SPECIAL INSTRUCTIONS FOR B.E.A.C. ENDURO LITE

- 1) This is a consecutive-laps event. The driver will be given **two** separate attempts, each of which consists of leaving the staging line, a practice lap, and then two consecutive individually timed and scored laps. After the first of these the driver should return to Grid and wait for the second opportunity.
- 2) If a driver hits too many cones (> 3) or misses too much of the course on the practice lap, he/she may be red-flagged and re-started at the RESTART position, thus losing the "flying start" on the first/next timed lap.
- 3) <u>Competitors are (as always) responsible for knowing the correct course route</u>. If a driver gets seriously lost on the practice and/or first timed lap, he/she <u>may</u> be red-flagged so workers can tell them what they're missing, and they'll then be re-started at the RESTART position. This is at BEAC's discretion.
- 4) The competitor is also ultimately responsible for knowing what lap he/she is on, and knowing when to exit. If a driver takes too many "official" laps, and it's <u>not</u> the fault of the worker turning the Go Again / Exit (or other designated) indicator, the 2nd official lap of the attempt will be scored as a DNF.
- 5) Passengers are <u>not</u> permitted except in cases of being lost on course (when an instructor may accompany a "lost" driver to show them where to go), as provided by the WWSCC rules.
- 6) Grid will be in rows of fixed locations ("parking stalls"), and cars will generally be called from front of Grid to back; drivers should keep track of when their turn is, according to the defined sequence. The first driver in multiple-driver cars will normally be called to the Start early in the heat.
- 7) All cars for a given heat must be in an appropriate Grid location before that heat begins running.
- 8) A driver may take the practice lap as slowly or as quickly as desired, though there may be another car on course, finishing its 2nd timed lap, coming up behind the starting car so it's best not to dawdle too much.