

**From** Clerk of the Course  
**To** All Competitors

**Document** 1  
**Date** 09 April 2025  
**Time** 20:00

**Title** CoC Event Notes v1  
**Description** Event Notes v1

## 1. TRACK INFORMATION

- Track name: Nyirád
- Length: 1040 meters
- Width of start: 14,5 m
- Maximum width: 15,0 m
- Minimum width: 12,0 m
- Direction: clockwise
- Location: Nyirád, Nyirád Racing Center

## 2. LOCATIONS / MAPS / ATTACHMENTS:

- Appendix 1 – Circuit map with most important objects

## 3. COMMUNICATION – ONLINE NOTICE BOARD (ONB)

- The Official Notice Board will be the ONLINE NOTICE BOARD (ONB): Sportity
- There will be published:
  - SUPPLEMENTARY REGULATIONS
  - BULLETINS
  - DECISIONS BY THE COC AND STEWARDS
  - EVENT SCHEDULE
  - ALL OTHER INFORMATION REGARDING THE PARTICULAR EVENT
- **OFFICIAL MESSAGING SYSTEM & START ORDERS AND RESULTS:** [www.chronomoto.com](http://www.chronomoto.com)



## 4. PROGRAMME - AMENDED

Saturday, 12 April 2025	Sunday, 13 April 2025
<b>08:00</b> 09:30 Warm Up (2 laps)	<b>08:00</b> 2 <sup>nd</sup> Qualifying Heats
<b>09:30</b> 10:17 Qualifying Practice 1 <sup>st</sup>	<b>10:30</b> 10:00 3 <sup>rd</sup> Qualifying Heats
<b>12:35</b> 12:00 Qualifying Practice 2 <sup>nd</sup>	<b>13:30</b> 13:00 Semi-finals (6 laps), Finals (7 laps)
<b>15:15</b> 14:05 1 <sup>st</sup> Qualifying Heats	<b>16:30</b> Prize giving ceremony

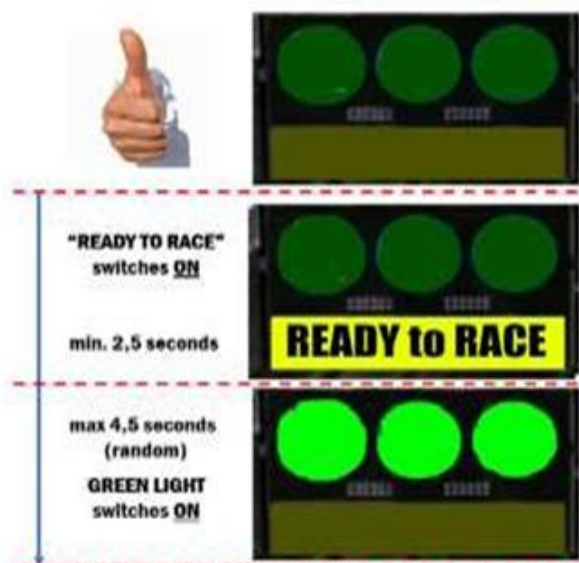
## 5. ORDER OF STARTING GROUPS / LAPS / RE-RUN

ORDER OF STARTING GROUPS:	LAPS:	RE-RUN IF THE RACE IS STOPPED:
Division2	Warm-up - 2 laps, once only	No Re-run
Touring AX -1600	Qualifying practice - 4 laps	Re Run*
Touring AX	Heats - 5 laps	Always re-run (all laps)
KartCross	Semi-Finals - 6 laps	No re-run after 4 laps
Cross Car	Finals - 7 laps	No re-run after 5 laps
JuniorBuggy		
Buggy1600		
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)

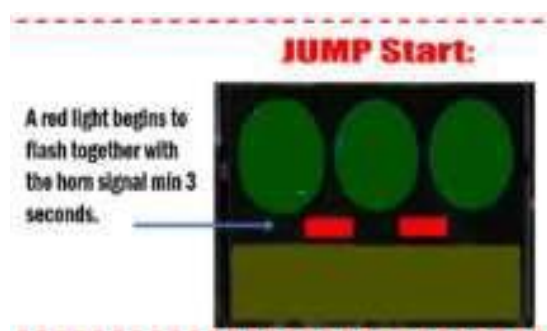
## 6. START LIGHT PANEL / STARTING PROCEDURE

1. When the track is clear and the grid is positioned, drivers are at the starter's disposal.
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.
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.
4. After that, "READY TO RACE" switches OFF, immediately, the start will be given with a GREEN LIGHT switch ON.



## 7. START LIGHT PANEL / FALSE START

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



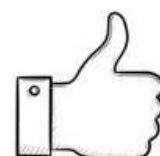
## 8. SAFETY FIRST / REMAINDERS

### 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.

### 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.

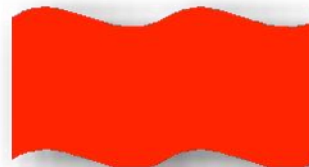


If the hand gesture "OK" sign is missing, the race can be stopped, and the rescue procedure under the red flag.

## 9. 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 prohibited between the yellow flag and the obstacle 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 prohibited between the yellow flag and the obstacle and has not entirely passed the last obstacle.
- DIRECTION SIGNS  
Marshals can show signs with recommended directions on how to pass obstacles safely. It will be used together with yellow flags.
- 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/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.



## 10. CODE OF DRIVING CONDUCT (REMAINDER):

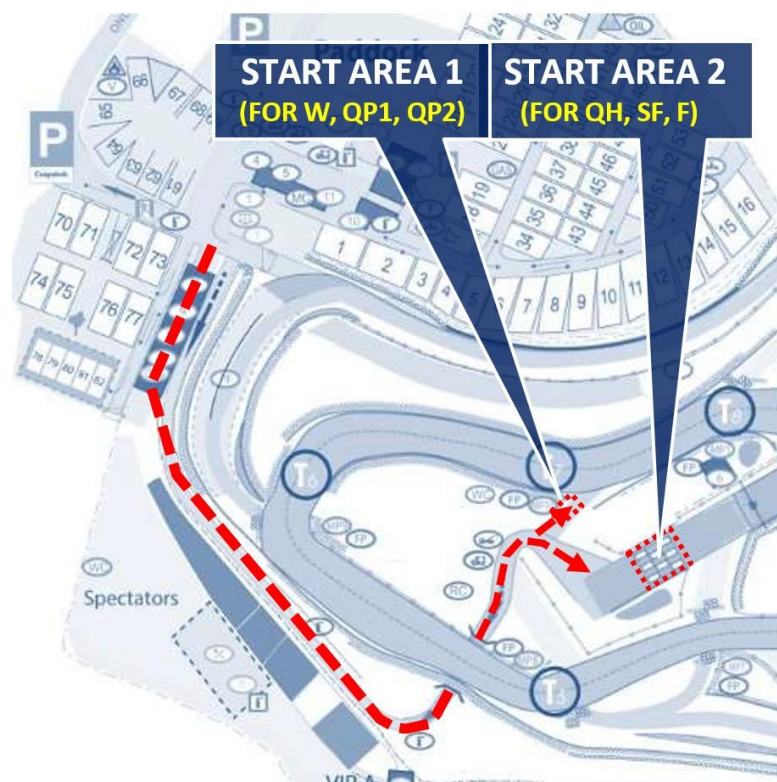
- Closing gap/closing gap significantly and causing a collision hard side by side or back.
- Not respecting other's racing lines and causing a collision or forcing off the racing line or off the track or forcing into a wall.
- It is strictly forbidden for Drivers to drive their car in a direction opposite that of the race.  
(Art. 12.1.5 of the SportReg)
- The 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.



## 11. STARTING AREAS

START AREA 1 – for Warm Up and Qualifying Practice 1 & 2

START AREA 2 – for Qualifying Heats, Semi Finals and Finals

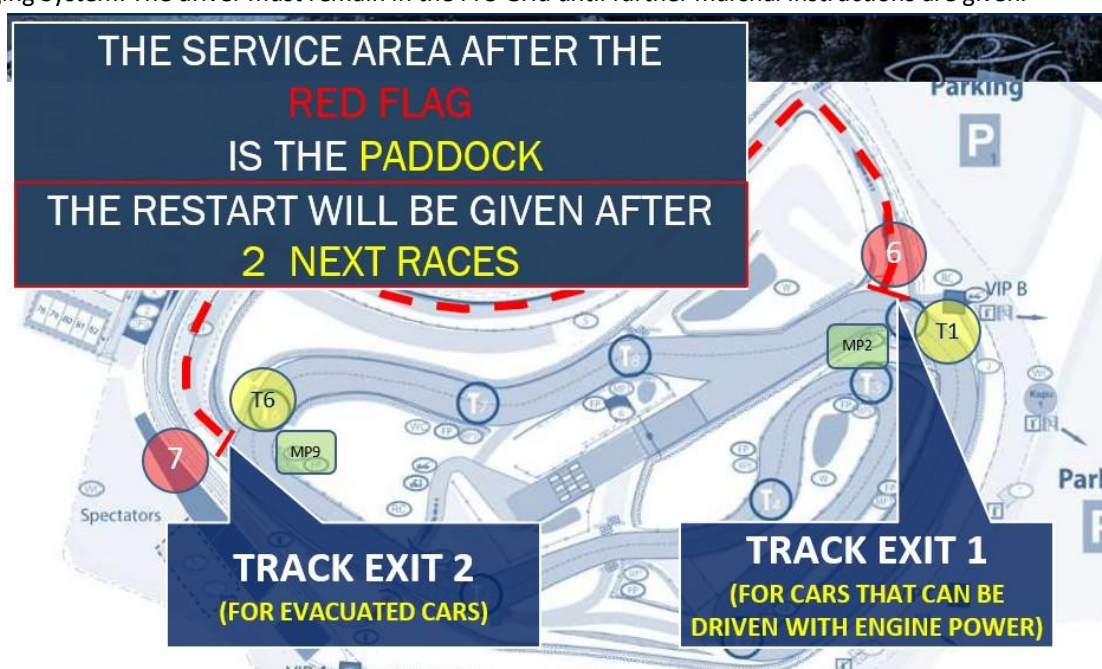


## 12. IN CASE OF RED FLAG

In case of RED FLAG, ALL CARS SHALL IMMEDIATELY REDUCE SPEED or STOP AND FOLLOW MARSHAL'S SIGNALS, BE PREPARED TO PROCEED SLOWLY BACK TO START GRID during the QUALIFYING PRACTICE or TO THE PADDOCK during the QUALIFYING HEATS, SEMI FINALS and FINALS, UNDER PARC FERMÉ CONDITIONS.

If it necessary the drivers will be invited to leave the circuit and enter the paddock where any necessary repairs and refueling can be carried out.

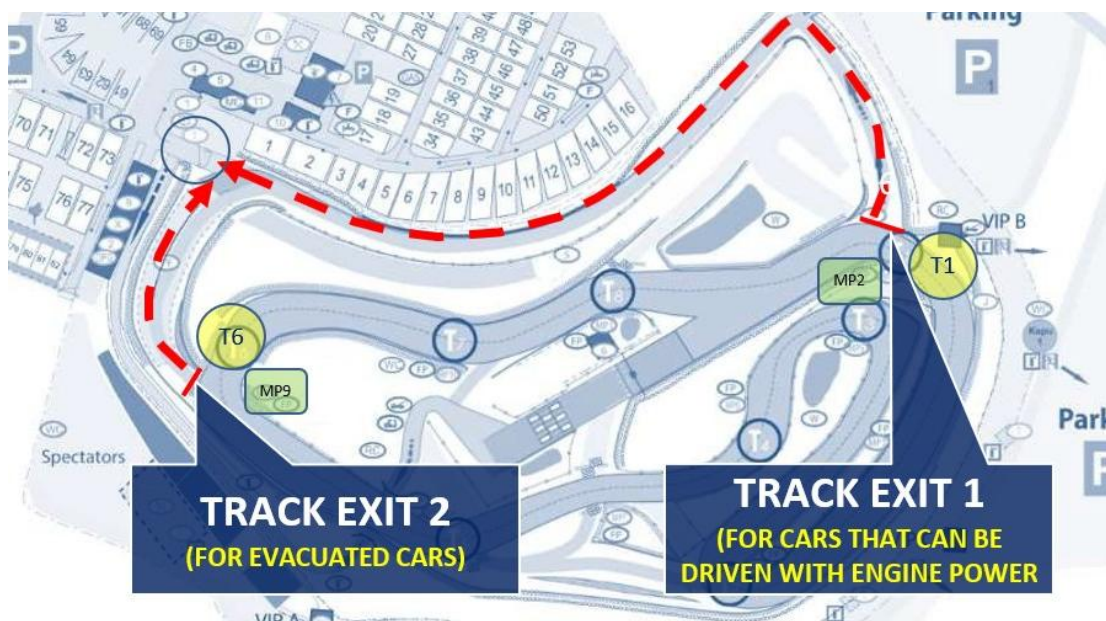
The restart after the RED FLAG will be given 2 next races and the time of the restart will be published on the Official Messaging System. The driver must remain in the Pre-Grid until further marshal instructions are given.



### 13. EXIT OF THE TRACK

**TRACK EXIT 1** - After the checkered flag, exit of track there is in front of T1 for the cars that can be driven with engine power.

**TRACK EXIT 2** - For Evacuated cars is at T6



### 14. (REMINDER):

- The paddock's speed limit is 20 km/h.
- 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).
- If the above-mentioned instructions are breached, the Clerk of the Course will refuse the restart according to Art 11.3.2 of SportReg.

### 15. TYRE CLEANING:

- TYRE CLEANING WITH WHEEL SPINS BEFORE THE RACE IS NOT ALLOWED.
- It is strongly prohibited to do any wheel spins outside of the circuit, paddock, pre-grid, and grid going (outside of designated area) to the start position.





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

- In warm-up and qualifying practice after crossing the finish line, after turn 1 (passing MP2), the car can be stopped on the right racing line, as close as possible to the edge, only for a short time (not exceeding 10 seconds) and do one start simulation.
- The left racing line should always be free, and in case of an incident, the priority is for those of the left racing line.

#### 17. PARC FERME

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

#### 18. PADDOCK / REMAINDER:

- 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 SportReg)



- 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 SportReg)




**Gergely Éri**

Clerc of the Course