

DRIVING PERFECTION."

WORKER GUIDE

- We are here to make HPDE as safe and smooth as possible, and to have fun!
- · Always treat your fellow workers with respect, our lives depend on each other.
- Never be afraid to ask questions, we are all learning, all the time.



HPDE; NOT "TRACK DAY" OR RACE!

- Learning program, we can all learn something new
- Actively managed, structured event
- Goals: better driving; Rules: keep it fun, safety focused
- Collaborative experience responsibility for everyone to work together and have a great time
- Set a good example, others will follow
- We specialize in helping first time students learn the basics and start in the sport. Please make
 positive contributions to the learning experience.

ELEMENTS

- · Corner working may not be for everyone, be aware of:
 - Weather hot/cold/rain/snow
 - Sunburn/dehydration
 - Insects/allergies
 - Medical issues know your blood type, allergies, etc.
 - Physical challenges standing long hours, may need to run, lift/carry oil dry bags, push brooms

YOU MAKE EVENTS RUN SMOOTH!

- · You are the lifeblood of any racing or HPDE event
- Pride in your work
- PMA positive mental attitude
- Keeping people safe
- Willing to learn and be adaptable
- COMMUNICATION IS KEY! F&C = flagging and communications



PROFESSIONALISM

- Stay objective
- Get both sides of the story
- Consider whether actions were in good faith
- Ignore bad attitudes and personal attacks

- No swearing or yelling
- Firm, but polite
- No driver came here to ruin your day
- Escalate to RC, they will escalate to Al



CLOTHING & EQUIPMENT

- Wear white or light colored shirts and pants.
 Shorts are not permitted. Cotton is preferred. Do not wear polyester or synthetic fabrics, they will melt to your skin if exposed to a flame.
- Bring layers and/or rain gear. Outer layers do not have to be white, but they can NOT be yellow, orange or red. If you can avoid flag colors altogether that is best.
- Hats must not block your peripheral vision.
- Sunglasses must not change your color perception.

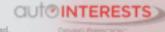
- Footwear must be closed-toe and comfortable and easy to run in.
- Pens, notepad, gloves, binoculars, sunscreen, chapstick are also good things to have.
- Snacks and plenty of water are a must!
- Strike a happy medium of what you want to take to your station, as you will also be taking flags, communication equipment, fire bottle, and possibly a broom.



SAFETY

- Any position on a live track requires your full focus and attention.
- Your lapse of attention can hurt you, your fellow workers, or drivers.
- Do not bring a camera and attempt to take pictures while working.
- No personal devices are permitted to be used while working a station. This includes cell phones, laptops, walkie-talkies, radios, etc.

- Be aware of your surroundings, plan your escape route ahead of time.
- No extra people, friends or guests at your station.
- Perfume/aftershave may attract bugs/bees/wasps. If you have bees near your station, remain calm and ask for assistance/advice from control. NEVER use a flag to swat at them, as this can cause disasters on track.
- Be reliable; if you do not show up and there isn't time to get a replacement worker, the track will be understaffed and this places everyone at greater risk.



FIRE BOTTLES









firewize

Remember "PASS" - PULL, AIM, SQUEEZE, SWEEP



VIOLATIONS

- · Illegal start, not waiting for starter point
- · 2 wheels off, repeatedly
- Failure to come in following 2 wheels off (to check car)
- · Spin, or 4 wheels off
- Failure to observe flags
- Drifting

- Exiting car on track (unless on fire)
- Passing zone violations
- · Passing without a point-by
- · Failure to use pit signal
- Too fast in hot pits
- Speeding in the paddock
- · We reserve the right to declare reckless driving



PASSING PROCEDURES









- · Vehicle doing passing goes off-line
- · One point per car
- Driver of vehicle being passed chooses side
- Absolutely NO PASSING in corners (unless approved for a specific run group)
- NO POINT = NO PASS
- No drag racing, lift throttle to allow pass
- Need more space? Pit in & signal starter



PENALTIES

- STRIKE I warning issued to driver, not permitted in open session at end of day
- STRIKE 2 driver will sit out the next session
- · STRIKE 3 driver will leave the facility and receive no refund
- Avoidable contact with another car is an instant removal from event and permanent banning from future events!

