



НАПКООК

НАПКООК

# MAZDA MX-5 CUP Zolder Supercar Madness

# Welcome



**Race Director/**

Jaap Molmans

**Clerck of the course Team:**

Max Braams

Bobbe Veldkamp

Annemieke Veldkamp

Wilbert Vos

**Stewards:**

Gerard du Pre / Yvette van Eck

Joost Demeestere / Amber Pauwels (trainee)

**Secretary of the meeting**

Christine van Dongen

**Team Relations:**

Eric de Jongh

**Promotor:**

Renata Aartsen

Dick van Elk



# Official Notice Board



## Sportity

For direct event information please download the Sportity app and insert this password:

**Mazda2023**  
**VRM2023**

**Time schedule V10**



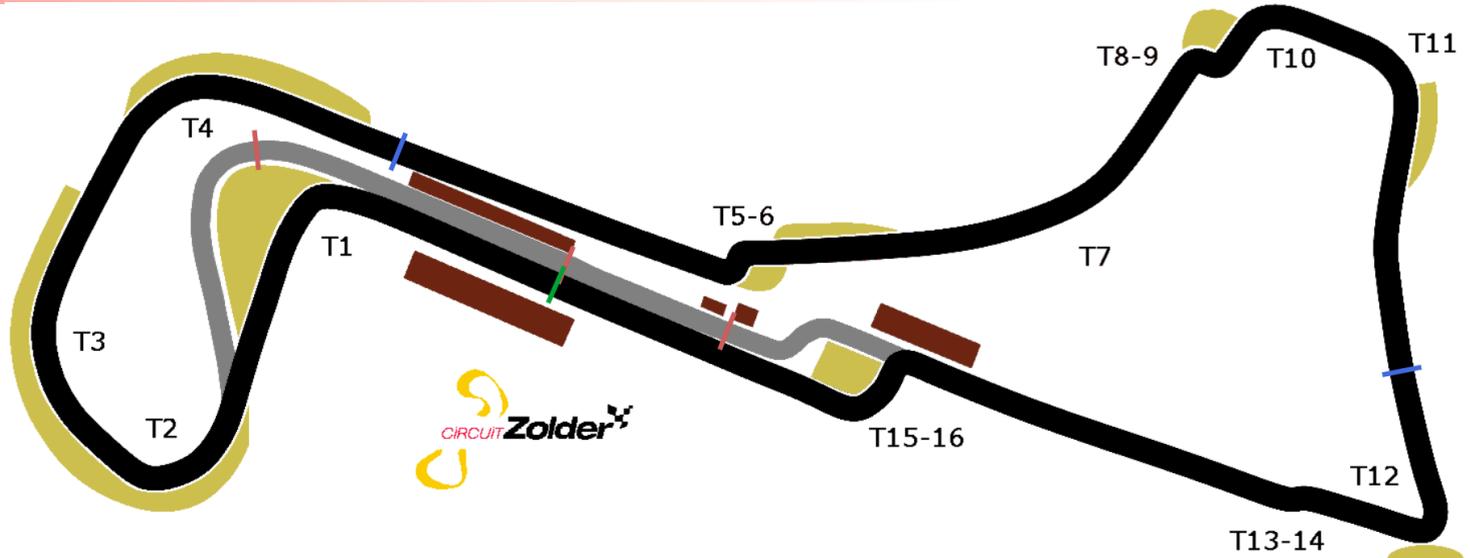
Available on the  
App Store



Get it on  
Google play



# The Circuit



## Circuit Zolder

- Length: **4.000** meter
- Direction: **Clockwise**
- Start: **Standing start**
- Pole Position: **Left Side**
- Pit Exit: **Exit of Turn 1, track right**
- Penalty Area: **Underneath Podium,**
- Pitlane Speed: **60 KM/H**



# MOTOR SILENCE



## No engine running

### SATURDAY

BETWEEN 12.00H-13.00H

AFTER 18.00H

### SUNDAY

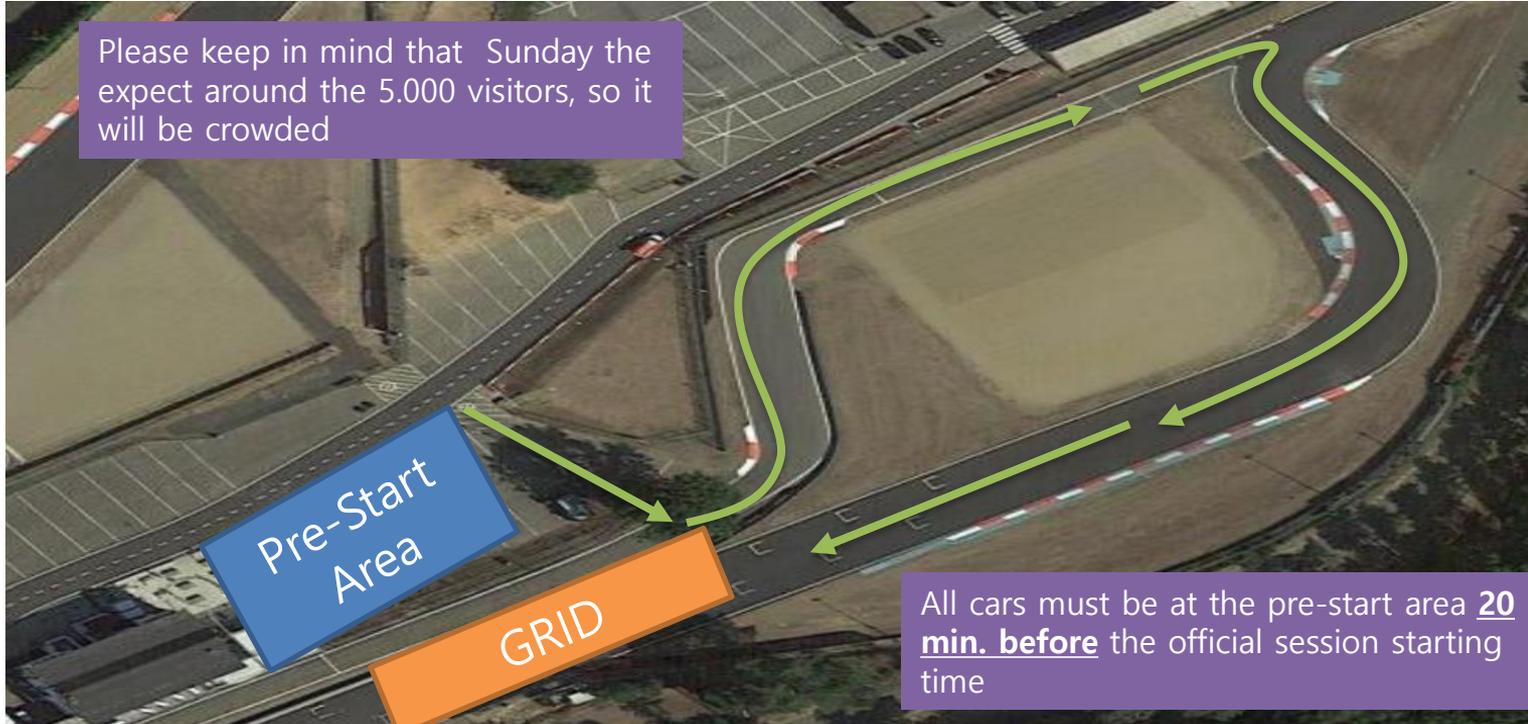
BEFORE 10.00H



# Logistics (Training)



# Logistics (RACE)



Please keep in mind that Sunday we expect around the 5.000 visitors, so it will be crowded

Pre-Start Area

GRID

All cars must be at the pre-start area 20 min. before the official session starting time



# Off Track after session



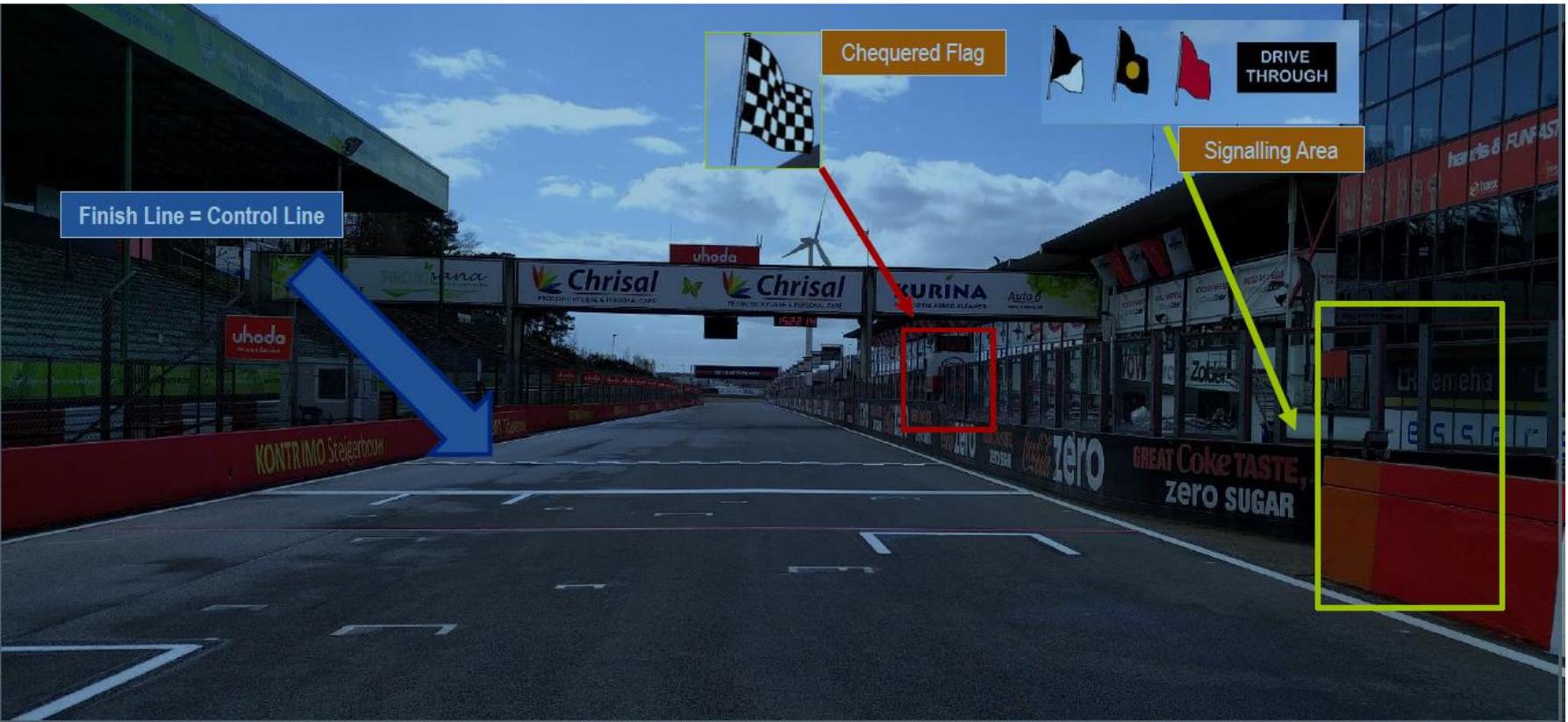
- After the chequered flag → Full cooldown lap
- Qualification and races → go to Parc Ferme
- First 3 cars stop under the podium and must immediately be driven by a team member to Parc Ferme



# Pitlane and Points of Interest



# Finish Control Line | Signalling Area



# White Line Pit Lane Exit



Niet aanraken!



# Penalty Box



- Technical Flag (Meatball)



- Black Flag



~~- Warning Flag~~

# Basics – Starting Procedure



- Know your grid position
- No tyre trolleys on the grid
- Wait for the warm-up lap to start (green flag & green lights in gantry)
- 5 seconds signal – All Red lights on – All Red lights out = start race



# Start delayed



- In the occasion of problems on the grid or during the formation lap, the Race Director may decide **not** to start the race.

**The start will be aborted.**

- In this case, the red lights on the starting gantry remains red and orange lights will flash.
- The sign **Start Delayed** will be displayed
- A new formation lap will follow, when the **green lights** on the gantry have been activated (race time starts)

# Safety – Stopping on Track



- An orange armco means an opening in the guardrail.
- It's a safe place to park your car after a technical defect

# Flag Signals – Yellow Flag



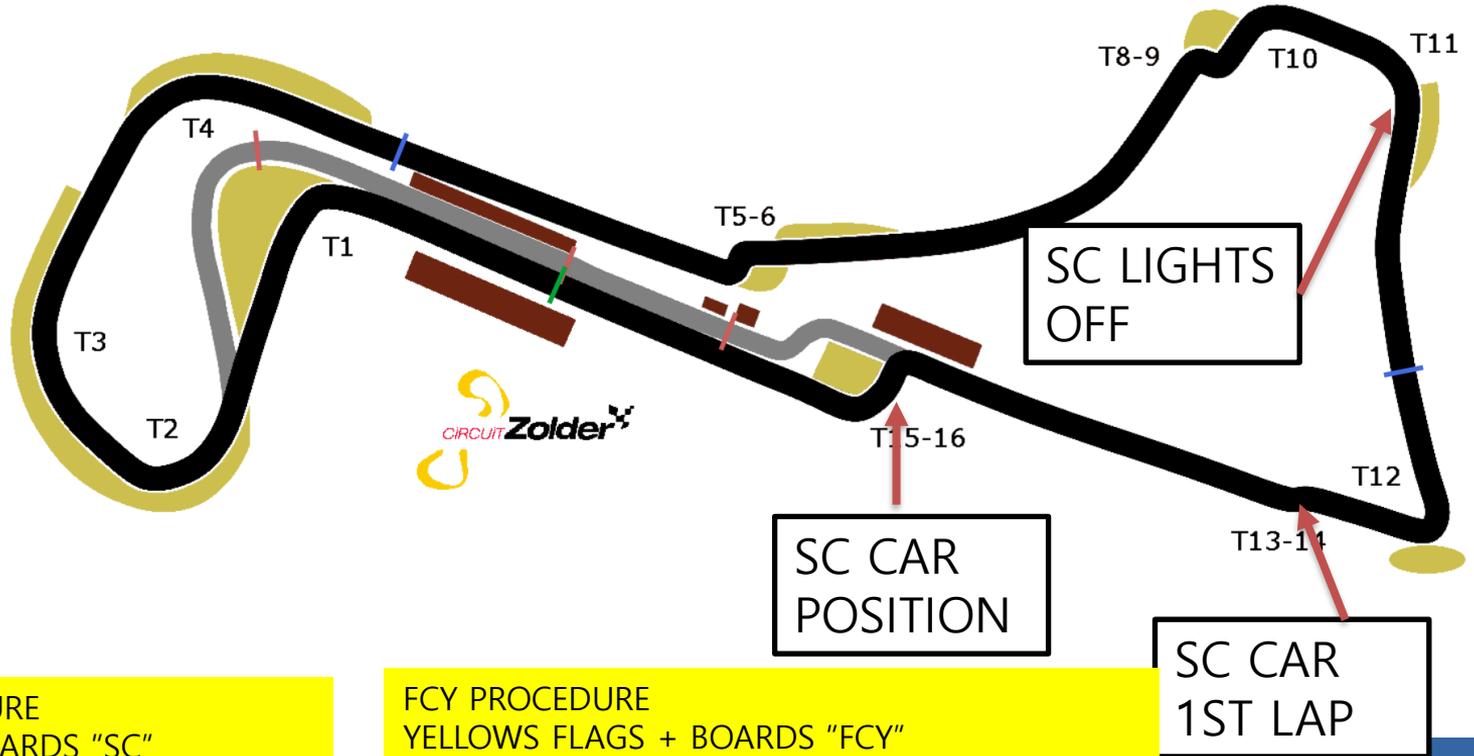
- Reduce your speed!
- Double waved yellows: be prepared to change line or to stop
- No overtaking till you past the green flag
- Signal of Danger

# FCY



- Release the throttle to 80 KpH
- Don't brake on a straight
- No Overtaking
- Watch out for interventions vehicles on track
- Full Track green: Start racing immediately

# Safety car + FCY



SAFETY CAR PROCEDURE  
YELLOWS FLAGS + BOARDS "SC"  
NO OVERTAKING  
WATCH OUT FOR INTERVENTION VEHICLES

FCY PROCEDURE  
YELLOWS FLAGS + BOARDS "FCY"  
NO OVERTAKING + 80 KPH  
WATCH OUT FOR INTERVENTION VEHICLES



# Safety car ending



NO OVERTAKING UNTILL THE CONTROL LINE WITH GREEN FLAG



# Flag Signals – Red Flag



- Reduce Speed. Be Prepared to Stop!
- Session is Suspended
- Follow Marshall's Instructions

## Free Practice & Qualifying

All cars into pitlane

## Race

All cars in 1 line before the finish line

# Track Limits T5/T6



# Track Limits T8/T9



During the qualifying the driver who causes a FCY to place back the cone, will loss his/her best lapttime at the end of the session + the lapttime set during hitting the cone

# Track Limits T15/T16





## Good to know

Sign in by Renata when you don't have your blue bracelet yet

Grid race 1 = Result of qualification with the top 10 reversed

Grid race 2 = Result of qualification

WET Race = Rain tyres are permitted, not mandatory. Rain lights turn on

Stay Hydrated

Sunday other Chequered flag next to the black and white version



# Driving Conduct



## *Examples*

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

# Driving Conduct



*Penalties will be applied based on a fixed penalty list*

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

**Penalty can come with extra point(s) on your licence:**

- |           |   |
|-----------|---|
| 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           |



# Review Spa Euroraces



- Behaviour in & out the car
- Board Last Lap

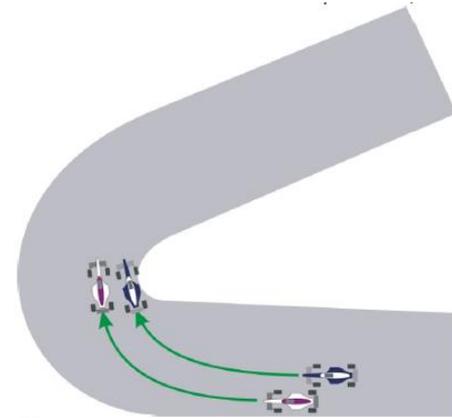
# Driving Conduct



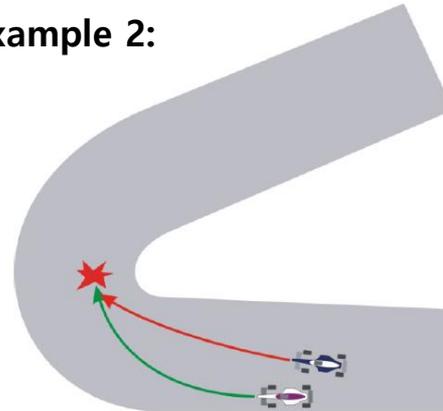
## A penalty may be applied if (causing a collision)

- 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)

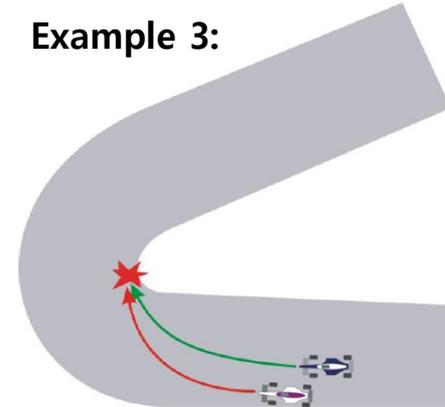
**Example 1:**



**Example 2:**



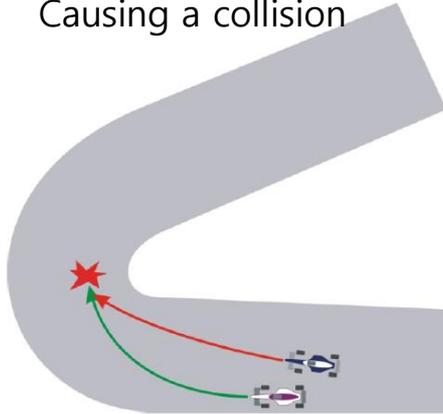
**Example 3:**



# INCIDENTS – OVERTAKING ON THE INSIDE AT THE ENTRY OF A TURN



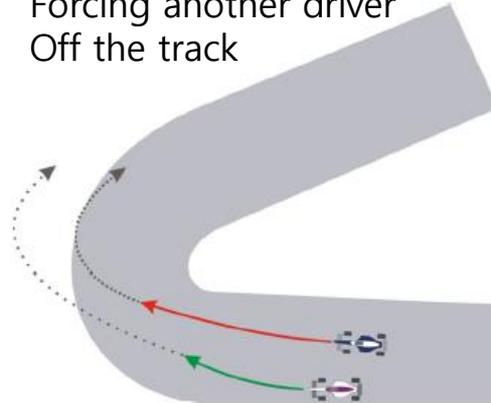
## Example 2: Causing a collision



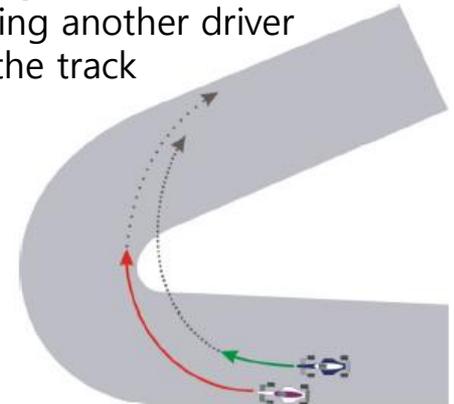
## A penalty may be applied if (Forcing another driver off the track)

- (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 4: Forcing another driver Off the track



## Example 5: Forcing another driver Off the track





QUESTIONS?