

Introduction to Motorsport Events - Cars

It is important to state at the outset that the definitive guide to rules and regulations are set out in the Motorsport UK (MSUK) 'Yearbook' (sometimes referred to as the 'Blue Book'). Unfortunately, Motorsport UK no longer send you a blue book with your Competition License. Therefore, you will have to view the latest version of the Blue Book on the MSUK website: www.motorsportuk.org

In addition, the Club publishes supplementary regulations for each event, which must also be read and followed before being able to take to the track. You will be able to view the supplementary regulations via your user account prior to signing up to the relevant event. Should you wish to receive a copy of the supplementary regulations by email, please contact the Competition Secretary or Assistant Competition Secretary who will send these to you via email.

Sadly, Motor Sport is no longer a cheap sport, but you can race economically if you choose well and with the support of the Club, we can put you in the right direction.

1. What Car to use and minimum Safety/preparation requirements.

Speed events allow a large variety of cars to compete, ranging from production cars (with varying levels of modifications) and all types of kit cars through to single seaters and Karts (which can range from Formula fords and motorbike engine types to £100,000+ 600bhp monsters). Few types of cars are excluded from speed events.

What car / kart you choose will only be limited by two things:

- 1) How much money you have
- 2) Licence restrictions

As a beginner with no racing experience and more than likely a MSUK RS Interclub licence (see how to get a licence in the MSUK licence section) you will be able to drive all types of production and kit cars, but will be limited up to 2.0 litre engine capacity (or 1428cc forced induction), and in single seater and sports libre up to 1100 engine capacity (unless running as a roadgoing car) classes for cars built after 31/12/60.

1.1 Road Going Car

If you want to use a road going car, be that your weekend toy or everyday road car, and many people do, then you will need it to satisfy a number of safety and competition requirements:

- Have a sticker on the ignition key (optional) or cut out switch indicating which way to turn it off (if fitted)
- Have stickers indicating the location of the extinguisher toggle (if fitted) and towing points
- Have tape over your battery terminals
- Have your race number on the sides of the car (magnetic door squares are available or stick some numbers on a white background in the rear side windows)
- A timing beam breaker
- Secure seats
- A generally good-condition car
- If you are entering a roadgoing class, then the car must be road legal.

1.2 Modified or non-Roadgoing

- If you want to modify a car or build a non-roadgoing car then the regulations get a lot more complicated. The regulations are all in the 'Blue Book' but speaking to other competitors is a great way to get the information you need.
- The Club has members competing in most classes and someone should be able to assist you. Please come along to an event and have a chat, with the Car Captain, Vice-Captain or competitor and/or get on the GK&MC website or Facebook page for further guidance and to ask questions.
- If you want to buy a car already modified for Hill climbing, then you should ensure that any non-roadgoing car has an MSUK logbook/vehicle passport.
- Logbook/vehicle passports are essential for non-roadgoing competing cars, although they are easy to obtain, buying a car with one gives some security that it meets the specific race regulations.

2. Sharing driving a Car

Speed events are unique in that two people can share drive a car or kart at one event. This is an ideal way to start competing, as lots of costs are shared and although you might not be the fastest in your class, at least you can be faster (or slower) than your shared drive.

Both drivers require their own MSUK Competition License, they both need to be a member of the Club and they both have to submit their own entry via their own 'Login' area on the Club website

3. Motor Sport Retailers

The popular motor sports retailers such as Demon Tweaks, GPR and Merlin Motorsport all sell sticker sheets and race numbers. You can also buy stickers and race numbers locally from Sign Services or Smith Signs

Demon Tweaks, GPR and Merlin Motorsport are also popular retailers for all race equipment. Including but not limited to Personal Safety Equipment.

4. Personal Safety Equipment

Everyone requires some protection whilst driving, below are some suggestions

4.1 The minimum requirement

The minimum equipment you require is a helmet, fireproof overalls and a pair of fireproof gloves; all these items must meet the required specifications as laid out in the MSUK Yearbook for the current year. In non-roadgoing cars, racing cars and sports libre cars you will also need an FHR (Frontal Head Restraint, often referred to as a HANS device) and a suitable helmet with HANS posts, which must meet the MSUK blue book requirements.

4.2 Nice to haves

Additionally, you can buy fireproof underwear, balaclavas and racing boots; these are not a requirement, but it's all added safety. Safety equipment has to comply with specific BS standards. These are listed in the 'Blue Book' but any retailer selling such equipment should be able to help you out.

Note: Helmets don't remain valid forever. Also racing harness have an expiration date and in some classes, they cannot be used after the expire date.

4.3 Karter's Personal Safety equipment for Hills and Sprints

Karter's are required to have a helmet, Kart overalls / suit, boots and gloves at all times as a minimum requirement.

5. Getting a Racing Licence and a Copy of the MSUK Yearbook (Blue Book)

All Car race licences are issued by the MSUK. As a beginner you will need an RS Interclub licence. In most instances you will not require a medical, you just need to state your doctor's name and address on the form and submit a passport photo of yourself.

The licence lasts for 1 year from 1st January to 31st December, so don't apply for your next year's licence in December as you'll end up with a license for the same year.

Every licence is issued with a link to the MSUK yearbook, more commonly referred to as the 'blue book'.

6. License Upgrade

Once you start competing, you can get your licence upgraded by getting it signed at events to say that you competed in a safe and satisfactory manner.

7. Race Number

You can choose your own race number BUT you will only be allowed the number if there is no one else using that number.

Anyone share driving a vehicle will be required to put at least a 1 or a 7 in front of the owner's number and the correct number must be identified when the competitor comes to the line. Otherwise, you'll get the wrong commentary and an incorrect time.

Numbers can be on cars being driven to and from the events, but we recommend they are crossed off.

Refer to the blue book for race number specifications (size, colour etc)

8. Entering a Race Event

You will need to be a fully paid member of the GK&MC LBG to be able to enter a race event.

You can do this online via www.gkmc.gg

- Create a User Account
- Within your user account, select 'Subscription'.
- Next set-up your 'Vehicle'
- Then you can select the event(s) you wish to enter.

If the 'Close Date' has passed that race event will be 'greyed out'. Once you have entered an event you will be prompted to pay for your selected item.

9. GK&MC LBG Membership

Subscriptions / Membership to the GK&MC LBG runs from 1st January to 31st December.

Once you have signed up to a User Account you can renew your Membership from 1st December to 31st January by pressing 'Renew' within the Subscription area.

10. Marshalling

Each Junior member (up to 16 years of age) is required to complete one marshal stint in each membership year. Each Senior member is required to complete two marshal stints in any membership year, usually as one Motocross and one Tarmac event.

Parents or Guardians are required to complete their Junior members marshal stint. Although, Junior members can marshal from the age of 16 years old with written permission, to the club, from their Parent or Guardian prior to the event.

11. Final Instructions or Drivers Meeting

Final Instructions are posted on the Club's website in your User Account area or there will be a Drivers Meeting approximately one week prior to the event for you to attend. Drivers Meetings only tend to be arranged if the event is an unusual or new event (i.e., Alderney). Final Instructions will include:

- Event arrival / departure times,
- The time of the start / finish of racing
- The time scrutineering will commence
- When engines, generators can be started
- assistance needed on the day
- Any additional info for the Competitors

12. Day of the event

On the day of the event, you need to complete a few items and some paperwork:

12.1 Signing-on

You need to take yourself, your licence and your club membership card to the signing on caravan where it will be inspected

12.2 Scrutineering

Your car and personal safety kit will need to be inspected by an MSUK Scrutineer.

Scrutineers will generally come to your car/kart and kit and if no problems are apparent a sticker is placed next to your race number. If there is no sticker, find a Scrutineer and ask politely why your vehicle has not been or passed Scrutineering.

12.3 Walking the Course

It is encouraged, that first timers walk the course; However, you will find that even the most seasoned competitors will walk the course in the morning. This is to ascertain race conditions and where the Finish lines etc are.

12.4 Drivers Briefing

There is a driver's briefing before the event starts, all the drivers will be called to the start line where the Clerk of the Course will explain how the day is to be run and what is expected of everybody. These are compulsory, make sure you attend. Especially if you are a new driver.

13. Ready to Race

You are now ready to race. You will go to the start line in programme order, so keep an eye on who is before you. When it is your turn, you will drive towards the tyre warming area, where you can wheel spin to put some warmth in the tyres. You will be called forward to the start line where the marshals will line your beam breaker up with the starting beam. Then you just have to wait for the green light and off you go.

A point of note: when the light goes green it does not indicate that the timing has started, it merely indicates that the course is clear for you to go. You can therefore, take your time and go when you are ready, don't take too long though as the marshals can get impatient!