



REGULATIONS AND SPECIFICATIONS FOR THE 2017 NORTHERN REGIONS 111 SPORTS AND SALOONS CLUB CHAMPIONSHIP

MSA NORTHERN REGIONS MOTORSPORT CIRCULAR NR32/17 (160924/144)

Introduction:

111 Sports and Saloons is a category of circuit car racing conceived and promoted by Zwartkops. The aim is to provide fun competitive racing that is appealing for the spectators at the Extreme Festivals.

1) Objective

- 1.1 To provide racing that is rewarding for the competitor and sponsor, and exciting for the spectator.
- 1.2 To showcase modern cars and recognizable brands.
- 1.3 To each year declare a class winner for each class and an overall champion.

2) Eligibility of Competitor

- 2.1 111 Sports and Saloons is an invitation series where the 111 Sports and Saloons committee (The Committee) reserves the right to accept or decline any entry. All Competitors must hold any current circuit racing MSA license.

3) Eligibility of Vehicle

- 3.1 111 Sports and Saloons is an invitation series where the committee reserves the right to accept or decline any entry. Vehicles will be considered based on the following criteria:
 - 3.1.1 The vehicle must be based on a production model (no spaceframe racing specials);
- 3.2 All vehicles must meet MSA circuit racing safety requirements. (i.e. Roll cage, fire extinguisher, etc)

4) Classes

- 4.1 The committee will decide in which class/classes a competitor will compete
- 4.2 The committee shall have the right to change a competitor's class in their sole discretion at any time
- 4.3 Class allocation will be done according to the guidelines set out below:

4.4 Time based classes:

- 4.4.1 There are six classes as follows:

Class A: Zwartkops 1m11s – 1m13s;
Class B: Zwartkops 1m13s - 1m15s;
Class C: Zwartkops 1m15s – 1m17s;
Class D: Zwartkops 1m17s – 1m20s;
Class E: Zwartkops 1m20s +
Class X: First time competitors

- 4.4.2 A new competitor will be allocated to class X for the first event. Thereafter the competitor will be allocated to a class based on the lap times recorded at that event.
- 4.4.3 Only lap times achieved at Zwartkops will be taken into account for class determination. At the other circuits class times will be posted on the official notice board.

What happens on breakout?

- 4.4.4 Once allocated to a class the competitor remains in that class unless he/she breaks out or applies to the committee to change class.
- 4.4.5 A class change to a higher class will be immediate upon breaking the lap time for the class for classes B- D. For example: if you are in class C and you record a time in qualifying, race1 or race2 faster than 1m15.0s you will automatically move up a class to class B and scored as such for the event.
- 4.4.6 A Competitor may after the race meeting apply to the committee in writing, supported by good reason, to change from a higher class back to a lower class for the following event (i.e. from Class B to Class C). Moving back down a class may only be granted once per championship and only if the competitor only broke out on one lap by less than 0.5sec. The same immediate breakout rule (4.4 above) will thereafter still apply.
- 4.4.7 Class A: If a competitor records a lap time faster than the lap time specified in point 4.4.1 above in qualifying by more than 0.5sec or in race1 by 0.001sec a 5 place penalty will be imposed for the grid of the next race. If in race 2 a competitor breakout by more than 0.001sec on any lap they will receive a time penalty of 1sec per racing minute which will be added to the total race time.
- 4.4.8 Class A: : If a competitor records a lap time faster than the lap time specified in point 4.4.1 by more than 1.0sec in either race or in qualifying the competitor will be disqualified from that session.

5) Championship Scoring

- 5.1 Points will be scored for each race separately and for each class separately. The points awarded will vary according to the number of competitors per class, as follows:
3 competitors or more in class: 10 8 6 5 4 3 2 1
1or2 competitors in a class: 6 5
- 5.2 All other competitors classified as finishers in the results published by the organisers of the meeting get 1 point.
- 5.3 All competitors at an event will score additional points for partaking in an event as follows: a competitors 1st event= +1 additional point; 2nd event = +2 additional points; 3rd event = +3 additional points; up to a maximum of 4 additional points per event.
- 5.4 To qualify to score points you have to complete a lap in any official timed session of the race meeting (practice, warm up, qualifying or a lap in either race).

5.4 Class changes

- 5.4.1 If a competitor changes class then based on the below table he/she will carry the specified percentage of points to the higher class.
Event Points percentage carried
At or before 4th Event 100%
5th Event 90%
6th Event 75%
7th Event 65%
8th Event or later 0%, (still count in the prev class, new points scored count in new class).
Example: A competitor usually competes in class C but exceeds the maximum lap time at the fifth event which puts them into class B. This competitor will carry 90% of his/her points into class B.
- 5.5 All races score points and count towards the overall championship.

6) Grids and Starts

- 6.1 Qualifying will determine the grid for race1. The finishing order of race1 will be the grid for race2.
- 6.2 A competitor who is competing in another category on the same day may elect to use the time set in that qualifying session for the 111 Sports and Saloons Grid and not to set a time in the 111 Sports and Saloons qualifying session. Unless adverse weather conditions dictate an unfair advantage.
- 6.2.1 A competitor who does not set a time in qualifying, or race1 may apply to the COC to start at the back of the class.
- 6.3 All Starts are rolling starts.
- 6.4 No overtaking is allowed before the start line of the race.

7) Trophies

- 7.1 Although points will be scored on a per race basis, trophies are awarded on the combined race times of race 1 and race 2 (or race 3 in the event that there are three races on a day).

8) No Bumping Yellow Card System

- 8.1 111 Sports and Saloons is a NO BUMPING series and as such yellow cards will be given to competitors who contact other cars in any official timed session (race/Qualifying/warm up). Yellow cards will be given to competitors who are deemed, by the 111 Sports and Saloons committee, guilty of unsporting behavior. Unsporting behavior includes contact between cars in a race. A competitor will receive one yellow card per incident and therefore may receive more than one card in any official timed session.
- 8.2 It is the duty of every competitor to report any contact with another competitor's car to a committee member within 30 minutes after the end of a race.
- 8.3 The Committee reserves the right to investigate any incident and issue yellow cards at its discretion.
- 8.4 If a driver is contacted in front of the rear wheel, both drivers will receive a yellow card regardless of guilt.
- 8.5 If a car is contacted on or behind the rear wheel, the incident will be investigated and a yellow card might not be given; the discretion of the committee will be used.
- 8.6 If a competitor receives a yellow card he or she will be penalised as follows:

1st yellow card: less 1 championship point
2nd yellow card: less an additional 2 championship points
3rd yellow card: less an additional 4 championship points
4th yellow card: less an additional 8 points championship points + possible suspension for the remainder of the championship
- 8.7 The committee decision is final.

9) Number of starters:

- 9.1 If there are less than 20 starters the committee may decide to combine the 111 Sports and Saloons race with another category to increase the spectator appeal on the day.

10) Additions and Amendments:

- 10.1 Any provision unforeseen in drawing up these regulations and specifications, or any additions or amendments to be made thereto, shall be the subject of a circular to these rules, issued by the 111 Sports and Saloons Committee.