

MAZDA MX-5 CUP

Welcome





Race Director Team: Jaap Molmans

Bobbe Veldkamp / Kees Koning Max Braams/ Annemieke Veldkamp

Stewards: Gerard du Pre / Carel ten Horn

Aart de Wilde

Secretary of the meeting Ria Waterreus

Team Relations: Eric de Jongh

Promotor: Renata Aartsen

Dick van Elk



Digital Notice Board









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

Mazda2022 VRM2022

Time schedule V10











Review Jack's Racing Days







The Circuit



Circuit Zandvoort

- Length: **4.259** meter

Direction: Clockwise

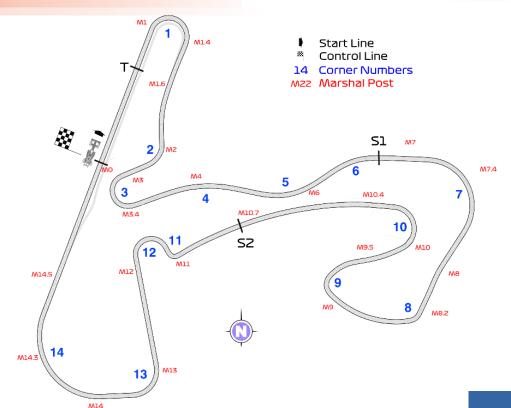
- Start: **Standing start**

Pole Position: Left Side

Practice starts: Pit-Exit

- Penalty Area: **Underneath Podium**,

- Pitlane Speed: 60 KM/H



Logistics Training





- Pre-Assembly Area is at North Gate for cars who are located in Paddock 1 and 2.
- Free Practice and Qualifying will be started from the pitlane or the North Gate.
- At the end of Free Practice, all cars will leave the track using the Pit Lane Entry. Cars who have their Team on the paddock (1 or 2) can leave the pitlane using the North Gate at the Pit Lane Exit

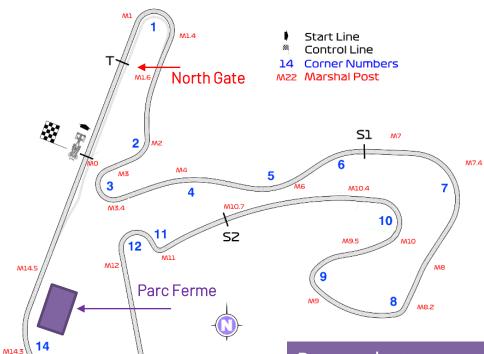
At the **end** of **Qualifying**, **all cars** will leave the track using **MP13** at T13 and head directly to **Parc Ferme**.

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



Logistics Races





- Pre-Assembly Area is at North Gate for cars who are located in Paddock 1 and 2.
- Cars will put in order on the GRID
- At the end of Race, all cars, expected the top 3 overall cars will leave the track using MP13 at T13 and head directly to Parc Ferme.
- Top 3 cars head into pitlane and will be drive by team to Parc Ferme

Be ready to go on track **20 min. before** the official session starting time



Weather





Zaterdag 1 okt	***	12°/ 17°	16,6 mm	(5)-	4	~
Zondag 2 okt	4	12°/ 17°	8,5 mm	(5)-	5	~

- As the track is declared WET Track → Rain light is mandatory
- On Track poncho ect. are NOT allowed over your racesuit.
- If neceassury we can decide to start behind Safteycar
 - At 3 minute signal Saftey car will stay on position and turn on his lights
 - No formation laps at least 2 laps behind saftey car



Run off T1









Run off T8











Run off T11







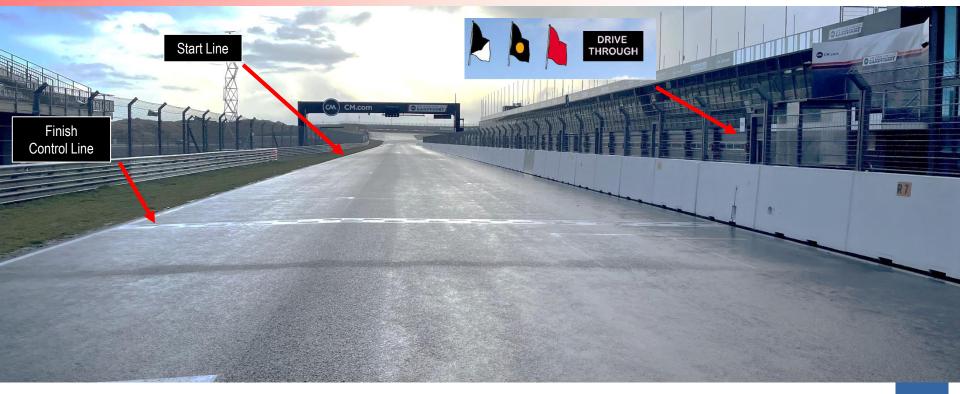
Asfalt run off area



Finish Control Line | Signalling Area









Pit in:





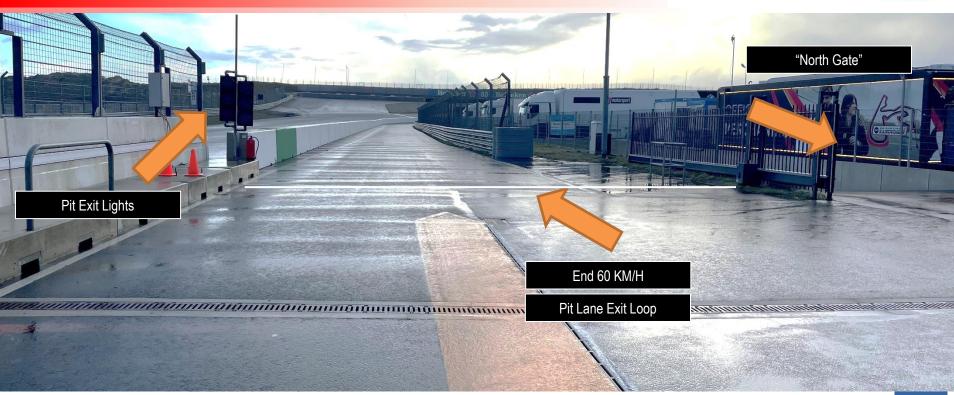




Pit out





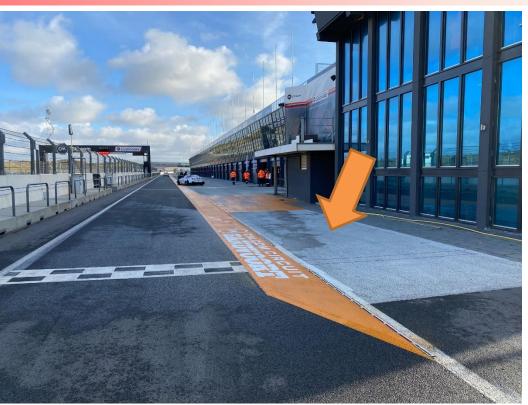




Penalty Box







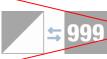








Black Flag



₩arning Flag



White Line Pit Exit







Basics – Starting Procedure





- Know your grid position
- At three minutes safety car will leave the grid or ignite his lamps
- Wait for the warm-up lap to start (green flag & green lights in gantry)
- Grand prix start

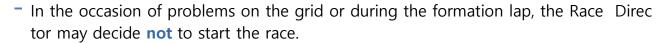




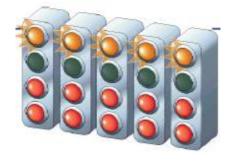
Start delayed







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. NO START OF THE RACE



DIGIFLAGS







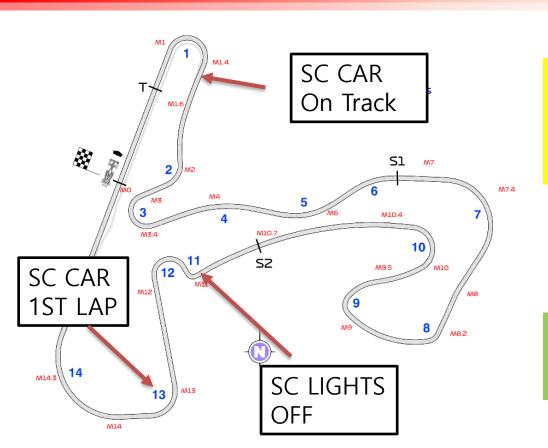
Flags and Digiflags have the same meaning

In case of contradicting flags: the saftey flags go first



Safety car





SAFTEY CAR PROCEDURE
YELLOWS FLAGS + BOARDS "SC"
NO OVERTAKING
WATCH OUT FOR INTERVENTION VEHICLES
RESTART FROM THE CONTROL LINE
OVERTAKING AFTER THE CONTROL LINE

SAFTEY CAR ENDING

RESTART FROM THE CONTROL LINE

1 single waved green flag

OVERTAKING ALLOWED AFTER THE CONTROL LINE



FCY





Full Course Yellow FCY







yellow flags are shown – reduce the speed and be prepared to change direction.

Slow down to 80 km/h Overtaking is forbidden



Flag Signals – Red Flag







Free Practice & Qualifying All cars into pitlane

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

Race

All cars in 1 line before the redflag line



Track Limits T3





Tracklimits!

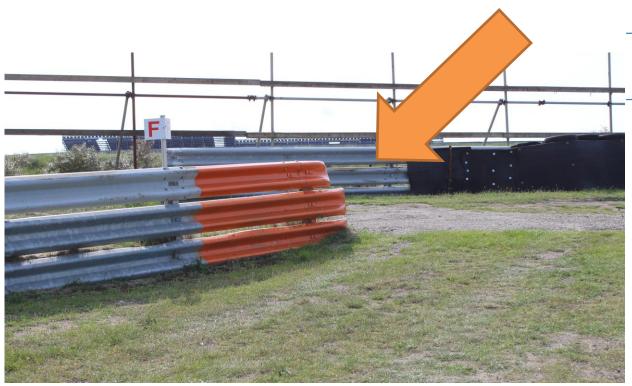




Safety – Stopping on Track







 An orange armco means an opening in the guardrail.

It's a safe place to park your car after a technical defect



Driving Conduct

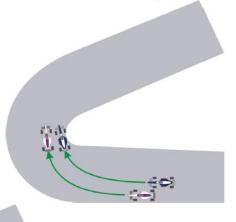




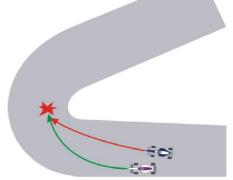
A penalty may be applied if (causing a collision)

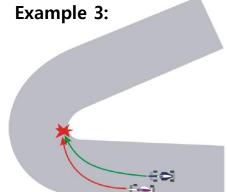
- The inside car overshoots the corner and crashes in the outside car (goes too fast and causes a collision) (example 2)
- The outside car does not leave space for the inside car. The Outside Car must leave at least one car width space inside, allowing the attempt to pass
- (example 3)











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



