

RACE CONTROL

Roles & Responsibilities

The role of Race Control is to keep the Race running smoothly.

Before the Race

- Ensure the session is properly scheduled. Check details of the session for correct car, track, laps, carry over, etc.
- Review Pit Notes and be aware of any Penalties to be assigned.

Host Driver's Meeting

- Welcome everyone
- Recognize Sponsor of Race.
- Recognize any Drivers in the race that you know are sponsors.
- Review new Penalties and Carry Overs for the Drivers that are present. Just Name and Penalty, not details
- No Call Outs
- No Wave arounds
- No Intentional Contact - Black and White - One week Suspension.
- Review Start and Restart positions for the track (see below).
- Remind Drivers of any Notices or Special Events etc that might be happening.
- Coordinate with Broadcaster and Advance to Qualifying once Broadcaster is in the session and you hear his voice.

Race Direct the Sessions

- Race #, laps, Top 4 transfer
- B & C Mains - Let drivers know how many laps, how many drivers, how many transfer.
- Keep drivers in line, maintaining a steady pace.
- Remind them no passing until the Start/Finish line.
- Remind drivers to tighten up on restarts when there is 1 lap to go before green and try to be off the mic before turn 3.
- Remind drivers to finish turns 1 and 2 after the checkered flag and slow down in backstretch so we don't have the big pile-ups after the races and unnecessary incident points.

Feature

- **Restarts**
 - Refer to the **Restart & Gapping Section** (below) for the Restart position and Gap to Pace Truck for each track.
 - Have the lead Driver establish the recommended gap with the pace car as fast as possible to prevent checks with one to go.
- Take note of any egregious incidents that you think might need review. Fill out the Race Control Report.
- Remind drivers that the top 3 go to the S/F line for the Podium photo.

- If Driver's transfer to another Division, make sure you read out their names.
- Take a Podium photo.
- If Race is Broadcast, have Podium Drivers leave their cars on the track while they proceed to the Waiting Room in Discord.
- Send the photo to the Race-Results Room in Discord. Photo should be 16x9 (roughly the size of your screen). Leave space around the cars in the photo. Make sure you identify which race it is.
- Save the Race Replay
- Rename Replay yymmdd- Division.rpy (ie. 210109-Raiders.rpy)
- Copy replay to
<https://drive.google.com/drive/folders/1gYFHfpUHQq1jH25v65AN57srJnJJybOo?usp=sharing>

Some useful Admin commands.

!TrackStateX where X represents any percentage Track State (wear),

!ClearAll - Clear all black flags

Restarts & Gapping

Bristol

Leader can fire once the pace car turns off the track. Leader only needs to stay 2-3 car lengths behind the pace car.

Cedar Lake

Leader can fire when the pace car takes off. Leader needs to be 1-2 car lengths behind the pace car

Chili Bowl

Leader fires once he enters turn 4. Leader can stay 1 or 2 car lengths behind the pace car as it pulls off on the backstretch. So, no need for a gap.

Eldora

Leader can fire at the pit road opening in turn 4. Leader can stay 3-4 car lengths back.

Fairbury

Leader can fire at the tire in the middle of the corner. Leader can stay 1-2 car lengths back from the pace car as it pulls off the backstretch. So, there is no need for a gap.

I-55

Leader can fire at the pit opening. Leader can stay 3-4 car lengths back

Knoxville

Leader can fire at the pit opening. Leader can stay 3-4 car lengths back

Kokomo

The leader can fire at the middle tire between turns 3-4. Leader can stay 1-2 car lengths back. Pace car pulls off on the backstretch so no need to leave a gap.

Lanier

Leader can fire at the pit opening. Leader can stay 3-4 car lengths back.

Lernerville

Leader can fire at the tire between 3-4. Leader can stay 1-2 car lengths behind the pace car. No need to leave a gap the pace car pulls off going into turn 3.

Limaland

Leader can fire at pit road cones. Leader can stay 2-3 car lengths back from the pace car.

Dirt Track at Charlotte

Leader can fire at the 3rd to last tire at the start of turn 4. Leader can stay 1-2 car lengths back from the pace car. The pace car pulls in on the backstretch so no need for a gap.

USA

Leader can fire at the pit road opening. Leader can stay 2-3 car lengths behind the pace car.

Volusia

The leader can fire at the stick behind the inside wall in turn 4. Leader should stay 5-6 car lengths back due to the early green flag at this track, so a big gap is needed.

Weedsport

Leader can fire at the beginning of the wall in turn 4. Leader can leave 2-3 car lengths as it pulls high off the track and is out of the way in turn 4.

Williams Grove

Leader can fire at the second stop light at the exit of turn 4 (it's located outside of the wall on corner exit). Leader can leave 1-2 car lengths back. The pace car exits in turn 3 so no need for a gap.