



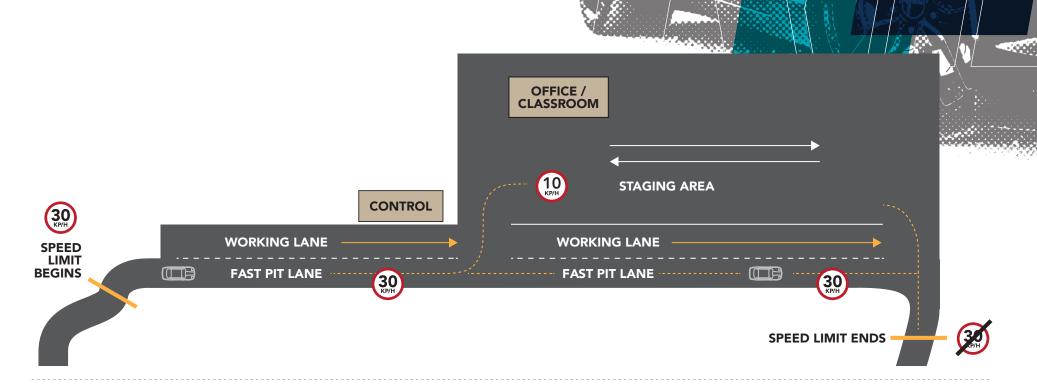




## **ARRIVING AT THE CIRCUIT**

When you arrive at the circuit, please proceed to the entry kiosk.

Have your ID and Waiver ready. You will be given parking directions from here.





## **WAIVER**

RMM requires everyone on the property, drivers and non-drivers, to have signed a waiver. Doing this ahead of time greatly helps keep track events on schedule.

You will be required to show you have signed the waiver to access the property.

You can find the waiver online at https://rmm.speedwaiver.com/bowoa

Or by scanning the following QR Code.





## PROPER ATTIRE FOR TRACK PARTICIPANTS

Please ensure that you arrive with comfortable, sporty, not baggy, weather-appropriate, attire.

Footwear should be form-fitting, with a thin and/or flexible sole. Sandals, heels, large boots, or open toe footwear are not permitted.

It it recommended, but not mandatory, that drivers wear racing gloves.

It is mandatory to have a Snell SA2015 or higher rated helmet for all track sessions.

DOT rated helmets are NOT acceptable. The SA standard better protects you in the case of an accident within a vehicle, as they were specifically designed for automotive use. Open-face or full-face helmet is the choice of the driver/passenger. Both are acceptable as long as it is SA2015 or higher rated.

Helmets are available for rental at the cost of \$10 ea per day. RMM cannot guarantee we have the correct size for everyone.

It is NOT permitted to wear a motorcycle helmet for automobile sessions.

Motorcycles need to have a Snell M2015 or higher rated helmet. DOT only rated helmets are NOT approved for motorcycles.

Motorcycle participants are required to have suits, gloves, and boots which meet the standards as outlined in the Motorcycle Inspection Checklist.



#### **VEHICLE PREPARATION**

Please review/perform all of the following recommendations before arriving at the circuit.

#### **VEHICLE COCKPIT**

- Remove all loose items from inside the vehicle.
- Remove all floor mats, specifically the driver's side.
- Ensure the trunk is empty. Spare tires, jacks, and tools need to be secure.

#### FLUIDS, BELTS, AND HOSES

- Check that all fluids (engine oil, power steering fluid, coolant, brake fluid) are topped up to their proper level.
- Check that hoses/belts are fitted properly with no leaks or cracks.
- · Arrive at the track with a full tank of fuel.

#### **FLUIDS, BELTS, AND HOSES**

- Should be in good working order, no fraying or visible damage.
- 3-point seatbelt is a minimum.

#### **TIRES**

- Check that you have sufficient tread depth to last the entire session on track.
- Ensure there are no visible cracks or damage on the tread or sidewall of the tire.
- Check the valve stems for leaks/damage and ensure the valve stem caps are tight.
- Check that no part of the tire will come into contact with the suspension or wheel well/ fender during extreme cornering/braking.
- Ensure the tires are inflated to the proper pressure as defined by the manufacturer.
- Winter tires are NOT recommended due to their extreme high rate of wear, and studs are strictly prohibited.



#### **VEHICLE PREPARATION**

#### **BRAKES**

- Ensure that both front and rear brake pads have above 70% friction material remaining.
- Brake discs should be clear of any cracks and have sufficient thickness.

#### **BRAKE FLUID**

- It is recommended to upgrade to a minimum of Dot 4 brake fluid with a wet boiling point of 155°C.
- · For those planning to track their car often,
- we would recommend upgrading to a Dot 5.1 Glycol-based fluid. Dot 5.1 brake fluid typically has a wet boiling point of 190°C.
- Do NOT upgrade to a Dot 5 silicone-based fluid.
- It is recommended to upgrade the brake cooling with additional air cooling ducts to direct fresh air to the brakes.

- Always consult a professional before changing or upgrading your brake fluid and/or braking system components.
- A performance shop with racing experience would be recommended over a typical journeyman mechanic.

#### **SUSPENSION**

- Ensure that all suspension components, ball joints, linkages, bearings, fasteners, are tight and free of any wear/freeplay.
- It is recommended to have proper alignment for the track.

#### **FLUID LEAKS**

Ensure that the vehicle does not have ANY fluid leaks before arriving at the track. Vehicles with excessive fluid leaks (oil or water) will not be permitted on track.



## **VEHICLE PREPARATION**

#### **TOW HOOK**

It is advised to install you manufacturer's provided tow hook to both the front and rear of your vehicle before you arrive. In the event of needing your vehicle to be towed from the circuit to the paddock area, this will prevent any unnecessary damage to your vehicle.



Most vehicles have a factory tow hook with the spare tire tools, inside the trunk area.

Please familiarize yourself with the location of your tow hook, and how to install it.



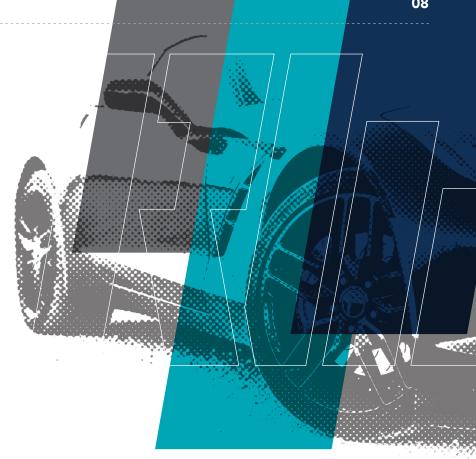




## **MOTORCYCLE PREPARATION**

#### MOTORCYCLE SPECIFIC CHECKLIST

- All glass must be taped over, including headlights, signals, and taillights
- License plate must be removed
- Motorcycle is in good mechanical condition
- No fluid leaks
- No loose fasteners, bodywork, bolts etc.
- Tires are in good condition
- Levers and controls operate freely
- Throttle snaps back to off when released
- Clean brake/clutch fluid





Every vehicle must be equipped with a designated GPS unit during their event.

The GPS unit will monitor the vehicle while it is on track, allowing for the safety systems to function properly.

Please mount the suction cup unit on the windshield with the light facing out the front of the car or to the sky.



## **SOUND MONITORING**

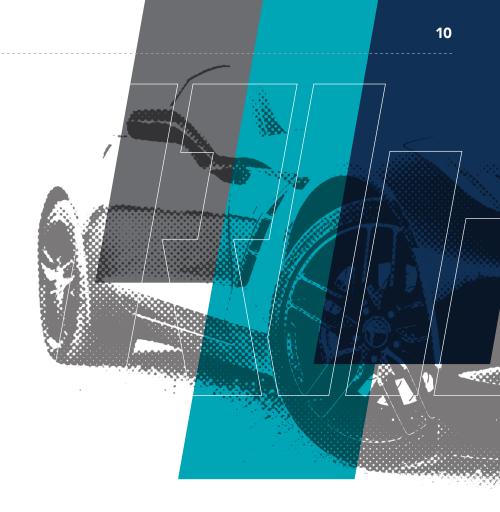
As a courtesy to all guests, RMM will not accept unnecessary noises, or deliberate noise pollution.

We enforce a strict sound policy of maximum 95db, 15m from the vehicle at wide open throttle. Please note, all vehicles with modified exhausts specifically for the purpose of deliberate and loud noises are not permitted.

All vehicle noise levels will be continually monitored during regular hours of operations. Our sound monitoring system registers and records sound measurements during the period of time that the track is open.

In the event that your vehicle is too loud, you will be given ONE opportunity to modify the vehicle to reduce the noise produced.

Please ensure your vehicle is fully compliant with the RMM noise policies.

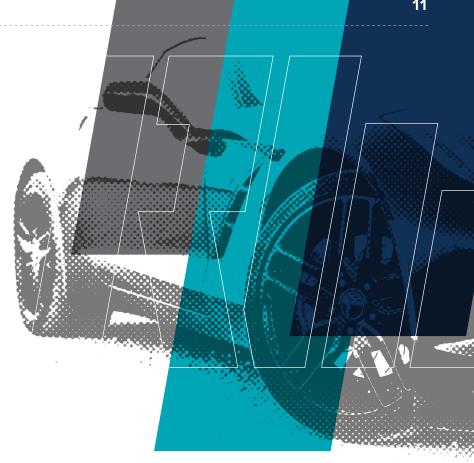




## **PASSENGER POLICY**

#### PASSENGERS ARE ONLY ALLOWED **UNDER THE FOLLOWING CIRCUMSTANCES:**

- The session is led by an approved driver under a controlled speed lead/follow
- The session cannot be the first session of the day
- The track cannot be wet
- First timers, and participants with limited track time cannot carry passengers
- Front seat passengers only
- Passenger must have an approved helmet
- Any excessive speeds or dropped wheels will immediately stop the session for all drivers
- Passengers must meet ministry of transportation size/height requirements for being a front seat passenger





#### TRACK PROCEDURES / PIT LANE

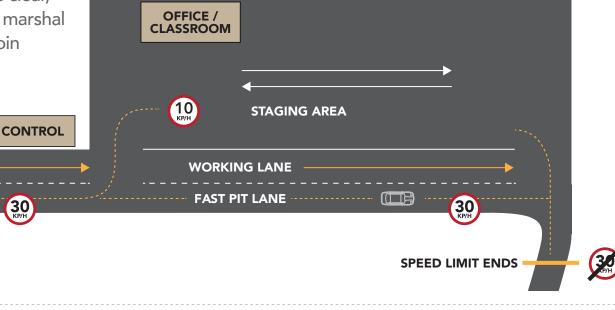
- The pit lane is divided into the 'fast lane' and the 'slow lane/working area'
- The pit speed limit is 30km/h and will be monitored with the GPS unit
- There is zero tolerance for speeding in the pit lane
- Absolutely no passing in the fast lane
- The end of pit lane will show a red or green light to indicate your ability to join the circuit
- A green light means the track is clear, but an indication from the track marshal is still required before you can join the track

WORKING LANE

FAST PIT LANE

30 KP/H

- A red light (X) means the track is NOT clear to enter
- No stopping in the fast lane unless it is at the end of pit lane waiting to enter the track
- Be prepared to show your wrist band to the track marshal
- No reversing in the pit lane

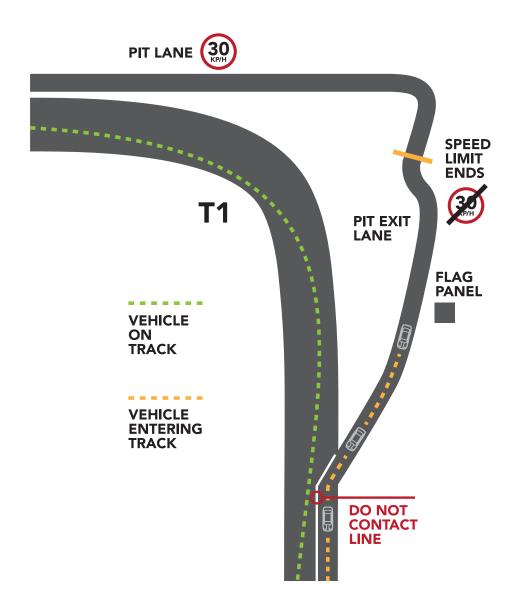




**SPEED** LIMIT **BEGINS** 

## PIT EXIT / TRACK ENTRY

- Do NOT cross the solid white line
- Check your mirrors for faster cars coming on the racing line
- Similarly to merging onto a highway, get up to speed and enter the circuit when it is clear to do so
- Do not stop, continue driving on the left side
- You do NOT need to signal to enter the track
- Be cautious on the throttle if the tires are cold
- Stay on the racing line until Turn 2, faster cars will go around you
- If you are already on track, be aware of slower cars entering the track, as you may need to go off the racing line





## **TRACK ENTRY**





## TRACK ENTRY

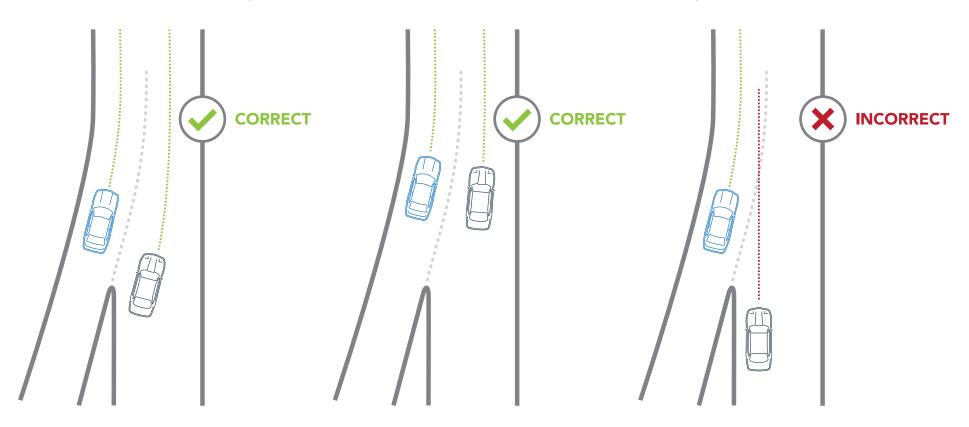
Cars already on the track must give room to any car entering the track. Stay clear and to the right of this line after the exit of Turn 1. Do not cross the solid white line. If a slower car is joining the track at the same time as you are passing this area, the faster car may safely pass the slower car on the right. DO NOT attempt to race the slower car into Turn 2. If you cannot SAFELY pass the joining car BEFORE the braking zone of Turn 2, stay behind that vehicle until you enter the next available passing zone.





## TRACK ENTRY

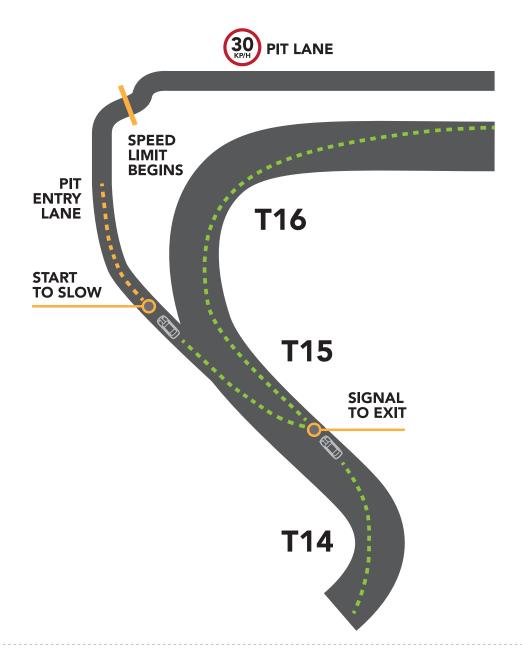
Cars already on the track must give room to any car entering the track. Stay clear and to the right of this line after the exit of Turn 1. Do not cross the solid white line. If a slower car is joining the track at the same time as you are passing this area, the faster car may safely pass the slower car on the right. DO NOT attempt to race the slower car into Turn 2. If you cannot SAFELY pass the joining car BEFORE the braking zone of Turn 2, stay behind that vehicle until you enter the next available passing zone.



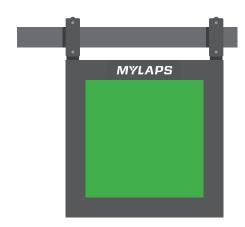


## PIT ENTRY / TRACK EXIT

- Do NOT cross the solid white line
- After Turn 14, keep to the left side and off the racing line
- Signal to the left to let others know you are exiting the track. Motorcycles and race cars without turn signals are to raise their hand to indicate that they will be entering the pits
- Don't overly slow your vehicle before you enter the pit entry 'lane' as faster cars behind you may not expect you to be slowing down
- The 30km/h speed limit begins AFTER the concrete pit wall—not immediately after upon entering the pit entry 'lane'
- Pit Lane 30km/h speed will be monitored by your GPS unit

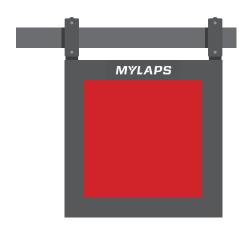






The Green flag is used to signal to drivers that the session has begun, and that the track is clear.

You may enter the track to start/resume the session. The track is clear. It may also be used during the session to signal that a previous incident has been cleared.



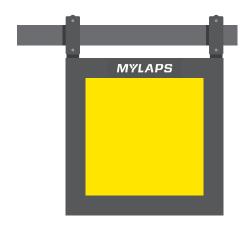
The Red flag is used to signal an emergency/obstruction on track; conditions are no longer safe for drivers.

When a red flag is displayed you must immediately slow down and RETURN to pit lane at a significantly reduced pace.

Be aware that there may be an incident on track, a car may be stopped in an unsafe position, and a safety/tow vehicle may be entering the track from ANY location. Do not pass the safety vehicle until it has safely arrived at the incident.

NO PASSING is permitted.



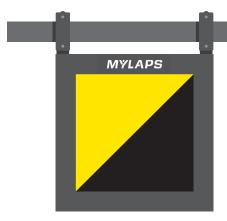


The Yellow flag is used to inform the participant of a hazard ahead.

Blinking means proceed with caution, being aware that there is a hazard ahead, off the racing circuit.

Speed reduction is mandatory\*.

NO PASSING is permitted.



prepared to adjust your speed/driving line immediately. This suggests the hazard ahead is ON the racing circuit.

When flag panel is alternating, proceed with caution and be

Significant speed reduction is mandatory\*.

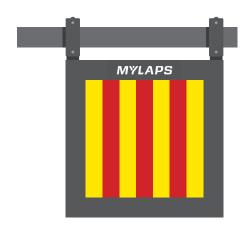
NO PASSING is permitted.



ALTERNATING VISUAL

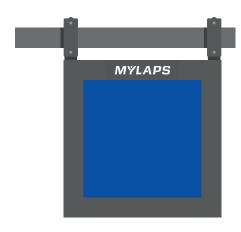
\*Speed may only be resumed once you reach a blank electronic light panel, meaning you have cleared the incident zone





The Yellow/Red stripe flag is used to indicate that there is a slippery section on track, or debris on the track that may cause reduced traction.

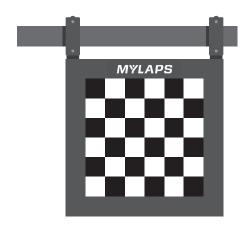
Proceed as normal, but with caution, being aware that there may be some debris on track that you need to avoid. This may include gravel, dirt, oil, a pylon, or other debris.



The Blue flag is used to signal to drivers that there is a faster car approaching, and to be aware.

During passing sessions only, you may be shown this flag if you are significantly holding up one or more cars. You should proceed to let the faster cars through at the nearest passing zone.



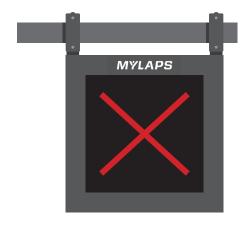


The chequered flag indicates the end of a driving session.

Typically only shown at the front straight flag location.

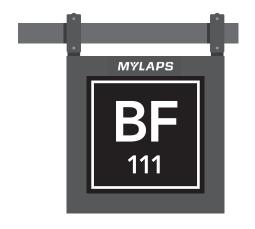
Proceed to pit lane at a slightly reduced pace, ideally allowing the car to 'cool down' on your way back.

NO PASSING is permitted.



The red X signifies that the pit exit is closed and it is NOT clear to join the track.









The black flag is used to signal to a specific driver that they have disobeyed the rules or have been driving with dangerous or unsportsmanlike behavior.

The black flag may also indicate that a specific car has an issue that needs to be addressed. (exceeding sound limit, mechanical issue, etc.) You must immediately return to pit lane and report to the track marshal.

The black flag will have a white outline with the letters BF in the middle.

The board will also be accompanied by a number. The number signifies which car in line the flag is being given to.

For example, if the board reads '111' it means the first car in line is receiving the black flag. If the board says '222' it means the second car in line is receiving the black flag. If you are driving alone, you will be shown BF 111.



#### **INCIDENTS ON TRACK**

#### SPINS, OR TWO WHEELS OFF TRACK

Any spins or dropped wheels off track require you to return to pit lane to report to the track marshal for a visual inspection of your vehicle.

If there are no mechanical problems, and you have received permission from the track marshal, you may re-join the session.

#### **ALL FOUR WHEELS OFF TRACK**

Slowly re-enter the circuit OFF of the racing line keeping to the edge of the track for the next 100-200 meters. This will allow for grass/gravel/debris to be dislodged from vehicle and also reduce the chance of fluid leaking onto the racing line.

Immediately return to pit lane for a visual inspection of your vehicle. If there are no problems, and you have received permission from the track marshal, you may re-join the session.





#### **INCIDENTS ON TRACK**

## IF YOU SPIN/STALL ON TRACK, AND CANNOT RESTART YOUR VEHICLE

Cycle your power/ignition/key and try to start the vehicle again.

# IF YOU MAKE SEVERAL FAILED ATTEMPTS TO RE-START AND CANNOT GET MOBILIZED

STAY IN YOUR VEHICLE with helmet on and belts fastened.

You may only leave your vehicle if you suspect there is a fire.

STICK YOUR HAND IN THE AIR WITH A THUMBS UP SIGN, this signals to our camera system that you are OK, but you are not able to get your vehicle mobilized.

DO NOT attempt to make repairs to your vehicle while stopped on the side of the track. This means absolutely nothing is permitted, no popping the hood to check fluids, no bump starting, etc.

Wait in your vehicle until the session has been suspended to retrieve your vehicle, or until the session has finished

DO NOT get out of your vehicle and walk back to the paddock.

Be patient, as it may take some time for the tow vehicle to get to your location.



#### **INCIDENTS ON TRACK**

#### IF YOU SUSPECT YOUR VEHICLE HAS AN OIL OR COOLANT LEAK

DO NOT COME BACK TO PITLANE !!!!

Immediately pull off the racing line and come to a complete stop.

Wait in your vehicle until the session is stopped to retrieve your vehicle, or until the session has finished.

STICK YOUR HAND IN THE AIR WITH A THUMBS UP SIGN, this signals to our camera system that you are OK, but you are not able to get your vehicle mobilized.

If you suspect your car is on fire, immediately exit your vehicle and go behind the nearest wall WITHOUT crossing the track.

If the nearest wall requires you to walk across the circuit, DO NOT.

Do not worry about having the session stopped, as it is faster to stop the session to clear the car from the track compared to cleaning the entire track of an oil/water spill if you try to drive back to pit lane.

## IF YOU LEAVE THE TRACK AND ENTER THE GRAVEL TRAP AND BECOME STUCK

Stay in your vehicle, shut the engine off—so that it does not overheat, or get stones in the belts.

STICK YOUR HAND IN THE AIR WITH A THUMBS UP SIGN, this signals to our camera system that you are OK, but you are not able to get your vehicle mobilized.

Wait for the session to stop and the tow vehicle to come retrieve your car.

DO NOT exit your vehicle, unless you suspect it is on fire.

DO NOT try to dig your vehicle out of the gravel

Once your vehicle has been towed back to the designated clean-up area, you will be required to remove all gravel/dirt from the vehicle, and receive a visual inspection from the track marshal to approve any continued track time.



# PASSING POLICY 2 RULES

#### **RULE #1**

The front car (slower car) must stay ON the racing line for the upcoming corner.

## **RULE #2**

The front car (slower car) must give an indication to the rear car that they may pass.

ONLY the front car indicates.





# PASSING POLICY INDICATION PROCEDURE

The safest way to complete a pass during lapping days is when the front car is being 100% predictable in their actions.

The front car uses their signal light to indicate TWO things to the rear car.

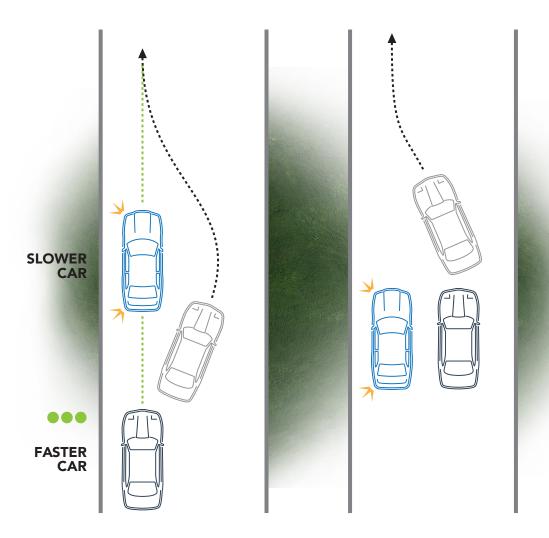
#### 01/

"I see you behind me, you may safely pass while I assist the pass to be completed."

#### 02/

"I am signaling the direction I am staying to be predictable for you."

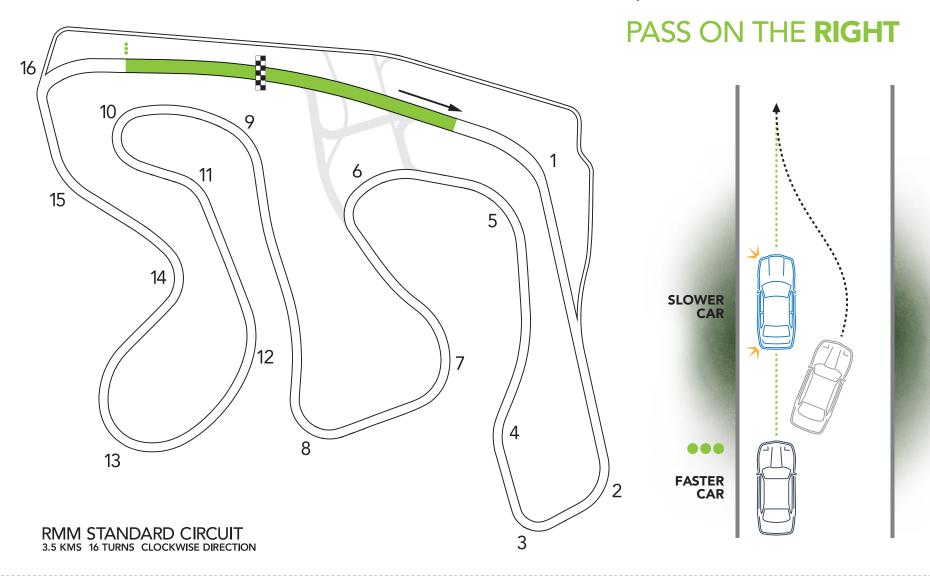
\*vehicles without factory turn signals may use their hand out the window to indicate the rear car may pass





## **PASSING ZONES**

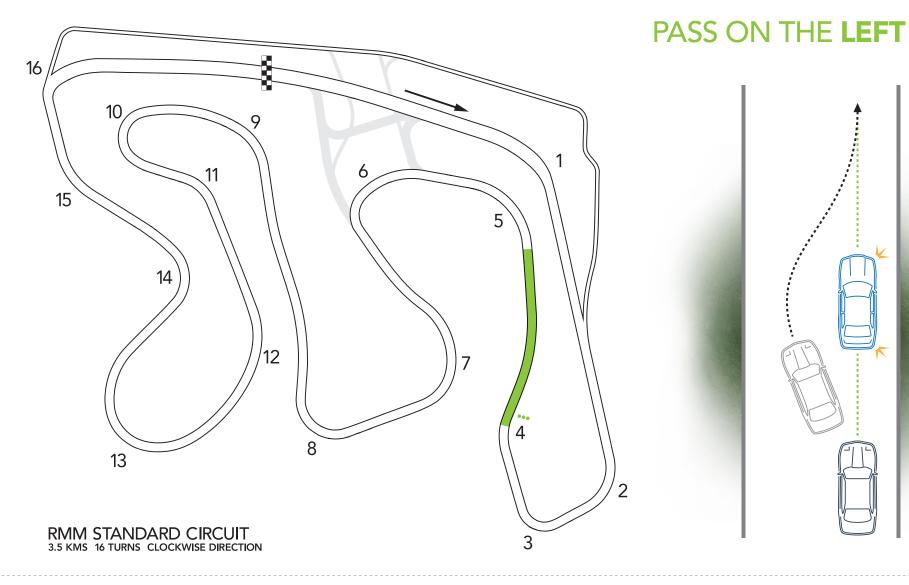
## T16 - T1 / FRONT STRAIGHT

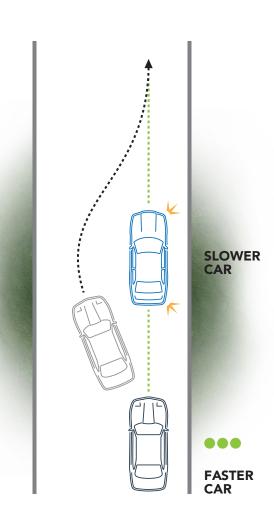




## **PASSING ZONES**

**T4 - T5** 



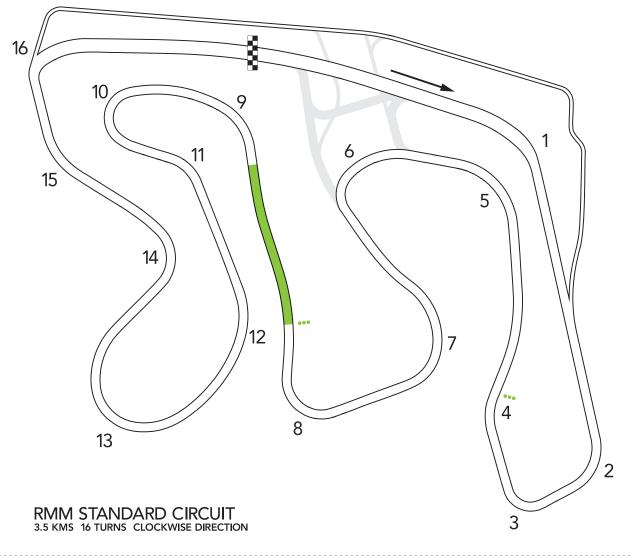


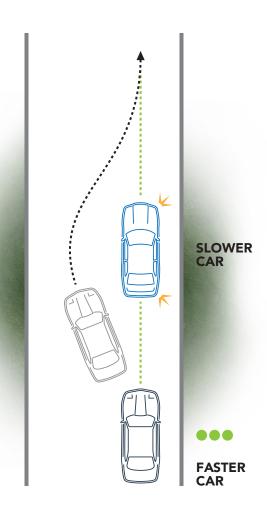


## **PASSING ZONES**

T8 - T9

## PASS ON THE **LEFT**







## **PASSING PROCEDURES**

Designated passing zones ONLY, with marked signs

The front car always stays on the racing line

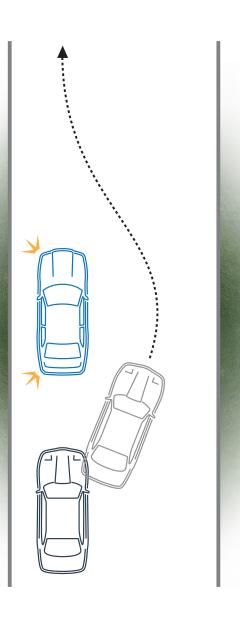
The rear car may ONLY pass if the front car gives an indication

The front car signals in the direction that THEY are remaining on the track (being predictable)

- Signal left, STAY left
- Signal right, STAY right

Only the front car signals

The rear car will pass OFF the racing line



## **PASSING PROCEDURES**

The front car should not brake, but however, ease off the throttle to allow the rear car to pass

The pass MUST be fully completed before the braking zone of the next corner

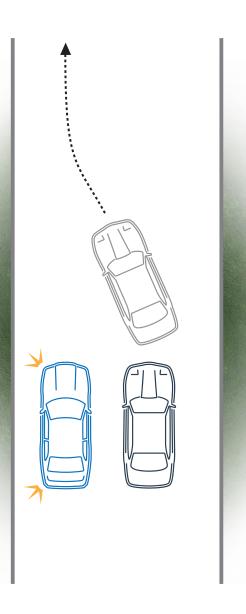
No late passes permitted

It is the duty of the rear car to complete the pass in a safe manner. If the pass cannot be completed, wait for the next passing zone

The indication from the front car means, "I see you, you may pass me"

It does NOT mean, "I see you, TRY to pass me"

Racing will not be tolerated



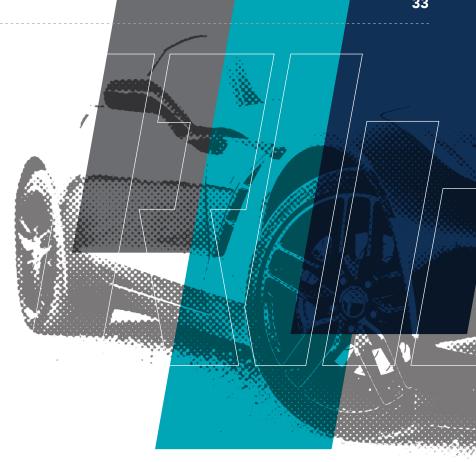
## RMM ETIQUETTE

Please be aware that Rocky Mountain Motorsports will not tolerate any form of aggressive driving behaviors, or speeding in the paddock area.

We understand that you may have had a very thrilling day on track, however, any continued speeding, burnouts, or 'stunting' while in, around, or while leaving the circuit will be monitored and noted.

Individuals portraying a bad image for RMM by performing illegal driving maneuvers within a 5km radius of the property will not be permitted to return.

RMM prides itself on being a respectful neighbour, and it is our continued responsibility to show that the circuit is a safe and respectful environment.





#### RMM GENERAL GUIDELINES

Bring appropriate amounts of water to keep hydrated throughout the day.

Keep your traction control on!!!!

Do not use your emergency brake after a driving session, instead keep the car in park, or in gear. Using the emergency brake can cause the rear brake discs to warp and the fluid to overheat.

NEVER reverse on track, or in the fast lane of the pits. Do not drive against the flow of traffic. For driving events using radios, please do not lock your car in the staging area so the instructors can change radio channels as needed.

A dropped rented helmet will result in a charge for the full replacement value. Please be careful.

Do not forget your rented GPS unit or radio in your car when you leave for the day.







**ROCKYMOTORSPORTS.COM**