

WOSCA Rule Rundown

Safety

- Pay attention to your surroundings at all times.
- Helmets must be approved with the current rules. List of approved helmets is available at registration.
- Loaner helmets are available, but must be returned between runs. Please use hairnets provided.
- Pit speed is DEAD SLOW 10 km/h.
- No tire warming, burnouts or reckless driving. You will be removed from the event. THIS IS YOUR ONLY WARNING.
- Closed toed shoes must be worn.
- Photos and videos are welcome in the pits.

Car Preparation

- Driver must do mechanical check over on car (Check tire pressure, secure lugs, etc.)
- Remove floor mats and other loose articles in your car.
- Car number must be visible on both sides.
- It is recommended to cover or remove license plates. WOSCA plate covers are available for purchase.

Marshalling

- Pay attention at all times.
- Marshals must check-in at the timing tent prior to marshalling. Failure to do so will forfeit your best time.
- No chairs; marshals must be ready to run.
- Marshals are not allowed to take photos or videos, but guests are allowed at the marshal stations to take pictures or videos.
- Don't be afraid to call a red flag. We would rather 100 false flags than one injury.
- Be clear and concise when using radios. Our radios cut off the first two seconds of a transmission. Please make your call after a two second pause. Eg. "(pause) one cone on car 13."

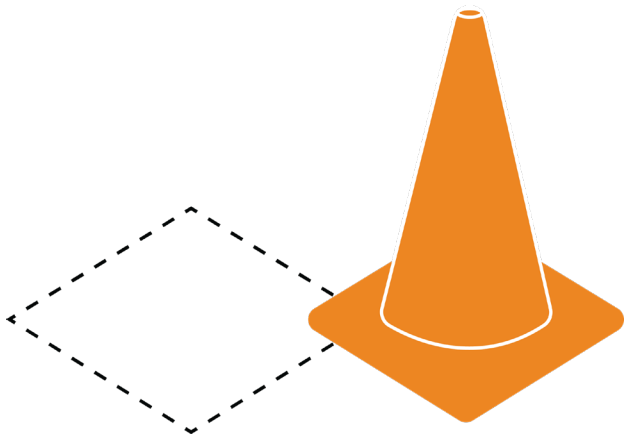
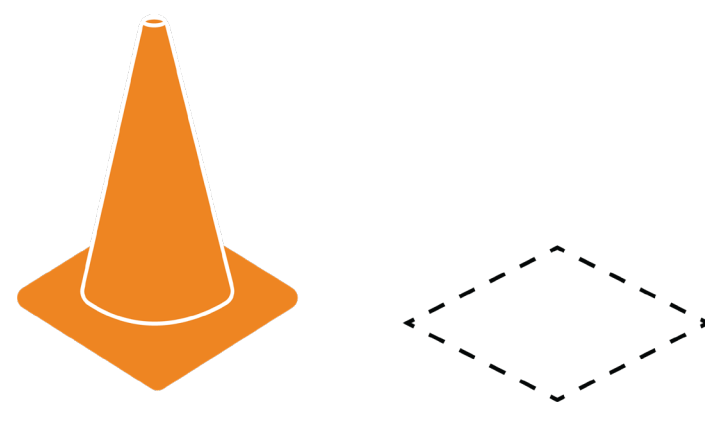
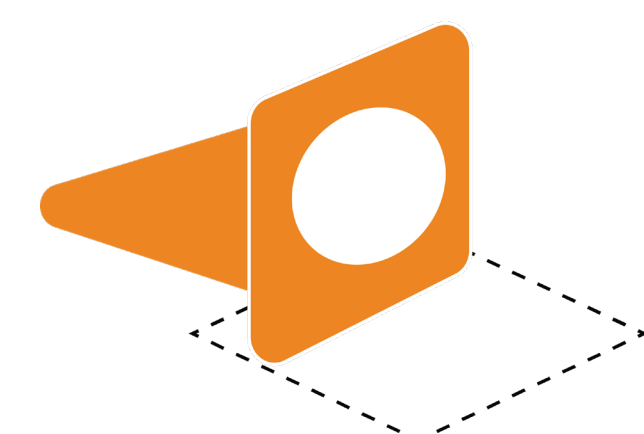
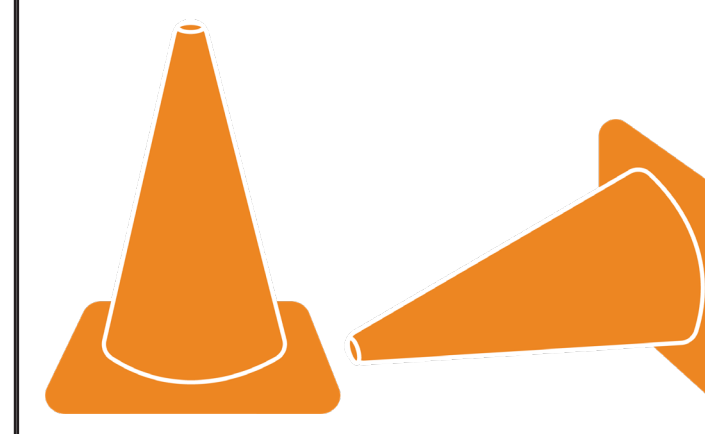
Racing

- Driver must wear an approved helmet. Loaner helmets are available, but make sure everyone running before you has a helmet before taking one. Helmets must be returned after every run. Please use hairnets provided.
- If red flagged on course, driver must move OFF the racing line and stop.
- 2-Second Penalty – Driver receives a 2-second penalty for every cone hit on course. See cone rules for more details.
- DNF Penalty – Driver receives a 200-second penalty if travelled off course (miss a gate, wrong side of cone, travel in reverse, failure to stop in the stop box, etc.)

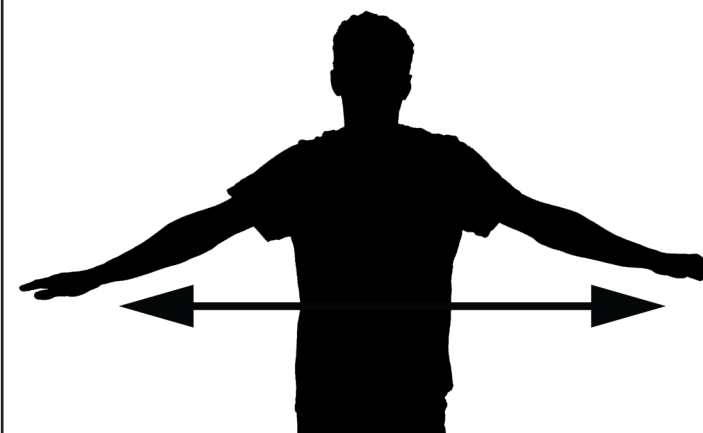



Passengers

- Passengers must wear approved helmet. Loaner helmets are available, but make sure everyone running before you has a helmet before taking one. Helmets must be returned after every run. Please use hairnets provided.
- Hands must remain in the car.
- Video is okay, as long as it doesn't distract the driver.

Cone Rules

			
Cone In Square Cone is "safe" as long as some part of it is still in the square. Quickly reposition cone back in the square.	Cone Out Of Square Cone is "out" and driver receives a 2-second penalty. Quickly reset cone back in the square.	Cone Knocked Over Cone is "out" and driver receives a 2-second penalty. Quickly reset cone back in the square.	Leaner "Leaner" cone determines which side of the cone to drive on. ONLY the main cone receives a 2-second penalty if knocked over. LEANER CONES DO NOT GET PENALIZED.

Hand Signals

			
Safe If you run over to a cone which you think may have been pushed out of the box, but it is in fact "safe," use this signal to alert timing tent and other marshals that no penalty is to be received.	One Cone When a cone is "out," and AFTER the cone is reset, raise your hand to alert timing tent to add a 2-second penalty to the driver.	Off Course When a driver goes off course, raise your hands in an "X" pattern to alert timing tent to add a DNF penalty to the driver.	Red Flag Wave the red flag and safely get the drivers attention if you see any safety hazards. E.g. fluid leaking onto track, cars or bicycles entering course, marshals still working on racing line ahead.

Run Order

Run	Rest	Marshal
Marshal	Run	Rest
Rest	Marshal	Run

A full list of the rules is available here: <https://www.scca.com/pages/solo-cars-and-rules>