



NQ Roll Racing Driver Briefing Notes

1. Motorsport Is Dangerous

You are reminded that Motorsport is Dangerous. To minimise risk and to ensure the continuity of the Race activities please ensure that you comply with the directions given by the Officials at all times.

2. Clothing

Minimum clothing requirement for this event is long sleeve shirt (covering to wrists), long pants (covering to ankle) and enclosed shoes.

An AS/NZS 1698 Standard helmet or equivalent (helmet hire is available at sign-on).

3. Driver and Passenger Requirements

You must be over 18 years of age and provide a valid photo ID to participate.

A current "RACERS" licence.

Zero blood alcohol (Random checks will be conducted).

The RACERS Code of Conduct applies to all entrants.

A Passenger is allowed to be in vehicle during Roll Racing (one passenger per car).

The Passenger must be 16 years of age and over, must provide a valid photo ID to participate.

The Passenger must remain in the front seat at all times.

4. Pitlane

A 10km per hour pit lane speed limit must be observed.

5. Track Safety

Once crossing the finish lane, the left lane must give way to the right lane turning into turn 1.

A maximum of 60km per hour speed limit must also be observed to turn 8.

A 10km per hour speed limit from turn 9 to the start line.

No Racing to continue after finish line.

No crossing of centre line.

6. Track Rules

NO STATIC or FOOT-ON BURNOUTS ALLOWED.

NO powerskids.

7. Vehicle Requirements

Roll Racing is a streetcar style event, open to all types of registered cars.

Radial tyres only NO cross/bias ply tyres.

Front runners are permitted, however they must not have "not for highway" use or equivalent stamp on them.

No oil, fuel or water leaks.

No wheelie bars or parachutes.

No methanol.

Working headlights & taillights.

Remove loose items from the car.

Ensure seat belts, brakes, brake lights and all other safety equipment are in excellent working order.

Seatbelts must be worn at all times

All limbs must be inside the vehicle at all times.

8. ELIMINATIONS

Winner is judge of fact (No appeals)

Cars need to be paired prior to turn 10, single cars past turn 10 will be deemed eliminated.

Left lane will set the rolling speed (Maximum 60kph)

Left lane ALWAYS gives way to right lane after race (at first bend)

Cars that break out before the green light will automatically be eliminated

No green light is deemed a NO RACE (return to rear of staging area"Turn 9" for re-run as a pair)

All eliminated cars must proceed to pitlane.

Please respect all speed limits and our neighbours entering and leaving the facilities (This can forfeit entering any further events).