



DRIVING STANDARDS BOOKLET

2021

DRIVING STANDARDS OBSERVER'S

The DSO's role is to promote fair, close and exciting racing
To uphold the Motorsport Australia code of driving
Assist in making the meeting run smoothly

GUIDELINES

Preamble

Terminology

Explanations

Examples

PREAMBLE

Important **ALL** singing from the same hymn sheet.

That's drivers, DSO, Motorsport Australia Stewards and the club

All **MUST** *know and understand* the rules by which incidents will be judged.

Understand tough decisions will and must be made

Understand final decisions rest with the umpire

Sometimes you will win or lose

UNDERSTAND

We will always apply the rules fairly and firmly

ZERO TOLERANCE – when it comes to abuse of other competitors/teams or officials

NON compliance will result in maximum Penalties.

UNDERSTAND

If you can, **AVOID** an incident.

Right or wrong – you are better to avoid the incident and live to fight other day than be on the trailer going home boasting you were right.

TERMINOLOGY

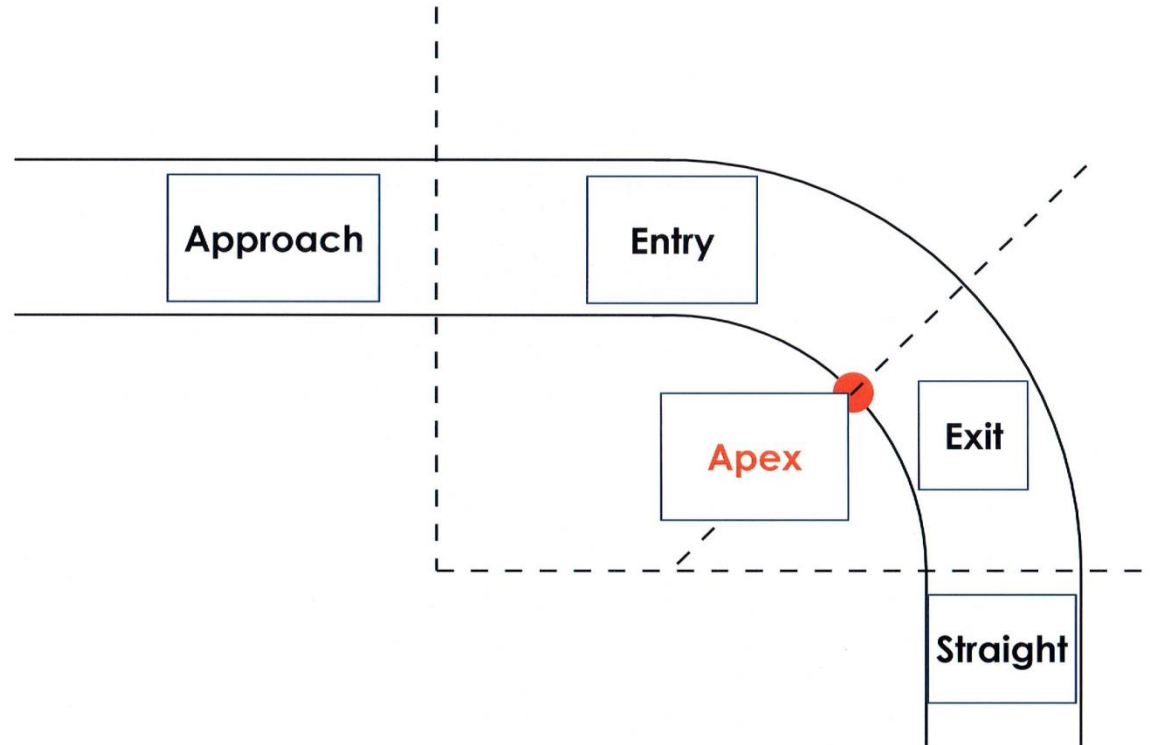
Corner phases

Approach

Entry

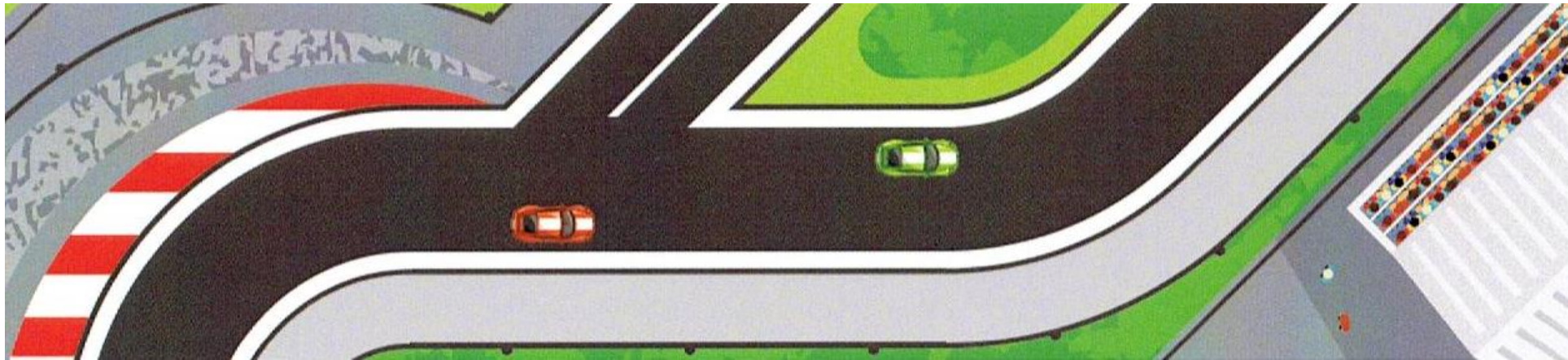
Apex

Exit



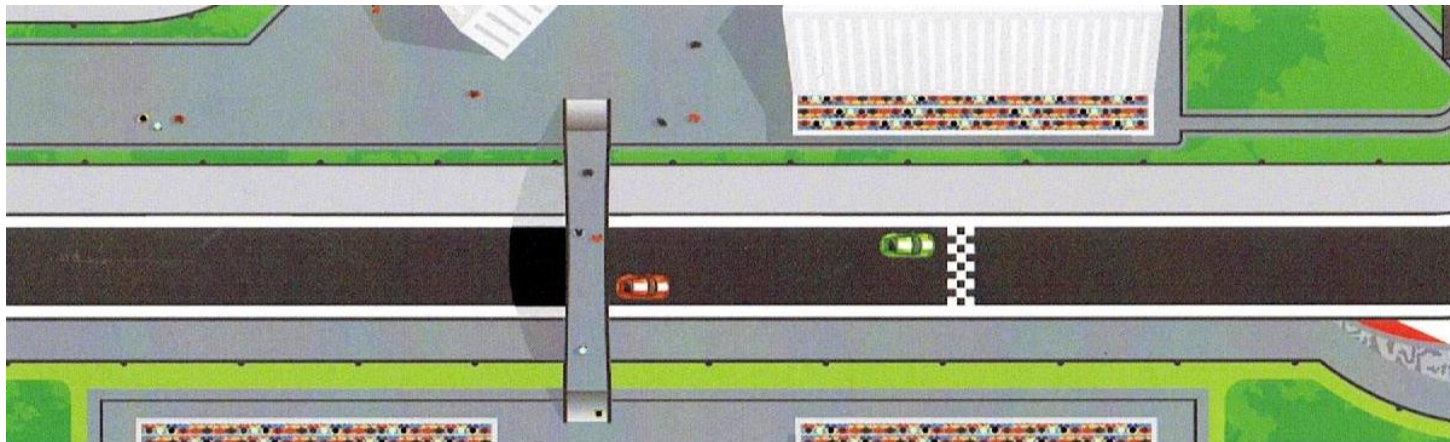
DEFINITION - TRACK

Defined by the painted lines on both sides of the race track and pit lane.



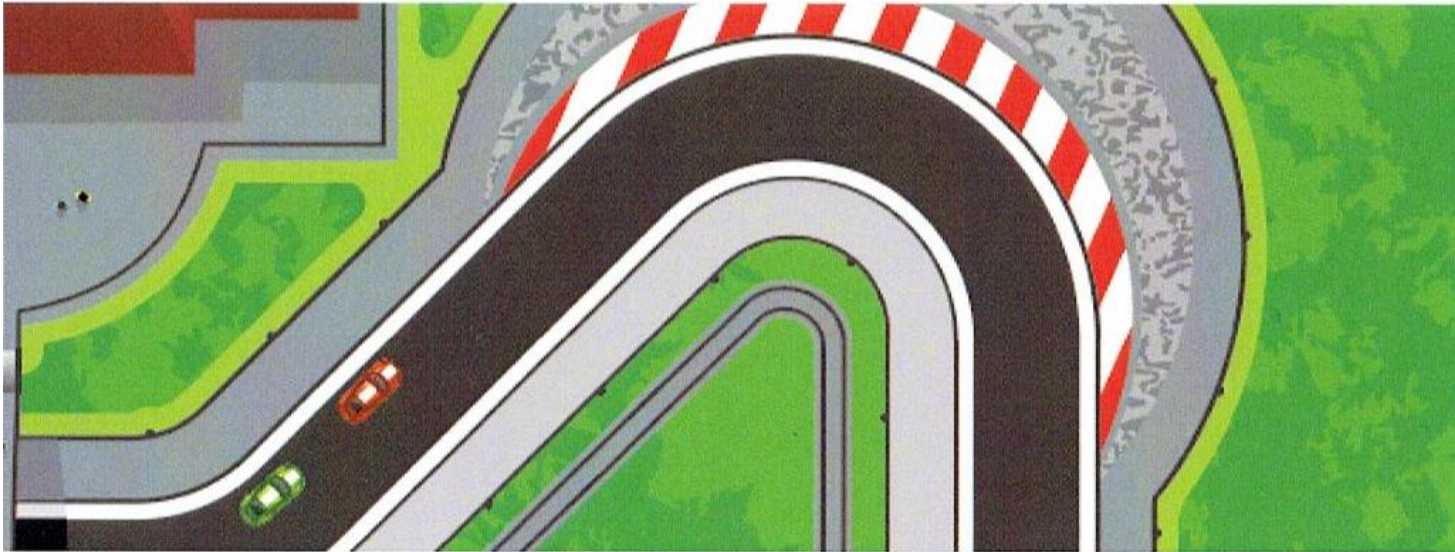
DEFINITION - STRAIGHT

The portion of the track between the exit of a turn and the entry to the next turn



DEFINITION - APPROACH

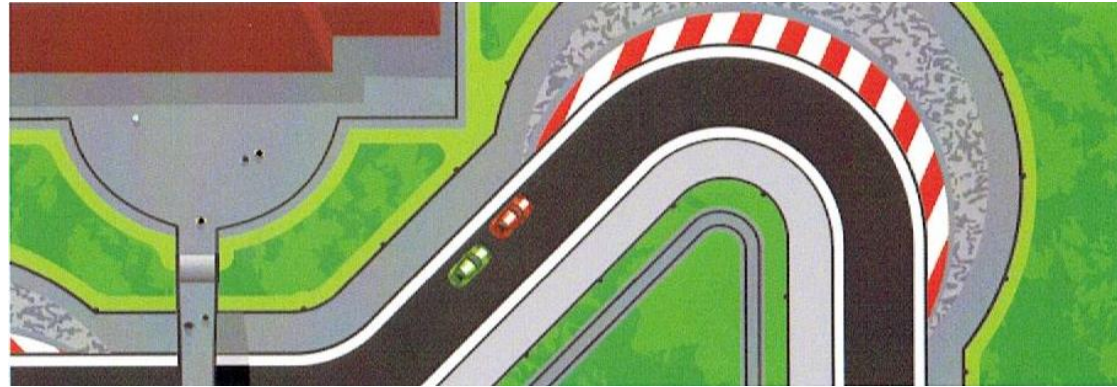
Section of the track where the car is positioned before entry



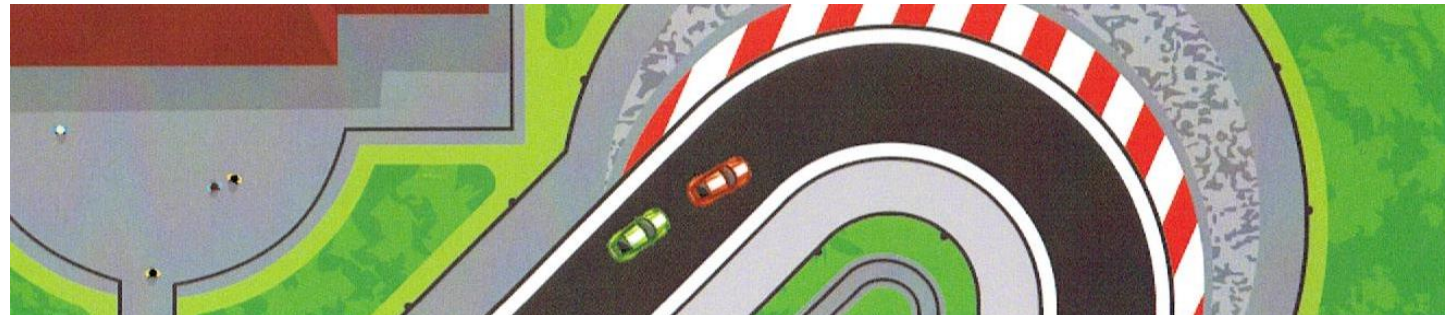
DEFINITION - ENTRY

Two parts

Braking area



Turn-in zone



DEFINITION - APEX

Clipping point(apex)

The point where the car changes from corner entry to corner exit.



DEFINITION - EXIT

Beyond Apex

Throttle being applied

Steering angle reducing.



DEFINITION – RACING LINE

Conventional position of
the car on the race track.

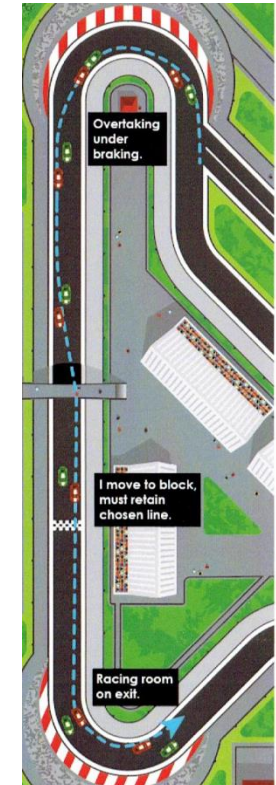
EXPLANATIONS

Blocking/Re-acting/defending your position

With the exception of the first and last lap, **blocking will not be tolerated**

Once a driver commits to an alternative line then they must maintain that line.

Move once and only once

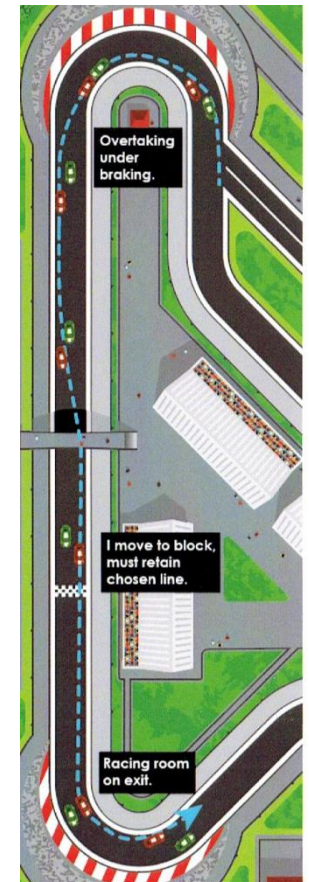


If a driver reacts late – ie moves from the racing line on approach, then the driver shall be responsible for their actions and held accountable for any incident with the following car

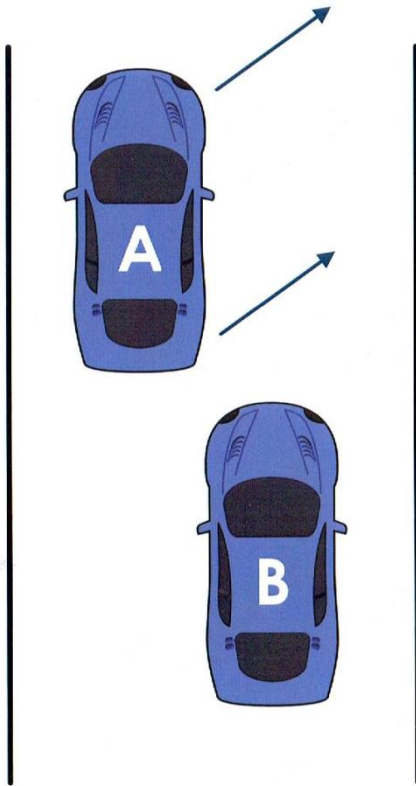
The driver in front must leave a **minimum 1 car width** for the other car

No crowding towards the inside or outside of the corners

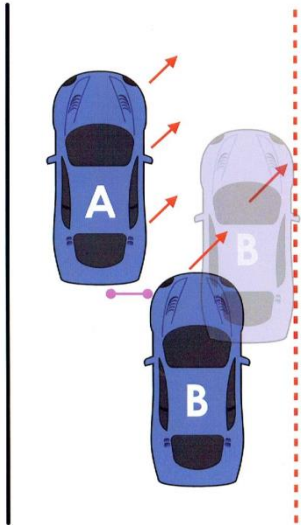
Once the driver has committed to an alternative line, they must not interfere with the car attempting to overtake.



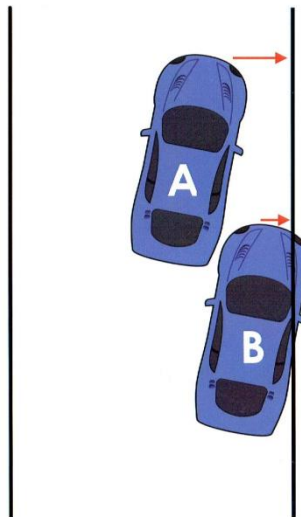
OVERLAPPING



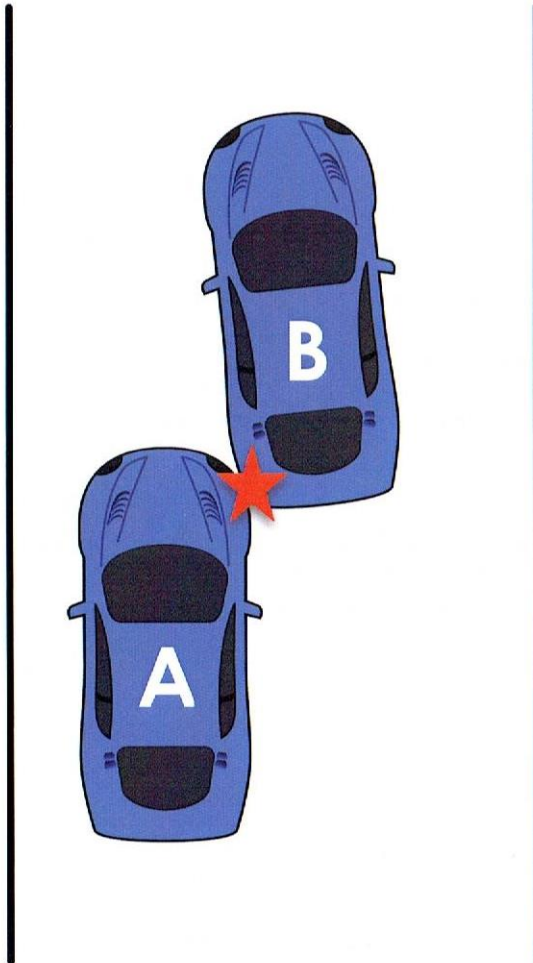
When no overlap exists on a straight with Car A leading Car B, Car A may move off the racing line **once**, to the edge of the track limits.



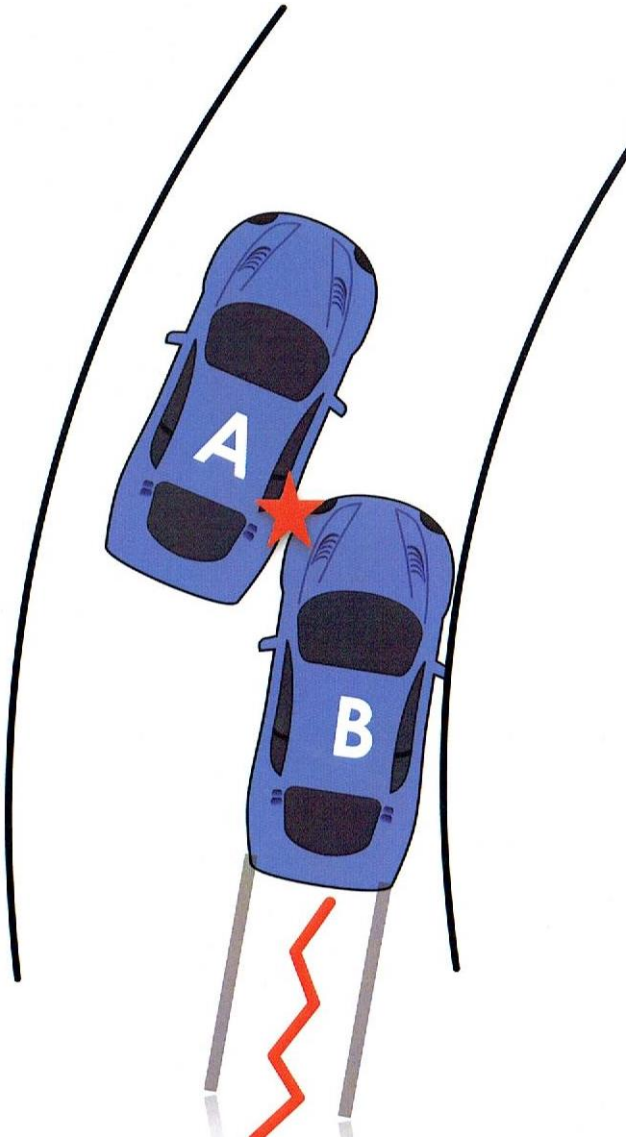
When ANY overlap exists on a straight, with Car A leading Car B, Car A may move off the racing line **once**, and must provide Car B no less than **one car width of racing room to the track edge.**



Car A must not cause Car B to leave the Track. If Car B is forced off the track then penalties will apply to Car A



The onus is always on the **overtaking car**(Car B) to be **clear** of the **overtaken Car**(Car A) before attempting to move across in front.



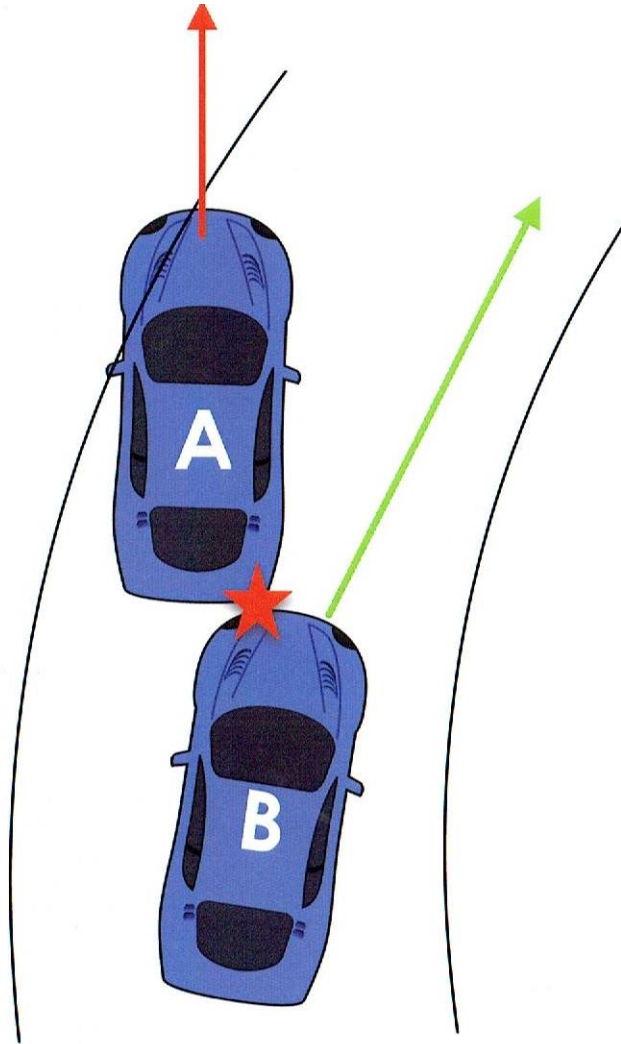
In General, the onus is on the overtaking car to pass safely and **maintaining control** at all times

Overtaking cars should **not just expect** the preceding car to simply give way.

“Dive-Bombing” and related contact are not considered as passing safely. You **cannot use the other car for brakes** or simply run them off the road.

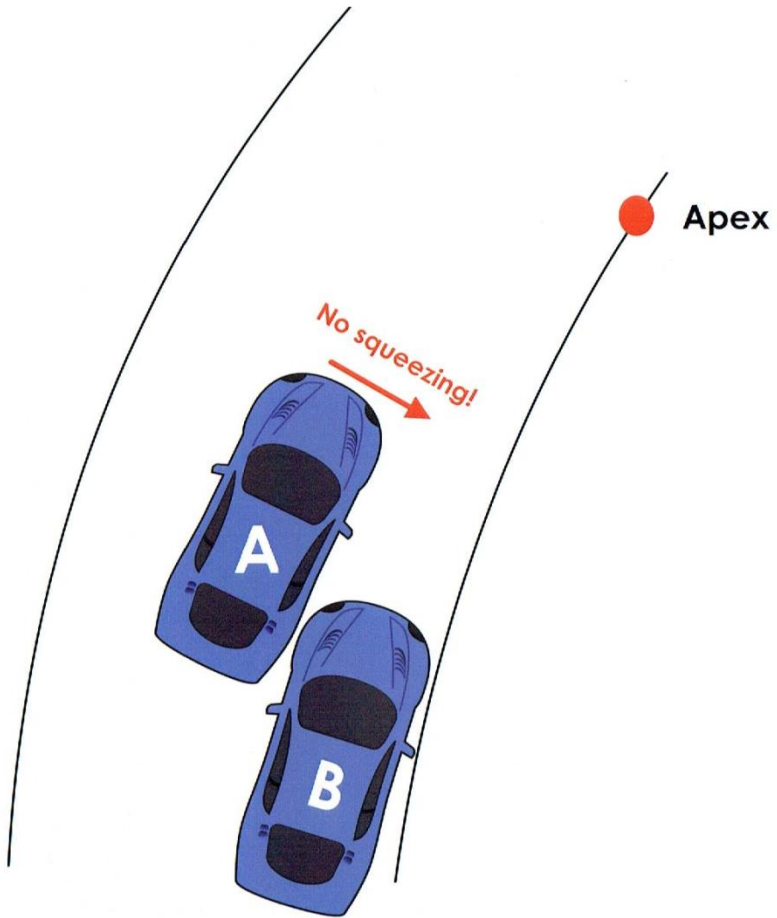
All driver have a duty of care to provide fair racing room at all times.

BUMPING



Any driver that gains an unfair advantage or position as a result of contact with another car – a **“BUMP & RUN”** will not be tolerated and penalties will be issued

CONTACT ENTERING A CORNER



If reasonable overlap exists (in the opinion of the DSO) at the entry point, the car being overtaken CAR A **must allow** racing room.

Car A must not crowd Car B beyond the track limits or the trigger any contact

SITUATIONAL AWARENESS

- *Know where your opponent is situated*
- *Scan your mirrors*
- *Use your Peripheral Vision*

PRACTICE AND QUALIFYING

Show respect to others during qualifying

Fast laps – headlights on

Non Fast laps – headlights off

If you impede others you **WILL BE PENALISED**

WATCH YOUR MIRRORS