

ARA ENDURANCE 2023

Final Instructions

Course Direction: Anti-Clockwise

Race Classes

There are two styles of endurance competition in the same event:

1. True Endurance: a single machine, shared by 2 or 3 riders
2. Relay Endurance: 2 or 3 riders in a team, where each uses their own machine, and the transponder is swapped between machines at the pit stop.

Within each of the above, the following capacity classes will apply

Class A:	Up to 400cc four-cylinder machines Up to 700cc twin-cylinder machines
Class B	600cc and over four-cylinder machines 700cc and over twin-cylinder machines

For Relay Endurance, the class will be that of the largest capacity machine used by the team.

Race number and background colours

True Endurance, Class A	GREEN PLATES WHITE NUMBERS
True Endurance, Class B	WHITE PLATES BLUE NUMBERS
Relay Endurance, Class A	RED PLATES WHITE NUMBERS
Relay Endurance, Class B	YELLOW PLATES BLACK NUMBERS

For Relay Endurance, teams must ensure that each machine used by the team carries the correct numbers and colours for the class, as shown above, that applies to the whole team

Pits

The pits are a live working area, with bikes arriving and leaving as part of the race. Consequently, the pits will be a closed working area, with the following rules applying:

- The Pit Area is only accessible to those that have signed on and have reason to be there
- Smoking or vaporizer are **NOT** allowed in the pit area
- Open flame cooking equipment is NOT allowed in the pit area
- Alcohol is **NOT** allowed in the pit area
- Pushbikes are **NOT** allowed in the pit area
- Dogs are **NOT** allowed in the endurance pit area
- Media must leave this area immediately after the start of the race
- While not mandating any refuelling equipment or practices, teams will be cautioned if their equipment and/or practices are considered unsafe by the race officials.

Key Information

- The speed limit in the pits is 40 kph
- Slick and cut-slick tyres are not allowed
- There will be an untimed practice session before qualifying. Primarily for visitors and inexperienced riders, you must apply at signing-on if you want to join this session
- There's a qualifying cut off of 120% of the 3rd fastest time set in each class. Each member of a team must ride at least one practice lap at this cutoff pace or faster.
- Each team will be allowed ONE race support vehicle
- From 09:00 race support vehicles in the pit area **CANNOT BE MOVED**
- Each team can have two mechanics and one timekeeper, who must all be either 16 or older, OR hold an ACU road race licence
- Riders must wear their coloured armband on their **RIGHT** arm
- Each working vehicle in the Paddock must have a 2kg (minimum) dry powder fire extinguisher

Schedule

The schedule for practice and races are:

- 08:00 Signing on & scrutineering opens
- 09:05 Briefing for riders and paddock staff at race office
- 09:30 Untimed Practice
- 09:50 Qualifying rider 1
- 10:10 Qualifying rider 2
- 10:30 Qualifying rider 3
- 10:55 Brunch
- 12:00 Start procedure commences (see below)

Race Start Procedure

- 12:00 Gate opens for riders or mechanics to wheel bikes onto the starting grid. The grid is formed in qualifying order. There is no out-lap, machines go straight to their grid position. Generators are not allowed, but machines may be put on stands and tyre warmers fitted
- 12:08 Gate closes. Mechanics leave grid, with all stands, tools and equipment; only riders (2 per team) and officials allowed on grid
- 12:10 One at a time, starting from pole position, each rider is set off on a warm-up lap by a start line official. There is to be no overtaking on the warm-up lap (barring machine failure). Riders must return down pit lane
- 12:13 On return from warm-up lap, riders hand their bikes to their team-mate to hold, and line-up for the Le Mans start
- 12:15 Endurance race starts

Notes

- If your team misses the gate closing, you will be allowed to start from the pit, after the whole field has left the grid
- The team-mate must hold the bike from the rear, and must wear full riding kit (leathers, helmet, etc)
- Starting riders will line up across from the machines as indicated by the start officials
- Method of starting will be the lowering of the Manx flag
- On the start of the race, riders will run across to their machines, start their engines and commence racing
- Officials will be checking that the rider starts the bike, not the team-mate holding the machine

During event

- No rider can ride for more than 55 minutes continuously
- Each rider must rest for at least 30 minutes between sessions
- For two-rider teams: no one rider is permitted to race for more than 2-1/2 hours
- For three-riders teams: no rider is permitted to race for more than 2 hours in total
- Disregarding the flag signals or any other infraction judged by the clerk of the course may receive a long lap penalty. The rider must stop for 30 (thirty) second penalty in the stop box, then proceed around the pit area, observing the pit speed limit, before re-entering the track. The rider must not stop at their pit while serving a penalty
- For Relay Endurance teams: if one of the team's machine has a mechanical failure such that it cannot continue, then the rider of that machine is also out of the race. For three man teams, the other two riders may continue. If a two-man team has a machine failure, then the remaining rider may continue, but must observe the maximum riding time and rest time rules above.

Pit Stop

The following applies to pit stops:

- On pit entry, the rider must stop in the entry stop box and put one foot down, before proceeding to their pit
- The pit lane speed limit is 40kph. This will be enforced
- On arriving at your pit area, the bikes engine must be switched off.
- For True Endurance:
 - The machine is put onto a paddock stand and the rider gets off before refuelling begins.
 - When refuelling is complete, the new rider gets on the machine, the paddock stand is removed and the engine is started.
- For Relay Endurance
 - The machine must be put on a paddock stand before the transponder is removed
 - The out-going rider may be sat on the next machine, ready for the transponder to be fitted
 - Transponders **MUST** be fitted to the bike; having the transponder in the rider's leathers is expressly forbidden.

Safety Car

This event will follow the full set of ACU Standing Regulations for Endurance events, including the use of a safety car where required. The presence of the Safety Car on track is indicated to riders by the **RED FLAG WITH A WHITE DIAGONAL CROSS**. This means that :

- The race is neutralised.
- Riders must slow down and be prepared to catch up a SAFETY CAR.
- It is forbidden for a rider to overtake another rider during the display of this flag.
- Overtaking the SAFETY CAR is forbidden.
- Riders must line-up in single file behind the SAFETY CAR.
- Where a team holds a pit-stop under the safety car, the exiting rider will be held at the pit exit until the safety car and all riders have passed. They then join the back of the file of riders, and may not overtake
- During the last lap of the neutralisation period the "Safety Car" will switch off the Lights on the roof to indicate to the competitors that the "Safety Car" will enter the pit lane at the end of that lap and the race will resume.
- When the "Safety Car" has left the track overtaking is forbidden up until the start line, where a Green Flag will be waved and the Red Flag with the White Diagonal Cross immediately withdrawn

We strongly advise all riders and team members to familiarize themselves with the relevant section of the ACU Standing Regulations - Section 9, Neutralisation of Races – Safety Car”.

Race finish

To be classed as a finisher, a team must:

- completed 75 % of the number of laps carried out by the winner
- crossed the finish line on the race track (not in the pit lane) within 5 minutes of the race winner and the rider must be in contact with his machine

Presentation

Race presentations and prizes will be awarded at the Sulby Hotel after the event. All teams are requested to be present to receive their awards

Signatures

As per the ACU rules for endurance: where a rider competes in an Endurance race of 3 hrs or more duration 2 signatures will be awarded if the Team completes at least 90% of the number of laps completed by the Race/Class winner