



Autocross of St Igny de Vers

Round 8 of the 2023 FIA European Autocross Championship

Round 5 of the 2023 FIA European Cross Car Championship

France, 15 – 17 September 2023

RACE DIRECTOR EVENT NOTES

The Sporting Regulations of the FIA European Autocross Championship 2023 hereinafter referred to as “SportReg”.

The Supplementary Regulations are hereinafter referred to as “SR”.

1. TRACK INFORMATION

- Track name: St Igny de Vers with the place known as “La Brosse”
- Length: 882 metres
- Width of start: 16,5 m
- Maximum width: 26 m
- Minimum width: 12 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 – Circuit map with the location of the LIGHT PANELS

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.chromoto.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

- 5.1. The Programme you can find in Supplementary regulations (already on Sportity).
- 5.2. **ATTENTION!** There are significant changes in the Supplementary Regulations article I "PROGRAMME"; Bulletin No. 1 will be published via Sportity on 16 September 2023 till 08:30 AM:

Saturday, 16 September 2023		Sunday, 17 September 2023	
07:00-07:30	Administrative checking (CoC)	08:30-09:00	Tyre registration
07:10-07:45	Scrutineering (CoC)	09:00	2nd Qualifying Heat
07:10-07:45	Tyre registration	11:25*	3rd Qualifying Heat (PART 1 - Cross Car, Junior Buggy)
08:00	1st Steward's meeting	12:30*	DRIVER'S PRESENTATION BY NATIONS
08:45	DRIVERS' BRIEFING (MANDATORY) AT THE RESTAURANT, NEAR THE PRE-GRID	13:15*	3rd Qualifying Heat (PART 2 - Buggy 1600, SuperBuggy)
09:25*	Warm-up	14:30*	2nd Steward's meeting (Or 10 minutes after the last race)
11:00*	1st Qualifying practice	15:00	Semi-Finals and Finals (Podium after each Final)
14:10*	2nd Qualifying practice	18:20*	3rd Steward's meeting (Or immediately after the last final)
16:30	SIMULATION OF THE START PROCEDURE	19:00*	OFFICIAL PRIZE GIVING AT THE RESTAURANT
17:00*	1st Qualifying Heat		

* Change times, subject to approval by Stewards.

6. EVENT SCHEDULE

The event schedule is published on Friday, 15 September 2023, via Sportity.

7. MEETINGS

16.09.	08:45	DRIVERS` BRIEFING	Location – see Appendix 2 – Location of the meetings.	Mandatory for each Driver. Absence of the Drivers` briefing – fine 250 EUR (Art. 14.2.19 of the SportReg).
16.09.	16:30	START/FALSE START SIMULATION	It will take place on the Grid (drivers Only).	
17.09.	12:30	DRIVERS PRESENTATION	It will take place on the track. It is essential to follow the instructions of the marshals.	
17.09.	19:00	OFFICIAL PRIZE GIVING	Official Prize Giving at the restaurant (location see Appendix 2)	

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

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



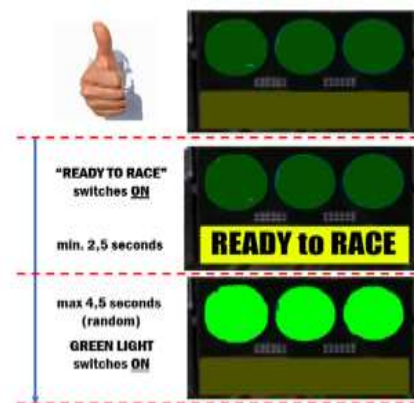
9.2. **UNDERSTANDING TO BE ON TIME:**

- 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 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.



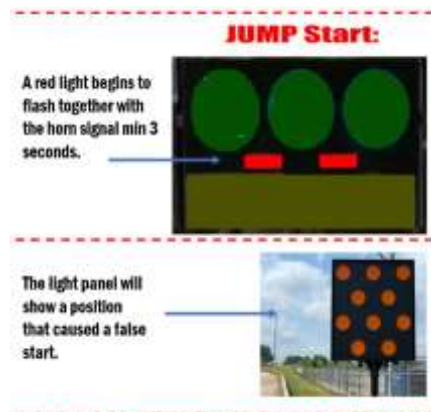
10. START LIGHT PANEL / STARTING PROCEDURE

- 10.1. When the track is clear and the grid is positioned, drivers are at the starter's disposal.
- 10.2. The start-line marshal 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 "STICK" 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:

- 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.

12.2. Stopping on 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 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 should drive out of the track.
- 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.

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



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

- 12.3. During the race, if the driver, for whatever reason, 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 rejoin in that 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, stay in your car! Do not attempt to leave it on your own. Wait for the doctor's arrival and, if necessary, the extrication team. We will take care of you.

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.

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.



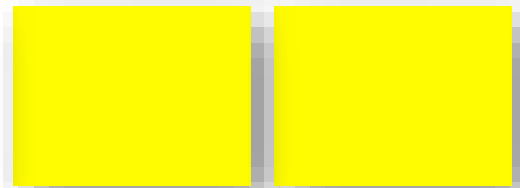
13.3. YELLOW FLAG – SINGLE WAVED:

- 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 first yellow flag and **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 first yellow flag and **the** last obstacle.



13.5. YELLOW LIGHT PANELS

13.6. All Marshal's Posts (MP) will have light panels, signalling flashing red, blue, white, and yellow lights (**one yellow – slow flashing, two yellow – fast flashing**). The light panels will have the same meaning as flag signals, working together or without flag signals. **Between MP3 and MP4, there will be an extra light panel that will be controlled from MP4 (Location See Appendix 5).**



13.7. DIRECTION SIGNS

- Follow the marshal's signals and signs (change racing line) used together with yellow flags.



13.8. BLUE FLAG

- **During practice:**

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

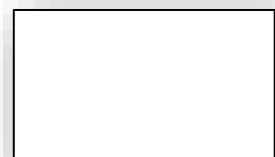
- **During the race:**

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.



13.9. 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.



13.10. 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



15. CODE OF DRIVING CONDUCT / REMAINDER:

- 15.1. Closing gap/closing gap significantly and causing a collision hard side by side or back.
- 15.2. 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.
- 15.3. 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)
- 15.4. The driver is responsible for ensuring that the manoeuvre is carried out safely at any time.
- 15.5. 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)
- 15.6. 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)
- 15.7. 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)



16. WAITING AREA AND PRE-GRID:

- 16.1. Location See Appendix 3.
- 16.2. Please inform the Competitors Liaison Officer when participation is not possible anymore.
- 16.3. It is strictly forbidden for Drivers Park cars / to close/block the emergency roads in the paddock and exit roads.
- 16.4. 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.

17. AREA WHERE ASSISTANCE IS PERMITTED AFTER RED FLAG

- 17.1. After each red flag, the drivers drive out from the circuit (using the normal exit) and go to the paddock place, where any necessary repairs and refuelling can be made. **Except in qualifying practice, the restart will be given immediately.**
- 17.2. The maximum time will be given **10 (7 + 3 extra)** minutes, taken from when the last car (also the last evacuated car) from that particular start has passed the exit from the circuit (see Appendix 3, picture 8) and at the time published on the Official Messaging System and Sportity, must come back to the Pre-Grid.
- 17.3. Within the given time, the drivers must enter the pre-grid without stopping for the tire check and remain there until further marshal's instructions. The judge of fact nominated in the Supplementary regulations will control the entry time.
- 17.4. For those who have not entered the Pre-Grid until the end of the nominated minute, the restart will be denied.
- 17.5. All entered cars will undergo a repeated tire check in the Pre-Grid.

Reminder:

- 17.6. **The paddock's movement speed should not exceed 20 km/h.**
 - 17.7. **Aggressive driving, speeding, wheel spins and/or 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).**
 - 17.8. **In case of a breach of these instructions (mentioned above), the restart will be refused according to Art 11.3.2. of the SportReg.**
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18. TYRE CLEANING:

- 18.1. Location See Appendix 4.
 - 18.2. Tyre cleaning with wheel spins before the race is allowed only once before the Grid particular area marked between the lines.
 - 18.3. Doing any wheel spins outside the circuit, paddock, pre-grid, and grid going (outside the marked place) to the start position is strongly prohibited.
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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 / PROVISIONAL PRIZE GIVING AFTER THE FINALS / OFFICIAL PRIZE GIVING:

- 20.1. After each final, the three top drivers must follow marshals' signals to park cars near the provisional awarding place (location see Appendix 2).
 - 20.2. After the provisional prize giving, 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 of a minimum of 5kg is available within his own team's area inside the paddock.

(Art. 12.3.1 of the SportRegs)



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

(Art. 12.3.2 of the SportRegs)



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 respect the organiser.



23. WARM-UP TYRES

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

SuperBuggy & Buggy1600 only

(Art. 10.3 of the SportRegs)



Cross Car Academy Trophy only

(Art. 10.4 of the SportRegs)





24. MANDATORY BRANDING GUIDELINES / REMINDER

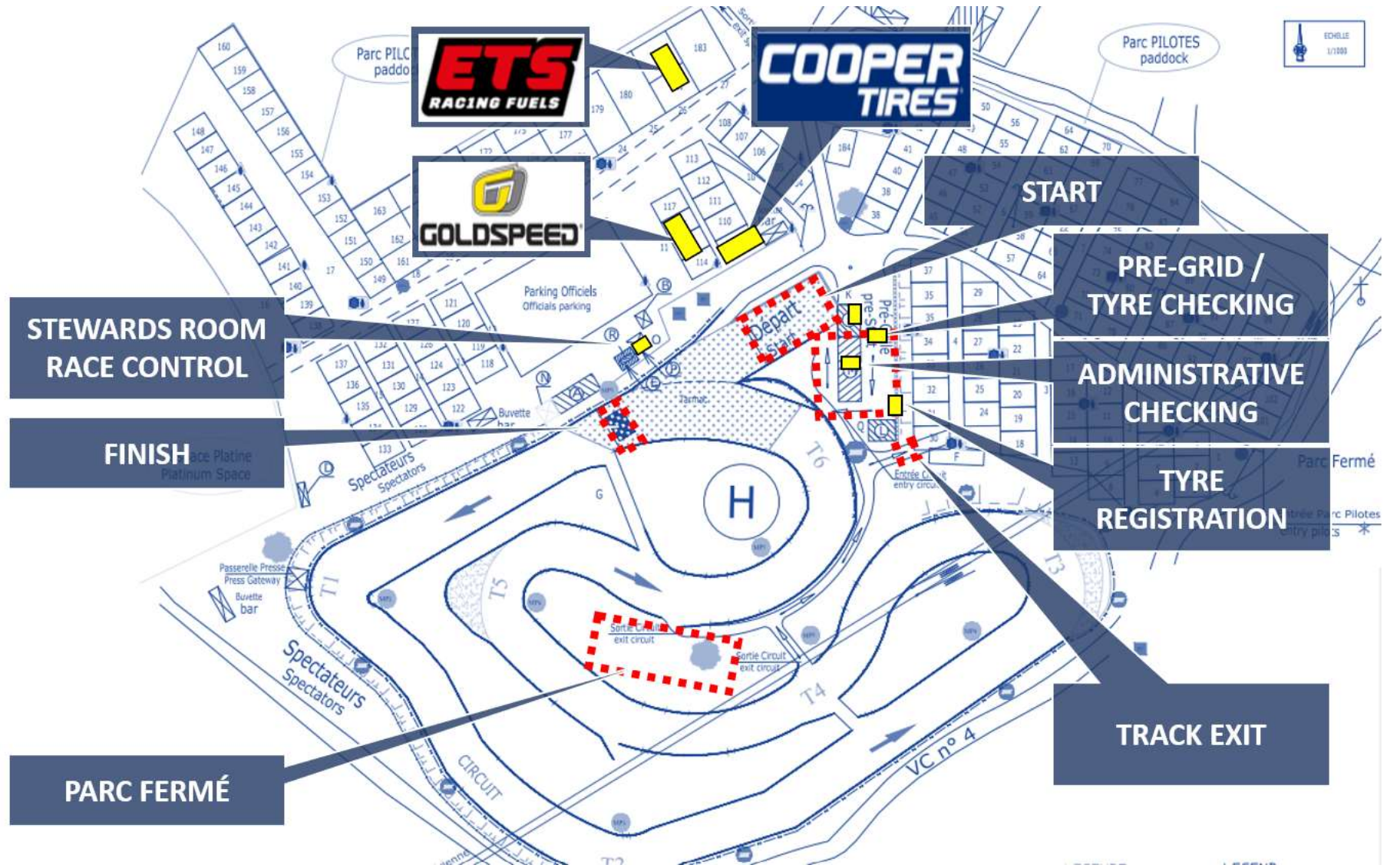
25. SuperBuggy and Buggy 1600:

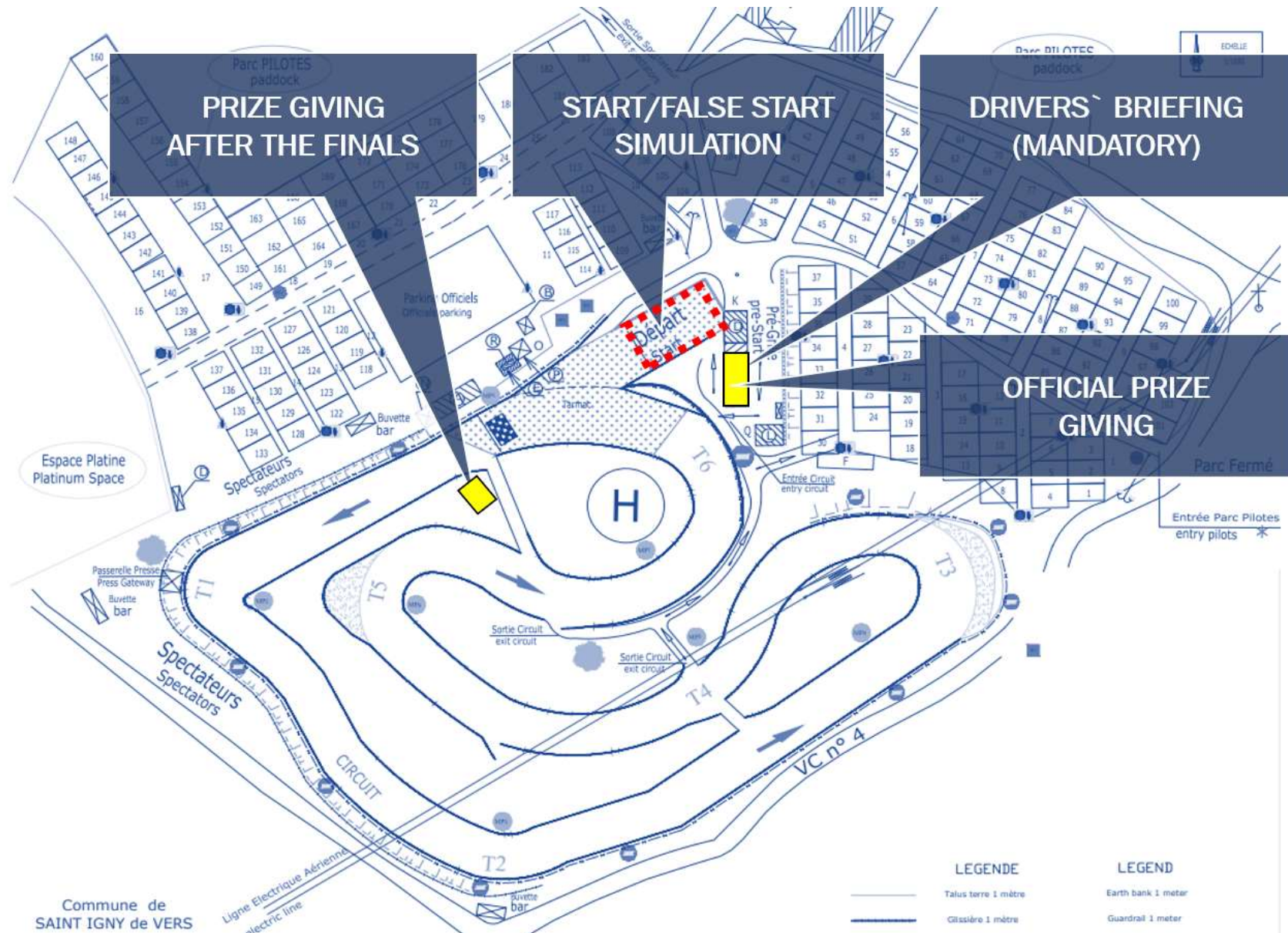
FIA and COOPER TIRES Logos (stickers) will be available in the paddock at COOPER Tires



<p>REMEMBER THOSE SPORTS FUNDAMENTAL PRINCIPLES:</p> <ul style="list-style-type: none"> - SAFETY - HONESTY - EQUITY <p>WE WISH YOU ALL A GOOD AND FAIR RACE!</p>	<p>Mr Gunars KOSOJS (LVA) FIA Race Director</p> <p>Mob.: +371 26 42 00 43 Email: gunars.kosojs@gmail.com</p>	<p>Mr Philippe AGOSTINIS (FRA) Clerk of the Course</p> <p>Mob. +33 6 14 27 79 19 Email: agostinis63@gmail.com</p>
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Appendix 1 – Circuit map with most important objects





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

The image is a composite of a track layout map and eight numbered photographs illustrating key areas and safety rules:

- 1. WAITING AREA:** Shows a paved area with yellow markings and a '20 km/h' speed limit sign.
- 2. PRE-GRID:** Shows the start of the pre-grid area with a '20 km/h' sign and a 'No tools' sign. Text: 'THE PRE-GRID STARTS FROM THE TIRE CHECK TEST'.
- 3. TO THE GRID / TRACK ENTRANCE:** Shows the entrance to the track with a 'No tools' sign and a 'No mobile phones' sign.
- 4. WAY TO THE GRID:** Shows the approach to the grid with a '20 km/h' sign and a 'No tools' sign. Text: 'THE PRE-GRID ENDS AFTER CHECKING THE LINE, AND HELPING ARE NOT ALLOWED'.
- 5. TRACK EXIT:** Shows the exit from the track with a 'STOP' sign and a 'No mobile phones' sign. Text: 'IF A STOP IS REQUIRED TO exit the area, it will be indicated by a sign. Speed limit: 20 km/h. No mobile phone use is permitted.' and 'ATTENTION! UNDER PARC FERME RULES'.
- 6. CROSSING TRACK:** Shows a crossing point with a '20 km/h' sign and a 'No tools' sign. Text: 'IF A STOP IS REQUIRED to exit the area, it will be indicated by a sign. Speed limit: 20 km/h. No mobile phone use is permitted.' and 'ATTENTION! UNDER PARC FERME RULES'.
- 7. SORTING/REPAIR COLLECTION POINT:** Shows a collection point with a 'No tools' sign and a 'No mobile phones' sign. Text: 'ATTENTION! PARC FERME RULES EXTERNAL ASSISTANCE IS NOT PERMITTED'.
- 8. WAY TO THE GRID:** Shows the approach to the grid with a '20 km/h' sign and a 'No tools' sign. Text: 'IF A STOP IS REQUIRED to exit the area, it will be indicated by a sign. Speed limit: 20 km/h. No mobile phone use is permitted.' and 'ATTENTION! UNDER PARC FERME RULES'.

Tyre 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.

TO THE GRID



TYRE
CLEANING
AREA

ONLY ONCE AND IN THIS MARKED PLACE

ALL MARSHAL'S POSTS (MP)

will have light panels, signalling flashing red, blue, white, and yellow lights (one yellow – slow flashing, two yellow – fast flashing).

The light panels will have the same meaning as flag signals, working together or without flag signals. Between MP3 and MP4, there will be an extra light panel that will be controlled from MP4

