

# ONTARIO PRO CHALLENGE 2010 PROCEDURES

## 1. EVENT DAY TESTING

Track rentals on day of race are not allowed.

## 2. DRIVER SIGN IN

All drivers are required to sign in at the Pro Challenge official's table as soon as they arrive at the track.

## 3. LINEUP PROCEDURE

a.) Heats are established by an inversion of average points.

A field of twenty or less will divide in two. If uneven, the odd car is placed in the first heat. Heat one comprises the lowest averages in descending order followed by heat two consisting the highest averages also in descending order. Rookies are positioned tail in heat two in order of their own pill draw until averages are established. (For lineup procedures Rookie is defined as a competitor who has not competed in three events.) American competitors and series invited guests will be positioned in heat two ahead of rookies who have not cleared prerequisite races.

A field of twenty-one or more will process the same as above with the exception of dividing in three with the remaining odd car placed in heat two. American competitors and series invited guest will be positioned in the final heat ahead of rookies who have not competed in three events.

Feature lineup is determined by finishing order of respective heats. The top six from heat one will set pole through sixth, top six from heat two run seventh through twelfth followed in sequential order by remaining cars of heat one and two. Rookies positioned tail in heat finishing order. Given a third heat, the top six from heat three will place thirteen through eighteen followed by the remaining cars of heat one, two and three. Rookies positioned tail in heat finishing order.

b.) All restarts after the completion of one lap are as follows:

Heats: full double file restart

Feature: single file one through three with the remainder of the field doubling up.

c.) If any driver elects to start scratch the driver will go to the back with the rest of the field moving up one position. This also applies if a driver fails to enter the track

#### 4. POINTS

- a.) Show Up Points: Should a driver show with their car prepared for competition yet is unable to complete the event they will receive last place points from designated races.
- b.) Reward Points: Should a driver who is unavailable for an originally scheduled event provide their car for competition, as courtesy, OPC will award last place points for designated races. In addition, the substitute driver will receive full finishing points.
- c.) Rescheduled Event Points: Should an event be rescheduled after the official release of the season's schedule drivers unable to compete but otherwise maintain 100% attendance will be awarded an average of their season's points for the missed event at the conclusion of the season. Establishing line up henceforth current averages apply.
- d.) Rainout Points: Rainout heat points are available only when all heats have run in their entirety. All drivers who practice on an eventual rainout date will be awarded twenty points.
- e.) DQ Points – Track and Series: A track DQ (speeding through pits, bad conduct etc.) will result in the driver receiving last place points. The track and series representative must confirm the driver's disqualification. An OPC DQ (detrimental conduct, approaching track owner or officials in a loud or aggressive manner etc.) will result in a loss of position, points and purse for that event. A black flag is not a DQ.
- f.) Points While Under Probation: While under probation continued behaviour issues will be addressed by a DQ for the current and subsequent event. The determination of continued behaviour problems will be through consensus of the track and OPC. OPC may choose to seek input from fellow competitors.
- g.) Championship Points - Tie Breaking: In the event of a season's end championship points tie the better position will be granted to the driver with the most first place finishes. If tied for first place positions, second place finishes will be used and so continued until the tie is broken.

## **5. GENTLEMEN'S AGREEMENT**

As per drivers' agreement scuffing and warming up tires must stop on the drop of the white flag and drivers are to take their positions and hold a proper line.

## **6. FLAGS AND FLAGGING**

- a.) Green Flag: Drivers must take the green on the racing surface. If a driver fails to take the green and a yellow flag is dropped later they are then allowed to enter the track subject to track rules.
- b.) Flag Procedure: Flagging is per track rules and enforced by track officials.
- c.) Acceptable Flag Stand Procedure: Stopping to ask for direction is permissible however extended discussions are not. If waved on by a track official and the driver chooses not to comply resulting with a black flag and if removed from the race track driver will receive last place points.

## **7. THREE STRIKE RULE**

If a driver has caused three cautions within one race they will be black flagged and removed from the current race.

## **8. PROBATION**

Is deemed necessary by ongoing problematic behaviour based on driver feedback, track input and general observation. When possible a verbal warning will be issued prior to probationary action. Probation will consist of three events in which host tracks (which may include announcers) will be notified of a driver's probation.

## **9. TECH**

- a.) Procedure Heat: Heat winners must proceed immediately to be weighed. Failure to comply will result in last place points for that heat.
- b.) Procedure Feature: Three cars are subject to post race tech inspection. The top two finishing cars and a third car randomly pulled from the remaining field must report to tech without returning to their pits. The third tech car will be randomly selected prior to the feature and announced by race control upon the completion of the race. Failure to report for inspection will result in a loss of points and purse for the evening.

Once in tech only three people per car including the driver are allowed.

Drivers reporting to tech will tech themselves with the supervision of an OPC official whenever possible. If team cars are subject to tech the driver of the third place car will be requested to help.

The winner of the feature will draw a tech pill. In the event that weather or track conditions are not conducive the drawn item can be waived by agreement of an OPC official and all drivers subject to tech. Along with the selected tech pill drivers are to check ride height, track width, wheelbase, tire markings and overall weight.

- c.) Post Tech Announcement: As courtesy, during the drivers' meeting at each race the prior event's tech item will be announced.

## **10. TIRE RULE**

Tires will be marked after practice and prior to heat races. These tires are to be used for the remainder of the evening (heat and feature). Damaged tire/tires can be replaced with **USED** tires only. The damaged tire/tires must be presented to OPC immediately upon removal or at the end of the current race if changed during the event.

## **11. RADIOS**

Drivers are required to have working one way communication with race control. All radio failure must be immediately reported to an OPC official. Persistent failure to comply may result in disqualification.

## **12. MISSING FIBREGLASS**

Cars starting a heat or feature missing bodywork due to event day circumstances must maintain minimum weight. If bodywork is removed during a race incident it can be retrieved and presented at tech or waived at the discretion of an OPC official and tech participants.

## **13. ROOKIE STRIPES**

Must be displayed on the rear bumper for the entire inaugural season.