

12/31/2013

ASE
LAPPING
CLUB

TIME ATTACK CHAMPIONSHIP RULES AND REGULATIONS

Version 2.0 | Oktay Yildiz

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Preface

ASE Lapping Club is a grassroots motorsport club based in Montreal, Québec, operating mostly at the Autodrome Saint-Eustache.

Every year, ASELC organizes a Time Attack Championship to test and tune the skills of drivers across Québec. The goal is simple: maximum fun without headaches! Every event is timed using transponders to maximize accuracy and track time. Classifying your car will never be easier!

1. Safety

Safety is always a big concern for the ASELC and here are the recommendations ASELC make based on it.

1.1. Helmets

Helmets are **mandatory**. ASELC requires every driver to have a SNELL M2005 or better. SNELL A2005 is highly recommended for drivers of convertible cars and cars that have roll-bars.

1.2. Roll-bars

Roll-bars are not mandatory, but **highly recommended**, especially for convertibles and cars running race compound tires (Modified and Race class).

1.3. Harnesses

Though harnesses are not mandatory, ASELC requires that harnesses only be used in roll-bar equipped cars. **No harnesses in cars not equipped with roll-bars.**

1.4. Car Preparation

Make sure your car is emptied with no moving parts. Remove factory spare, jack and empty the glove box.

1.5. Windows / Sunroof / Convertible Tops

During the course of the event, windows may be totally up or totally down. Do not have windows half-open. Sunroofs may be tilted or totally opened.

For convertible cars, the top can be lowered, as long as the windows are totally lowered the convertible top is. However, it is recommended that the top stays up for additional safety precautions.

2. Event Rules

The ASELC Time Attack Championship is a “run against the clock” type of event. The goal is to achieve a best **clean lap** in given Race sessions. During the course of an event, drivers will get Practice sessions and Race sessions.

2.1. Drivers Meeting and Registration

Drivers must attend the mandatory drivers meeting. If the driver misses the meeting, he will not be allowed to participate in the event.

Drivers must confirm the classification of their car at the registration table in the morning. Once classified, the car cannot change classe during the course of one event unless the car is ineligible in the class.

2.2. Identification of Cars

Drivers must properly identify their cars with:

- **Numbers:** Numbers must be clearly visible on both sides of the car and be at least 8 inches tall. They must be of contrasting color with the car.
- **Class:** The class must be clearly visible on both sides of the car and be at least 4 inches tall. It must be of contrasting color with the car.

2.3. Practice Session

Practice sessions are given to drivers in order to allow them to test and tune the car and learn the track. During an event, drivers can get up to 4 20 minute practice session. During these sessions, drivers can go on and off the track as they wish. Depending on the length of the track, there is a maximum amount of cars allowed on it. That amount is determined at the drivers meeting.

2.4. Timed Session

Timed sessions are given to drivers to record their best **clean lap** time. There are 2 or more Timed sessions per event of duration of 10 minutes. During these sessions, drivers can go on and off the track as they wish. In the event a penalty is assessed during this session, the driver’s times for that session are disqualified. There is a maximum of 10 cars on track at the same time during this session and drivers are ordered by fastest practice times.

2.5. Super Session

The top seven (7) drivers (raw times) of the day are invited to participate in a Super Session at the end of the day. The seven cars will be launched from slowest to fastest time and the drivers will compete to get bonus points that count towards the championship.

Drivers are allowed to change tires, classification and cars in the event their car breaks down for the shootout. In the event one driver cannot participate, the position is not filled by the next best raw time.

2.6. Passing

Passing is allowed in the designated zones. It is the responsibility of the “passer” to make a clean offline pass. The “passee” holds his line and does not need to point by the “passer”. The designated zones are determined at the drivers meeting of the event.

2.7. Passengers

Passengers are allowed in the ASE Lapping Time Attack series in all sessions. However, if the driver is imposed a penalty with a passenger on board, he will be **expelled** from the event. It is the driver’s responsibility to ensure his safety and the safety of his passenger.

2.8. Penalties

During the course of an event, safety is always a priority. In order to dissuade reckless driving, penalties have been enforced in specific situations.

2.8.1. Two Wheels Off-Track (2WO)

This penalty is for the following situations:

- Whenever a driver puts 2 wheels off the track,
- Whenever a driver spins out his car but contains it in the track,
- Whenever a driver hits a cone placed on the course.

2.8.2. Four Wheels Off-Track (4WO)

This penalty is for the following situations:

- Whenever a driver drives totally off the track.

2.8.3. Mechanical Failure (DNS / DNF)

In the event a driver cannot take part in his time run or cannot complete his time run due to mechanical issues, a DNS (Did not start) or DNF (Did not finish) penalty will be attributed.

2.8.4. Intentional Blocking

If a driver is judged to have intentionally prevented another driver from passing him forcing him to slow down, a DSQ (Disqualified) penalty will be attributed.

2.9. Sanctions

2.9.1. In Practice Sessions

During practice sessions, the driver will be black flagged **if he does not pit in after his penalty** so that the staff can give him an official warning.

2.9.2. In Timed Sessions and Super Session

During timed sessions, the driver will be black flagged **if he does not pit in after his penalty** so that the staff can give him an official penalty can remove him from the track.

In the event of any penalty during a timed sessions or Super Session, **all times are disqualified for that session** and get replaced with the penalty.

2.9.3. Repeat Offenders

If a driver does not comply after receiving multiple warnings, he may be:

- **Expelled** of his practice session by the ASELC Staff.
- **Expelled** of the event by the ASELC Staff.

3. Championship Scoring System

For every event, points are cumulated for each driver based off 3 different categories: Class, Bonus and Super. The event points are a sum of all these points.

3.1. Class Points

Each car is classified by drive train configuration and preparation level. Cars are being regrouped in these classes and points are attributed based on the participation level and respective position in the class.

Position	Points
1 st	25
2 nd	18
3 rd	15
4 th	12
5 th	10
6 th	8
7 th	6
8 th	4
9 th	2
10 th	1

Note than if a driver does not register a time (due to penalties), **no points are attributed**.

Note that competitors can only score points in one class in any given event.

3.2. Minimum Participants

To score maximum class points, the class must have a minimum of 3 participants. If the minimum is not met, 1st place gets 12 points and second place gets 10 points.

However, drivers in a class that has not met minimum participants can score maximum points (25 points for 1st place, 18 points for second place) if they beat the best time of the superior car class, the can score maximum points. This is the order of tire classes:

Enthusiast -> Street -> Mod -> Race

If the above is empty, in order to score maximum points, the driver would have to beat the best time 2 or 3 car classes above him.

Note that if the driver is in the highest incomplete modification class, he cannot score maximum points, unless he posts the fastest time of the timed sessions in the same car class.

Example 1:

RWD-Street	RWD-Mod	RWD-Race
John (59.931)	George (60.112)	Amy (58.442)
Joe (61.312)	Jack (60.532)	
	Jill (61.555)	

In this example, John scores 25 points because he beat the best time in the Mod class. Joe scores only 10 points because he did not beat the best time in RWD-Mod. Amy, which is alone in race class, scores 25 points because she set the fastest time of the class.

Example 2:

RWD-Street	RWD-Mod	RWD-Race
John (59.931)		Amy (58.442)
Joe (61.312)		Jack (60.532)
		Jill (61.555)

In this example, neither John nor Joe can score the maximum points because they did not beat Amy's fastest time in the drive train class.

3.3. Bonus Points

Bonus Points are given to drivers that achieve more than a good position in their respective class.

3.3.1. Fastest of Car Class

An extra 5 bonus points is given to the fastest car in each car class regardless of drive train class.

Category	Points
Fastest Enthusiast Car	5
Fastest Street Car	5
Fastest Modified Car	5
Fastest Race Car	5

Note that the times are accounted from the Timed sessions.

3.3.2. Fastest Time of the Day (FTD)

And extra 3 bonus points (3 pts) is given to the fastest driver of the day. That time is taken in the Timed sessions and Super Session. This is regardless of car class and drive train class.

3.4. Super Session Points

Bonus points are given to drivers based on their position in the Super Session.

Position	Points
1 st	10
2 nd	8
3 rd	6
4 th	5
5 th	4
6 th	3
7 th	2

3.5. Championship

Points are cumulated in each class. For championships with 5 or less events, the 3 best events count towards the championship points unless noted otherwise prior to the start of the season. For a championship of 6 or 7 events, the 4 best events count towards the championship points unless noted otherwise prior to the start of the season.

Example 1:

	Event 1	Event 2	Event 3	Event 4	Event 5
John	10 pts	12 pts	0 pts	5 pts	14 pts
Paul	14 pts	9 pts	15 pts	0 pts	10 pts

Paul wins the championship with 37 points since John only has 36 points when taking the best 3 events of each participant.

Example 2:

	Event 1	Event 2	Event 3	Event 4	Event 5	Event 6
John	10 pts	12 pts	0 pts	5 pts	14 pts	7 pts
Paul	14 pts	9 pts	15 pts	0 pts	10 pts	9 pts
Jack	15 pts	10 pts	12 pts	15 pts	9 pts	12 pts

Jack wins the championship with 54 pts since Paul scored 46 pts and John scored 43 pts when taking their 4 best events.

3.5.1. Overall Championship

The overall championship is calculated regardless of the class. Point can be cumulated in all classes and counts towards the overall championship. The theoretical maximum amount of points for a single event is 43 points (25 class points, 5 tire class points, 3 FTD point and 10 Super Session points). The championship best out of X events rule apply.

3.5.2. Class Championships

Class championships are calculated with points cumulated in the class only, including bonus points. The championship best out of X events rule apply. There are 12 class championships. Please see the car classification for more details.

3.5.3. Super Session Championship

Super Session championship is calculated with points cumulated in the super sessions **only**. The championship best out of X events rule does not apply.

3.5.4. Tiebreakers

In the event there is a tie in the championship standings and that a winner must be declared, here are the tiebreakers:

1. Most Super Session Points
2. Most Wins in the Class
3. Most Total Points in the Dropped Events

4. Car Classification

The ASELC Time Attack Championship has very simple car classification rules. In order to classify your car, you will need to know your car's drive train configuration and preparation level. Your car will be in a class combined of both the drive train configuration and preparation level.

4.1. Drive Train Classes

4.1.1. Front Wheel Drive (FWD)

This class is opened to all cars that have front wheel drive, regardless where the engine is positioned.

Examples: Honda Civic, Mazda Protégé, Mini Cooper.

4.1.2. Rear Wheel Drive (RWD)

This class is opened to all cars that have rear wheel drive, regardless where the engine is positioned.

Examples: Honda S2000, Porsche Carrera 2, Toyota MR2.

4.1.3. Four Wheel Drive (AWD)

This class is opened to all cars that have all-wheel drive configuration, regardless where the engine is positioned.

Examples: Subaru WRX, Nissan GT-R, Mitsubishi Evolution.

4.2. Car Classes

To classify your car, you will need to refer to the table below. The table has been made to simplify the classification of a vehicle. In essence, enthusiast and street class are meant for vehicle that are registered for public highway driving. Modified and Race classes are meant for more extreme vehicles that do not meet that criteria.

Category	Sub-category	Enthusiast	Street	Modified	Race
Engine / Drivetrain	Engine – Naturally Aspirated Cars	No forced induction upgrades	No Restrictions	No Restrictions	No Restrictions
	Engine – Forced Induction Cars	No Turbo / Supercharge upgrade	No Restrictions	No Restrictions	No Restrictions
	Engine Swaps	Not Allowed	Allowed Within Same Make	No Restrictions	No Restrictions
	Transmission	No Restrictions	No Restrictions	No Restrictions	No Restrictions
	Differential	No Restrictions	No Restrictions	No Restrictions	No Restrictions
Suspension / Brakes		No Restrictions	No Restrictions	No Restrictions	No Restrictions
Tires / Wheels		180 UTQG Thread Wear and Higher	180 UTQG Thread Wear and Higher	60 UTQG Thread Wear and Higher	No Restrictions
Body / Chassis	Interior	Original Unmodified Interior except to accommodate safety items	Unmodified OEM dash, front door panels, kick panels and center console must remain	OEM dash may be modified but must remain	No Restrictions
	Sunroof & Windows	No Modification Allowed	OEM glass must remain	OEM glass windshield must remain, rest may be replaced with Lexan	No Restrictions
	Body Panels	Hood & Trunk Replacement Allowed No Cutting / Removing of Body Panels	Hood, Trunk and Fender Replacement Allowed No removing of Body Panels	No Restrictions	No Restrictions
	Chassis / Frame	No Tube-frame cars	No Tube-frame cars	No Tube-frame cars	No Restrictions
Aerodynamics	Spoilers / Wings	Single element wing not extending past roof line or body allowed	No Restrictions	No Restrictions	No Restrictions
	Splitters / Diffusers / Canards / Underbody Panels	A front lip not extending past 3" of front bumper allowed	No complete under tray allowed unless factory equipped	No Restrictions	No Restrictions
Car Registration		Car must be registered on public roads	Car must be registered on public roads	No Restrictions	No Restrictions
Car MSRP		No Restrictions	No Restrictions	No Restrictions	No Restrictions

Value					
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4.3. Summary of Different Class Combinations

Based on your drive train class and tire class, you will be in one of the following 12 classes:

Summary of Different Combinations		
ENTHUSIAST-FWD	ENTHUSIAST-RWD	ENTHUSIAST-AWD
STREET-FWD	STREET-RWD	STREET-AWD
MOD-FWD	MOD-RWD	MOD-AWD
RACE-FWD	RACE-RWD	RACE-AWD

Final Word

The ASELC Time Attack Championship was made to be a series of **fun events**. The most important element to a safe and fun day is **courtesy**. We ask all our participants to be courteous to one another. This means that:

- When someone is faster than you, let him make his pass cleanly (lift throttle).
- When someone is wrongly classified, talk to the person courteously to see if it was a mistake before putting in a protest to the officials.
- Be courteous with the officials, volunteers and other participants.
- Be safe to yourself and others around you when on the track.