

## First Time Expectations

- 1. Arrive on time.** If you haven't completed the on-site portion of registration (signing waivers) you will not participate in the event even if you have paid. Registration closes about 9:15ish, so you really want to arrive just **AFTER** 8:30am.
- 2. Inspect your car.** Before the event make sure your car doesn't have any major leaks, that you have tread on your tires, and that your brakes are working properly. If your car is slammed to the ground, you may want to raise it up some because during hard braking your suspension will compress completely, and you want to be able to use that travel as well as not have your front wheels hit your fender when you immediately go to full steering lock. Also, put an extra 5-10 pounds of air in your tires and bring a tire gauge with you to the event if you have one (you should have one). Pretty full tank of gas, you don't want it almost empty, and then your car to go into a turn had have fuel starvation.
- 3. Remove loose items from your car.** You don't want anything loose moving around while you are in the car, and to complete the tech inspection it has to be out, so before you leave home, just leave it all there, or prepare to take it out before inspection. Some stuff can go in a bag or pile if you're going to need it that day (garage door opener, water, snacks, water, sunscreen, etc.) Your pile of clothes, child car seats, drum set... leave them in the garage. Floor mats have to come out, and you can either do it at the event or prior. I generally just leave them at home.
- 4. Arrive refreshed.** Get plenty of rest, sleep, and food the night before. You want to be completely aware of what is going on during the event. Also, have a good breakfast.
- 5. Stuff to bring.** Water, snack food, hat, chair, sun screen, printed numbers and painters tape (either make your numbers from painters tape, or print out on regular paper and tape to car; if printing it should fill up a 8.5X11 sheet of paper so that it can be read during the event). Bring a helmet if you own one, and make sure it complies with the current helmet requirements listed on our site.
- 6. Event schedule.** The gates open at 8:30, people come in, park their cars and unload their stuff and prepare the car to be tech inspected (everything out of car, hood and trunk open), once car is teched or ready for tech, go sign in (sign waivers, get course map, work and run assignments). Announcements will be made before sign in closes, and when the course is ready for walk through. Walk the course to get an idea of where you are supposed to be go. There will also be a rookie walk through where an experienced person will give you ideas on where you should be (and looking) at each part of the course. There will be a drivers meeting to go over rules, penalties, and general information. Run Group 1 to their cars, Work group 1 to their assignments (generally first time drivers work corners (pickup and replace fallen cones). If you don't have a work or run assignment for the 1st session you're free for about an hour. My recommendation is get some ride alongs to see the course at speed. Pay attention to how they go through the course, and where they brake and accelerate. Each group will probably get around 6 runs through the course. There are usually a total of 3 run groups. The event should wrap up around 3:30PM, and final results should be posted on the website late that evening. Times will also be announced during the event and given to the driver after each run. Each cone you hit will add a 2 second penalty to your time, so come close, but don't hit the cones. When it's your run group, you will move your car into grid. As they get to your car to go up to the start box, put your flashers on, and an instructor will come ride along with you. Don't feel pressure to push it on your first run. Learn the course, feel the car, and you're times should improve through each of the 6 runs. Once the event is over, hydrate and go home and rest. You'll probably be very tired, but have a new respect for your car.