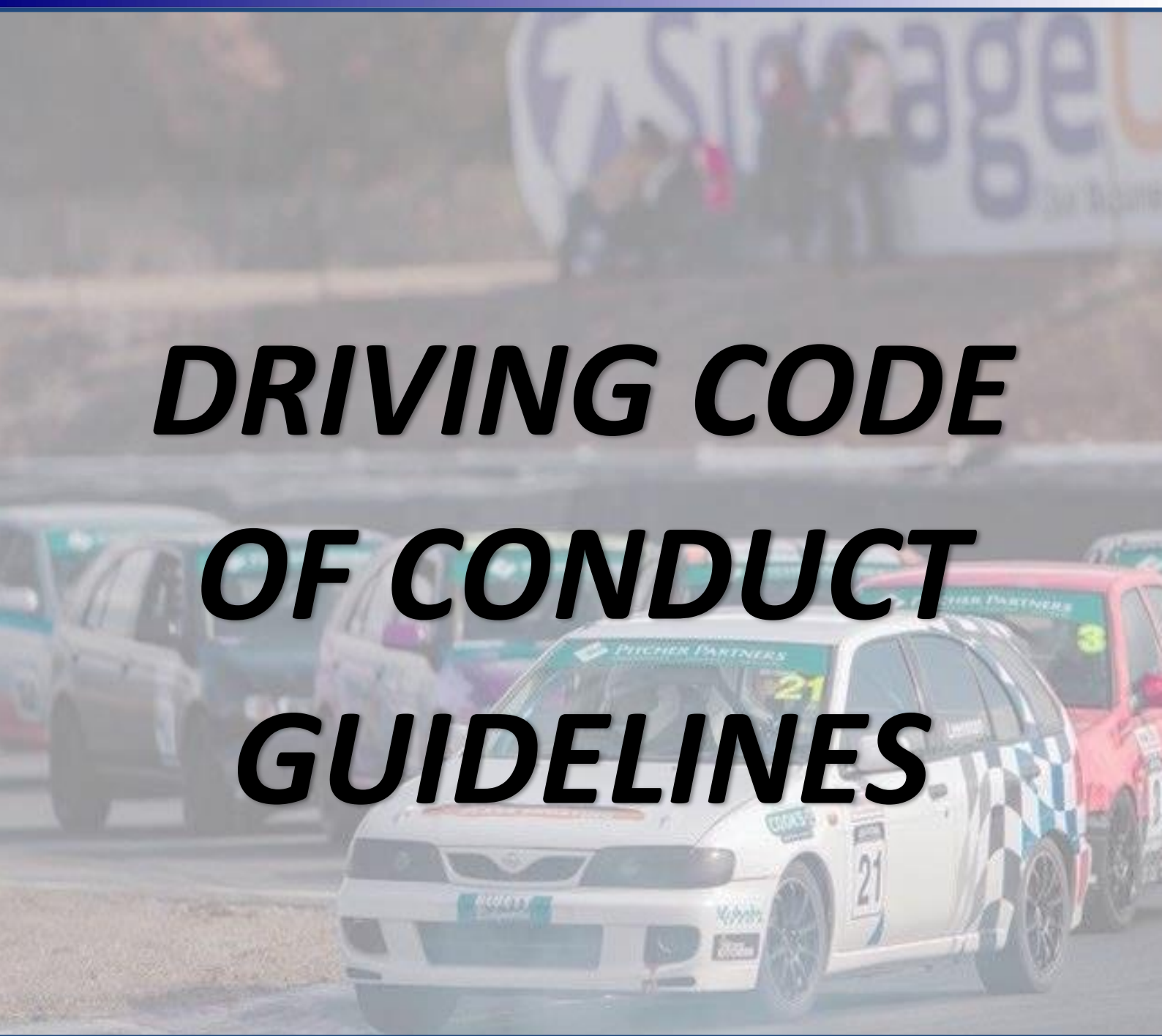




AUSTRALIAN PULSAR RACING ASSOCIATION LIMITED

A blurred background image of a race track. In the foreground, a white Mazda hatchback with racing number 21 is visible, featuring 'PITCHER PARTNERS' and 'Vitality' branding. Other cars are visible in the background, including a red one with number 3. A large banner with the word 'Savage' is partially visible in the distance.

DRIVING CODE OF CONDUCT GUIDELINES



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PREAMBLE

All teams and drivers must know and fully understand the rules by which incidents will be discussed and judged.

- Understand that tough decisions will be made.
- Final decision rest with the umpire.
- Sometimes you win, sometimes you lose!
- Rules will be applied firmly but fairly.
- Non-compliance will result in a penalty.
- We have a **ZERO TOLERANCE** policy when it comes to abuse or offensive behaviour

SERIES ADMINISTRATORS

NSW Director – Terry Denovan

NSW Director – Pete Harmston

NSW Director – Brad Connelly

VIC Director – Richard Gay

VIC Director – Johnny Rachele



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CODE OF CONDUCT GUIDLINES

OVERVIEW

This Driving Code of Conduct Guidelines is to assist each team and driver to better understand the driving standard that will and what will not be tolerated. These are GUIDELINES only and each driving incident will be adjudicated on its merits. Illustrations and wording in this document are for information purposes and have no regulatory value. For all relevant regulations please refer to the CAMS Code of Driving Conduct.



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BLOCKING

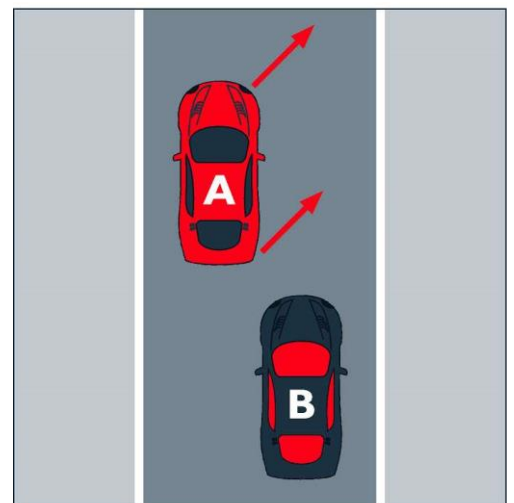
BLOCKING

With exception of the first completed race lap and the final lap, blocking will not be tolerated. Cars must maintain the conventional/ traditional racing line.

OVERLAPPING

OVERLAPPING

When no overlap exists on a straight with **Car A** leading **Car B**, **Car A** may move off the racing line **once**; to the extent of the track limits.

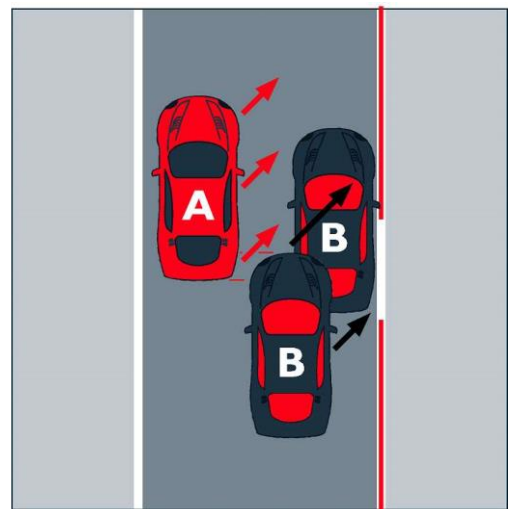




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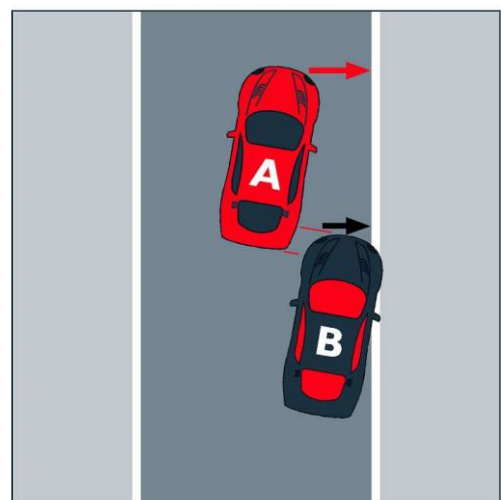
OVERLAPPING

When any overlap exists on a straight, with **Car A** leading **Car B**, **Car A** may move off the racing line once; and must provide **Car B** not less than one car width racing room to the track edge. **Car A** must not cause **Car B** to leave the track. ie. – to cross the painted line in order to avoid contact.



OVERLAPPING

If the front of **Car B** has limited overlap on **Car A**, **Car A** is not permitted to force **Car B** outside the track limits and must allow racing room.



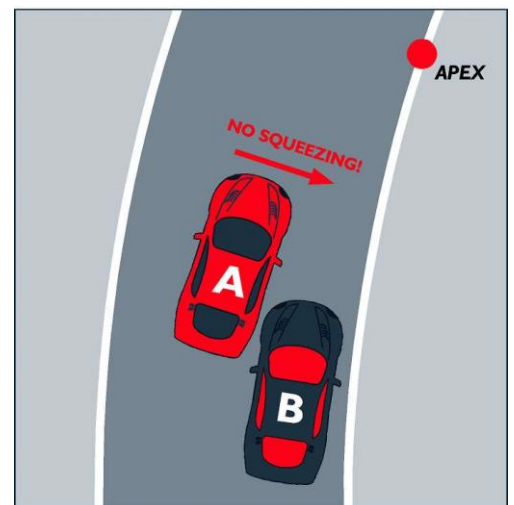


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OVERLAPPING

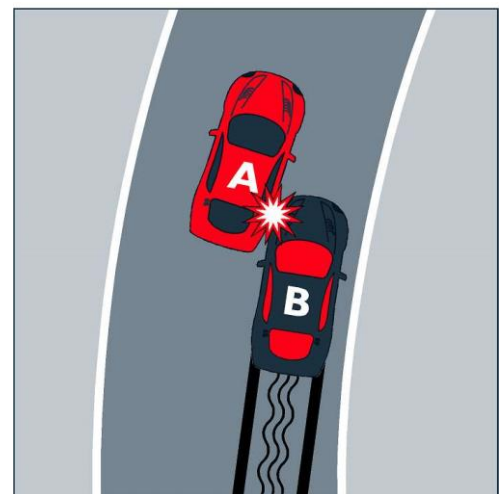
CONTACT ENTERING A CORNER

If reasonable overlap exists (in the opinion of the DSO – Driving Standards Observer) at the point of Entry (braking area and/or turn-in), the car being overtaken (**Car A**) must allow racing room. The car being overtaken (**Car A**) must not crowd (**Car B**) beyond the track limits or trigger contact.



OVERTAKING & MAINTAINING CONTROL

In general, the onus is on the **overtaking** car to pass safely maintaining control at all times. Overtaking cars should not expect the preceding car to simply give-way. “Dive-bombing” and related contact are not considered passing safely. You cannot use another car as a brake. All drivers have a duty of care to provide

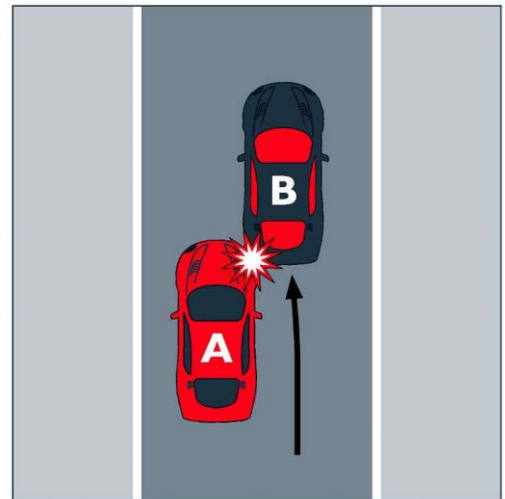




AUSTRALIAN PULSAR RACING ASSOCIATION LIMITED

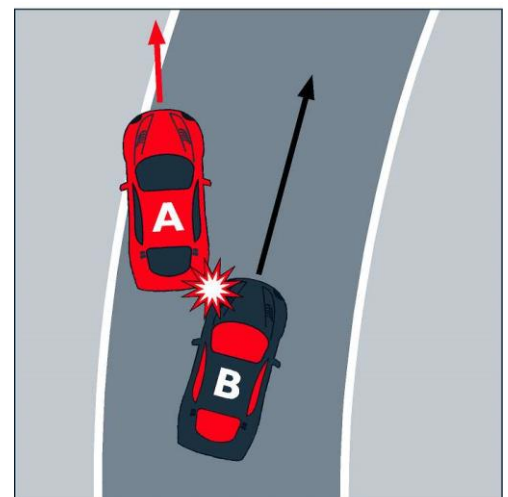
OVERTAKING & MAINTAINING CONTROL

The onus at all times is on the overtaking car (**Car B**) to be clear of the overtaken car (**Car A**) before attempting to cut back across in front of the overtaken car.



BUMPING

Any driver that unfairly gains an advantage or position as a result of contact with another car – a “bump and run” will be penalised accordingly.



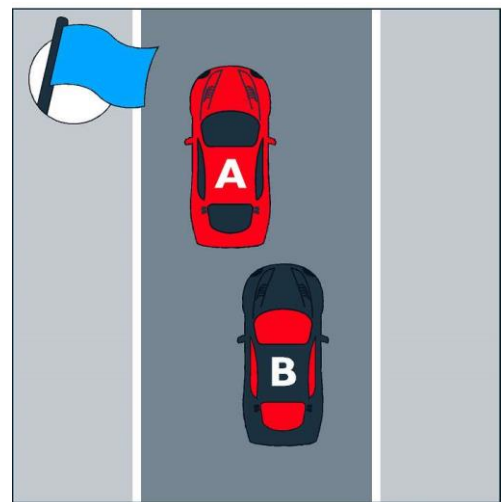


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LAPPED CARS

PASSING LAPPED CARS

A car about to be lapped (**Car A**) must allow the faster car (**Car B**) past at the first safe opportunity. Drivers may be shown a blue flag. Ignoring that blue may incur a penalty.



TRACK LIMITS

OUTSIDE TRACK LIMITS

Whether you are right or wrong...

- Off the road (all four tyres) equals outside track limits
- Get off the throttle. Reduce/control speed
- You have no racing rights. Zero!
- A dangerous re-entry equals a penalty



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QUALIFYING

QUALIFYING

Show respect to others during Qualifying. One approach during a Qualifying Lap is to have your headlights ON. A car NOT on a Qualifying Lap, turn headlights OFF. If you impede others you will be penalised! Watch your mirrors!

MENTAL APPROACH

SITUATIONAL AWARENESS

- Know where your fellow competitor is situated
- Use and scan mirrors at all times
- Use your peripheral vision. Do not fixate
- Plan ahead



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MENTAL APPROACH

INCIDENT AVOIDANCE

If you can avoid an incident – do so!
Rightly or wrongly – better to avoid an incident and live to fight another day than incur damage/DNF.

IMPORTANT

Any driver that...

- Repeatedly offends
- Won't take our advice or argues
- Presents a significant risk to themselves/others ...will be penalised and/or excluded from an event!

THANK YOU AND ENJOY YOUR RACING!
