Autocross of Matschenberg

Round 4 of the 2024 FIA European Autocross Championship
Round 4 of the 2024 FIA European Cross Car Championship
Germany, 28 – 30 June 2024

RACE DIRECTOR EVENT NOTES

The Sporting Regulations of the FIA European Autocross & Cross Car Championship 2024 hereinafter referred to as "SportReg".

The Supplementary Regulations are hereinafter referred to as "SR".

1. TRACK INFORMATION

- Track name: **Cunewalde / Weigsdorf-Köblitz, Germany**
- Length: 820 metres
- Width of start: 15,0 m
- Maximum width: 16,0 m
- Minimum width: 11,0 m
- Direction: counterclockwise
- Location: Scan the QR code

SCAN ME

2. LOCATIONS / MAPS / ATTACHMENTS:

- Appendix 1 – Circuit map with most important objects
- Appendix 2 – Location of the meetings
- Appendix 3 – Waiting area / Pre-grid / Exit from track / Areas where assistance is or is not permitted
- Appendix 4 – Tyre cleaning area
- Appendix 5 – Driving direction after the Red Flag

3. COMMUNICATION 1 – ONLINE NOTICE BOARD (ONB)

The Official Notice Board will be the ONLINE NOTICE BOARD (ONB).

There will be published:

- START ORDERS AND RESULTS (intermediate and final)
- www.chronomoto.com/fiaautocross

SCAN ME

4. COMMUNICATION 2 – SPORTITY

Official communications with the Competitors.

There will be published:

- SUPPLEMENTARY REGULATIONS
- BULLETINS
- DECISIONS BY THE FIA RACE DIRECTOR, COC AND STEWARDS
- EVENT SCHEDULE
- ALL OTHER INFORMATION REGARDING THE PARTICULAR EVENT

5. PROGRAMME

5.1. **The programme is in Supplementary Regulations (published on Sportity).**

Saturday, 29 June 2024		Sunday, 30 June 2024	
07:30 – 08:00	Administrative checking (Only if requested to the CoC)	08:00 – 08:15	Tyre registration - SB, B1600, JB, XC (Only if requested to the CoC)
07:40 – 08:10	Scrutineering (Only if requested to the CoC)	08:30	2nd Heat begins
07:40 – 08:10	Tyre registration - SB, B1600, JB, XC	10:40	3rd Heat begins
08:30	Stewards' 1st meeting	12:25	Stewards' meeting (in case of delay, 10 min. after the last race)
09:30	Warm-up (2 laps)	13:10	Drivers / Nations presentation
11:10	1st qualifying practice session	14:00	Semi-Finals and Finals (Podium after each Final)
13:50	2nd qualifying practice session	17:00	Stewards' meeting (in case of a delay 30 min after the last Final)
16:30	1st Heat begins	18:30	Official Prize Giving (marquee at the circuit)

6. EVENT SCHEDULE

The event schedule will be published on Saturday, 29 June 2024, till 08:20 AM via Sportity.

7. MEETINGS

28.06.	**19:30**	**DRIVERS` BRIEFING**	Location – in Tent close to administrative-checking (location see Appendix 2) **Mandatory for each driver. Absence of the Drivers` briefing – fine 250 EUR (Art. 14.2.19 of the SportReg).**
29.06.	**16:00**	**START/FALSE START SIMULATION**	Location – on the Grid (drivers Only).
30.06.	**12:40**	**DRIVERS / NATIONS PRESENTATION**	Location – on the grid, without cars (will be communicated separately)
30.06.	**18:00**	**OFFICIAL PRIZE GIVING**	Location – Festival tent Paddock (location see Appendix 2)

8. ORDER OF STARTING GROUPS / LAPS / RE-RUN

ORDER OF STARTING GROUPS:	LAPS:	RE-RUN IF THE RACE IS STOPPED
1st Cross Car	- 2 laps – Warm-up, once only (W)	W – No re-run
2nd JuniorBuggy	- 4 laps – Qualifying practice (QP)	(QP) – Re-run*
3rd Buggy1600	- 5 laps – Qualifying Heats (QH)	(QH) – Always re-run (all laps)
4th SuperBuggy	- 6 laps – Semi-Finals (SF)	(SF) – No re-run after 4 laps
	7 laps – Finals (F)	(F) – No re-run after 5 laps

*A re-run over the total number of laps minus the number of laps completed by the first car on track must take place (Art. 11.3 of the SportReg)

9. ON TIME / EVENT SCHEDULE

9.1. **TIRE REGISTRATION – will be permitted only during the time slots as defined in the PROGRAMME**

9.2. **UNDERSTANDING TO BE ON TIME:**

- Before beginning the Warm-up, each Qualification practice, Qualification heats and (Semi-)Finals, the Drivers need to be with complete safety equipment and their racing cars in the pre-grid 10 (ten) minutes before the scheduled time of a particular category starting time in the event schedule.
- Each competitor is responsible by himself for the presence in time at the pre-grid.
- When the first group is started, the next group of starters must follow the marshal's instructions to take place on the grid.

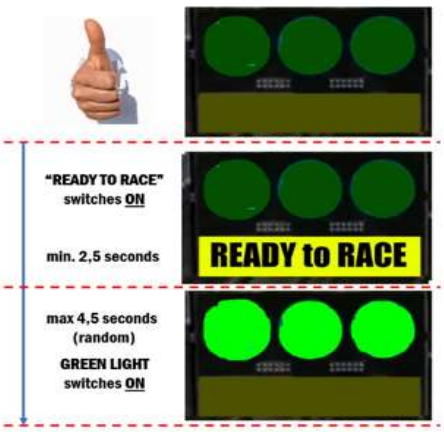
10. START LIGHT PANEL / STARTING PROCEDURE

10.1. When the track is clear and the grid is positioned, drivers are at the starter's disposal.

10.2. The start-line marshals will visually check if all drivers are ready for the start, show the "GREEN FLAG" in front of the first row, and go from the grid.

10.3. Then **a "READY TO RACE"** sign is switched ON and stays on for a min. 2.5 seconds, then counted randomly by the system to a max of 4.5 seconds.

10.4. After that, **"READY TO RACE"** switches OFF, immediately, the start will be given with a GREEN LIGHT switch ON.



11. START LIGHT PANEL / FALSE START

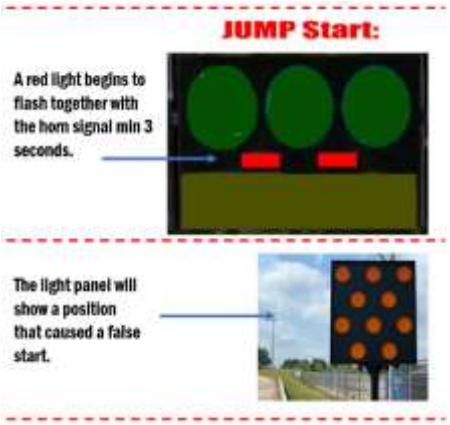
11.1. For Definitions of false start, see Art. 11.1.2. of SportReg.

11.2. There will be a false start automatic system with **"STICKS"** on each grid position, equipped with a video recording on each row.

11.3. If the **"STICK"** is touched before the green light switches on, the false start system blocks the green light signal, and on the light panel, the red light begins to flash together with a horn signal of at least 3 seconds.

11.4. On each row will be a Judicial camera and Judges of fact to double-check the fact of a false start, if any.

11.5. The margin between the electronic system **"STICK"** and the car is 15cm +/- 5cm (Art. 11.1.1. of SportReg)



12. SAFETY FIRST / REMAINDERS:

12.1. **Safety equipment:**

a) During all practice sessions and races, each Driver must wear a helmet and fire-resistant clothing as required by Chapter III of Appendix L and be properly restrained by the safety harness until reaching the scrutineering area.

After exiting the track, it can unfasten the seat belts and remove the glasses (see Appendix 3, pictures 6 and 7).

12.2. **Stopping on the track:**

a) The driver, with a hand gesture "OK" sign, must inform the nearest marshal(s) that there are no health issues.

b) The driver must immediately get out of the car at the safest possible time (with or without assistance from the marshals) and go to a safe place behind track barriers or near the marshal's post.

c) If the reason for stopping is not an accident, the car must not be stopped on the racing line or near it, especially to avoid jumps or places immediately after them where the vehicle cannot be seen from a distance. It should be parked in the safest possible location or drive out of the track.

d) If a car stops in a dangerous place on the track and for the driver, it seems unsafe to leave, it is not allowed to leave the car until the marshal's instructions and the driver must follow them immediately.

If the hand gesture "OK" sign is missing, the race can be stopped, and the rescue procedure under the red flag.

12.3. **During the race, if the driver leaves the track (through exit or pre-grid) or stops the race on the track and gets out of the car, the driver cannot rejoin the race.**

12.4. **Returning to the car or any action near the car until the end of the race is prohibited.**

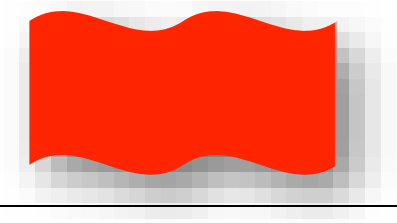
12.5. **After a heavy accident, if the driver feels pain or is unsure about his/her health conditions, it is recommended that they stay in the car. Do not attempt to leave it on your own; wait for the doctor's arrival and, if necessary, the extrication team.**

13. SIGNALS / REMAINDER

13.1. All flag signals will be used according to Art. 2.5.5. of Appendix H of the FIA International Sporting Code and Art. 12.2. od the SportReg. **All flags will be shown only in a waving manner.**

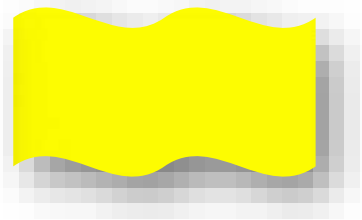
13.2. **RED FLAG:**

- All cars shall stop racing, reduce speed or STOP, and proceed slowly back to the start grid.
- It is essential to follow the instructions of the marshals.



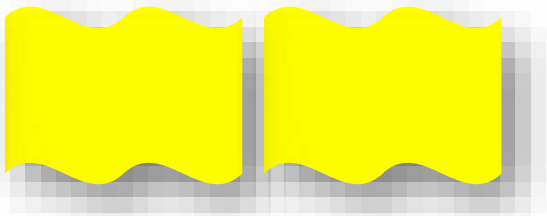
13.3. **YELLOW FLAG – SINGLE WAVED:**

- Reduce your speed, do not overtake, and be prepared to change direction.
- There is a hazard beside or partly on the track.
- Overtaking is prohibited between the yellow flag and the obstacle and has not entirely passed the last obstacle.



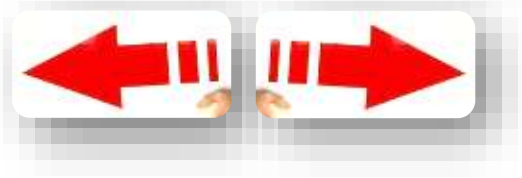
13.4. **YELLOW FLAG – DOUBLE WAVED:**

- Reduce your speed significantly, do not overtake, and be prepared to change direction OR STOP.
- There is a hazard wholly or partly blocking the track and/or "racing line".
- Overtaking is prohibited between the yellow flag and the obstacle and has not entirely passed the last obstacle.



13.5. **DIRECTION SIGNS**

- Marshals can show signs with recommended directions on how to pass obstacles safely. It will be used together with yellow flags.



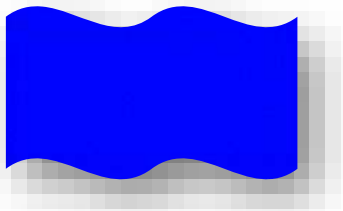
13.6. **BLUE FLAG**

- **During practice:**

  A faster car is close behind and is about to overtake.

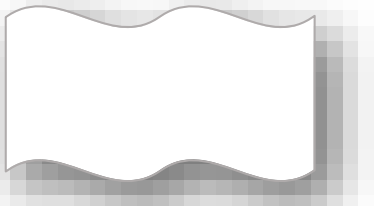
- **During the race:**

  The flag should normally be shown to a car about to be lapped if the driver does not seem to be making full use of his rear-view mirrors. When shown, the driver concerned must allow the following car to pass at the earliest opportunity and drive outside the racing line.



13.7. **WHITE FLAG**

- This flag should be waved to indicate to the driver that there is a much slower vehicle on the track sector controlled by that flag point.



13.8. **AREAS WHERE ASSISTANCE IS PERMITTED**

- Repairs may be carried out only in the paddock and pre-grid before the start. A sign with a spanner on a white background circled and crossed out in red (see Drawing No. 1) means that from that point onwards, no assistance is permitted. A sign with a spanner on a green background (see Drawing No. 2) means that from that point onwards, external assistance is permitted. (Art. 11.5 of SportReg)

Drawing No. 1

Drawing No. 2

14. CODE OF DRIVING CONDUCT (REMAINDER):

14.1. **Closing gap/closing gap significantly and causing a collision hard side by side or back.**

14.2. **Not respecting other's racing lines and causing a collision or forcing off the racing line or off the track or forcing into a wall.**

14.3. **It is strictly forbidden for Drivers to drive their cars in a direction opposite that of the race.**

(Art. 12.1.5 of the SportReg)

14.4. **The driver is responsible for ensuring that the manoeuvre is carried out safely at any time.**

14.5. **Abnormal change of direction, pushing or other contact resulting in a lasting advantage are strictly prohibited.**

(Art. (2b Chapter V of the App L of the ISC)

14.6. **Repetition of serious mistakes or the appearance of a lack of control over the car will be reported to the Stewards (penalties up to disqualification).**

(Art. 2d Chapter V of the App L of the ISC)

14.7. **It is not permitted to drive any car unnecessarily slowly, erratically or in a manner deemed potentially dangerous to other drivers at any time.**

(Art. 2e Chapter V of the App L of the ISC)

15. WAITING AREA AND PRE-GRID:

15.1. **Location: See Appendix 3.**

15.2. **The number of mechanics in the Pre-Grid is limited to 2 persons (the driver is not counted), and they can carry out repairs, except tyre changes after the tyre-checking area.**

15.3. Please inform the Competitors Liaison Officer when participation in the race is no longer possible.

15.4. Drivers are strictly forbidden to park cars or close or block the emergency and exit roads in the paddock or pre-grid.

15.5. For safety reasons, it is forbidden for anybody to climb on a race car when it is moving to the waiting area, pre-grid, paddock, etc. The exception is only during the Drivers' presentations.

16. AREA WHERE ASSISTANCE IS PERMITTED AFTER RED FLAG (see Appendix 5 – Driving direction after the Red Flag)

16.1. After the Red Flag, the drivers will be invited to leave the circuit (using the normal exit) and enter the paddock, where necessary repairs and refuelling can occur. Except for false start and qualifying practice, drivers will be invited to the grid immediately for the restart.

16.2. The maximum time will be given **15 (7 + 8 extra) minutes**, and time counting will start from the moment when the last car (also the last evacuated car) from that particular start will cross the circuit exit line (see Appendix 3, picture 7) and till the time published on the Official Messaging System (doubled on Sportity) must be back in the Pre-Grid.

16.3. The judge of fact nominated in the Supplementary Regultions will control the time when the Drivers cross the Pre-Grid line and will control entering the Pre-Grid (crossing the Pre-Grid line), which must be done using the driver's car engine power without stopping for the tyre check. The driver must remain in the Pre-Grid red line until further marshal instructions are given.

16.4. The number of mechanics in the Pre-Grid is limited to 2 persons (the driver is not counted), and they can do repairs. All entered cars will undergo additional repeated tyre checks after the tyre changes are prohibited.

16.5. The restart will be denied for those who have not entered the Pre-Grid by the end of the nominated minute (last-minute counts).

(REMINDER):

16.6. **The maximum speed limit outside of the circuit, paddock, pre-grid, grid and driving (outside of marked place) to the start position on the grid is 20 km/h.**

16.7. **Aggressive driving, speeding, wheel spins and any contact (or incident) with persons in the paddock are strictly prohibited. Any violation will be reported to the Stewards for investigation and penalty application (up to exclusion from the competition).**

16.8. **If the instructions mentioned above are breached, the Race Director will refuse the restart, according to Art 11.3.2 of SportReg.**

17. TYRE CLEANING:

17.1. **Location: See Appendix 4.**

17.2. **TYRE CLEANING WITH WHEEL SPINS BEFORE THE RACE IS ALLOWED ONLY ONCE ON PRE-GRID PARTICULAR AREA MARKED BETWEEN THE LINES.**

17.3. Doing any wheel spins outside of the circuit, paddock, pre-grid, and grid going (outside of marked place) to the start position is strongly prohibited.

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18. START (SIMULATIONS) AREA DURING WARM-UP OR QUALIFYING PRACTICE

18.1. **Location: See Appendix 2.**

18.2. The start (simulations) area during warm-up or qualifying practice will only be the grid.

18.3. In warm-up and qualifying practice, after crossing the start and finish line, a driver cannot stop the car on the track or next to it (in runout areas) and do the start simulation.

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19. SUPPORT OBJECT AT THE START AREA:

19.1. It is allowed to use (a) plastic, (b) rubber or (c) wooden support object of various shapes (cube, oval, triangle, etc.) under the front wheel of the car. They should be light and not exceed 3 cm in length on any plane.

19.2. The driver should inform the starting line marshal about the need to use a support object, and only the driver himself (by each start) issues it before or after stopping at his starting position.

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20. PARC FERME / PODIUM CEREMONY AFTER THE FINALS / OFFICIAL PRICE GIVING:

20.1. The drivers must bring only those cars that took part in the Finals (not the Semi-Finals) to the Parc Fermé immediately after the finish, except for cars that did not complete the race for reasons other than problems with the engine (Art. 14.1 of the SportRegs).

After each final, the three top drivers must follow marshals' signals to park cars near the podium ceremony place.

20.2. After the podium ceremony, the drivers must park their cars immediately in the Parc Fermé.

20.3. The Parc Fermé rules start from crossing the finish line.

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21. PADDOCK / REMAINDER:

21.1. **FIRE EXTINGUISHERS**

Each Driver is responsible for ensuring that a single-piece fire extinguisher weighing at least 5kg is available in his team's area inside the paddock.

(Art. 12.3.1 of the SportReg)

21.2. **PROTECTION OF THE ENVIRONMENT**

Each Driver is requested to ensure that a plastic sheet (minimum dimensions 4 x 5m) is spread on the ground in the place reserved for his team where work is to be done on his car to prevent any pollution in case of an accidental leak, etc.

(Art. 12.3.2 of the SportReg)

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22. OFFICIAL PRIZE GIVING (REMAINDER):

22.1. **WEAR AUTOSPORT OVERALLS**

Be aware of your clothing because of spectators and photographers, and respect each other and the organiser.

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23. WARM-UP TYRES

23.1. **Tyres not registered for this event can be used during the Warm-up session. They must be of the make and type defined in the SportRreg.**

SuperBuggy, Buggy1600, JuniorBuggy

(Art. 10.3 of the SportReg)

KUMHO TIRE

Cross Car and Junior Cross Car

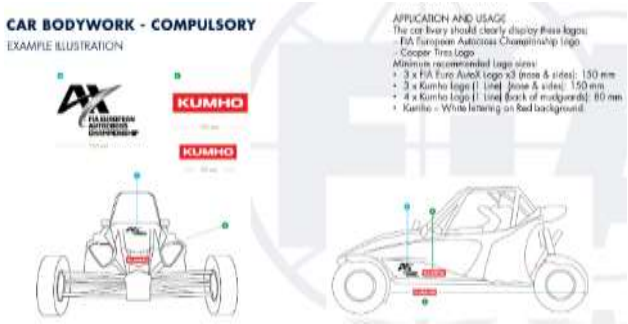
(Art. 10.4 of the SportReg)

GOLDSPEED

24. MANDATORY BRANDING GUIDELINES ARE PUBLISHED IN SPORTITY (REMINDER)

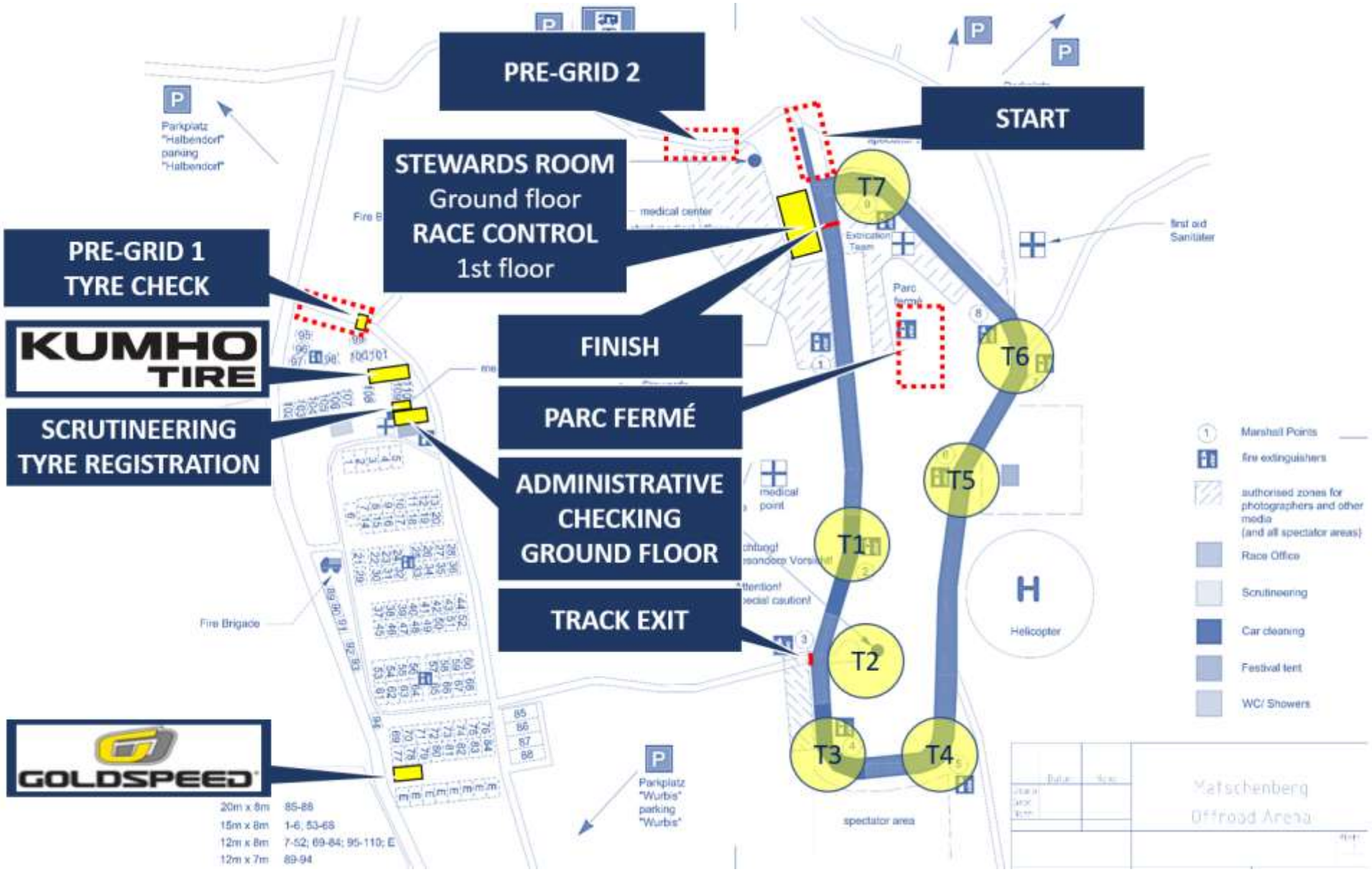
24.1. SuperBuggy, Buggy1600 and JuniorBuggy:

24.2. FIA AX and KUMHO TIRE logos stickers will be available in the paddock at the tyre supplier.

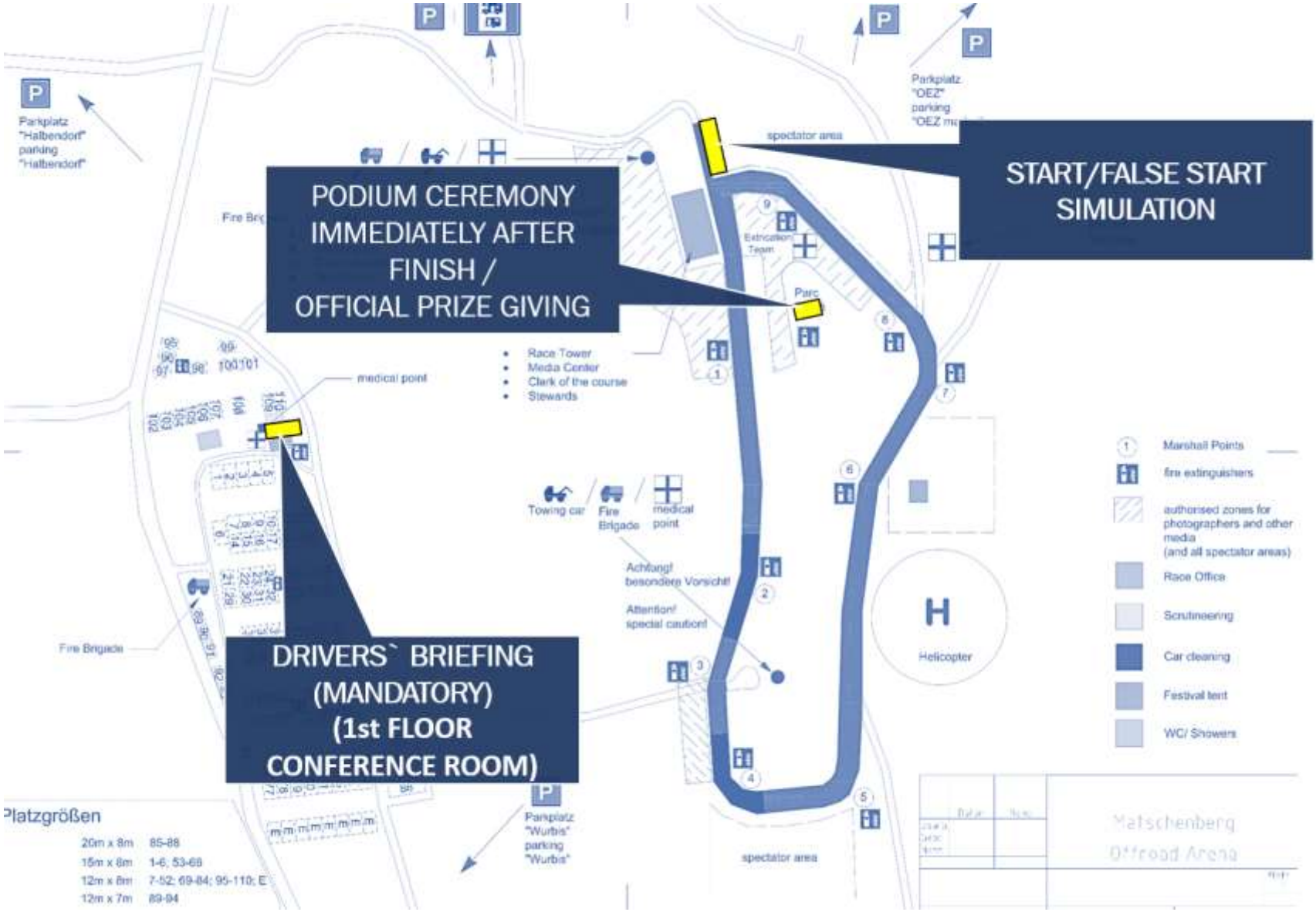


REMEMBER THOSE SPORTS FUNDAMENTAL PRINCIPLES: - SAFETY - HONESTY - EQUITY WE WISH YOU ALL A GOOD AND FAIR RACE!	**Mr Gunars KOSOJS** **(LVA)** FIA Race Director Mob.: +371 26 42 00 43 Email: gunars.kosojs@gmail.com	**Mr Holger DIEBEL** **(DEU)** Clerk of the Course Mob. +49 170 83 79 94 3 Email: holger.diebel@t-online.de

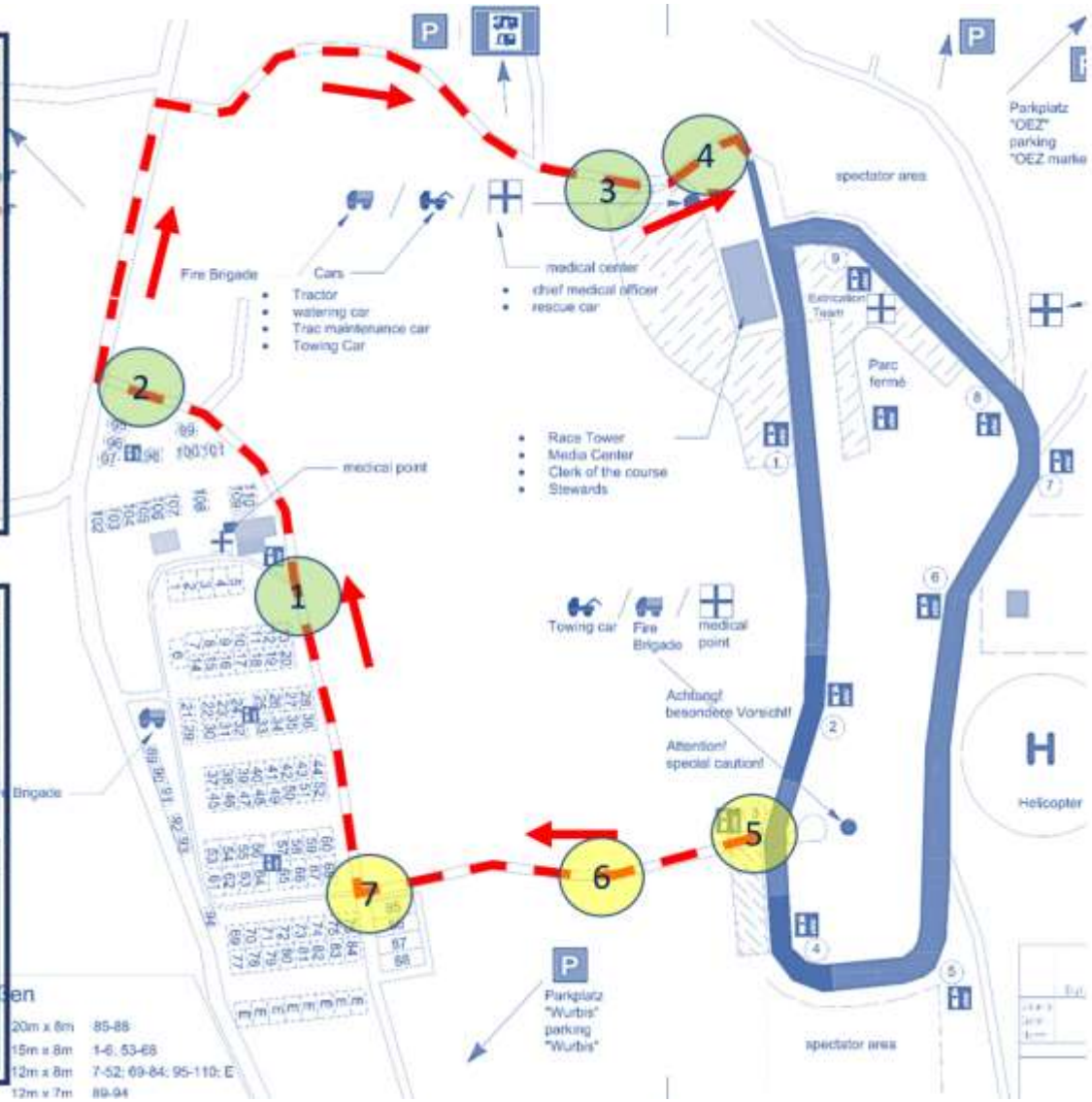
Appendix 1 – CIRCUIT MAP WITH MOST IMPORTANT OBJECTS



Appendix 2 – LOCATION OF THE MEETINGS



Appendix 3 – WAITING AREA / PRE-GRID / EXIT FROM TRACK / AREAS WHERE ASSISTANCE IS OR IS NOT PERMITTED



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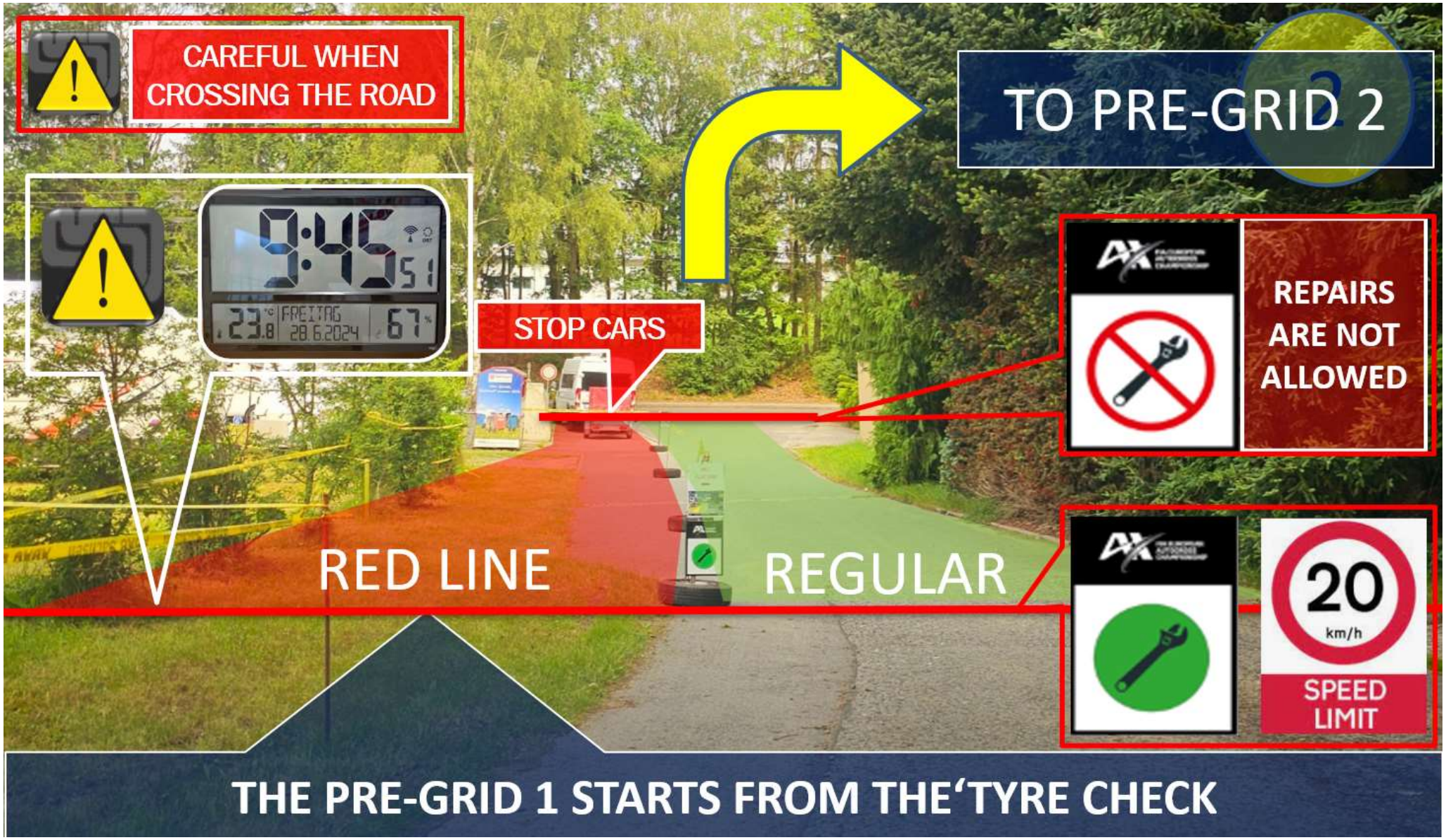
Tire cleaning with wheel spins before the race is allowed only once BEFORE THE GRID, particular area marked between the lines (see below). It is strongly prohibited to do wheel spins outside the circuit, paddock, pre-grid (except area see below), and grid going to the start position.

EXIT FOR THE SERVICE AREA AFTER THE RED FLAG TO THE PADDOCK
15 MIN
THE RESTART WILL BE GIVEN AFTER 2 OR 3 NEXT RACES
TRACK EXIT 1
FOR CARS THAT CAN DRIVE WITH OWN POWER
TRACK EXIT
B
15
A
TRACK EXIT 2
FOR EVACUATED CARS
AFTER MP5 TURN 4
B
15
A
Fire Brigade
spectator area
Parkplatz "OEZ" parking "OEZ market"
first aid Sanitäter
Parc fermé
medical point
Parkplatz "Wurbis" parking "Wurbis"
spectator area
Matschenberg Offroad Arena


CAREFUL WHEN CROSSING THE ROAD
9:45 51
23.8 FREITAG 28.6.2024 67
TO PRE-GRID 2
STOP CARS
REPAIRS ARE NOT ALLOWED
RED LINE
REGULAR
20 km/h
SPEED LIMIT
THE PRE-GRID 1 STARTS FROM THE'TYRE CHECK

DRIVING DIRECTION
FIA EUROPEAN AUTOCROSS CHAMPIONSHIP
RESTART AFTER THE RED FLAG
AT QUALIFYING PRACTICE WILL BE
IMMEDIATELY
P
spectator area
Extrication Team
Parc fermé
spectator area