

Motor Racing Legends Drivers briefing

Silverstone GP Historic – 19/20 October 2024

Andrew Rowe – Senior Clerk of the Course

Simon Gnana-Pragasam – Clerk of the Course

Joe East – Clerk of the Course

Lewis Mason – Clerk of the Course

Nigel Tanser – Clerk of the Course

Glynn Lee – Clerk of the Course (HRDC)

General

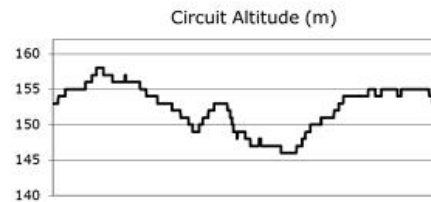
- Please remember to read the Final Instructions and any other instructions for your series or championship
- Please attend the mandatory in-person drivers briefing at the event
- Please be ready and listen to announcements in the paddock

Track Layout



Silverstone GP Circuit

Silverstone, Towcester, Northamptonshire, UK



Length	3.6393 miles 5.857 km 5857.0 m		
FL		52.07872 N	1.01711 W
Int 1	2033m	52.06559 N	1.01486 W
Int 2	4857m	52.07603 N	1.01669 W
Pit Entry	5805m	52.07859 N	1.01758 W
Pit Exit	305m after FL	52.07880 N	1.01268 W
Pit Entry - Pit Exit	336m, 24.2s @ 50kph, 20.1s @ 60kph		

Results & Live Timing available at – www.tsl-timing.com

Updated - 24/01/2024 09:44



Qualifying

- Please be ready twenty minutes before your session in the assembly area (behind garages 1 & 2)
- All cars will be noise tested prior to their first session on the circuit
- Cars will be released as directed by marshals, into the pit lane via garages 1 and 2 and onto the circuit
- Each driver **MUST** get three timed laps completed
- If we have to RED flag in qualifying we will need you to return to the PIT LANE
- End of the track session, please complete a slowing down lap, exit the circuit at the pit entry and proceed to parc ferme

Pit Lane exit



Please observe the blend line when exiting the pit lane

Observe speed limit until after you pass the pit exit lane

Pit lane entry



Yellow light panel / Flag:

- Danger
- No overtaking
- MUST BE OBSERVED
- NOT SEEING IS NO EXCUSE
- PENALTY possible DISQUALIFICATION
- Flashing Yellow light panel – extreme danger, circuit partially blocked, be prepared to stop
- No overtaking until after the Green signal at the next post



Red light panel / Flag:

- Stop racing
- No overtaking
- Qualifying: Return to Pit Lane
- Race: Return to the rear of grid and await Marshal / Official Instructions
- Or as directed by Marshals



Signaling area

On the start-line the following flags may be shown



The Black and White, the Black and Orange and Drive Through board will also be displayed with a car number – please obey this instruction if shown for you car.



Race (rolling start – Race 1, 2, 3, 5, 7)

- From the assembly area (which is behind garages 1 and 2) the 1 minute and 30 second boards will be shown
- The green flag will be shown in the assembly area and cars will be released through garage 1 and 2, into the pit lane behind the Lead Car
- During green flag laps, practice starts and excessive weaving are specifically forbidden
- If you stall or spin off and fall behind all other competing cars, you must remain behind those cars and start the race from the rear of the grid
- Towards the end of the lap the Lead Car will slow the field and competitors should form up in their 2 x 2 grid formation
- The red start lights will be switched on once the Lead Car has left the circuit (and entered the pit lane) and will be extinguished to signify the start of the race
- Competitors must hold their grid position in a 2 x 2 formation until the start of the race signal is given
- Once the Lead Car has left the circuit the pace must be maintained by the lead vehicle until the race starts

Race (standing start – Race 4, 6, 8)

- From the assembly area (which is behind garages 1 and 2) the 1 minute and 30 second boards will be shown
- The green flag will be shown in the assembly area and cars will be released through garage 1 and 2, into the pit lane and will then completing a lap of the circuit, returning to the grid
- During green flag laps, practice starts and excessive weaving are specifically forbidden
- If you stall or spin off and fall behind all other competing cars, you must remain behind those cars and start the race from the rear of the grid
- The pole car will set the green flag pace and unnecessarily slow green flag laps may result in the race duration being reduced
- A 5 second board will be shown once all cars are in position on the grid
- The red lights will be displayed, at some time between 2-7secs the red lights will switch off – signalling the start of the race
- In the case of starting lights failure, the Union flag will be used instead. No team personnel are allowed on the pit wall for the start of the race

Pit stops

- Remember pit stops and pit windows
 - MRL Historic Touring Car Challenge (Race 1) – mandatory stop between 20 and 40 minutes
 - GT3 Legends (Race 2) – mandatory stop between 25 and 35 minutes
 - MRL RAC Pall Mall Cup (Race 3) – 2 stops with elapsed time between stops no more than 85 minutes
 - MRL Pre '63 GT (Race 5) – mandatory stop between 20 and 40 minutes
 - HRDC Gerry Marshall Trophy (Race 6) – mandatory stop between 15 and 30 minutes
 - MRL RAC Woodcote and Stirling Moss Trophy (Race 7) - mandatory stop between 20 and 40 minutes
 - HRDC Jack Sears Trophy (Race 8) – mandatory stop between 15 and 30 minutes

Track limits

Q12.21.2. Drivers must use the track at all times and may not leave the track without a justifiable reason. For the avoidance of doubt:

- (a) The white lines defining the track edges are considered to be part of the track.
- (b) A driver will be judged to have left the track if any part of the contact patch of the tyre goes beyond either the outer edge of any kerb or the white line where there is no kerb.

Track limits will be monitored and penalties issued for exceeding track limits for qualifying and race sessions



✓ ACCEPTABLE



✗ NOT ACCEPTABLE

Safety Car

- When you see the Safety Car (SC) boards & flags you should slow down progressively, cease racing and no overtaking. while at the same time closing the gaps. The aim is for the leader and all cars to be bunched together at around a 5 car gap to each other.
- The leader, on seeing the flags & boards should try to open a gap to the car in front so that, when it joins the track, the Safety Car can do so safely.
- During a Safety Car you can't pass other cars and should keep up with the cars in front of you. Don't leave big gaps. AT the end of a Safety Car period you can't overtake another car until you pass the Green Flag AT THE CONTROL LINE. Once the lights on the Safety Car are extinguished there must be no sudden acceleration/deceleration or 'zig-zagging'.
- In certain circumstances the Safety Car (with its lights on) may drive through the pit lane with the competing cars following behind it (for instance if there is an incident on the start / finish straight).

Safety Car start procedure

In exceptional circumstances the race may be started behind the safety car

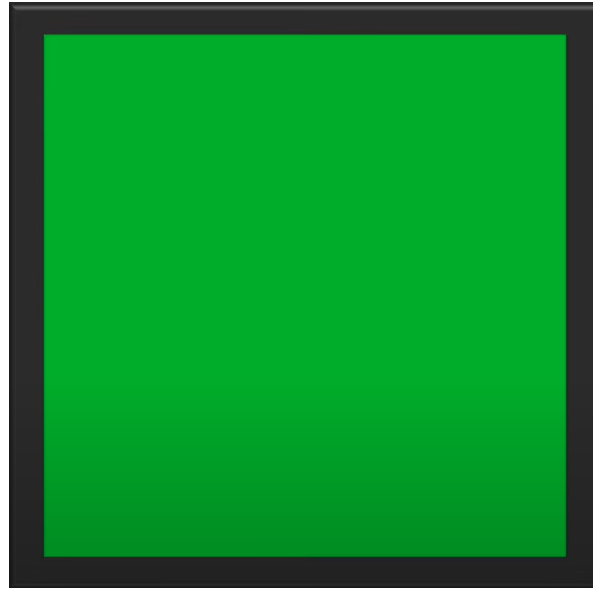
- In this case its flashing yellow/amber lights will be turned on at the one-minute signal.
- This is the signal to the Entrants/Drivers that the race will be started behind the Safety Car and it will remain at the front of the grid during the remainder of the countdown.
- When the Green Flag is shown at the Start/Finish Line, the Safety Car will leave the grid and all cars will follow in single file in grid order no more than 5 (five) car lengths apart. The race will be deemed to have started when the Safety Car leaves the grid and the Green Flag is displayed.
- Cars will leave the grid in single file grid order behind the Safety Car and remain in single file without overtaking. Racing can commence when the GREEN flag is shown on the line after the Safety Car has pulled off. AT the end of a Safety Car period you can't overtake another car until you pass the Green Flag AT THE CONTROL LINE

SAFETY CAR DEPLOYED



SLOW DOWN AND
NO OVERTAKING

SAFETY CAR IN



RESTART

NO OVERTAKING BEFORE THE FINISH LINE

Safety on Track

- If you need help on track please try to stop in a SAFE place near a marshals post
- If the car is in a safe place, get out of the car and over the barrier and to a place of safety
- If you remain in the car give the thumbs up to marshals if you are okay

Driving standards

- Remember this is a **NON CONTACT** sport
- You need to be aware of all other cars around you at all times
- Make sure the overtake can be completed without contact
- Contact is expensive and potentially dangerous
- Reported incidents will be investigated and judicial action may be taken
- You may **Only Change Direction Once** in front of the pursuing car, that is to say you can only move left or right in front of the car, not both.
- **Pushing or Squeezing** competitors off the track is strictly forbidden i.e. reducing the available track width to less than a car's width.

Enjoy

- Remember to enjoy the experience
- If you have any questions during the day please contact one of your co-ordinators or get in touch with Race Control