
Mandatory Pit In



Pit lane closed



# Pit Entry | Start 60 KM/H



# Pitlane | Penalty Box | Stop & Go Area



— Technical Flag (Meatball)

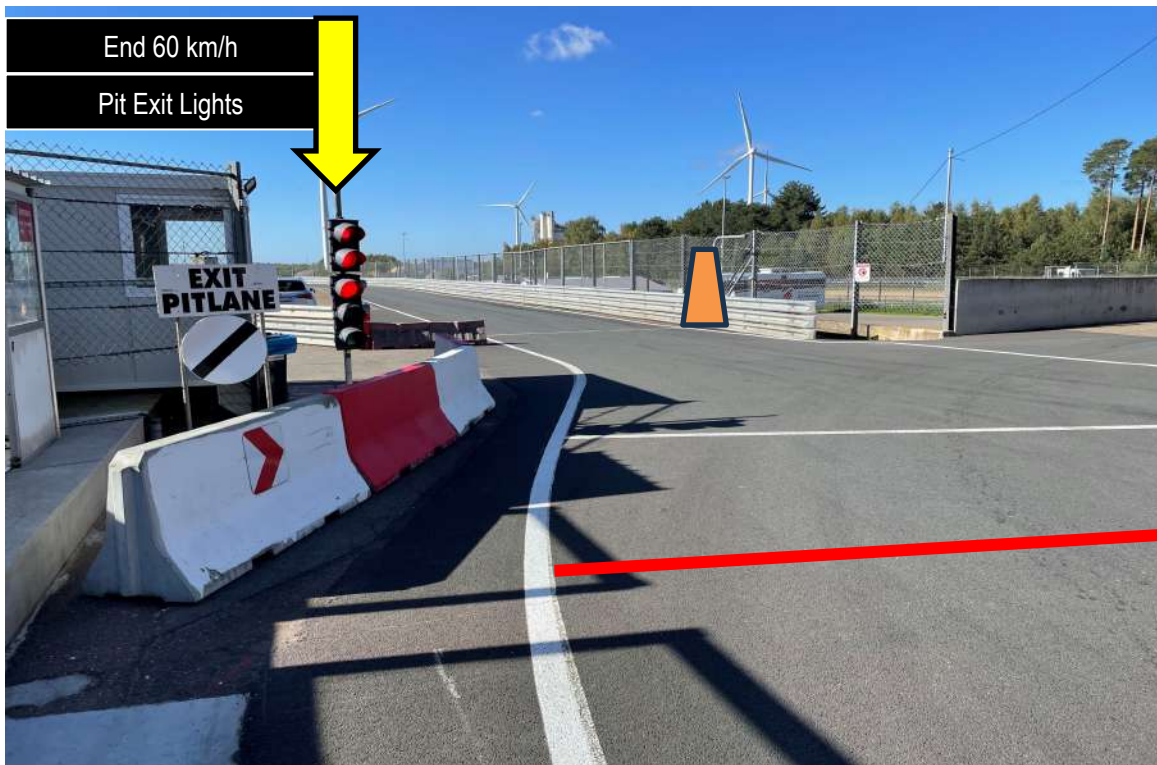


— Black Flag

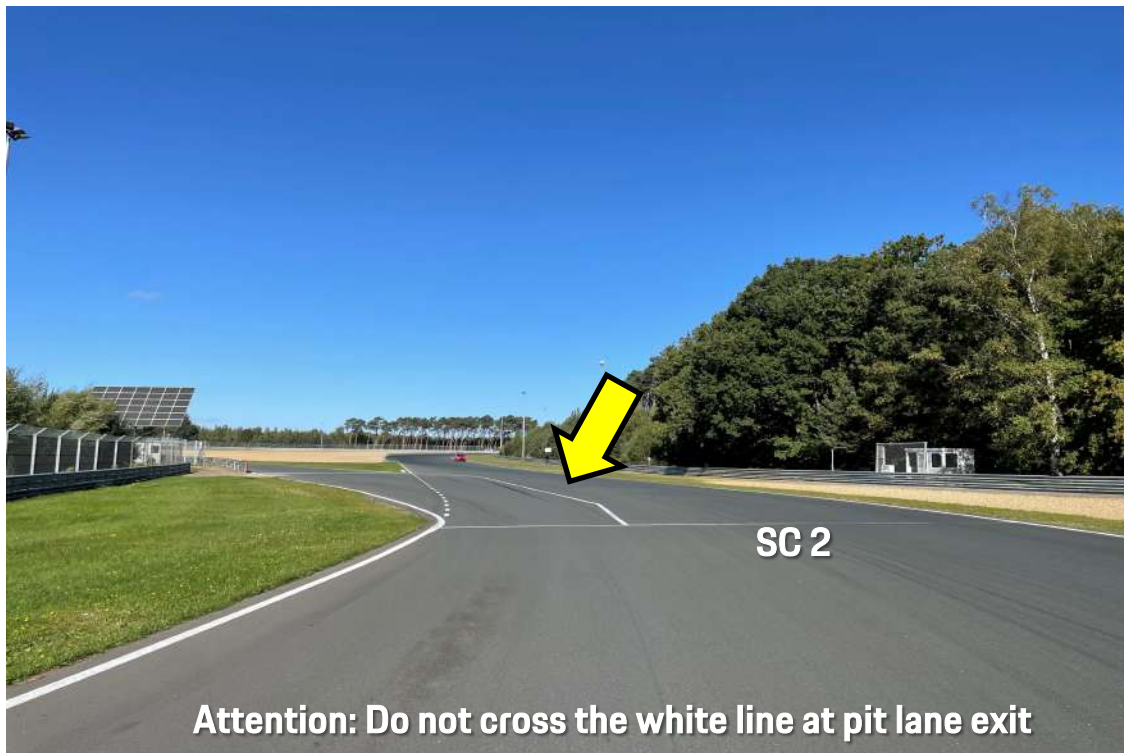


— Warning Flag

# Pit Exit Lights | Red Line



# Pit Exit | White Line | SC2



# Pit Lane Safety | Working Lane

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- ✓ Pit Lane Speed is 60 KM/H;
- ✓ All cars must stop in the working lane at the published Pit Allocation document (Sportity);
- ✓ Refuelling is not allowed during, qualifying and races.
- ✓ Cars in the fast lane have priority over those leaving the working lane.



# Logistics Procedure | Start of any session

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## Start:

- Practices & Qualifying: Cars will go directly from the garages to the pit lane. Cars and trolleys from the Paddock will enter pit lane via the barrier.

A green light at the pit exit signals the start of the session.

- Races: Cars will go directly from the garages to the pit lane.  
Cars and trolleys from the Paddock will enter the pit lane the via the barrier.

A green light at the pit exit signals the start of the installation lap to the grid. **No trolleys are allowed on the grid!**  
There will be a 5-minute countdown procedure on the grid before the start of the formation lap.

## Ending:

- Free Practices: Complete a cooling down lap to the pit lane to the garages or proceed via Gate North to the Paddock.
- Qualifying: Complete a cooling down lap to the pit lane via Gate North to the Parc Fermé located behind garages 1-3.
- Races: Complete a cooling down lap to the pit lane via Gate North to the Parc Fermé located behind garages 1-3.

## Podium:

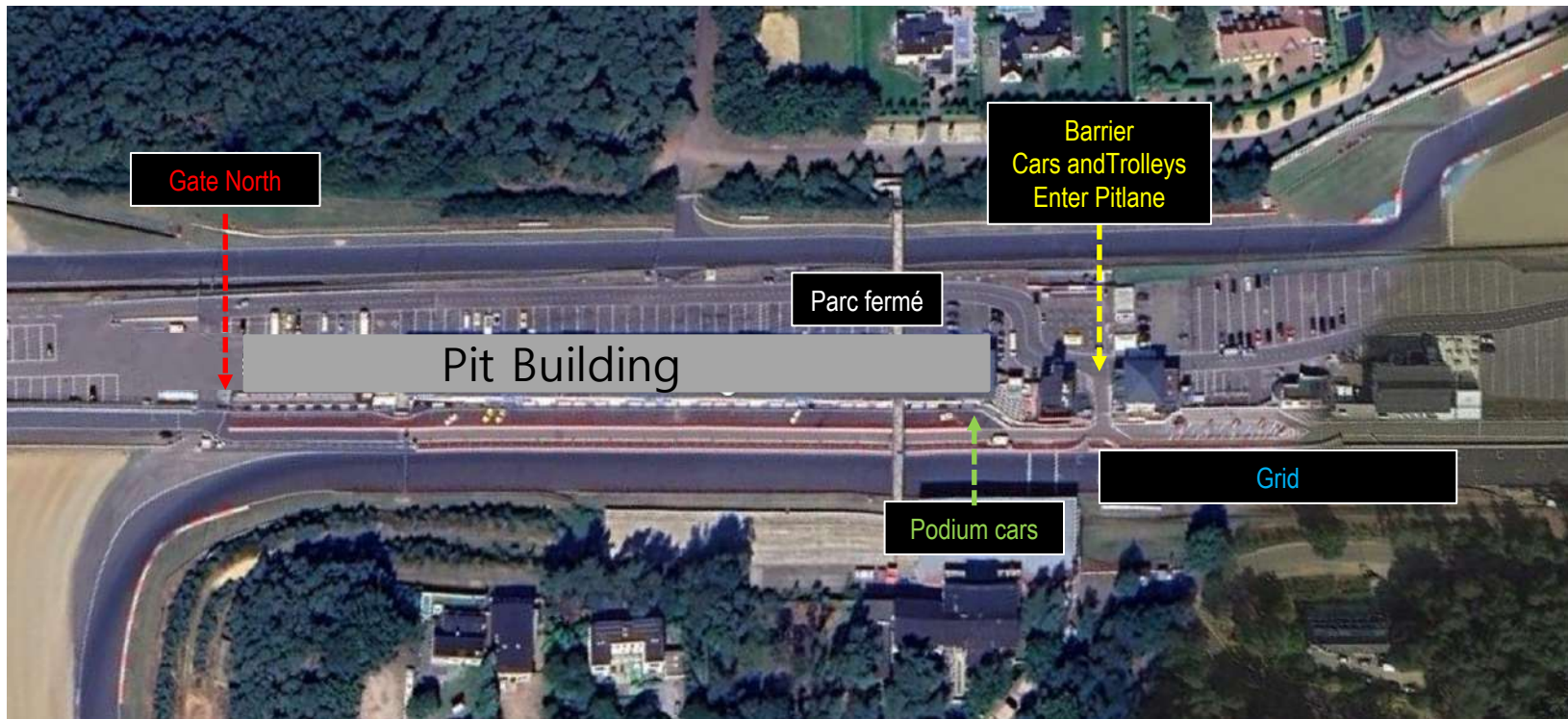
Only the **overall top three cars** should stop on the right side of the working lane for the podium ceremony.  
After interviews, cars must **immediately** proceed through the working lane, using Gate North to access the Parc Fermé.

## Parc fermé:

If cars are under Parc fermé conditions it's **not allowed to work on or touch the car**

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# Logistics Procedure | End of any session



There will be a (probably fast) 5 minutes procedure on the grid.

5 MIN. BOARD

3 MIN. BOARD

1 MIN. BOARD

30 SEC. BOARD

GREEN FLAG

ROLLING START

- Team personnel must leave the grid
- Engines on, last team member must leave the grid immediately
- START of FORMATION LAP WITH LEADING CAR
- Race 60 Minutes

# Starting Lights



Art. 11.13 The start signal will be given by extinguishing all red lights at once, which will act as the starting signal.



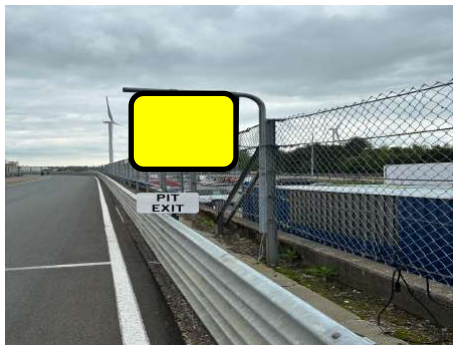
# Rolling start



2 lanes behind Leading Car  
Stay in your lane until red lights go off



# Flag Signals | Led panels | Yellow Flag |



- Reduce your speed, be ready to deviate from your line
  - Do **Not** overtake
  - Signal of danger
- 
- Reduce your speed significant be ready to stop!
  - Do **Not** overtake
  - Signal of serious danger



Single Yellow



Double yellow

*FIA International Sporting Code - Appendix H states in article 2.5.5.b);*

*"...During free practice and qualifying, it must be evident that a driver has not attempted to set a meaningful lap time; this means the driver should abandon the lap (this does not mean he has to pit as the track could well be clear the following lap.)"*

# Flag Signals | Full Course Yellow



- Reduce Speed.
- Maximum 80 KM/H (minimum laptime = 03:00,000)
- Do Not overtake
- Distance between vehicles must be respected
- Marshals on track = double yellow
- Can be changed in to Safety-Car procedure



- Reduce Speed.
- No overtaking
- Be Prepared to Stop!
- Session is Suspended
- Follow Marshals' Instructions

## For Free Practice and Qualifying:

Free Practice: All cars must enter the pitlane and stop in the **working lane**.

Qualifying: If a qualifying session is suspended and subsequently resumed, then Competitors are permitted to work on the cars. However, if a qualifying session is stopped and not continued then all work must cease, and all cars will be under Parc Fermé conditions from the point in time when it is declared that the session will not be resumed.

## For Races:

### NEW!

All cars must enter the pitlane and stop in the **fast lane**. Cars must line up, one behind the other, and stop before the red/white line at the pit light. Cars are under parc fermé conditions (**working** on the cars is **not** allowed) until the RD declares to resume the race, behind SC. Cars in front of the leader will be sent out first on track to join back of the pack

**Note: causing a red flag situation may lead to a severe penalty**

# Track Safety | Stopping on Track

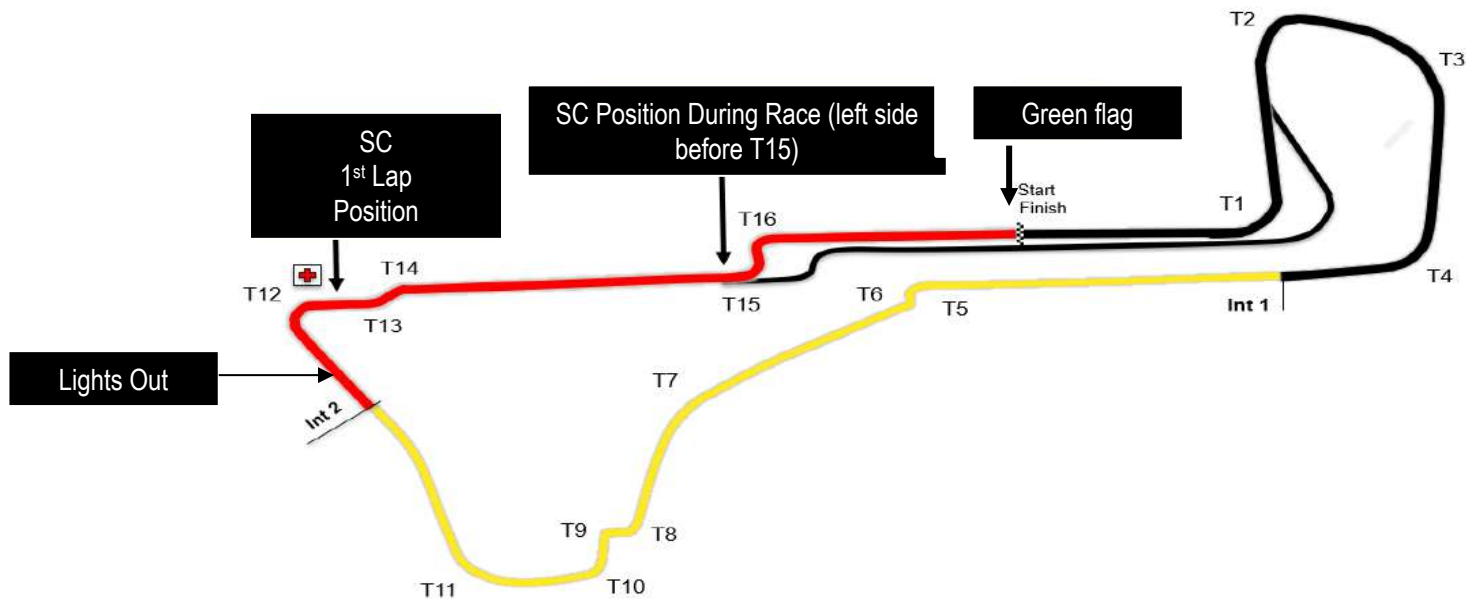
- A large orange marking on the armco barrier means a suitable place of safety behind the barrier.
- It is a safe place to park your car after a technical defect



# Track Safety | T 12 Escape road







## Article 11.1 of the Sporting Regulations

### Track Limits:

- Allowed: **1, 2 or 3 wheels on the green.** ~~(touching a tyre stack)~~
- **Not Allowed:** **4 wheels on the green.** ~~(displacing a tyre stack)~~

### NOTE:

~~When a tyre stack is (re)moved from it's original position, the FIA Appendix L apply (white line)~~

Judges of fact are deployed to judge the tracklimits



T6



T9



T16

## Penalty:

- Free Practice

**Off track**

**= Current laptime disallowed 3th time warning flag, 5th time -> may lead to Black Flag**

~~Displacing tyre stack = Current laptime disallowed 2nd time -> Black Flag and report to RD~~

- Qualifying

**Off track**

**= Current laptime disallowed**

~~Displacing tyre stack = Current and fastest laptime disallowed~~

- Races:

**Off track**

**= 3th time warning flag, 5th time = 5 sec,  
for each new infringement onwards an additional 5 sec. penalty will be applied**

~~Displacing tyre Stack = Counts double as an "off track" infringement~~

Bulletins will be published after the qualify's

Additional to the FIA regulations concerning the Driving standards (Appendix L Chapter IV) the following rules will apply:

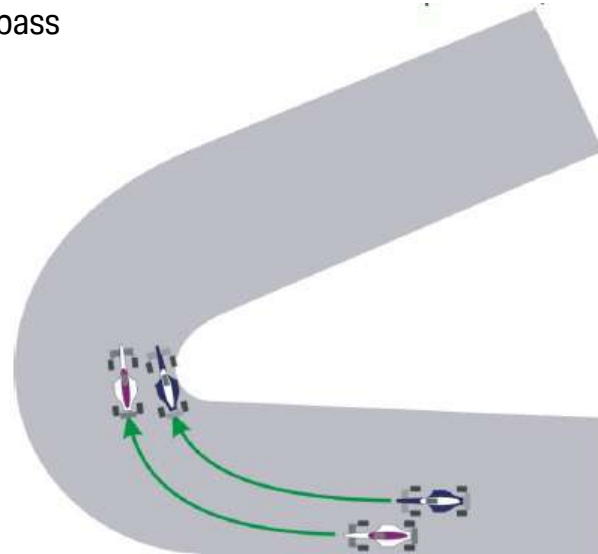
1. Relative position of the cars to each other at the:
  - Entry of the Turn
  - Apex of the Turn
2. Speed and the driven line of both cars between the
  - Entry and Apex of the Turn
  - Apex and Exit of the Turn
3. If position of cars has changed as the result of an incident (e.g. forcing the other car off the track or causing collision)

**Remarks:**

- **'Significant portion'** of a car means if any part of the front bumper of the car attempting to pass is at least alongside the rear wheel of the car in front
- **'At least one car width space'** means that the car must fully fit in the space between the other car and the white line representing the edge of the track.

**Example 1:**

The Outside Car must leave at least one car width space inside, allowing the attempt to pass



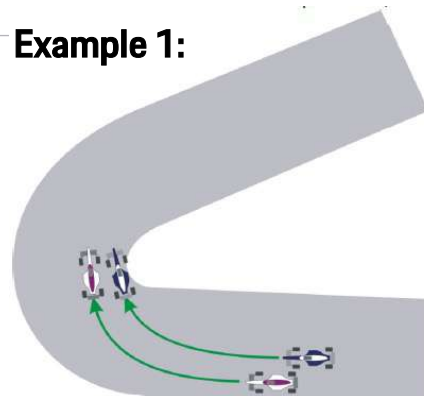


# INCIDENTS GUIDELINES

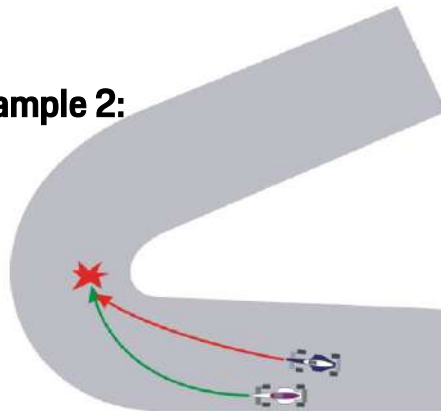
## A penalty may be applied if (causing a collision)

- The inside car overshoots the corner and crashes in the outside car (goes too fast and causes a collision) (example 2)
- The outside car does not leave space for the inside car. The Outside Car must leave at least one car width space inside, allowing the attempt to pass (example 3)

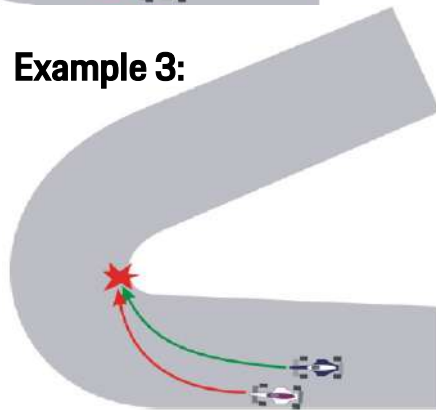
**Example 1:**



**Example 2:**



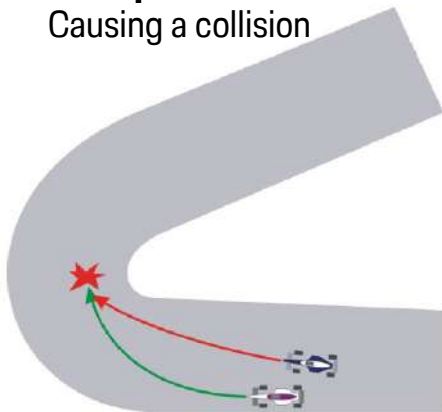
**Example 3:**



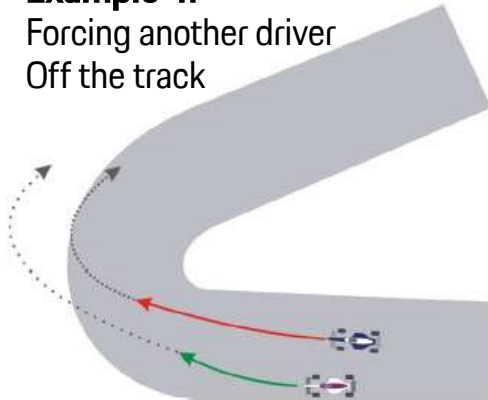
A penalty may be applied if  
(Forcing another driver off the track)

- (Example 4) The car on the inside overshoots the corner, but there is no collision. However, the car on the outside is being pushed off the track, but they can both continue.
- (Example 5): The car on the outside is not leaving space for the car on the inside. However, the car on the inside tries to avoid an incident.

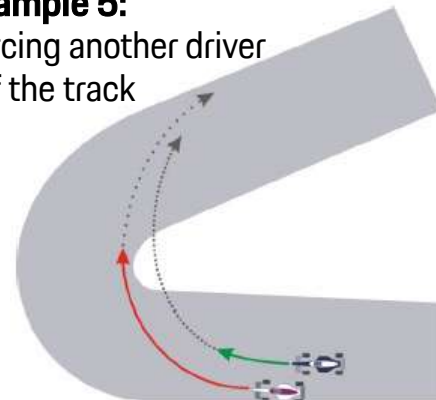
**Example 2:**  
Causing a collision



**Example 4:**  
Forcing another driver  
Off the track



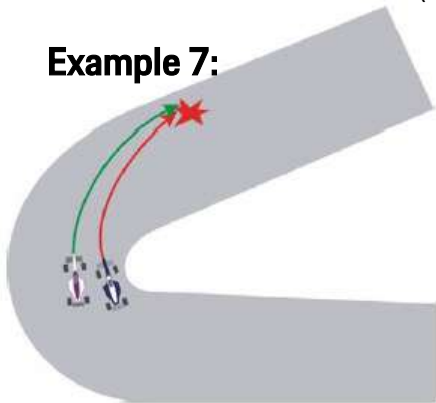
**Example 5:**  
Forcing another driver  
Off the track



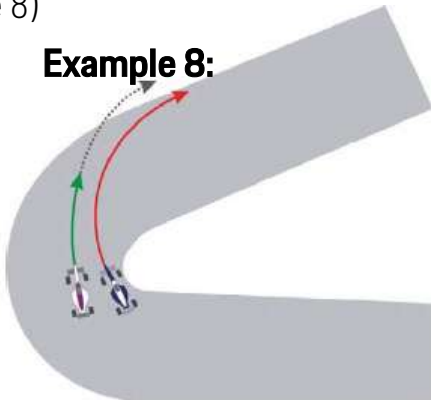
If the car on the outside is still in front, after the apex

- Then the car on the outside still has the right to drive on the ideal line (Example 6).
- The car on the inside therefore must leave space for the car on the outside as otherwise it is causing a collision (Example 7) or forcing the other car off the track (Example 8)

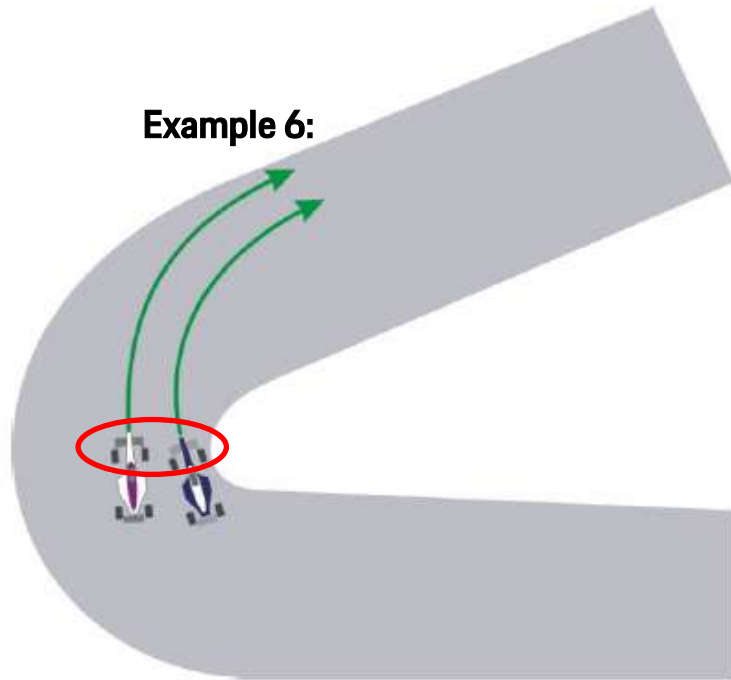
**Example 7:**



**Example 8:**



**Example 6:**



# INCIDENTS GUIDELINES

**However, If the car on the inside is faster, in front or at least fully alongside after the apex, the car on the outside must lift off and let the car on the inside pass.**

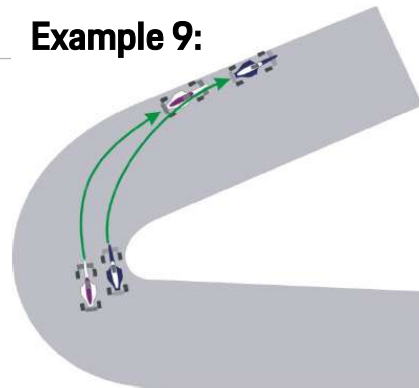
The Car on the Outside must give way for the car on the inside (Example 9).

## **Penalty if:**

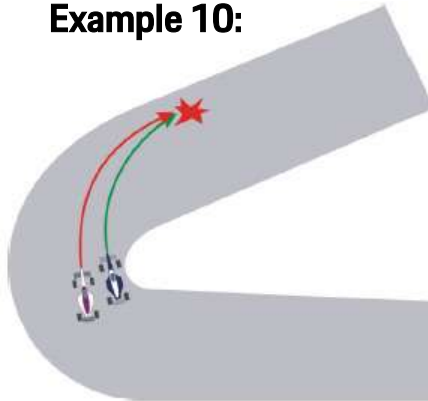
The car on the outside does not lift off and causes a collision (Example 10).

The Car on the outside stays in front using run-off area's (Example 11).

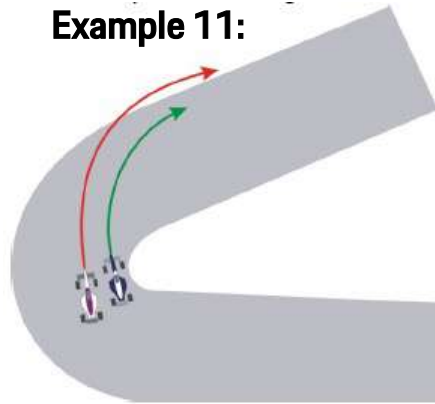
**Example 9:**



**Example 10:**

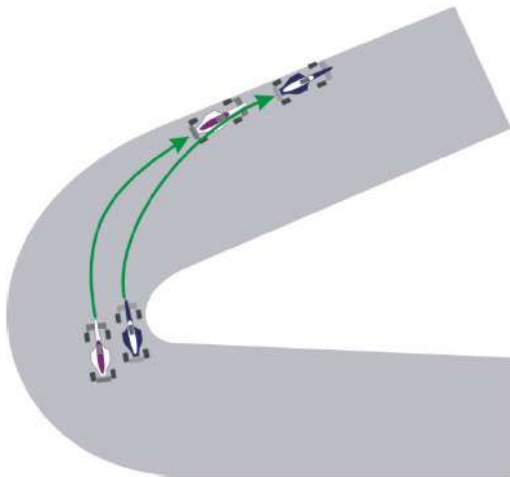


**Example 11:**

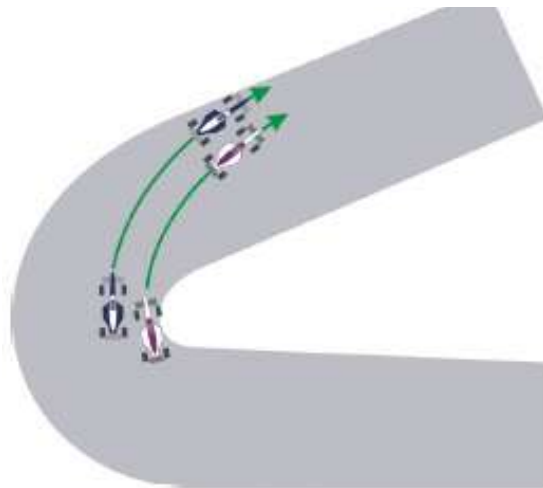


If you compare Example 9 with Example 12 you will notice that should the car on the outside being faster then the car on the inside should leave at least 1 car width

**Example 9:**



**Example 12:**





## Penalty's

- Deleting fastest lap time(s)
- Time penalty
- Grid penalty
- Starting from pitlane
- Drive through
- Stop and Go
- Stewards decisions

Penalty comes with **Driver Behavior Points Art.13.3**

- |             |   |
|-------------|---|
| • 5 points  | drop of 3 places on the grid next race  |
| • 8 Points  | drop of 10 places on the grid next race |
| • 10 Points | Start from pit lane next race           |

## Driving Conduct

- Jumpstart
- Ignoring flag signals or Instructions from marshals
- Overtaking under yellow, red or after chequered flag
- Speeding under FCY, Pit lane and Yellow sectors.
- Dangerous driving behaviour with or without contact
- Unsportsmanlike behaviour
- Change direction more than once
- Taking advantage of an unclear situation
- Track limits



Any questions?

SP



**Safety and respect for Marshals,  
Flags and competitors.  
Have a safe and good race  
weekend!**

# Supercar Challenge

*Powered by Hankook*

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