

SNOW CONES

SnowCones Drivers Orientation

First time out at a SnowCones event and not sure what to do? Read through this short driver's orientation to get up to speed so you can attend the events like a pro!

Before the Competition

Car Prep:

Go through the Online Self Tech form to ensure your car is in track ready shape. Self tech form can be found on the website (www.racewithdms.ca) on the SnowCones page.

Things to bring:

Helmet

Removable ice cleats (Dollar Store has these)

Screw in Tow Eyes (or an accessible tow point on your Vehicle)

Warm Clothing (Hat & Gloves)

Food

Drink

Tire pressure gauge

Painters tape to mark out numbers

Plastic bin to put all your gear in

Arriving at the Competition

Pick any spot in the pitting & parking area. Remove all loose items from your vehicle and put the car number you registered with on both sides of your car. Numbers need to be at least 8" tall and easily visible. If you forgot your number you can check on your Motorsportreg account. Painters tape works great for numbers! If it's your first time, plan for giving yourself about 30 minutes of prep time before the drivers Meeting

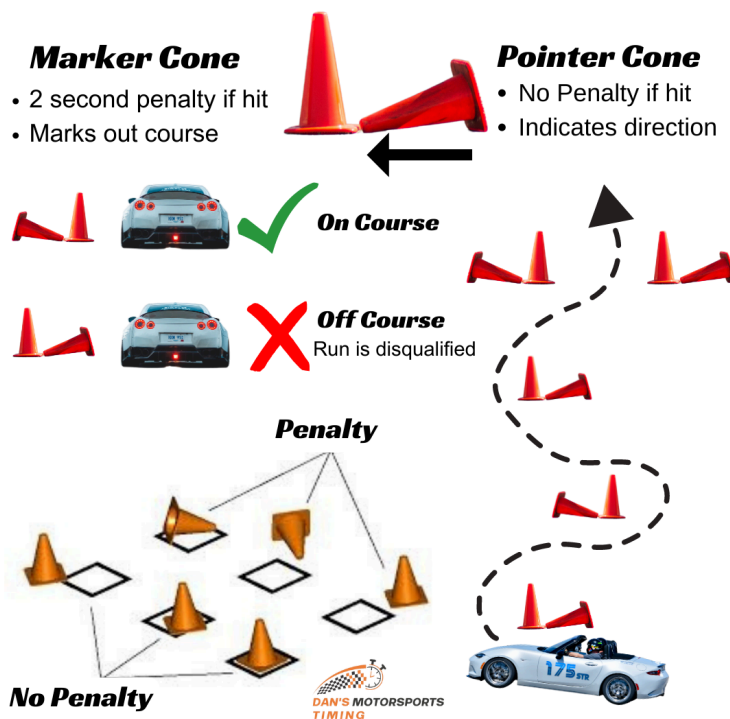


Course Walks

If you would like to walk the course to get familiar with it you can do this at any time before the drivers meeting! Just ensure it has been fully set up & no one is test driving it. Give yourself 15 minutes to do this.

Understanding The Cones

There are 2 types of cones on the course, upright marker cones and layed over directional cones. The cone on its side points to the direction in which you need to be on the marker cone. If you hit an upright cone it's a penalty of 2 seconds added to your time.



Drivers Meeting

Once announced head over to the entrance the pits, for a brief meeting to go over the details for the competition.

After the meeting, one group of drivers will go get staged in preparation to do their first heat of 4 competition runs while the other heads out to their respective Marshall station.

Co-driven car drivers will be put into opposite groups.

Your marshal station & run group will be listed In the pre-event email sent out a day before the Competition. Marshal stations locations are marked on the course Map, also included in that email

Marshalling

There are up to 6 Marshall stations placed around the track that are marked out by orange signs with a black number. Each station has a radio and a red flag.



When it's your turn to Marshall head out to your station. You may drive or walk to it. If driving make sure you park your car far away from the track edge in a safe spot in the event someone goes off the track.

Once at your station grab the radio that will be in the black bag attached to the orange sign.

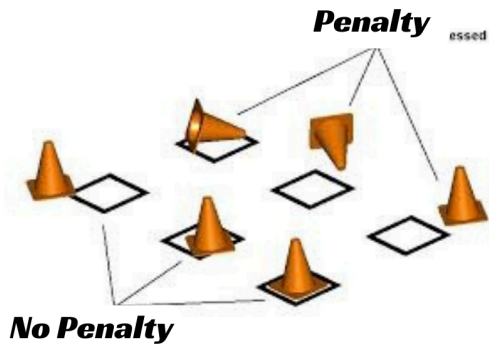
As a Marshal you have 3 Tasks:

1. To radio in any car that hits one of the upright pylons or passed by the wrong side of the pylon
2. To reset the pylon back into its marked out position.
3. Warn any oncoming traffic if there is an incident ahead by waving the red flag

Hit Pylons: Any upright pylon that is knocked over or pushed completely out of its marked out box by a car is a penalty for that car and needs to be radioed in by a marshall. Any pylon that is already tipped over or not in its box that is hit by a driver is not a penalty and does not need to be radioed in.

Off Course: If a driver passes by the wrong side of a pylon that is called on "Off course" and needs to be radioed in by a Marshal

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When radioing in hit pylons state the car # that hit it and how many upright pylons they hit and wait for confirmation from the timing person.

If a lot of pylons are hit you can ask for a course hold while you reset the pylons. Always err on the side of caution, never try to reset a pylon if it's unsafe to do so!

*Please wait 1 second after pressing the radio button before talking as the radios have a delay. Wait for confirmation from timing.

Once the heat is complete place the radio back into the bag and head back to the pits and get ready to get in line to do your competition runs.

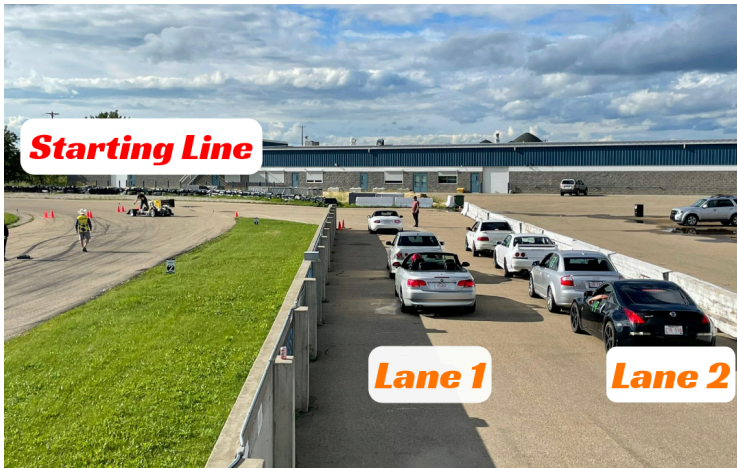
If you hear over the radio:

Track is Hot = Cars are being sent out onto the track. Stay off the track

Track is Cold = Cars are not being sent out onto the track. Safe to proceed onto the track

Competition Runs

When it's your turn to take your competition runs, get into your car and get staged in the staging lane. There will be 2 lanes, a left and right lane, you may go into either but try to keep the lanes evened out. Whichever lane you pick will be the one you will stay in for the heat. All the cars in the left lane (Lane 1) will be sent out first.



StratoCross Competition Run Staging

All cars in Lane 1 take a run then all cars in Lane 2 take a run. Drivers restage in the same lane after completing a run. A starting line worker will let you know when it's safe to take your run.



Drivers are given 2 low speed practice runs at the beginning of the first heat to become familiar with the course. Speed is limited to 30 km/h and you must maintain a safe distance from the car ahead of you (10 car lengths or more)

After that, Drivers are given 4 timed Competition runs. Each group is given 2 heats throughout the competition for a total of 8 runs per driver.

When it's your turn to take a run, put your helmet on and drive slowly up to the starting line and follow the Starting line workers' direction. Once the track is clear you will be given the go ahead to proceed to take your run at the course.

Drive within your abilities! If you ever catch up to a car or see a Marshal waving a red flag, slow down and proceed with extreme caution. You will get a rerun. If you lose control of your car, put the clutch in and hit the brakes until you come to a stop or regain control.

Do not get out of your car unless it's on fire!

Once you cross the finish line, slow down as quickly as you safely can and proceed into the staging lane at very slow speed (10km/h) and get lined back up in the same lane for your next run.

Event Results

You can view live results that are updated every 60 seconds on your phone during the event. All you have to do is go to www.racewithdms.ca and click on the red Live Results button in the top left hand corner. You will be able to view your current position, times, penalties and how many runs you have left.

If you have questions, wait until the heat is done before approaching the Timing staff!

Passengers

Drivers are allowed to take one passenger with them for practice & competition runs. The passenger must:

1. Be 16 years or older
2. Complete the both the online DMS waiver and corresponding Race Track waiver
3. Wear an approved Motorsports helmet (Snell M/SA/K or SFI or ECE certified)
4. Be in the front passenger seat

Vehicle Damage

Please note, your vehicle insurance is void when driving on the track. Dan's Motorsports Timing and anyone involved with the event are not liable for any damages done to you or your vehicle at this competition event you are participating in. These events are insured only for damages done to the track, volunteers and spectators. You will not be compensated for damages done to your vehicle or injuries you sustain, so please drive within your capabilities!

Washrooms

There will be a porta potty in the parking / pitting area.