

HPDE 2/3/4/TT NASA Utah - Round 2 August 25-27!



East track up again. Temps are cooling off, but the action is heating up! Thank you for joining us this upcoming weekend at Utah Motorsports Campus. We hope to provide the best motorsports experience possible during your time with us!

READ THIS PACKET FIRST – YOU ARE RESPONSIBLE FOR DOING THE REQUIRED READING REFERENCED IN THIS BRIEFING. THIS WILL REQUIRE PLANNING AHEAD.

Daily Schedule: www.nasautah.com - Posted Wednesday prior to the event. You are responsible for making sure you are where you need to be when you need to be there.

- Be to Grid 10 minutes before your schedule says your run group is scheduled. A sign board adjacent to grid will communicate which group is on track, and which should be in grid!
- TT/HPDE 4 will be gridding based on lap times after first session. As usual check racehero.io link on nasautah website, it shows your grid between each session! To be eligible for a grid spot HPDE 4 and TT must have transponders, you can rent them from the NASA office.
- HPDE 2/3 grid is first come first serve.
- We are not responsible if you miss your session. Keep an eye on the grid boards, and the schedule!
- **Bring tech form to driver meeting!**
- Meetings are VERY early, please check schedule!
- Please read our [2023 NASA Utah Supplemental Rules](#)

Fundamentals are the same as always

- Be Safe – car comes home in the same condition it came to the track in – minus some tire and brake pad life
- Have Fun – we come out to have fun and challenge ourselves and our cars.
- Go Fast(er) – we want to improve our car control skills

Time Trial car classing - TT competitors are responsible for their car classing - learn it, use it, exploit it. We have scales set up and will be randomly picking cars to weigh for car classing. If your car is under weight you will be disqualified. If there is no car classing paperwork hosted on the national database your results will also be disqualified. Go to <https://supertouring.nasaseries.com/forms-rules/> to learn more about car classing and to see your competitors paperwork. Make sure to check your car/class/driver information before you register. If you have issues with timing and scoring, it is generally because the information in your account is incorrect.

Contingency - Get your paperwork ready in advance, sign up for programs, print out documents, take pictures, get stuff signed. Most have switched to online systems now so learn these tools and earn some rewards for your hard work!

Communications - All Groups

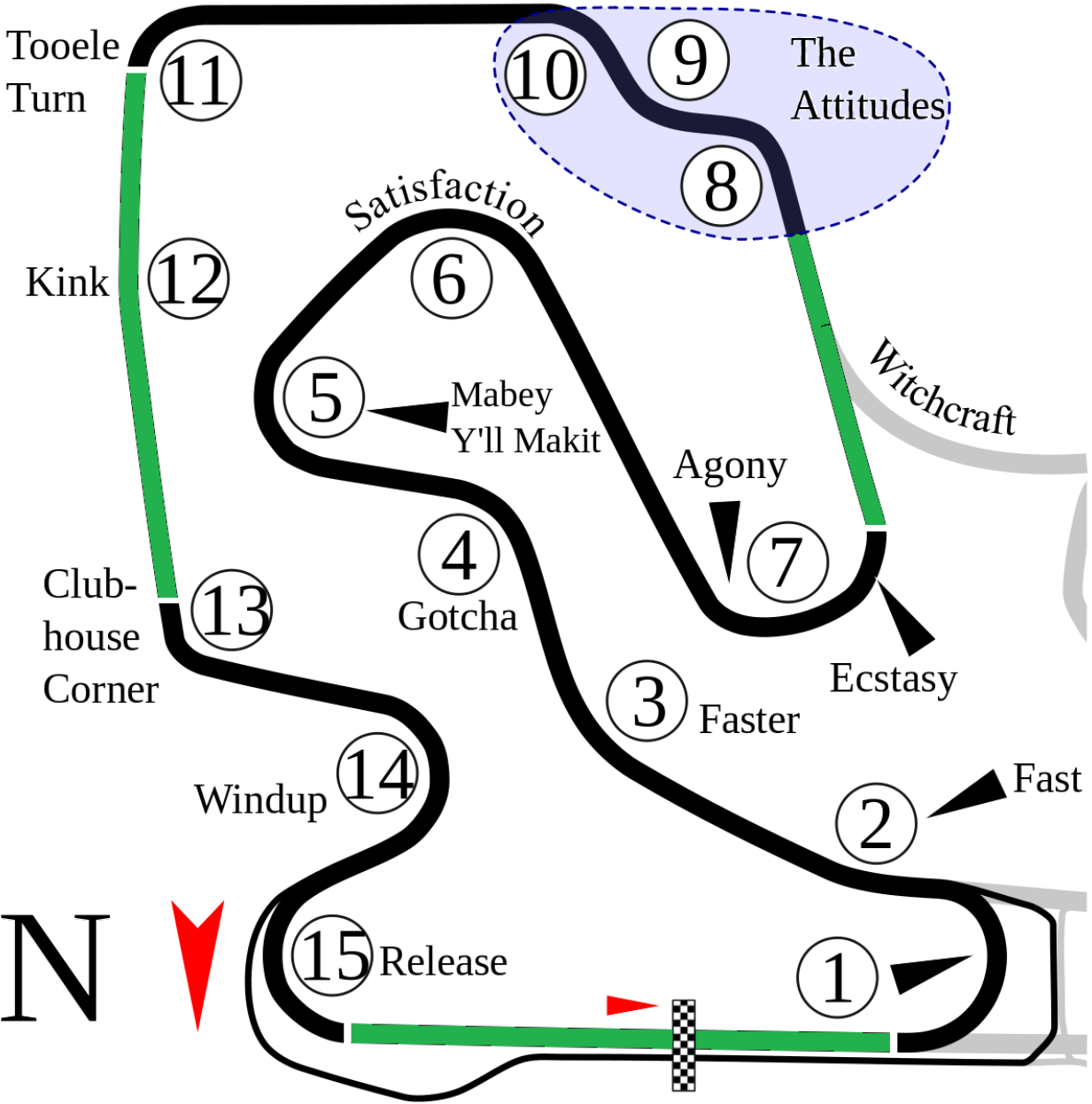
- These meetings are mandatory, and we will issue your windshield stickers there to confirm attendance. Bring your completed tech form with you to the meeting in exchange for your window sticker to get on track. You will not be allowed on track without windshield sticker so pay CLOSE attention to meeting schedule times.
Please check schedule for meeting locations each day!
- **Link to update your NASA member info (for ensuring your cell phone number is correct so we can send you SMS alerts) - [DriveNasa sign in page](#)**

General Rules - All Groups

- HPDE 2/3 Passing (see maps below)
 - **Read the HPDE Course conduct section in the CCR – Page 20 section 6.0 - [link](#)**
 - Dive-bombs will not be tolerated
 - **No cars side-by-side in corners**
 - If you are having a mechanical issue and are exiting the track, maintain one side of the track, provide the 'exiting course' hand signal (fist in the air, out of window), maintain slower pace and be predictable.
 - Point bys are not required, but it's VERY helpful if you can! And remember the most important part of the turn when helping others make passes is partial throttle pedal when driving from apex of turn to track out!
 - Remember to respect the blend line where cars could enter the track from pit lane. Give a small amount of room when passing track entry.
- Last Lap of Session
 - Passing is still allowed in passing zones, but keep in mind that you should begin a cool-down lap at the half-way point through your final lap.
 - Checkered flag will be thrown at:
 - Start/Finish tower or wall (All Groups)
 - Tooele corner (HPDE 2-3)
- Exiting Course
 - Left hand out window at a right angle – either closed fist or fingers pointing to the sky
 - Roll down hot pit **LEFT** lane and follow the direction of the corner worker to exit
 - **25mph speed limit in Hot Pit**
 - For further info, read the CCR page 24 section 8.1
- Flags - see addendum at end of this document for standard flag explanations. (will attached pages 22-23 of NASA CCRs - [link](#))

- Black flag station will be manned, but communication will be limited as described above. Get stopped, take a breath, and wait for instructions. We will communicate and get you back on track/
- Grid
 - **Grid will be near facility entry thru gate 1.**
 - Please get to grid 10 minutes early
 - Helmets on, seatbelts buckled, front windows down
 - Please remain in your vehicle and keep staff/support to a minimum.
 - HPDE 2/3 Grid is first come, first served. Please arrive early and grid yourselves.
 - TT grids by lap time, if you didn't get a time you won't get a spot. Check racehero.io for timing and scoring, we list each grid there! Helps to know your grid spot before you get there!
 - HPDE 4 you can now rent a transponder and get a grid spot!
- Instruction / Instructors / Passengers
 - **Only instructors are allowed to take passengers.**
 - Please reach out to group leaders to arrange ride alongs or Check rides. We try to staff a couple instructors to work thru the 2/3 group each weekend to help you.
- Passing Rules HPDE 2/3
 - HPDE 2/3 Passing is emphasized from apex to exit. Point by is not required, but is appreciated where appropriate. It is the responsibility of the passer to make the pass safely.
 - Passing zones for HPDE 2-3 are outlined below in green. Yellow is an optional passing zone that is up to the group 2-3 leaders to discuss in your zoom meetings. Do not use this zone until group leaders clear it first.

1092 ft (333 m)



Flags (source: NASA National CCR)

HIGH PERFORMANCE DRIVING AND TIME TRIALS

7.0 HPDE, SCHOOL, AND OPEN TRACK FLAGS

Flags are the MOST IMPORTANT form of communication the Officials have with the drivers while they are on the track. Therefore, it is imperative that drivers know what each flag means.

Note: Flags listed in this section are simplified from the Competition Flags, for the purposes of HPDE Program. Competition License Candidates are held responsible for the information contained in the "FLAGS, SIGNALS, AND COMMUNICATION" section #19.0 of the CCR.

7.1 Green Flag



Session is open.

7.2 Yellow Flag - Motionless



Slow down. Danger ahead. **ABSOLUTELY NO PASSING** is permitted, until completely past the incident, or until past next manned flag station that is not displaying any Yellow Flag(s), whichever comes first. There may be one (1) yellow flag covering more than one incident. There may be several yellow flags before reaching the emergency area. The requirements are still the same, "SLOW DOWN, NO PASSING." [Ref:(25.4.1)]

7.3 Yellow Flag - Waving



Great danger, slow down. Be prepared to stop. **ABSOLUTELY NO PASSING** is permitted, until completely past the incident, or until past the next manned flag station that is not displaying any Yellow Flag(s), whichever comes first. Note: There may be one (1) yellow flag covering more than one incident. [Ref:(25.4.1)]

7.4 Double Yellow Flags



Full course yellow condition exists. Be prepared to encounter a Pace Car and/or emergency vehicles. Drivers should not significantly slow down. Be prepared to encounter a slow moving pack and other local flag conditions. Always obey the local flag conditions (e.g. waving yellow). **ABSOLUTELY NO PASSING** is permitted, until the Pace Car (if on track) has pulled off AND the driver has passed the next manned flag station that is not displaying any Yellow Flag(s). [Ref:(25.4.1)]

7.5 Black Flag - Open



Track Officials want to talk to you. Complete current lap and pull into the pits for consultation.

7.6 Black Flag - Furled



Warning. You are driving in an unsafe manner or you did something wrong. If you continue to do so, an open black flag will be shown to you.

7.7 Black Flag All - Waving



All manned flag stations will display waving black flags during this condition. Some flag stations might display a sign with the word "ALL." All cars proceed slowly to the hot pits. No passing.

(continues below)

HIGH PERFORMANCE DRIVING AND TIME TRIALS

7.8 **Checkered Flag**

Session is over. Complete current lap cautiously and exit via pit lane or otherwise designated end-of-session track exit point. Passing rules remain the same during the checkered flag lap as during the session.

7.9 **Red Flag**

Emergency. Come to an immediate and controlled stop on the side of the track in a safe location.

7.10 **Blue Flag** (with diagonal yellow stripe)

Another vehicle is following very closely and may attempt a pass. The driver receiving the Blue Flag should consider giving a passing signal.

7.11 **Debris Flag** (yellow and red stripes)

Caution. To be displayed motionless. Oil or debris may be present on the track surface or a slippery condition may be present. This flag will be taken down after several laps, but that does not mean that the condition has resolved, just that the driver should now be taking it into account

7.12 **White Flag**

Emergency vehicle or slow moving vehicle is on course.

7.13 **Emergency Vehicle Flag** (white flag with a red cross)

There is an emergency vehicle on course. Pass with extreme caution.

7.14 **Mechanical Black Flag** (with orange ball in center)

(*a.k.a. meatball flag*) There appears to be something mechanically wrong with your car. Proceed to the pits at reduced speed.

7.15 **Pace Car (with lights on)**

Follow the Pace Car at about the same speed. Do not pass the Pace Car unless instructed to do so by the Pace Car personnel. Passing is only allowed after the Pace Car has pulled off AND the driver has passed the next manned flag station that is not displaying a yellow flag.