



## Hampton Downs Raceway – National Circuit

Circuit Operation for Motorcycle Racing

Point	Flag Location	Personnel	Incident Marshals	Personnel
Start/Finish	Flag Point (FP) 9 Inside at designated point (also flags for turn one incident) <b>Additional Finish Flag to be displayed at turn one to indicate the end of the race . Can only be display after the finish line flag shown.</b>	1	None	
Turn One	FP1 Outside at designated point	1	On left by end of tyre wall	1
Turn Two	FP2 Outside at designated point (also flags for turn three incident)	2	On top of tyre wall on outside of corner	2
Turn Three	FP3 Outside at designated point will need to encroach on circuit	2	On tyre wall below pit fence on exit of corner	2
Turn Four	FP4 Outside at designated point	1	Outside at designated point	1
Turn Five	FP5 On right hand side of circuit at gap in fence and a second flag point on left hand side at same point in the designated point	2	Outside of turn at end of Armco	2
Turn Six	FP6 Outside at end of wall on left hand side	1	Two points, first at apex on outside, second at exit on outside	2
Turn Seven	FP7 Inside at designated point	1	None	
Turn Eight	FP8 Outside at designated point, opposite pit entry	1	None	

	<b>TOTAL</b>	<b>12</b>	<b>10</b>
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## Other Matters

### 1. Supplementary Regulations required for allevents:

“Any rider crossing the yellow pit exit line on the circuit may be subject to exclusion from that event.

Any rider riding to the right of the second half of the yellow pit entry line (i.e. after the white dotted line) for any reason (other than to enter the pits) will be excluded from the results. Riders entering the pits must remain at race pace until the white dotted line is passed. The "yellow pit entry line" refers to the inner of the two lines.

Such exclusion to be advised at the completion of the event in which the offence occurred”

#### **Parking Restrictions:**

The tar sealed area immediately behind the pit garages, is to be kept free of all vehicles (including trailers) apart from the purposes of loading/unloading machines and equipment. Under no circumstances are electrical leads to be run out of the rear of the garages

### 2. Ambulance and Recovery Vehicle Locations:

Ambulance - If only one on site, at pit exit. If two, one at pit exit and one at right hand side at crest of hill prior to turn five.

Recovery Vehicle – At pit exit, or as directed by the Clerk of Course.

### 3. Sound Meter:

On the inside of turn seven, 30m from track centerline.

### 4. Airfence

**Pit entrance – Pad leading face of tyre barrier – minimum 3 sections of Airfence.**

### 5. Flag & Incident Marshal Points:

All Flag and Marshal Points are to have radios for communication between each other and the Clerk of Course.

### 6. Incident Marshal Points:

All motorcycle pick up points must have a Fire extinguisher, a broom, cement, and an oil cleaning kit.

### 7. For all club level events and practice days the flag marshal numbers at FP1, 2, 3, 5 & 6 may be reduced by one person, incident marshal numbers to remain as listed, therefore minimum personal reduced to 26.

### 8. Maximum Motorcycles on Track and for Mass Starts:

The Maximum fields for motorcycle racing shall be 40 motorcycles.

**9. Endurance Race, Emergency Vehicle Flashing Lights Off:**

On the exit of Turn Five, as required for race continuation after an emergency vehicle / ambulance event.

**10. Public 'No Go' Areas:**

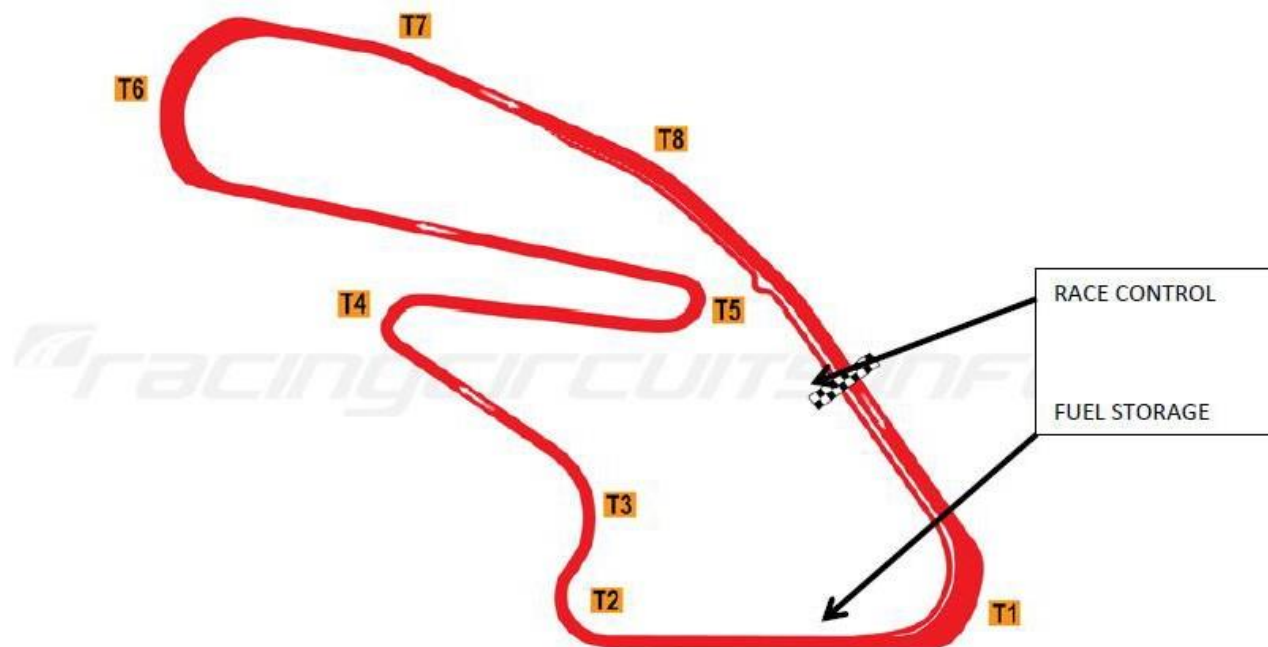
These are all sign posted at the track and, where practicable, are fenced off.

**11. Dedicated Refueling Area:**

At present riders are permitted to refuel in their individual pits. There is a designated fuel storage area on the inside of Turn One, primarily for car use, see map below.

**12. Race Control/Official's Base:**

Located upstairs adjacent to the start/finish line, see map below.



***MNZ reserves the right to modify and up date this document as required.***