



2020 Sprint Regulations (Provisional)

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1 - Entry

1.1 –Single Seaters, Aero & Specialist (i.e. Caterham/Westfields) type vehicles are accommodated within the T89 Class T Championship which spans across the JTSS & JSS calendars and has its own set of regulations. The Javelin Trackdays Sprint Series & Japanese Sprint Series are open to Hatchback, Saloon, Coupe & Sports vehicles with vehicles needed to be of Japanese origin to take part in the Japanese Sprint Series Championship.

1.2 - Drivers must have a full, valid driving licence for the class of vehicle being used. MSA/MUK race licences may be used as proof of competence but does not count as a competition licence for our events.

1.3 – An IOPD Competition Licence is required for every entrant; this can be purchased on the day by simply filling in the application form, £10 per event or £20 for the year (Cash Only).

1.4 - Entries will close at Midnight on the Tuesday before each event. Entry after this time will not be permitted and cancellations/exchanges will not be possible. Any vehicle changes must be approved from the organiser prior to the event.

1.5 - Championship registration costs £10 and must be booked via the website prior to the event in order to score points, they will not be awarded retrospectively.

1.6 - Competitors are issued with a pair of competition plates for their first event which must be displayed as supplied on the side of the vehicle at all times throughout the event (As issued) in a visible position. Replacement numbers are available at extra cost and must be ordered no later than one week prior to the event; vehicles without these numbers will not be permitted to run.

1.7 – Sponsor stickers may be given out at signing on that are relevant to series you are taking part in, these must be displayed on your vehicle throughout the event.

2 – Class Structure

The Class T championship accommodates single seater and aero vehicles and now integrates the specialist vehicles (Caterham type) that were previously part of the JF classes under JTSS.

- T1** - Higher Powered Vehicles (251+ bhp)
- T2** - Medium Powered Vehicles (151 - 250bhp)
- T3** - Lower Powered Vehicles (Under 150bhp)
- T4** – Specialist Vehicles (221 – 350bhp)
- T5** – Specialist Vehicles (151 – 220bhp)
- T6** – Specialist Vehicles (Under 150bhp)
- T7** – Specialist Vehicles on E Marked Tyres (221 – 350bhp)
- T8** – Specialist Vehicles on E Marked Tyres (151 – 220bhp)
- T9** – Specialist Vehicles on E Marked Tyres (Under 150bhp)
- T10** - Guest

Power bands are only a guide based on an average weight bike engined vehicle for T1-3 and car engine vehicles for T4-9. Javelin Trackdays reserves the right to move vehicles to a more appropriate class should it be required to ensure the fair running of the series.

Vehicles running in the guest class must comply with all rules and regs that would apply to them were they part of the championship classes.

3 – Event Awards

- 3.1** - Event awards will be presented at the end of the individual event. Trophies are only available to collect from the awards presentation; they will not be available after the event.
- 3.2** - Trophies will be presented to the fastest 3 drivers overall from qualifying classes.
- 3.3** - If a class has 2 or more entries then the class winner will receive a trophy, if a class has 3 or more entrants then the runner up will also qualify for a trophy, if a class has 5 or more entrants then the 2nd runner up will receive a trophy.
- 3.4** – Entries into the guest class do not qualify for any awards.

4 –Championship

- 4.1** – Drivers must have registered to score championship points prior to a round to score points from it.
- 4.2** - Competitors are only eligible to score points in the vehicle they have originally registered for the day unless approval is given from the organisers.
- 4.3** - Competitors may change their class and retain their points however all points are allocated against the lowest number class entered.
- 4.4** - Championship points are gathered from the competitor's best 6 results over the year. Competitors that have scored in more than 6 events can drop their lowest score.
- 4.5** - To qualify for a championship trophy at the end of the year a competitor must have registered for the championship and scored in at least 3 rounds within it.
- 4.6** - Championship awards are given at the end of season presentation at the final round.
- 4.7** - The top 3 cars in the Overall Championship will qualify for trophies.
- 4.8** - Overall Championship points will be awarded with 100 Points for 1st, 99 for 2nd, 98 for 3rd, etc.
- 4.9** - The top 3 cars in each class will qualify for trophies providing they have completed enough rounds to be eligible. Scores from overall positions will also be used to calculate class positions.
- 4.10** - A tie will be decided in the favour of the driver with the most wins and then seconds, thirds, etc. In the event of a complete draw the driver who scored their highest result first will be deemed to be the winner.

5 – Vehicles & Safety

- 5.1** - Vehicles must be safe and mechanically sound.
- 5.2** - All vehicles will be subject to scrutineering and should be fit for purpose. The driver is responsible for ensuring the car fully complies with the regulations – being passed by the scrutineer is not a guarantee that it is fault free.
- 5.3** - It is the driver's responsibility to ensure that the vehicle is both safe, mechanically sound and not leaking any fluids both before and during the event.
- 5.4** - All competing vehicles will be provided with and will need a VSD (Vehicle Safety Declaration) which you will be required to sign before competing.
- 5.5** - All competitors will need to complete a CVF (Class Verification Form) stating that they comply with the class they have entered onto; this must be presented at signing on.
- 5.6** - Vehicles must have sufficient practical roll over protection and crash structures in place and the drivers helmet must not be outside of the protected area.
- a).** Vehicles in Classes T4-T6 must have a full roll cage.
- b).** Vehicles in Classes T7-T9 must have a minimum of a roll bar in place.
- c).** The drivers helmet must be below the level of the roll over protection.
- d).** Guest class vehicles should comply with all rules as appropriate to the class they would otherwise be allocated.
- 5.7** - Vehicles must have no sharp edges near the driver.
- 5.8** - Vehicles must be free of any loose objects.
- 5.9** - Any harnesses must be fitted according to the manufacturer's instructions and must be in a good, safe condition. Harnesses must be worn correctly by the driver.
- 5.10** - It is recommended that all vehicles carry a fire extinguisher that is accessible by the driver and properly and firmly secured whilst in motion.
- 5.11** – Use of any fuel outside of normal commercially available petrol must be declared on the CVF and scrutineers made aware of its use.
- 5.12** - High spec vehicles should ideally be fitted with an FIA approved cut off switch, those without should have the earth lead/negative battery terminal clearly indicated with brightly coloured tape (ideally yellow).
- 5.13** - In the case of any vehicles with switchable maps the map with the highest performance will be used to determine its class.
- 5.14** - Vehicles should be fitted with a means of recovery i.e. towing eye, towing points. The location of any concealed towing points should be highlighted on the exterior of the vehicle to aid recovery.

6 - Tyres

- 6.1** – Any tyres used must have sufficient depth to remain safe throughout the event, tyres showing any part of the canvas are not acceptable.
- 6.2** – Classes T7-T9 - Tyres must be road legal and have a minimum of 1.6mm tread depth throughout the event. Tyres marked "competition use only" or "Not for highway use" are not permitted. Only E marked radial tyres will be allowed. Slick and Rally Slick type tyre are not permitted.
- 6.3** - Warming of tyres prior to the start of each run is not permitted and anyone found to be doing so will forfeit that run.

7 - Noise

7.1 - Vehicles must pass and conform to the noise requirements set out below, vehicles failing these tests will be subject to exclusion from the event. Where the circuit staff carry out their own noise testing all decisions by them will be final.

a). STATIC TEST – A maximum of 105dB at $\frac{3}{4}$ maximum revs measured 0.5m from the end of the exhaust pipe at an angle of 45 degrees. If we suspect that mechanical noise is giving a false reading then we will perform a test at 2m from the vehicle at 90 degrees from the centre.

b). DRIVEBY TEST - A maximum of 92dB at 20m trackside or equivalent driveby at shorter distances.

7.2 - Any vehicle persistently back firing will be excluded.

7.3 - Anti-Lag Systems are not permitted.

7.4 - Launch Control is permitted providing it is under the noise limit.

7.5 - Any vehicle breaching the driveby noise limit will have that run disqualified and faces exclusion from the event if the problem is not rectified.

8 - Cameras

8.1 - Video and photographic equipment is allowed in car, but the installation must be securely mechanically mounted.

8.2 - Suction mounts are not permitted.

8.3 - No handheld equipment is permitted.

8.4 - Helmet cameras are not permitted.

9 – Driver Attire

9.1 - All participants are required to wear flame proof overalls that are in good condition and suitable for purpose.

9.2 - Helmets must be suitable for the activity and in a good, safe condition. All helmets must be full face with a visor and helmets with protruding chins are not permitted.

9.3 - Drivers must wear gloves. We recommend the use of tethers to keep limbs within the vehicle in the event of an accident/

9.4 – The use of any HANS devices must be in accordance with any manufacturer instructions. We recommend the use of a neck brace for all participants.

10 - Results, Timing & Runs

10.1 - Results will be available online throughout the event.

10.2 - Results are final 15 minutes after the final car has run, unless a protest is officially lodged with an event steward.

10.3 - Any competitor who deviates from the course by more than 2 wheels or breaches circuit limits when in effect will be awarded a void run and no time will be recorded.

10.4 - Any competitor who hits any of the course equipment i.e. cones/blocks will be awarded a void run and no time will be recorded. Persistent offenders will be warned and may forfeit further runs if they continue to disrupt the event.

10.5 - Competitors that have been deemed to have been held up on track due to an incident or catching another competitor will be awarded a rerun, determining whether one is needed is solely down to the discretion of the organisers based on marshals reports. A rerun can only be completed during the same run.

10.6 - Competitors are required to participate in their runs in class order, if a competitor does not take part in a run then that run is forfeit.

10.7 - Competitors will participate in 1 untimed practice run and then up to 6 timed runs (subject to any incidents on the day).

10.8 - If a run is not completed by all eligible competitors before the specified venue closing time due to an incident causing delay then the times for that run will not be counted for the purpose of results.

10.9 - Competitors are required to take part in each run in the order instructed by the event organisers in the briefing, it is the drivers responsibility to prepare for each run on time. Anyone attempting to gain an advantage by deliberately running out of sequence (i.e. drying track) will forfeit that run.

10.10 - Only the driver is permitted in the vehicle during a run, passengers are only permitted during the sighting laps and only in the front seats. Passengers can only be other drivers who are signed onto the event.

10.11 – If two drivers record the same fastest time then their second fastest time will be used to break the tie.

11 - General Notes

11.1 - Groundsheets to be used for servicing vehicles.

11.2 - It is essential to work safely, especially when refuelling. No Smoking whilst refuelling is taking place. Petrol must be stored in suitably marked containers.

11.3 - Oil spillages – must be cleaned up and we advise the use of drip trays.

11.4 - The jacking up of vehicles must be carried out proficiently and axle stands should be used at all times.

11.5 - Rubbish must be placed in bins or taken home with you at the end of the day. We aim to leave the paddock in a better condition than when we arrived.

11.6 - You must obey speed limits in pit and paddock areas, 10mph unless stated otherwise. Penalty for disobeying this is exclusion.

11.7 - No testing, wheel spinning, donuts, showing off, etc in the pit and paddock areas. Penalty for disobeying this is exclusion.

11.8 – It is not permitted to drill holes into any paddock surface to secure structures.

11.9 – Camping is permitted at some venues within specified parameters, disrupting other events by ignoring these instructions when issued may result in exclusion from the event.

11.10 – Competition plates can remain in place on vehicles outside of the events however numbers must be crossed out (tape will suffice) whenever the vehicle is driven on a public highway. When carrying our branding you are representing our series so any complaints we receive outside of events will be with dealt with accordingly.

11.9 – Javelin Trackdays reserves the right to amend or change these regulations as needed to ensure the fair running of the series.

11.9 – Javelin Trackdays reserves the right to exclude entrants from any event or series if they are found to be in breach of these regulations or conducting themselves in a manner likely to bring the series into disrepute.