

MBR Endurance Championship

Race length 2 hour or 6 hour format

2 hour race format :

7.40pm to 8pm track set up

8pm to 8.30pm practice

8.30pm race starts

10.30 race ends

Driving time must be split equally amongst the drivers (unless a driver feels unable to continue). Lane changing to be done every 1/2 hour and so that every team uses each lane,

driver changes can be performed when required, bearing in mind all drivers should be given equal time if they wish.

Teams will be split from ranking systems.

Other drivers attending to the championship will be split evenly

Cars Avant Slot Audi R10 LMP

Spec Std inline motor, NSR air hubs and tyres

Lots to be drawn to determine which car each team gets.

All parts must be as spec

Adjusting screws on the chassis can be altered

Gearing must stay the same.

Tyre additives may NOT be used

Tyres

2 hour races the tyres are not to be changed unless force measure.

6 hour there will be two tyre compounds available. Minimum of 2 hours on each type of

tyre must be done. Tyres will be colour coded white for hard and black for soft.

Spare car/ Pool cars If your car breaks down. You can use your spare car at any time but you must put the tyres on the car you have been using on to the car you are about to use.

Marshalling for MBR Enduro and Penalty

If your car comes off the track it will be collected and placed back on the track at the same point. You then have a stop go penalty which is to be taken after the start line and before the first track section break on the main straight . The car must be within the two lines (ie as long as any part of the car is within the white line) If your car comes off twice or more in one lap you only have to stop once. The penalty must be taken within 3 laps if not you will have a 2nd stop go penalty ,

There will be no track calls unless tape lifts and needs repair.

There will be a 45sec stop time to change lane and re sticker car tyres can be changed during this period

Each team will be responsible for race control for the duration of one lane.

All teams shall be responsible for having one marshal around the track. If a marshal/rc is required to work on the teams car then the active or a spare driver must assume his responsibilities. . It is the drivers responsibility to remain in control at all times and collisions with cars taking a stop/go will be required to serve a stop/go next time past the stripe.

Points each team member scores points as follows

1st = 25 points

2nd = 17 points

3rd = 10 points

4th = 4 points