



Participant Guide

GENERAL EVENT SCHEDULE

Start Time	End Time	Event	Location
7:00 AM		Gates Open	Thompson Speedway Motorsports Park
7:30 AM	8:00 AM	Tech Inspection & Registration	Garage
8:15 AM	8:30 AM	Driver's Meeting	Garage
9:00 AM	5:00 PM	Driving School	Track

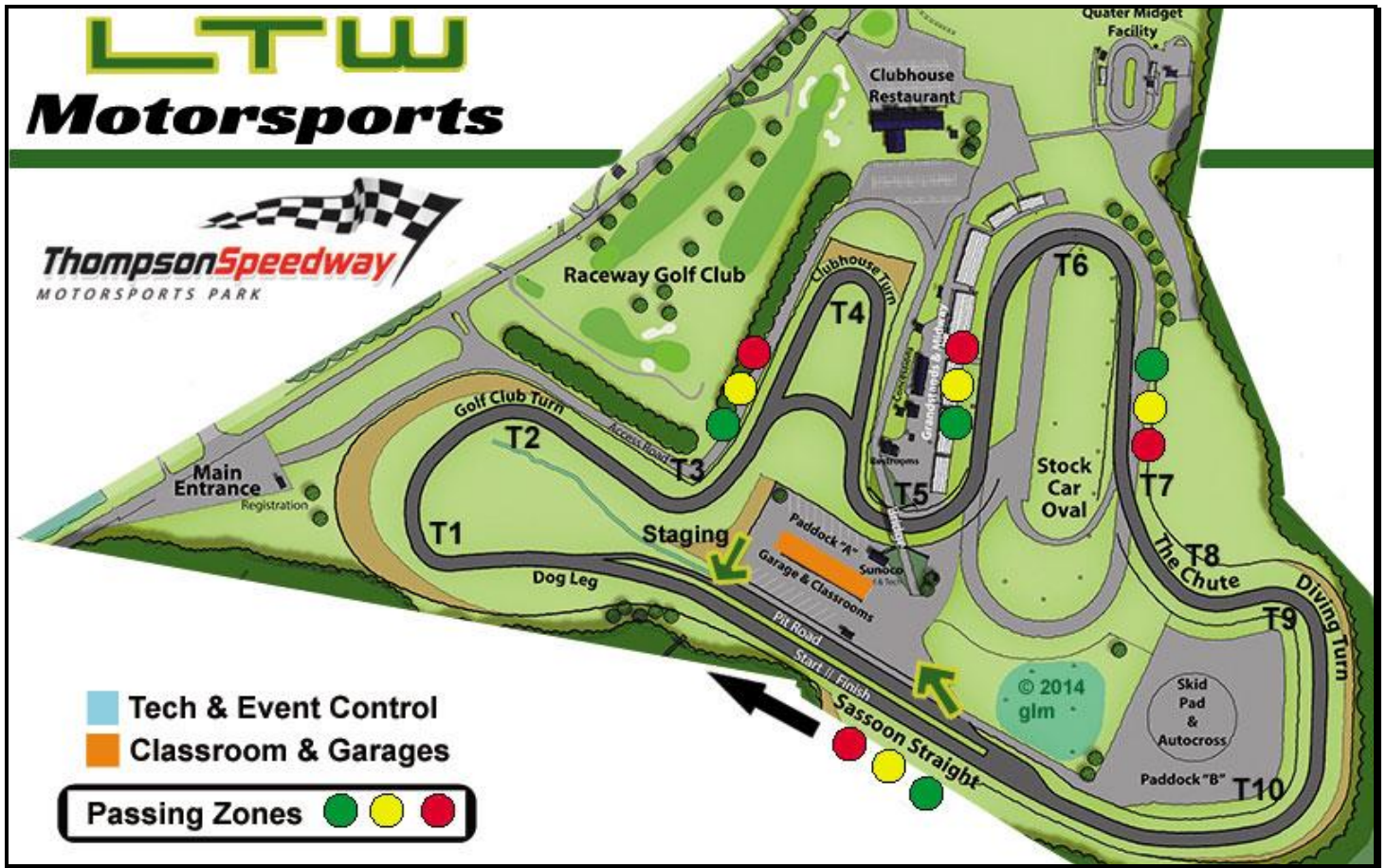
AREA ADDRESSES

Recommended Hotel:	Comfort Inn & Suites 16 Tracy Road, Dayville, CT 06241 (860) 779-3200
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Track:	Thompson Speedway 205 E Thompson Road, Thompson, CT 06277
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TRACK & PADDOCK AREA MAPS

Thompson Speedway Motorsports Park:



BEFORE THE EVENT

Please plan on arriving early on the day of the event to complete your onsite inspection, turn in your pre-event inspection as well as visit registration to pick up your packet. This ensures you will have sufficient time to complete everything without missing any time on track. This on-site inspection is merely a brief overview to catch major issues which may have arisen since your formal inspection. It is still your responsibility throughout the event to inspect your car and ensure no issues have occurred with your car.

WHAT TO BRING:

- Long cotton pants & a long sleeve shirt. A change of shirts is recommended for the drive home after a hot day on track.
- Helmet - You will not be able to drive on track without one and no rentals will be available.
- Tarp - In the event of inclement weather your belongings will get wet as everything must be emptied out of the car. Thompson has garage rentals available for \$150 per day and are handled by booking at the registration building at the main entrance.
- Wheel bolt tool / socket / wrench - To allow you to remove the wheels, check brake pads. Some cars may have special tools needed to remove the wheels (such as the Lotus tool or for wheel locks) so be sure to bring any special tool you may need.
- Torque wrench – It is recommended to check your wheel bolts or nuts before heading out on track. Do NOT check the torque after coming in from a session on track.
- Tire pressure gauge – Performance tires typically work best at a certain hot pressure and you may need to bleed air during the day.
- Advanced drivers typically bring more and more equipment such as a jack and jack stands, however space is limited in these cars so please feel free to ask around if you need to borrow something.

HELMETS

Helmets must be worn for all high performance driving events, time trials and race series. The current certification is a minimum of Snell Memorial Foundation SA2005. M rated helmets are designed to be used while riding a motorcycle and are not flame retardant. LTW Motorsports will only accept SA rated helmets. If you are purchasing a helmet for an event in 2013, ensure it has the latest certification, SA2010 or SAH2010 which are designed for use with Frontal Head restraints. One of the following stickers must be affixed to the shell of the helmet:



Snell issues new certifications every 5 years and the next certification is expected to be SA2015 and helmets available for purchase in 2015 with this new rating. As such in 2016 SA2005 helmets will no longer be acceptable for use at LTW events.

Visit the Snell website at <http://www.smf.org/> for additional helmet & certification information.

WHEN YOU ARRIVE...

TO THE TRACK:

Please find a parking space in the paddock, empty the contents of your car in the paddock or in the assigned garage if you have rented one. Rentals are handled directly with the track. Remove all items such as floor mats, EasyPass, Navigation / Radar detectors, tools, etc. from the car. Ensure your numbers are affixed to the door panels or rear windows on both sides of the car. Double-check your lug nuts are torqued properly **WHILE THEY ARE COLD**. Be sure to check your tire pressures throughout the day. Arrive with enough time to complete these steps ahead of the **MANDATORY** driver's meeting at 8:15 AM each day.

AS FIRST TIME STUDENTS:

If this is your first time at a High Performance Driving School, or if you have not been to an LTW event, please feel free to park in the designated area on your track maps. We will have a few experienced students and instructors also parking in this section to provide helpful guidance and to answer any questions you may have.

RUN GROUPS

There are 3 Student Groups and 1 Instructor Group. Participants are assigned to a group based primarily on their experience participating in LTW Motorsports driving schools. **Occasionally due to the skill level of the attendees, you may be assigned above or below your ideal group in order to maintain a close distribution of students in each run group.** Based on the number of participants, we may also combine run groups. We ask for you to adhere to the limitations of the group you are assigned to. If you do not feel comfortable in the assigned group, please discuss this with your instructor or the event chair.

Run Group	Participant	Solo Sign-off Rules	Tires	Passing Rules
hpde.1	Novice & 1 st time Students	Chief Instructor Approval Only	DOT Street Tires	Marked zones only with a point-bye
hpde.2	Intermediate Students	Solo with Instructor approval	DOT Street Tires	Marked zones only with a point-bye
hpde.3	Advanced Students	Previously Signed off to Solo.	All types allowed	Completed anywhere the wheels are straight with a point-bye
hpde.4	Instructors	N/A	All types allowed	Started anywhere the wheels are straight with a point-bye
TT.1-4 & race.1-4	TT or Race Participants	N/A	All types allowed	Anywhere on pavement

**** NOTE **** – Solo sign-off rules may be changed at the Chief Instructor or event coordinators discretion due to weather conditions or other safety concerns. Solo status may also be **REVOKED** for one or more sessions at the discretion of the Chief Instructor.

You are only eligible to register for a dedicated TT run group once you are in hpde.3 or higher. Race participants must have a current racing license from either NASA or SCCA.

GENERAL RULES & REMINDERS

- **1st Lap Out** – Each session the first lap or two will be run under full course caution to allow your tires, brakes, engine and driver to warm up and prepare for the session. Ensure you know the location of every flag station.
- **Car Prep** – Clean out your car of all loose items before entering the pits each day. Check the door pockets, glove box, seat backs, armrest, trunk and any other space which could be hiding an object. If you can remove it like a radar detector, it must be removed. Remove lug nut covers as well as they may be lost on track.
- **Check List** – Before every session, ensure your lug nuts are properly tightened to the appropriate torque spec. If you do not have a torque wrench, just ask around. Visually inspect your wheels, tires and brake pads and rotors for wear. Check your car for coolant, oil, gas and that nothing is leaking before leaving the paddock.
- **Classroom** – Classroom sessions are mandatory. If you have an extenuating circumstance, please notify your group's lead instructor PRIOR to the classroom session. See the information desk for help finding them.
- **Clothing** – Long sleeved cotton shirts and pants must be worn for safety reasons. Light weight, smooth-soled footwear with socks. No open sandals. Be prepared for inclement weather (but pray for good weather) and do not bring red or yellow rain suits or umbrellas. They could be mistaken for a flag.
- **Cool Down Lap** – The last lap of every session should be used to allow your car to cool down. Slow down to highway speeds on straights and take each corner such that you use the brakes as little as possible. When parking after your session, do not use the hand brake as it is likely to seize due to heat. Check your tire pressures along with the tire wear and make adjustments. Instructors and fellow students can help you through this process.
- **Helmets** - Your helmet MUST be rated ANSI SA2005 or SA2010. M rated helmets will not be accepted nor will open faced helmets per NJ state law. Helmets must always be worn when entering the pits and on track.
- **Numbers** – Make sure that your assigned number are clearly visible on the rear windows on both sides of the car.
- **Passengers** – No passengers are allowed on track except for instructors in student cars
- **Pets** – No pets are allowed in the paddock, buildings or on track. They love the straights but the corners make them nauseous.
- **Stickers & Wristbands (Tech / Solo / Classroom)** – Affix to the windshield side of your rearview mirror such that the sticker is visible from outside looking at the driver. The TECH sticker goes on the driver's side. Your wristband belongs on your left arm so that it can be seen out the driver's window.
- **Staging** – When called, make your way to the designated staging area. If you are waiting for your instructor, arrange for a meeting place where cars can easily get past you to stage.
- **Video Cameras** – Cameras are permitted provided they are securely mounted to the vehicle and do not hinder your ability to see the road and your mirrors.
- **Windows** – Windows next to an occupant must remain down when on track. If it is raining, be prepared for your car to get a little wet. Rear windows and the sunroof should remain closed at all times.

INSTRUCTOR ASSIGNMENTS

We try to assign instructors to students based on their experience with the type of car the student is driving. Whenever possible we try to have students and instructors driving the same model or type of car, although this is never completely possible for all pairs of students and instructors. Regardless of the car your instructor is driving, they will still be able to provide valuable pointers and guidance.

Remember communication needs to be two ways, so if you don't understand something, ask!

ISSUES WITH...

We all need to accept that quite possibly we did something wrong at one point or another in our lives. The good news is that each and everyone attending is here to learn something new including learning from our own mistakes. Occasionally issues arise and it's best to deal with them in the appropriate manner. Here's how:

- **Fellow Students:** It's best to have your instructor talk to their instructor to discuss what happened. If that doesn't resolve the issue, please see the Chief Instructor.
- **Staff:** Please see the Event Chair to discuss the situation with them. If the problem is with the Event Chair, you're out of luck. Just kidding! In that event, please see the Chief Instructor. If the problem is with the Chief Instructor, please see the Event Chair.
- **Your Instructor or Student:** Occasionally the pairings between students and instructors do not work out as we hoped. If you have a problem with your student or instructor which cannot be resolved with first talking to them, please see the Chief Instructor to discuss your concerns.
- **Your car:** Ask around the paddock for some help from someone with the same car or a similar car. If you still have issues, please come see event control for us to make an announcement over the PA system. Occasionally we have techs in attendance who may be able to help further. If the issue happens on track, pull off track in a safe area in sight of a flagger and wait for the emergency crew to attend to you. We offer free tows back into the pits, so it's best to avoid leaving fluids all over the track or continuing on and turning a small problem into a large one.

PASSING RULES

All passing on track is done through a system of visual signals between the driver being overtaken and the one passing. For this event we will be using point-byes. One signal must be given for EACH CAR being allowed to pass. A clear hand signal must be made indicating the side of your car you wish the passing car to pass you on. The driver being passed remains on “the line” while the car passing moves off line.

Driver Being Passed – You were caught, it’s ok. There’s no money at stake and there’s no finishing positions. They might have a 400hp engine in that old clunker or they might be faster around the turns. The only way to find out is to let them by. They’ll be very happy with you after the run is over and you’ll have the opportunity to learn where you can be faster. Everyone wins, believe us. If you don’t, be prepared to have someone explain it to you in pit lane for the remainder of your session.

1. Once the car is comfortably settled following the completion of the turn, provide the point-bye to the appropriate side for that passing zone.
2. **After** the car moves off line and is no longer directly behind you, **SLIGHTLY LIFT OFF** the throttle enough so they can comfortably complete the pass prior to the next turn.

Driver Passing – It is **YOUR** responsibility to **move off line** and **safely** execute the pass in time. If there’s any doubt about your ability to complete the pass in time, **move back directly behind the car** in front and wait for the next passing zone. Do not pass without a clear passing signal or you will be black flagged. If a train forms, pull into the pits and allow it get far enough ahead such that you can enjoy your time on track.

1. As you approach the car ahead, do not anticipate the pass by driving in their blind spot or pulling too close to them.
2. Check your mirrors before pulling off line and look up track to ensure your path is clear and that you have sufficient time and distance to complete the pass.

Under no circumstances will passing in the corners be tolerated in ANY group, including instructors!

THOMPSON SPEEDWAY MOTORSPORTS PARK FACILITY RULES

The following rules are directly imposed on us by the track management. Failure to comply jeopardizes our ability to plan future events at this facility. Please abide by these regulations regardless of your objections to them. Any fines imposed by the track to LTW will be directly passed on to those responsible.

- **Gate Hours** – The main gate is generally open from 7:00 a.m. - 6:00 p.m.
 - **Trailer Drops** – Trailer drops are typically allowed from 7:00-9:30 p.m.
1. Open fires are allowed only in designated areas and must be in containers designed for that purpose. Small home grills, hibachis and small gas grills are permitted in the paddocks if operated in a safe manner.
 2. TSMP operates under strict hours of operation. Cars may ONLY be operated on the Course during the hours specified on page 2 of this Agreement, and under no circumstances before or after the following hours:
 - Monday – Saturday 9:00am – 5:00pm
 - Sunday 12:00am – 7:00pm
 3. Race/unmuffled engines may not be started prior to 9:00 am. The starting of race/unmuffled engines prior to 9:00 am is expressly forbidden and violators may be subject to immediate removal from EVENT. At no times may engine noises be in violation of TSMP's 100 dB limit.
 4. No vehicles of any kind are permitted on the Race Course, Autocrosses and Skid Pad without the express consent of TSMP.
 5. TSMP shall have the right, at any time, in its sole discretion, to refuse admission to or eject from TSMP or from any facility in TSMP any person for conduct which may be unsafe, discourteous, verbally or physically abusive, influenced by alcohol, drugs, or controlled substances, or may otherwise diminish the safety, health, or enjoyment of others on the premises.
 6. In accordance with Connecticut state regulations, TSMP retains the right to halt on-track activities at any point during the period specified in this agreement.
 7. User is responsible to pay for all damage to the track, autocross courses, skid pad, and other facilities incurred in connection with User's event, including but not limited to damage to structures, asphalt, Armco, safety barriers, tire walls, shrubbery, and trees.
 8. Children under the age of sixteen (16) must be accompanied by an adult while in the paddocks. For their safety and that of others, children must be kept under adult supervision at all times. Children under the age of sixteen (16) are not permitted to drive golf carts at TSMP. This applies to all golf carts including those that are rented at TSMP or privately owned.
 9. TSMP allows pets at its events, however, they must be leashed and cleaned up after.
 10. Alcoholic beverages are permitted in the paddocks and pits fifteen (15) minutes after on-track activity has ceased for the day and until 10:00 pm. TSMP has the right to suspend driving privileges for any driver found to be out of compliance.
 11. Quiet time on TSMP grounds is between 10 pm and 7am.
 12. Firearms and fireworks are prohibited on TSMP property at all times.
 13. Fluid wastes must be placed in approved TSMP disposal containers located at various sites in the paddocks and NEVER on the ground.
 14. User shall ensure that its participants take with them all broken vehicle parts, batteries, scrap metals, tires, etc. TSMP will invoice the User the cost of removal or \$200 (whichever is greater) for each such item left on TSMP's grounds after the Event.
 15. Persons under eighteen (18) years of age are not permitted in the hot pits or at corner stations.
 16. To facilitate emergency vehicle access, race and personal vehicles must not be parked on any paddock road or safety access lane during an Event. Any vehicle not in compliance will be towed at User's expense.

FLAGS & THEIR MEANINGS



Yellow flag - Caution, no passing.

- Waving yellow flag - caution immediate danger, slow down, no passing.



Red flag – Check your mirrors and all vehicles shall come to a controlled stop, off the race line within sight of the next flag station. The flagmen shall direct the vehicles when and how to resume.



White flag - Slow vehicle(s) on the track. Cars off line and running at reduced speed may be passed, however they have the right of way. It DOES NOT mean the last lap of a race.



Yellow and red stripe flag “Debris Flag”- Oil, or debris on the track on the race line.



Black flag with Orange Circle flag “Meatball flag”- Mechanical problem with the vehicle to which the flag is pointed to. Vehicle must pit immediately and go to pit lane.



Black flag - Vehicle to which the flag is pointed must proceed immediately to pit lane.



Green flag - Track is clear and vehicles may proceed at speed.



Blue with Yellow diagonal Stripe flag “Passing Flag” – Faster traffic is behind. Check your mirrors for faster traffic and allow a pass at the next approved passing zone.



Checkered Flag – End of session. Proceed back to pit lane at highway speeds (50 – 65 mph on straights) and try to use your brakes as little as possible to allow them to cool.