



## DRIVERS' BRIEFING RACE PROCEDURES / CODE OF CONDUCT

RACE OF REMEMBRANCE

**ANGLESEY CIRCUIT** 

7 - 9 NOVEMBER 2025









#### 1. INTRODUCTION

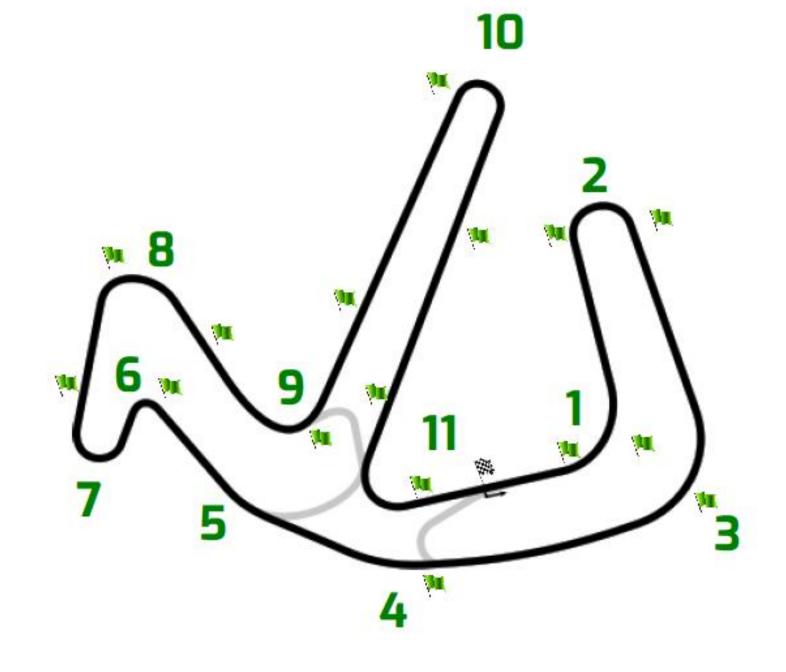






## ANGLESEY INTERNATIONAL CIRCUIT

#### **TURN NUMBERS**







### **2025 TIMETABLE**

DAY QUALIFYING:	FRIDAY	1345 - 1615
-----------------	--------	-------------

NIGHT QUALIFYING: FRIDAY 1700 - 1900

WARM UP: SATURDAY 0945 - 1005

RACE (PART 1) SATURDAY 1500 - 2200

RACE (PART 2) SUNDAY 0900 - 1030

REMEMBRANCE SERVICE 1035 - 1125

RACE (PART 3) SUNDAY 1130 - 1500









## 2. PIT LANE AND JOINING & LEAVING THE CIRCUIT









#### **JOINING THE CIRCUIT**

#### **Qualifying:**

Cars will start day qualifying from the Assembly Area (and thence into the pit lane) to enable noise testing to take place.

Night qualifying will commence from the pit garages into the pit lane, or from the Assembly Area if there is no access to garages.

#### Racing:

The starting cars must be in the Assembly Area no later than 1405, to be released onto the grid at 1420. Latecomers will become pit lane starters.







## JOINING THE CIRCUIT

END OF PIT LANE SPEED LIMIT

PIT LANE EXIT LIGHTS







## JOINING THE CIRCUIT

RESPECT THE
BLEND LINE ON
EXIT

WHENEVER CARS ARE EXITING THE PITS, THEY MUST GIVE WAY TO CARS ALREADY ON CIRCUIT







STAY LEFT OF THE YELLOW LINE







STAY LEFT OF THE YELLOW LINE







STAY LEFT OF THE YELLOW LINE





REDUCE SPEED SAFELY BEFORE THE CHICANE





START OF PIT LANE SPEED LIMIT







#### PIT LANE REGULATION & ETIQUETTE

Minimum pit stop time is 4 minutes for any pit stop that involves refuelling, or, change of driver, or change of vehicle (relay teams).

The pit stop time is measured from the timing line adjacent to the start of the pit speed limit line, to the HuTag 'check out' point adjacent to the end of pit speed limit line.

Maximum of three team personnel on the pit wall - wearing hi-viz tabards.

Maximum of four team personnel working on a car.









#### PIT LANE REGULATION & ETIQUETTE

Cars must stop at a 45-degree angle on the pit apron area facing their allocated pit garage.

On completion of a pit stop cars must not be reversed back into the pit lane. This must only be done by pit crew manually pushing and guiding the car whilst the driver is in full control of the vehicle from the driver's seat.

Pit speed limit - 40 Kph (27 mph). This may be lower than other endurance events.











#### **PIT LANE - FIRE PREVENTION**

All fire lanes must be kept clear at all times - both sides of the pit garages.

No refuelling is allowed in any pit garage.

No smoking anywhere in the pit garages, the pit lane or on any part of the pit wall.

This also includes e-cigarettes and vaping.









#### **PIT LANE - FIRE PREVENTION**

During pit stops, the following must apply:

Driver out of car and the engine stopped;

Car must be earthed throughout the refuelling period;

No work may be carried out on the car during refuelling.

It is also recommended to carry out any work on the car first, before refuelling, thus allowing brakes etc to cool.

Remember - marshals are always monitoring your pit stops!







#### PIT LANE – HI VIZ JACKETS / TABARDS

Hi viz jackets / tabards must be worn at all times whilst in the pitlane or on the pit wall.

The only exception to this is for team members whilst refuelling.

For the avoidance of doubt, if the same team member finishes refuelling and starts other work during the pit stop, they must then wear a the hi viz jacket / tabard.

Remember - marshals are always monitoring your pit stops!









#### 3. END OF SESSIONS







### END OF QUALIFYING

CHEQUERED FLAG SHOWN AT CONTROL POINT

**REDUCE SPEED** 

**NO OVERTAKING** 

ONE FULL LAP THEN PROCEED TO PARC FERME

PASSING THE CHEQUERED
FLAG MORE THAN ONCE MAY
RESULT IN A PENALTY





# END OF RACE PART 1 (SAT NIGHT)

RED / WHITE CHEQUERED FLAG SHOWN AT CONTROL POINT

REDUCE SPEED; NO OVERTAKING

FOLLOW THE SAFETY CAR TO THE <u>PITS</u>

PASSING THE CHEQUERED FLAG MORE THAN ONCE MAY RESULT IN A PENALTY





# START OF RACE PART 2 (SUN MORN'G)

RACE WILL RESTART FROM THE GRID, IN RACE ORDER, BEHIND THE SAFETY CAR





## END OF RACE PART 2 (SUN MORN'G)

RED / WHITE CHEQUERED FLAG SHOWN AT CONTROL POINT

REDUCE SPEED; NO OVERTAKING

FOLLOW THE SAFETY CAR TO THE GRID

LINE UP ON START / FINISH STRAIGHT, IN SINGLE FILE -LEADER SHOULD STOP JUST BEFORE TURN 1





## START OF RACE PART 3

RACE WILL RESTART FROM
THE START / FINISH STRAIGHT,
BEHIND THE SAFETY CAR







## END OF RACE PART 3

BLACK / WHITE CHEQUERED FLAG SHOWN AT CONTROL POINT

**REDUCE SPEED** 

**NO OVERTAKING** 

ONE FULL LAP THEN PROCEED TO PARC FERME

PASSING THE CHEQUERED FLAG MORE THAN ONCE MAY RESULT IN A PENALTY







#### **DRIVER CHANGES**

The driver who finishes the race on Saturday must start the race on Sunday (except with the authorisation of the Clerk of the Course).

The driver who is in the car prior to the suspension of the race on Sunday for the Remembrance Service must be in the car when the race is restarted (except with the authorisation of the Clerk of the Course).

(This is because drivers do not 'tag out' during the restarts).









#### **END OF RACE**

At the end of the race on the slowing down lap, please show your greatest appreciation to the marshals whose unstinting efforts make this event possible!

















The starting driver must be notified to the Event Secretary at least 2 hours prior to the scheduled start time.

This is essential since the HuTag check out cannot be used during the race start.









The starting cars must be in the Assembly Area no later than 1405, to be released onto the grid by 1420.

The race countdown will commence at 1451 (with the 5 minute board).









Any car that is unable to leave the Assembly Area 30 seconds after the final car departs, or that is unable to reach the grid under its own power, is to start the race from the Pit Lane.









The countdown will commence at 5 minutes.

At 3 minutes to go, all non-essential personnel are to leave the grid.

At 1 minute to go, all personnel are to leave the grid; all engines must be running.

The formation lap will commence at 1456 hrs.









If any driver needs assistance once the grid has been cleared, they should either raise their arms or open the car door and wave to attract attention.

When the remainder of cars able to do so have left the grid, marshals will push the car clear to the pit lane.









When the Green Flag is waved at the Control Point, all cars should begin the Formation Lap, behind the Pace Car, strictly in grid order.

Overtaking on formation lap(s) is only permitted if a driver is delayed and is trying to re-establish their original starting position.

However any driver unable to maintain their grid position on the formation lap(s) such that ALL other cars are ahead of them, must start the race behind all of those other cars.

If the lights on the Pace Car remain on, there will be a further formation lap(s).









If the race start is authorised, the Pace Car will extinguish the roof lights at Turn 10. All cars must stop weaving at Turn 10, and form up in a 2 x 2 formation. Do not drop back from the Pace Car.

Missing or blank spaces on the rolling start must be left unfilled.

The race commences when the red gantry lights are extinguished.

Any drivers starting the race from the pit lane will join after all other competing cars have negotiated Turn 1.









#### **RACE RESTART PROCEDURE - SUNDAY MORNING**

The restarting cars must be in the Assembly Area no later than 0840 hrs to be released onto the grid by 0845 hrs.

The race restart will be under Safety Car conditions; the restart will be on a 1 x 1 single file basis.

In particular, no overtaking or overlapping until the Control Line has been passed.

The restart order is based on the order that cars take the red / white chequered flag, and <u>not</u> the actual race classification.









#### **RACE RESTART PROCEDURE - SUNDAY**

Following the Remembrance Service, the restart will commence at 1130.

The race restart will be under Safety Car conditions; the restart will be on a 1 x 1 single file basis.

In particular, no overtaking or overlapping until the Control Line has been passed.









#### 5. DRIVING STANDARDS









#### **DRIVING STANDARDS**

Overtaking may take place on either the left or the right side.

A driver may not deliberately leave the circuit without a justifiable reason.

More than one change of direction to defend a position is not permitted; any driver moving back towards the racing line, having earlier defended their position, must leave at least a car's width between their own car and the edge of the circuit.

Any manoeuvres liable to hinder other competitors (such as such as deliberate crowding of a car beyond the edge of the track or any other abnormal changes of direction) are strictly prohibited.









#### **DRIVING STANDARDS**

Any driver who gains an advantage by leaving the track must give back the position at the earliest opportunity; in any case the incident will be investigated.

Causing a collision, repetition of serious mistakes or the appearance of a lack of control over the car (such as leaving the track) will be reported to the Clerk of the Course team, and may entail the imposition of penalties.

This sport, and this event in particular, is a non-contact sport.









#### 6. FLAGS AND LIGHTS







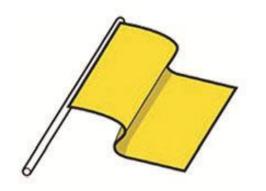


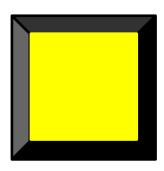
DRIVEN BY RACING

#### **SINGLE YELLOW FLAG / LIGHT**

There is a hazard beside or partly on the track.

Danger; slow down sufficiently to ensure that full control of the vehicle can be retained, and be prepared to change direction.





Overtaking is not permitted between the first yellow flag or light, and the green flag or light displayed after the incident.

#### **YELLOW FLAG INTERPRETATION:**

It must be clear that a driver has reduced speed and, in order for this to be clear, a driver would be expected to have braked earlier and/or discernibly reduced speed.

Drivers should not overtake any car unless it is clear that a car is slowing with a completely obvious problem, e.g. obvious accident damage or a deflated tyre.



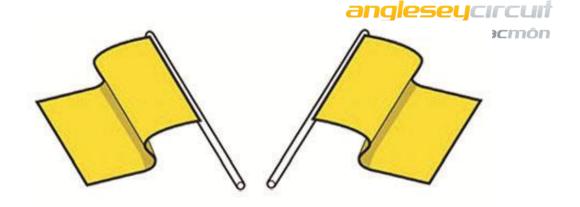
#### **DOUBLE YELLOW FLAG**

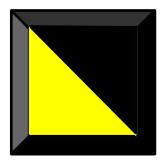
There is a hazard wholly or partly blocking the track and/or marshals working on or beside the track.

Slow down considerably. Be prepared to suddenly change from the projected racing line, or take other evasive action including stopping if necessary.

**Expect the unexpected.** 

Overtaking is not permitted between the first yellow flag or light, and the green flag or light displayed after the incident.





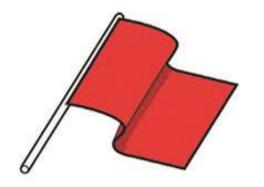


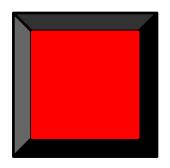




#### **RED FLAG / LIGHTS**

Immediately cease driving at racing speed and proceed slowly, without overtaking and with maximum caution, being prepared to stop should the track be blocked.





Lap times will not be counted from the moment the red flag is shown.

Expect to return to the pits in qualifying, and the start area during the race, but obey the marshal's and official's instructions at all times.







DRIVEN BY RACING

#### **BLUE FLAG**

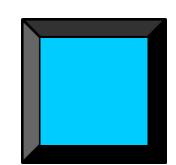
Drivers must allow the faster competitors to pass at the earliest opportunity.

If a driver who has been caught does not seem to make full use of their mirrors, flag marshals will display the waved blue flag to indicate that the faster driver is attempting to overtake.

Any driver who appears to ignore the blue flags will be reported to Race Control.

However, slower drivers are NOT expected to move off line at every opportunity.

Slower drivers should remain predictable by remaining on the racing line, and the faster drivers should overtake as required.







#### **FLAGS AND LIGHTS**

During the hours of daylight, both flags and light panels will be used.

During night qualifying, and when the 'LIGHTS ON' board is displayed during the race, only the light panels will be used at marshal's posts.

Irrespective of the time of day / night, the full range of control flags will be displayed at the floodlit control point, supported by the electronic light and message panel.







# PLACES TO REMOVE CARS FROM THE TRACK

If you are forced to stop on circuit, please attempt to stop close to a marshal's post.







# PLACES TO REMOVE CARS FROM THE TRACK

If you cannot stop by a marshal's post, safe refuges are marked by orange panels.









#### 7. THE SAFETY CAR







The Safety Car may be brought into operation to neutralise qualifying or the race. It will also be used to restart the race on Sunday morning.



When the order is given to deploy the Safety Car, all marshal's posts will display waved yellow flags and 'SC' boards, and all light panels will flash 'SC' with a yellow flashing border for the duration of the intervention.

All the competing cars must immediately reduce speed and form up in a line no more than 5 car lengths apart.

As soon as 'SC' is displayed on the light panels with a yellow flashing border, overtaking is prohibited, even if you have not yet passed a panel.







No car may be driven unnecessarily slowly, erratically or in a manner which could be deemed potentially dangerous to other drivers or any other person at any time whilst the Safety Car is deployed.

Overtaking or overlapping of any other competing car during a Safety Car intervention is forbidden. Overtaking of a Safety Car is also forbidden, unless the particular competitor concerned is specifically signalled to overtake the Safety Car by the observer in the Safety Car.

Race Control <u>may</u> direct the Safety Car to wave past cars until the leader is immediately behind the Safety Car. Once ordered to do so by Race Control, the observer in the Safety Car will wave past any cars between the Safety Car and the race leader. These cars are to continue at reduced speed and without overtaking until they reach the line of cars behind the Safety Car, respecting that marshals and service vehicles may still be on track.







While the Safety Car is in operation, competing cars may enter the pit lane, but may only rejoin the track when signalled to do so, and not when the Safety Car and the line of cars following it are about to pass or are passing the pit exit. A car rejoining the track must proceed at an appropriate speed until it reaches the end of the line of cars behind the Safety Car.

Under certain circumstances Race Control may ask the Safety Car to use the pit lane. In this case, and provided that the Car's yellow lights remain illuminated, all cars must follow the Safety Car into and through the pit lane without overtaking.

Any car entering the pit lane under these circumstances may stop at its designated garage area.









When Race Control calls in the Safety Car, the yellow flashing lights on the car will be extinguished prior to it exiting the circuit, at a point normally between Turns 9 and 10.

Once the lights on the Safety Car have been extinguished, and prior to passing the green flag at the Control Point, the race leader will dictate the pace and, if necessary, may fall more than five car lengths behind the Safety Car.

In order to avoid the likelihood of accidents before the Safety Car returns to the pits, from the point at which the lights on the car are extinguished, drivers must proceed at a pace which involves no erratic acceleration or braking nor any other manoeuvre which is likely to endanger other drivers or impede the restart.









As the Safety Car is approaching the pit entry, the green flag will be displayed at the Control Point / finish line, and the 'SC' board withdrawn. Following this display of the start signal, yellow flags and 'SC' boards at all marshal's posts will be withdrawn and be replaced with a waved green flag for one lap. The waved green flag will flow around the circuit in both directions, as an adjacent post displays their waved green flag.

Overtaking and overlapping remains strictly forbidden until the green flag at the Control Point / finish line is passed.









#### 8. TRACK LIMITS









Drivers must use the track at all times and may not leave the track without a justifiable reason.

The white lines defining the track edges are considered to be part of the track.

A driver will be judged to have left the track if any part of the contact patch of a tyre of the car goes beyond either the outer edge of any kerb, or the white line where there is no kerb.

Should a car leave the track they may only rejoin the track when it is safe to do so, and without gaining any lasting advantage.







In this example, the orange / white car has exceeded track limits because the tyre(s) are completely beyond the outer edge of the kerb.

But the dark grey car has also exceeded track limits, since a part of the outer tyre(s) is also beyond the red / white kerbing.









#### 8. TRACK LIMITS - ANGLESEY HOT SPOTS







#### ANGLESEY -TURN 1 EXIT

BOTH THE GREEN /
YELLOW AND LIGHT
GREEN KERBS MAY BE
USED

TRACK LIMITS ARE
DEEMED TO HAVE BEEN
EXCEEDED IF PART OF A
TYRE IS BEYOND THE
PAINTED KERBING





#### **ANGLESEY -**TURN 2 EXIT

BOTH THE GREEN /
YELLOW AND LIGHT
GREEN KERBS MAY BE
USED; AND THE
CONCRETE

TRACK LIMITS ARE
DEEMED TO HAVE BEEN
EXCEEDED IF PART OF A
TYRE IS BEYOND THE
PAINTED KERBING OR
CONCRETE





### ANGLESEY - TURN 3 EXIT

BOTH THE GREEN /
YELLOW AND LIGHT
GREEN KERBS MAY BE
USED, AND THE
CONCRETE

TRACK LIMITS ARE
DEEMED TO HAVE BEEN
EXCEEDED IF PART OF A
TYRE IS BEYOND THE
PAINTED KERBING OR
CONCRETE





#### **ANGLESEY -**TURN 6 EXIT

TRACK LIMITS ARE
DEEMED TO HAVE BEEN
EXCEEDED IF PART OF A
TYRE IS BEYOND THE
KERBING OR TARMAC
(WHICHEVER IS FURTHER)







### **ANGLESEY - TURN 9 EXIT**

BOTH THE GREEN /
YELLOW AND LIGHT
GREEN KERBS MAY BE
USED







#### **ANGLESEY -**TURN 11 EXIT

THE GREEN / YELLOW KERBS MAY BE USED, AND THE TARMAC BEYOND -

**BUT NOT THE GRASS** 









#### 10. INFRINGEMENTS







#### **INFRINGEMENTS**

Infringements will be investigated, and penalties will be based on the table shown here, reproduced from the Sporting & Technical Regulations.

#### Infringements

INFRINGMENT	DURING PRACTICE	DURING RACE
Excess speed in pitlane	Clerk of the Course Discretion	Stop & Go for 2 seconds per kph over speed limit
Overtaking under a yellow flag	Clerk of the Course Discretion	Minimum Stop & Go for 30 seconds
Overtaking under Safety Car conditions	Clerk of the Course Discretion	Minimum Stop & Go for 30 seconds
Avoidable contact with another car	Clerk of the Course Discretion	Stop & Go for 30 seconds
Causing contact or collision	Clerk of the Course Discretion	Stop & Go for 30 seconds
Unsporting/aggressive driving	Clerk of the Course Discretion	Stop & Go for 30 seconds
Unsporting behaviour during meeting (to include outside racing)	In accordance with NCR 2.1.1.13	In accordance with NCR 2.1.1.13
Exceeding maximum drive time (Art 17.3)		by up to 5 minutes – 1 lap between 6 and 10 minutes – 2 laps etc. In the case of a driver driving two different cars, the penalty will be applied to the car they are driving at the time they exceed their driving time. The driver may also be subject to disqualification.
Parc Fermé infringement		5 lap penalty
Continuing to race after chequered flag	Grid penalty (up to 10)	5 lap penalty
Lights not working	Black Flag	Black Flag
False Start		Stop & Go
Failure to respect starting position or out of position on formation lap		Stop & Go







#### **INFRINGEMENTS**

Infringements will be investigated, and penalties will be based on the table shown here, reproduced from the Sporting & Technical Regulations.

False Start		Stop & Go
Failure to respect starting position or out of position on formation lap		Stop & Go
Wrong direction in pitlane	Clerk of the Course Discretion	Clerk of the Course Discretion
More than 3 laps under black flag without a pitstop	Grid Penalty	Minimum Stop & Go for 10 Minutes
Working on a car whilst refuelling	Clerk of the Course Discretion	Stop & Go for 30 seconds
Driver not out of car when refuelling	Clerk of the Course Discretion	Stop & Go for 30 seconds
All other refuelling infringements	Clerk of the Course Discretion	At discretion of the Clerk of the Course
Driving through HuTag sensor without scanning/ getting green light	Clerk of the Course Discretion	Stop & Go
Less than 6 pitstops during the race		10 Laps for each pitstop below the requisite number
Not stopping for the correct amount of time		Stop & Go for amount of time short on pitstop x 2
for any pit stop		

For all other irregularities, sanctions are left to the discretion of the officials. For any irregularity, even one sanctioned via the above table, the Clerks of the Course are always empowered to award other or additional sanctions. The above table is a guideline for first time infringements at the event. Repetition of infringements by teams and/or individuals may be dealt with more severely. The Clerks of the Course are empowered to operate Stop and Go for any period that they consider appropriate to the offence (Be advised that speeding in the pit lane is a common mistake when taking a Stop and Go and leads to further sanctions).









#### 11. MISCELLANEOUS









DRIVEN BY RACING

#### **MISCELLANEOUS**

HuTags: The receiver is situated close to the pit exit. Drivers must 'scan out' at the start of all sessions - a successful scan is indicated by a green light. Failure to do so is likely to result in a drive through penalty.

Swapping or sharing HuTags is not permitted.

Qualifying: All drivers must complete at least 3 laps in <u>both</u> the day qualifying session and the night qualifying session.

A driver may not drive for more than 3 hours in any 5 hour period of time (real time, as opposed to combined race time). This applies irrespective of the number of cars a driver drives during the event.





#### **MISCELLANEOUS**

It is mandatory that all competing cars apply EL Light Panels on both side doors / panels / rear side windows behind the race numbers.

Cars not complying with NCR Ch 10 App 6 4.11, or Art 23 of the Sporting & Technical Regulations, may be stopped from competing in the hours of darkness.

All competing vehicles must also have front and rear lighting, brake lights and direction indicator lights - all in working order.









#### **MISCELLANEOUS - REFUELLING**

No refuelling may take place 15 minutes before the time the race is suspended on Sunday for the Remembrance Service.

All Teams must refuel in the pit lane, NOT in the garages. All Teams not in the Garages may only be refuelled at their designated pit stop area, or the circuit fuel station or the designated fuel-refuelling area located on the paddock map.









#### 12. REFERENCES & SOURCE DOCUMENTS







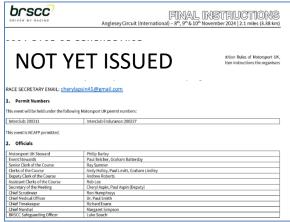
#### REFERENCES AND SOURCE DOCUMENTS

**Motorsport UK National Competition Rules** 

**Race Meeting Sporting & Technical Regs** 

**Race Meeting Final Instructions** 











#### 2024 RACE OF REMEMBRANCE

Title 8. Jurisdiction
The British Storing 6 Sports Car Club (BSCCC) will organise the 2014 Race of Remembrance Production Car 12 Hour In 1.1.as) Endurance
The British Storing 6 Sports Car Club (BSCCC) will organise the 270-17 Household 2014 wefer betacrapact NA Homes Not) 200227. The
enterting will be below don't be General Registration of Relocations (14.98%) Proproposally be provided organised from Control (14.98%) Proproposally be provided of the Technique Code of the PAI) and these Supplementary Regulations and any ASPs or written instructions the organizers may issue for the event.

abandon or cancel the meeting or any part thereof. In this event the competitor or entrant has no right to claim against the organizers in respect of any loss or respect to any loss or respect to any loss or respect to any loss or set better anemeding or claimlying these Regulations. It is a condition of entry into the race that all competitors, teams, team members & persons associated with any of the above agree to be boundly been englations including may amendments, variations or statements shaffing therein.

Andy Brown Drew Furlong

sugarity transit hierarchies must be in possession of Be current members of BisSCs, DARC, TSOMC, 360MBC, CSCC, MSVR, HSCC, MGCC or other invited clubs a valid Motoropo VK Race Cub Licence, at a minimum Or be in possession of the highest grade of National Race Licence or valid FA International Licence, tog written content (b) AZ and FisSA Critic 22.1 to applied.

Page 1 of 9 - 2024 Race of Remembrance Sporting & Technical Regulations









#### 13. WHY WE DO THIS...









## THE RACE OF REMEMBRANCE IS SOMETHING ELSE THAT YOU JUST DON'T GET RACING ELSEWHERE; IT IS IMPORTANT.

IT MATTERS...

ANDREW FRANKEL, COMPETITOR AND MOTORING JOURNALIST









#### IT CHANGED MY LIFE.

## I ABSOLUTELY LOVE IT - THE TEAM EFFORT AND SPIRIT BETWEEN ALL THE GUYS AND GIRLS IS INCREDIBLE!

ANDY JONES, COMPETITOR AND FORMER PARACHUTE REGIMENT SOLDIER









#### YOU GET CAUGHT UP IN IT ALL; IT'S AMAZING!

INCREDIBLE PEOPLE THAT DO SUCH AN AMAZING JOB IN HELPING THESE INJURED SERVICE MEN AND WOMEN.

SIR CHRIS HOY, COMPETITOR AND OLYMPIAN









#### 14. QUESTIONS?







#### **QUESTIONS**

ANY QUESTIONS BEFORE
THE EVENT ARE TO BE
SENT BY EMAIL TO:

**ANDY HOLLEY** 

andy@brscc.co.uk

OTHERWISE OVER THE WEEKEND PLEASE VISIT US IN RACE CONTROL!









## DRIVERS' BRIEFING RACE PROCEDURES / CODE OF CONDUCT

RACE OF REMEMBRANCE

**ANGLESEY CIRCUIT** 

7 - 9 NOVEMBER 2025



