



Autocross of Saint Georges de Montaigu
Round 6 of the 2023 FIA European Autocross Championship
Round 3 2023 FIA European Cross Car Championship
Round 2 of the 2023 FIA Cross Car Academy Trophy
France, 22-23 July 2023

RACE DIRECTOR EVENT NOTES

The Sporting Regulations of the FIA European Autocross & Cross Car Championship 2023 hereinafter referred to as "SportReg".
The Supplementary Regulations hereinafter referred to as "SR".

1. TRACK INFORMATION

- Track name: **Circuit du Bouvreau – St Georges de Montaigu (85) France**
- Length: 930 metres
- Width of start: 17 m
- Maximum width: 20 m
- Minimum width: 14,5 m
- Direction: counterclockwise

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 – Yellow Light panels on turn 1
- appendix 6 – Area where assistance is permitted after RED FLAG
- appendix 7 – Changes in 2023 SportReg

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



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

1. The Programme you can find in Supplementary regulations (already on Sportity).
2. In case of changes, there will be a bulletin published via Sportity.
3. The schedules will be published on:

FRIDAY, 22 JULY 2023 AT 7:30 PM VIA SPORTITY:

1st WARM-UP SCHEDULE

Category	Pre-Grid	Start	Stop
Mini Formula (Support Race)	8:50	9:00	9:12
Cross Car	9:10	9:20	9:30
Junior Buggy	9:25	9:35	9:45
Buggy 1600	9:35	9:45	10:12
Super Buggy	10:02	10:12	10:30

2nd EVENT SCHEDULE

6. MEETINGS

22.07.	08:40	DRIVERS` BRIEFING	It will occur in the Paddock – in the building of the administrative check (see Appendix 2).	Mandatory for each Driver. Absence of the Drivers` briefing – fine 250 EUR (Art. 14.2.19 of the SportReg).
01.07.	16:50	START/FALSE START SIMULATION	It will take place on the Grid (drivers Only).	
02.07.	13:10	DRIVERS PRESENTATION	The procedure will be communicated separately. It is essential to follow the instructions of the marshals.	
02.07.	18:30	OFFICIAL PRIZE GIVING	It will occur in the Paddock - At the podium truck near the notice board.	

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

ORDER OF STARTING GROUPS:	LAPS:	RE-RUN IF THE RACE IS STOPPED
1 st Support Race	- 2 laps – Warm-up	No re-run
2 nd Cross Car AT	- 4 laps – Qualifying practice	Re-run*
3 rd Cross Car	- 5 laps – Heats	Always re-run
4 th JuniorBuggy	- 6 laps – Semi-Finals	No re-run after 4 laps
5 th Buggy1600	7 laps – Finals	No re-run after 5 laps
6 th SuperBuggy		

*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)

8. ON TIME / EVENT SCHEDULE

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



8.2. UNDERSTANDING TO BE ON TIME:

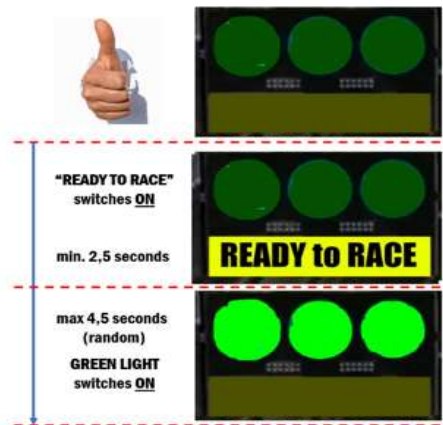
- Before beginning the Warm-up, each Qualification practice, Qualification heats and (Semi-)Finals, the Drivers need to be with complete safety equipment and their racing cars in the pre-grid 10 (ten) minutes before the scheduled time of a particular category in the event schedule.
- Each competitor 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.

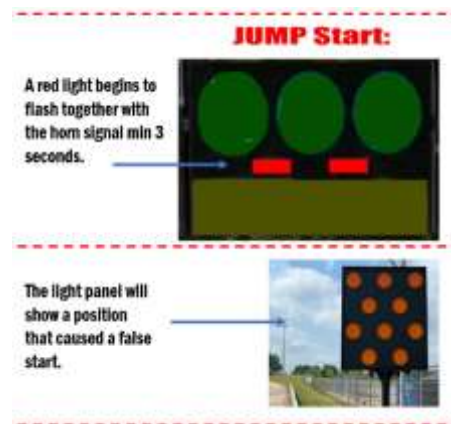
9. START LIGHT PANEL / STARTING PROCEDURE

- When the track is clear, and the grid is in position, drivers are at the starter's disposal.
- The start-line marshal will visually check if all drivers are ready for the start, showing the "OK" sign.
- Please indicate the "OK" sign back.
- After that, the start-line marshals go from the grid, showing a Green Flag to the drivers.
- Then a "READY TO RACE" sign is switched ON and stay on for min. 2,5 seconds, then counted randomly by the system to max 4,5 seconds.
- After that, "READY TO RACE" switches OFF, and the start will be immediately given with a GREEN LIGHT switch ON.



10. START LIGHT PANEL / FALSE START

- Definitions of false start see Art. 11.1.2. of SportReg.
- There will be the false start automatic system with "STICK" on each grid position, equipped with the video recording on each row.
- 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.
- On each row will be a Judicial camera and Judges of fact to double-check the fact of a false start, if any.
- The margin between the electronic system "STICK" and the car is 15cm +/- 5cm (see Art. 11.1.1. of SportReg)



11. SAFETY FIRST / REMAINDERS:

11.1. Safety equipment:

During all practice sessions and races, each Driver must wear a helmet, glasses and fire-resistant clothing as required by Chapter III of Appendix L and be properly restrained in his seat by the safety harness up until reaching the scrutineering area (Art. 12.1.3 of the SportReg).

It is allowed to unfasten the seat belts and remove the glasses after exiting the track (see Appendix 3).

11.2. Stopping on the track:

- If the reason for stopping is not an accident, the car must not be stopped on the racing line or near it, especially must avoid jumps or place immediately after them where the car cannot be seen from a distance. It should be parked in the safest possible location or should drive out of the track.
- The driver with a hand gesture "OK" sign must inform the nearest marshal(s) that there are no health issues.
- 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.
- 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 instructions of marshal and driver must follow them immediately.



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

11.3. During the race, if the driver for whatever reasons left the track (through exit or pre-grid) or stopped the race on the track and got out of the car, then the driver cannot re-join in that race.

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

11.5. After a heavy accident stay in your car. Do not attempt to leave it on your own. Wait for the arrival of the doctor and if necessary, the extrication team. We will take care of you.

12. FLAG AND SIGN SIGNALS / REMAINDER

All flag signals will be used according to Art. 2.5.5. of Appendix H of the FIA International Sporting Code.

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.



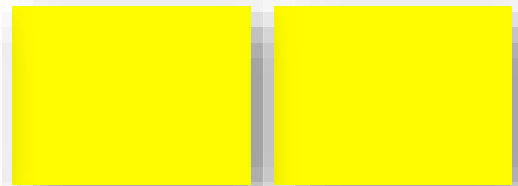
YELLOW FLAG – SINGLE WAVED:

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



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 not permitted between the yellow flag and the incident and has not entirely passed the last obstacle.



YELLOW LIGHT PANELS

- On Turn 1 (MP1) there will be yellow light panels, and they will have the same meaning as yellow flags, also working together or without flag signals (see Appendix 5).

DIRECTION SIGNS

- Follow the marshal's direction signals (change line). They will be used together with yellow flags.



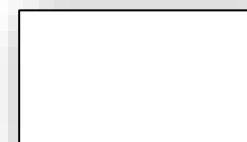
BLUE FLAG

- **During practice:**
A faster car is close behind you and is about to overtake you.
- **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/drive outside the racing line.



WHITE FLAG

- This flag should 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 point.



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:

- Closing gap / closing gap significantly and causing a collision hard side by side or back.
- Not respecting other's racing lines and causing a collision or forcing off the racing line or off the track or forcing into wall.
- It is strictly forbidden for Drivers to drive their car in a direction opposite that of the race.

(Art. 12.1.5 of the SportReg)

- Driver is responsible for ensuring that the manoeuvre is carried out safely at any time.
- 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)

- 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)

- 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:

- Location see appendix 3.
- Please inform the Competitors Liaison Officer when participation is not possible anymore.
- It is strictly forbidden for Drivers Park car / close / block the emergency roads in the paddock and exit roads.
- For safety reasons, it is forbidden for anybody to climb on a race car when they are moving to the waiting area, pre-grid or in the paddock etc. Exception: only during the Drivers' presentations if any.

16. TYRE CLEANING:

- Location see appendix 4.
- **TYRE CLEANING WITH WHEEL SPINS BEFORE THE RACE IS ALLOWED ONLY ONCE ON PRE-GRID PARTICULAR AREA MARKED BETWEEN THE LINES.**
- It is strongly prohibited to do any wheel spins outside of the circuit, paddock, pre-grid, and grid going (outside of marked place) to the start position.

17. AREA WHERE ASSISTANCE IS PERMITTED AFTER RED FLAG

17.1. Location see appendix 5.

17.2. In a restricted area, there will be an additional zone for repair works. And this zone can be used during the race only when the race has been stopped with a Red Flag (restart will be given after next race).

17.3. In this situation, the driver can enter the particular repair area and carry out minor repairs, changing glasses, rechecking the driver's safety equipment and can change tires.

17.4. Refuelling is allowed only under the following conditions:

- (a) The engine must be turned off.
- (b) Fuel cans be carried only in approved plastic or metal fuel canister (max. 20 l, recommended is 10 l) or in an FIA approved fast refuelling couplings, max. 50 l barrel (on wheels).
- (c) Driver must leave the car during refuelling, except for persons with movement disorders, however, they must have unfastened seat belts.
- (d) Mechanics making the refuelling must wear long-sleeved clothes and long pants (recommended to use cotton clothes or fire-resistant clothes) and gloves. Or the driver himself make the refuelling.

17.5. The number of mechanics is limited to 2 persons per car during repair and refuelling (the driver is not counted).

17.6. If the tires are changed, they must be scanned by scrutineers.

17.7. The maximum time for using the additional repair zone is 7 minutes, which is taken from the moment when the last car from that particular start has entered or passed the repair area.

17.8. In case of a breach of these instructions (mentioned above), the re-start will be refused according to Art 11.3.2. of the SportReg.

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

- In the warm-up, the start simulation (stopping the car for a start simulation reason) in any part of a circuit is strictly prohibited.
- In the qualifying practice, the start simulation can be carried out only on the grid after the green flag is shown to start the qualifying practice sessions. After the green flag stopping the car for a start simulation reason are strongly prohibited.

(Art. 12.1.8 of the SportRegs)

19. PARC FERME / PROVISIONAL PRIZE GIVING AFTER THE FINALS / OFFICIAL PRIZE GIVING:

- After each final, the three top 3 drivers must follow marshals' signals to park cars near the provisional awarding place (location see appendix 2).
 - After the provisional prize giving, the drivers must park their cars immediately in the Parc Fermé.
 - The Parc Fermé rules start from crossing the finish line.
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20. PADDOCK / REMAINDER:

- FIRE EXTINGUISHERS

Each Driver is responsible for ensuring that a single piece fire extinguisher of minimum 5kg is available within his own team's area inside the paddock.

(Art. 12.3.1 of the SportRegs)

- 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, in order to prevent any pollution in case of an accidental leak, etc.

(Art. 12.3.2 of the SportRegs)



21. OFFICIAL PRIZE GIVING / REMAINDER:

- WEAR AUTOSPORT OVERALLS

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



22. WARM-UP TYRES

- 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 sporting regulations.

SuperBuggy & Buggy1600 only

(Art. 10.3 of the SportRegs)



Cross Car only

(Art. 10.4 of the SportRegs)



23. MANDATORY BRANDING GUIDELINES / REMINDER

- SuperBuggy and Buggy 1600:

FIA and COOPER TIRES Logos (stickers) will be available in the paddock at COOPER Tires



- Cross Car:

FIA and GOLDSPEED Logos (stickers) will be available in the paddock at GOLDSPEED Tires



REMEMBER THOSE SPORTS FUNDAMENTAL PRINCIPLES:

- SAFETY
- HONESTY
- EQUITY

WE WISH YOU ALL A GOOD AND FAIR RACE!

**Mr Gunars KOSOJS
(LVA)**

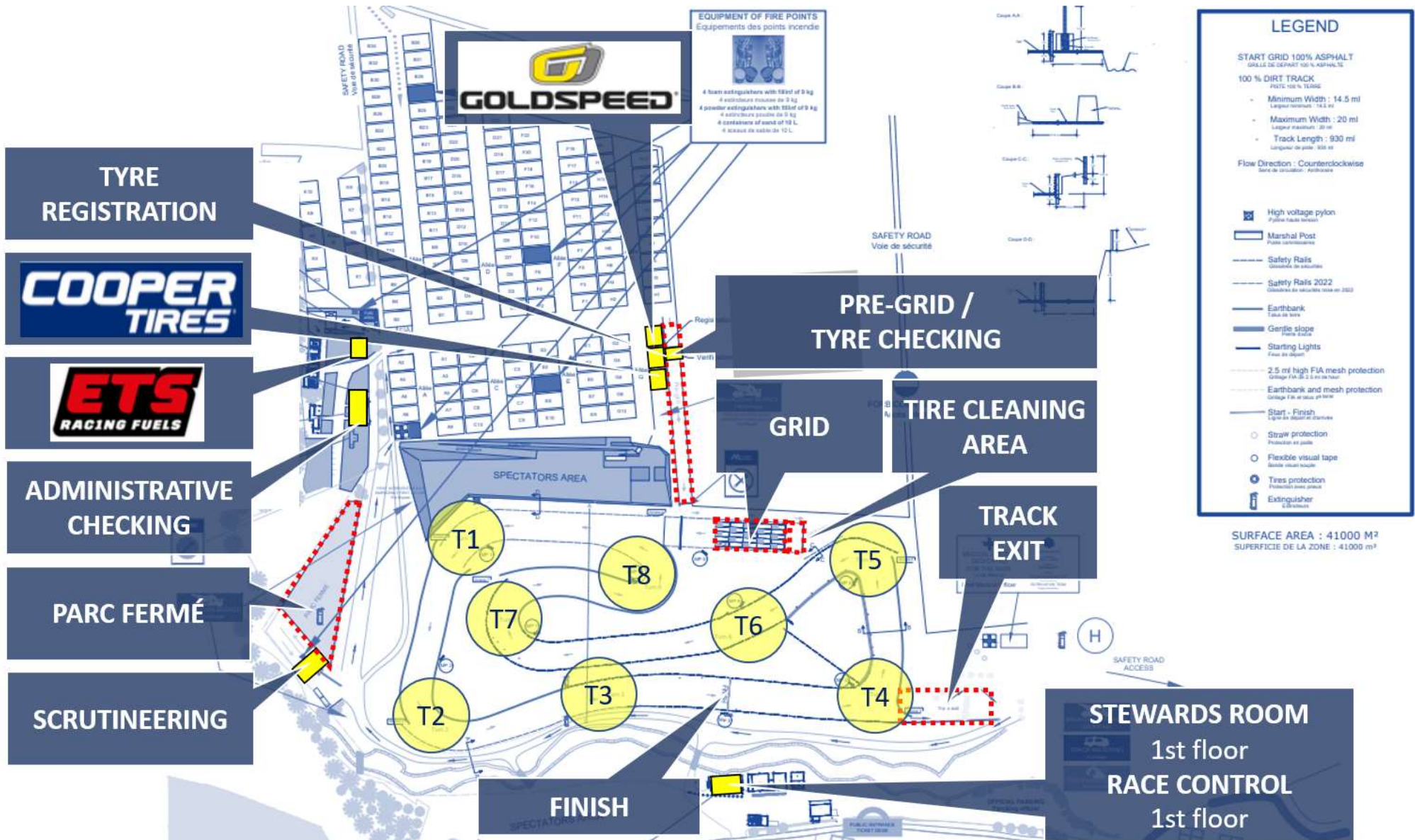
FIA Race Director

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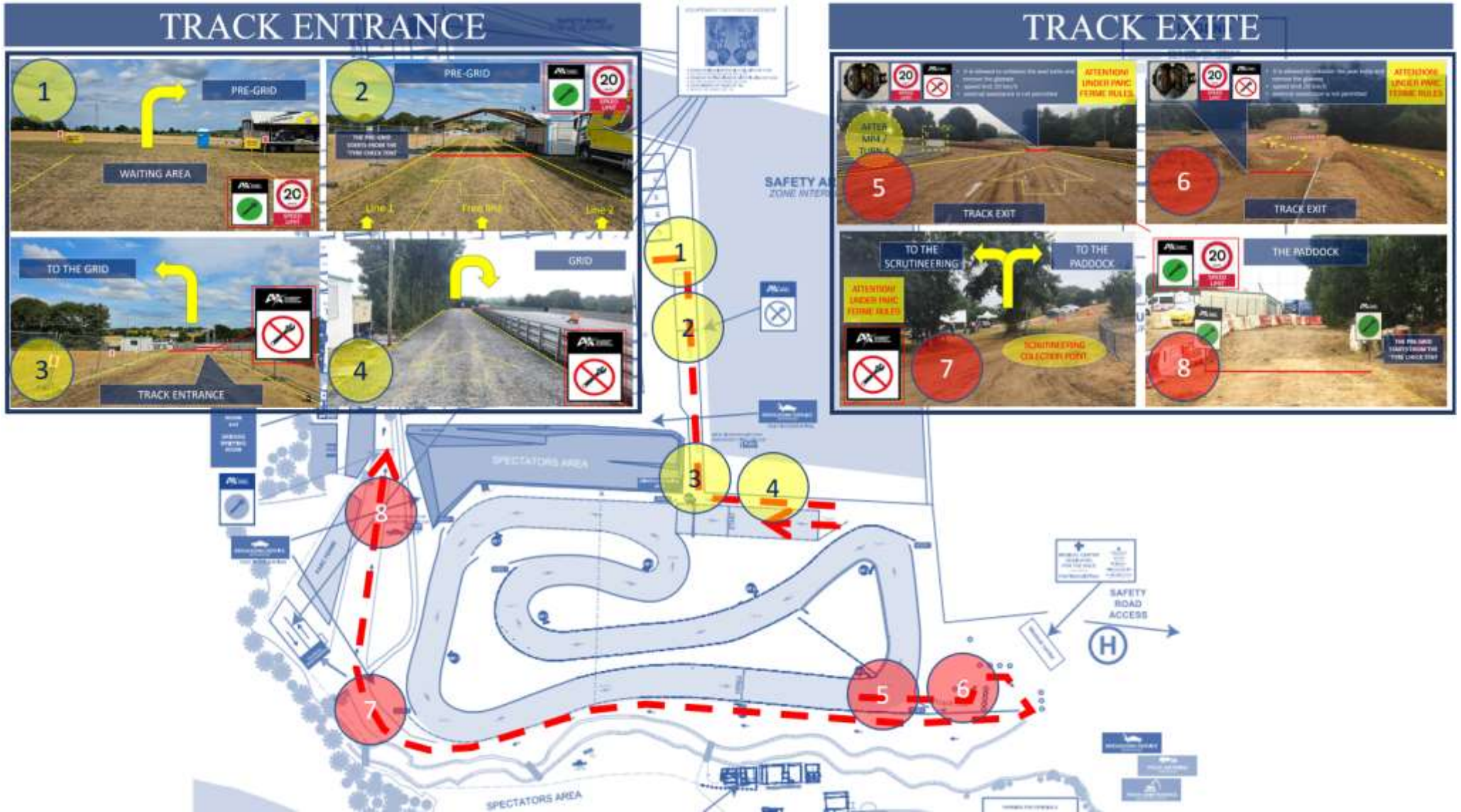
**Mr Philippe AGOSTINIS
(FRA)**

Clerk of the Course

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Appendix 3 – Waiting area / Pre-grid / Exit from track / Areas where assistance is or is not permitted



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.

TYRE CLEANING
AREA

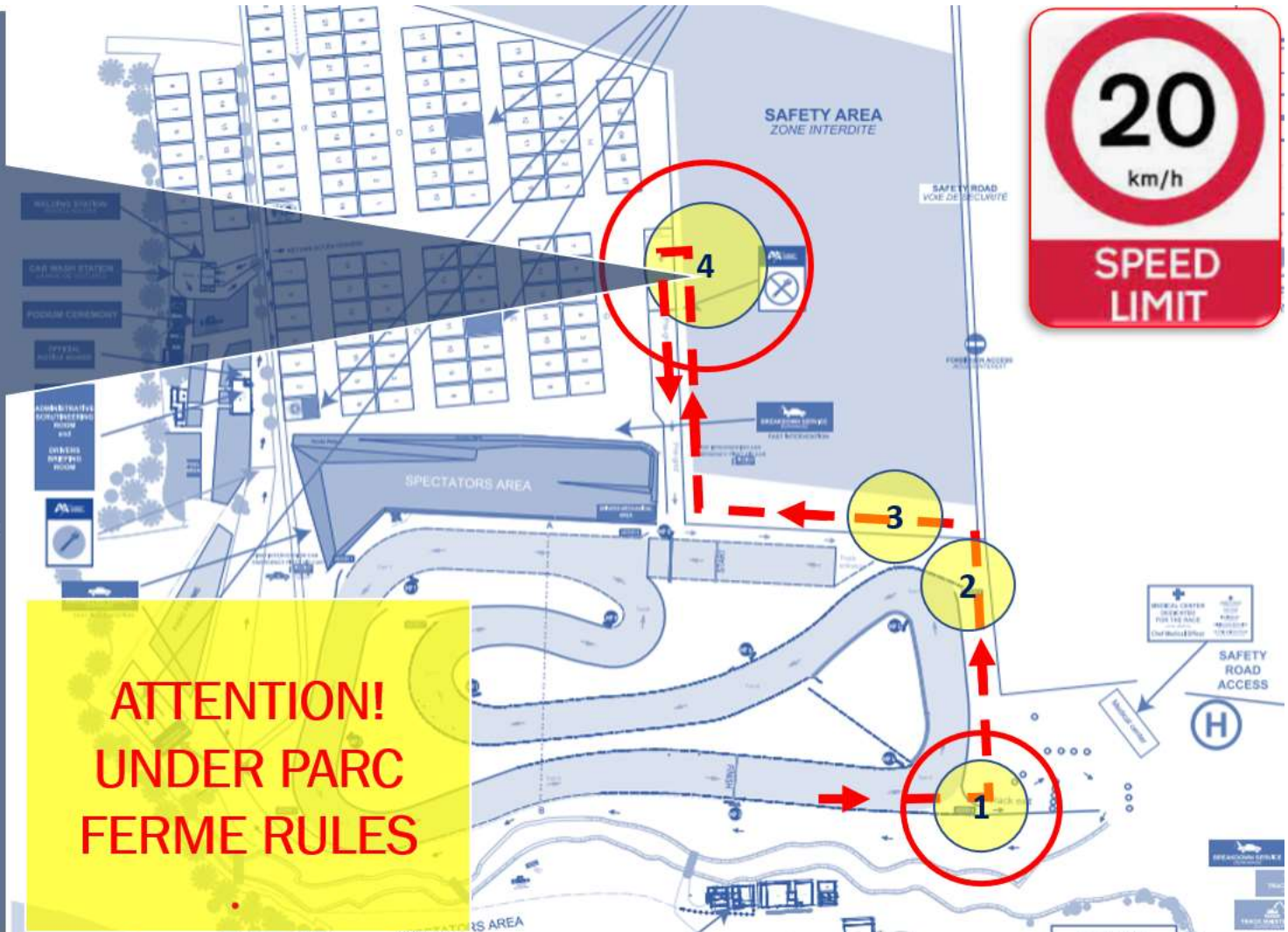


ONLY ONCE AND IN THIS MARKED PLACE



**SERVICE
AREA AFTER
THE RED
FLAG**

**THE RESTART
WILL BE
GIVEN AFTER
NEXT RACE**



Appendix 6.2. – Area where assistance is permitted after RED FLAG

TO THE SERVICE AREA AFTER THE RED FLAG

ATTENTION! UNDER PARC FERME RULES



1





- It is allowed to unfasten the seat belts and remove the glasses
- speed limit 20 km/h
- external assistance is not permitted

TO THE SERVICE AREA AFTER THE RED FLAG

ATTENTION! UNDER PARC FERME RULES




2






TO THE SERVICE AREA AFTER THE RED FLAG

ATTENTION! UNDER PARC FERME RULES




3

SERVICE AREA AFTER THE RED FLAG

TO THE GRID





4

Line 1

Free line

Line 2



START SIMULATION

12.1.8. The race director will indicate the place and procedure of the start simulations during warm-up or qualifying practice by announcing it in the Driver's briefing. Otherwise, they are strictly prohibited.

- Follow instructions from the Race Director



CROSS CAR

9.1.4 Cross Car
Off-Road single-seaters, 4-wheeled vehicles designed and built specifically for participating in Off-Road Competitions. The vehicles must have 2-wheel drive and comply with Appendix J, Article 279B.
The total corrected cylinder capacity of the homologated engine of each car shall not exceed 890cm³. The throttle potentiometer of certain engine type might be sealed upon request of the technical delegate.

- 890 cc engine allowed (New MT09)
- Throttle potentiometer can be sealed (Sporting Bulletin last year)



ENTRY FORM

7.1 Entry form

7.1.1 Applications to participate in a Competition of the Championships shall be submitted to the FIA by means of the entry form available on www.fia.com and must be accompanied by copies of the Competitor's and Driver's Licences. The entry fee will have to be sent directly to the organiser of the Competition. The Competitor will ensure that its Drivers sign the Driver's declarations and undertakings form during the registration.

- New declaration included in the entry form



CROSS CAR TYRES

10.4.3 The number of tyres presented for registration by the scrutineers is limited to 6 (six) per Driver for each Competition (maximum 3 front and 3 rear). Maximum 4 can be newly registered (maximum 2 front and 2 rear). If the Competitor does not register new tyres, then the tyres he uses must have been registered during a preceeding Competition of the Championship. For the Driver's first participation in the Championship, all 6 tyres will be newly registered.

- 6 tyres : 3 front / 3 rear
- Sporting Bulletin last year



TIME PENALTIES

Time penalties and being denied a start for late arrival in the pregrid area/staring grid are not susceptible to appeal.

- Align with Rallycross



REPRIMANDS

24	"Unsportsmanlike" behaviour during a Competition.	For each infringement: Reprimand* as a minimum
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*After two reprimands during one season: Withdrawal of 5 Championship points from the Driver.
 After four reprimands during one season: Withdrawal of 10 Championship points from the Driver.
 After six reprimands during one season: Withdrawal of 15 Championship points from the Driver.
 After eight reprimands during one season: Disqualification of the Driver from the Championship.

- Start following-up unsportsmanlike behaviour



YELLOW FLAGS

12.2 Flag signals

Flag signals must be in conformity with Appendix H to the Code, with the following exceptions: the yellow flag is shown at one post only, immediately before the accident / obstacle. One yellow flag must be waved during 2 laps for the same incident. Two yellow flags are be waived if the incident is on the racing line. Once the flag has been shown, Drivers may not overtake until they have completely passed the incident (last obstacle) for which it is shown, there being no green flag in this situation.

- Important in case of multiple incidents between 2 posts



LATE TO TYRE REGISTRATION

17	Reporting late to scrutineering or late tyre registration	Fine of €250
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- Help out the work of the scrutineers