

SECTION 1: EVENT DESCRIPTION

1.1 Definitions:

Event: A competition when cars compete strictly against the clock over a defined course at a closed venue facility, one or more cars may be on the course at any point in time but no racing may take place.

Intentional Disruption: Any action made by a driver to impede a competitor on a hot lap. Such actions include:

- i. Disallowing a competitor from passing for a duration longer than can be considered reasonable.
- ii. Moving off your current line to block an approaching competitor using a different line.
- iii. Forcing/attempting to force a competitor to move off their current line.

1.2 Driving Rules

- a. A driver moving significantly slower than an approaching car is to move off the racing line to allow the approaching driver past.
 - i. If a driver does not allow a clearly faster car to overtake a blue flag  will be displayed by the course marshals,

indicating to the driver that he **MUST** allow the car to overtake.

- ii. If the driver refuses to let the faster car pass after being shown the blue flag, a black flag  will be displayed by the course marshals, informing them to return to the pits after the current lap.
- b. A driver is required to allow enough space between themselves and the car in front (approx. 5-second gap).
- c. Intentional disruption of a competitor will **NOT** be tolerated.
 - i. If a driver intentionally disrupts a competitor, a black flag  will be displayed by the course marshals, informing them to return to the pits after the current lap.
- d. If a car develops problems during a session and is not able to return to the pits, it should be driven off the track so that it does not obstruct the other drivers. If the driver is unable to do so, or if fluids or debris are left on the track, the course marshal(s) will display a yellow flag  indicating to drivers that they should **SLOW DOWN** and **DO NOT OVERTAKE**.
- e. Cutting of corners is forbidden. The lap time will be dismissed if a corner is cut.
- f. A driver must have no more than two wheels off the track at any time during the lap. Failure to do so will result in dismissal of the lap time.

- g. The end of a session will be indicated by a red flag . When the red flag is issued, drivers are required to finish their lap and return to the pits.

1.3 Penalties

The following are the penalties that may be issued to drivers who have committed any of the offences listed in the previous section. The chief steward has the right to impose any penalty or combination of penalties listed below or further action he/she feels is appropriate, on any driver who breaks any of the rules listed in Section 1.2.

- a. Cancellation of lap time for the lap in which the offence was committed.
- b. Cancellation of lap times recorded in the session where the offence was committed and/or previous sessions.
- c. Exclusion from the next session.
- d. Disqualification from the event. This penalty automatically cancels all recorded lap times made by the driver.
- e. Suspension from subsequent event(s), the length of which is determined by the Chief Steward and presented to the offender in the form of an official document signed by the Chief Steward.
- f. Probation for subsequent event(s), the length of which is determined by the Chief Steward and presented to the offender in the form of an official document signed by the Chief Steward.

Note: The penalties listed above may also be issued to competitors for off-track offences including:

- i. Failure to obey direction, or orders of officials.

- ii. Refusing to cooperate with, interfering with, or obstructing the action of the officials, Chief Steward, or others in the performance of their duties.
- iii. Physical contact intended to harm a competitor or official, or threat of the same.
- iv. Inappropriate, threatening or profane language or gestures.
- v. Failure to allow the inspection of a car as directed by the Chief Steward.

Public criticism of the series, its officials or sponsors.

1.4 Format

The event is made up of two sections:

- 1. Practice
- 2. Timed Sessions

Practice

Practice sessions will be 20 minutes per group. A driver is free to return to the pits at any point for adjustments and permitted to return to the track for another run if time allows. Lap times set during practice will be used to determine grouping for the Timed Sessions but **do not** go towards final results.

Timed Sessions

Competitors will be grouped based on lap times set during practice. If a competitor fails to set a practice lap time, their grouping will be decided by the event stewards. Each group will have three (3) timed sessions. Drivers are allowed to return to the pits for adjustments/repairs and rejoin the session provided they can do so within the set time. **Note that the aim of time attack is to set the fastest lap time possible; not to complete the most laps possible.** Therefore, it is key to manage tyre and brake health across the sessions. A typical time attack run involves (but is not limited to):

- A single warm-up lap.
- Two to three hot laps: After this point, tyres and brakes will typically be past their optimal operating temperatures.
- A single cool down lap.

At the end of the event, the fastest time set by each competitor will be used to determine their placement in their respective class.

Note that the event officials reserve the right to adjust the number and/or length of sessions as deemed appropriate.

1.5 Registration

- a. Cars may only be registered in one class per event.
- b. Cars may only register as one competitor, a single entry.
- c. You may have multiple drivers for the same car, registered as a team, a single entry. Only the fastest time will count from the team. Additional time will not be given for the additional drivers.

1.6 Technical Inspection and Safety Checks

- a. Each vehicle must be inspected at each event.
- b. In the event of contact or damage to a vehicle, a Scrutineer must re-inspect the vehicle before allowing it to return to the circuit.
- c. Vehicles must be inspected with the driver or team representative present.
- d. After the completion of each session, and the vehicles are returning to the pit lane, a Scrutineer has the right to ask a vehicle, or vehicles, to proceed to an impound area where the vehicle will be checked for technical compliance.

VEHICLE TECHNICAL AND SAFETY REGULATIONS

SECTION 2: GENERAL RULES

2.1 Miscellaneous

- a. The final decision on a competitor's eligibility for participation will be determined by the BARL Time Attack officials.
- b. A car may be moved to a higher class if it is deemed to be at a level of performance that is significantly higher than the other cars in the class.

2.2 Chassis/Exterior/Aero

- a. Cars must be currently/previously road legal vehicles, mass-produced by a recognized manufacturer.
- b. No portion of the flat tire tread may protrude past the widest point of the fender when viewed from above.
- c. All vehicles must have a silhouette that is largely faithful to the original with the general body shape and outline remaining largely true to the original stock body.
- d. Brake lights must be operational in all classes.

2.3 Engine/Drivetrain/Fuel

- a. Only one combustion engine is permitted per vehicle.
- b. Nitrous oxide is not permitted in ANY class.

2.4 Suspension/Brakes/Tyres/Wheels

- a. All tyres must be commercially available for purchase by any competitor.
- b. A driver is allowed to run one brand/grade of tyre during Practice and switch to another afterwards, provided the tyre is within their class regulations. However, they are not allowed to switch once Timed Sessions start.

2.5 Interior/Roll Cage/Safety

- a. A fire extinguisher that meets the requirements specified in Section 5 of the BMF Minimum Safety Regulations (See Appendix A) is highly recommended for all classes and required for the Limited and Unlimited classes. When installed, it must be mounted in an area easily accessible by the driver.
- b. A 4-point half cage or 6-point roll cage that meets Section 6 of the BMF Minimum Safety Regulations (See Appendix A) – or is FIA/ASN/SCCA/NASA approved – is highly recommended for the Enthusiast and Tuner classes; irrespective of whether or not the car has achieved a lap time that would deem a roll cage necessary. See class regulations for roll cage requirement details. A 6-point roll cage is required for the Limited and Unlimited classes.
- c. All articles or equipment which, if left loose, could present a hazard to occupants must be properly secured or removed from the vehicle prior to competition.