



# Club Spring Mountain

## Driver / Passenger Track Rules

*Club Spring Mountain* was created to provide our members with guaranteed access to the Spring Mountain Motorsports Ranch road course for an average of 16 days per month for Corporate and Charter Members, and 10 days per month for Classic Members, allowing members and their guests to practice their skills, play with their friends, or entertain business associates with an exhilarating track experience, at their own pace and on their own schedule.

New members are required to attend a Driver Orientation Seminar. This will allow each new member to learn and understand all the Rules and Regulations provided by the Club and to familiarize each member with the proper driver education.

All drivers and passengers must sign a track release waiver prior to engaging in any track related activities.

No one is to enter the track area until permission is granted by the track Grid Marshal. Please contact the track for the time of the first session of the day.

Spring Mountain Motorsports Ranch personnel or the Grid Marshal will determine the run groups for each day.

Track direction is “clockwise” and at no time is a driver permitted to drive counter-course.

Speed limit is 15 mph on all roads and paddocks.

### **Dropping of wheels / Spins**

If a driver drops two (2) wheels off the edge of the track the driver must finish off the lap at a “cool down” pace and return to the pit/paddock area. Grid Marshal, along with driver, will inspect the vehicle for damage and determine if the car or kart is in a condition to return to the track.

If a driver drops all four (4) wheels off track and / or spins they are required to safely return to the track surface and continue at a “cool down” pace to the pits / paddock area to meet with Grid Marshal.

For any spins that occur on the track (even if you do not leave the track surface) the driver is required to use caution while remaining aware of other vehicles and return to pits / paddock area to meet with the Grid Marshal.

**Note:** Any driver who drops two (2) or more wheels or spins, three (3) times in any one day will be deemed an “aggressive driver,” and accordingly, will be asked to park their car or kart and will not be allowed to drive for the rest of the day.

If a driver has a mechanical failure such as engine problems, oil/transmission/fuel leaks etc. they are required to pull off of track surface in a **safe** area at their earliest convenience.

If a driver goes off track and is unable to come back onto the track they are to remain in their safety belts. **ALWAYS STAY IN THE CAR OR KART WITH YOUR SAFETY BELTS SECURED.** *One exception to this rule would be a car or kart that was on **fire**.*

Kart drivers are advised to get OUT of the kart in the event going off-track, and move to a safe area until support arrives.

### **Driver Conduct**

Start the day with a vehicle inspection to be sure it is in the proper operating condition.

Never enter the track without the authorization of the Grid Marshal. The Grid Marshal will find an open spot on the track to allow you to enter safely.

Each time entering the track the driver should start with a “warm up” lap(s). This will allow time to get a feel for the car or kart and its conditions, i.e. brake pedal pressure, handling characteristics, etc. This time will also allow the driver to build up tire temperatures.

At the end of each session or the lap prior to exiting the track the driver should start a “cool down” lap. This is for all of the vehicles’ components to cool off as much as possible before being parked in the paddock. It is not good for a vehicle to exit the track with high temperatures.

Each time a driver exits the track for any reason they should signal to all other drivers their intention by holding their arm clearly out the window (production car,) above the roll bar (race car), or holding their arm up, clearly indicating their exit from the track (kart.)

### **Safety Equipment**

All drivers and passengers are required to use a Snell approved helmet. SA2000 or later will be permitted.

An SFI rated racing suit is required for all race car drivers.

An SFI rated racing suit is recommended for production car drivers. Long sleeved shirts, long pants, and closed-toe shoes are the minimum requirement.

Open cockpit cars including convertibles must have a roll bar installed.

Kart Drivers are recommended that they wear an SA2000 or later Helmet, CIK and FIA rated suit or jean pants with closed toe shoes and a leather racing jacket, gloves, neck brace and a rib protector. Long sleeved shirts, long pants, and closed-toe shoes are the minimum requirement.

It is further recommended that all vehicles have a fire extinguisher securely mounted (karts excepted.)

### **Passing Rules**

Passing is permitted in designated areas with a point-by from the driver. All members are required to monitor their mirrors and as faster cars or karts approach, they are to stay on line and clearly point the passing car or kart by.

It is the responsibility of the passing car or kart to make a safe and clean pass and the pass must be completed by the entry of the approaching corner.

Passing is not allowed in any corners.

### **Guest Rules**

Each category of membership is authorized to bring a specific number of guests to the track, pursuant the conditions outlined below.

Corporate Members – 50 Guests are authorized per calendar month, including 10 Driver Guests. A maximum of three (3) visits per calendar year are authorized, per guest.

Charter Members – 20 Guests are authorized per calendar month, including 3 Driver Guests. A maximum of two (3) visits per calendar year are authorized, per guest.

Classic Members – 3 Guests are authorized per calendar month, Guests of a Classic member are not eligible for track time and may act as a spectator only. A maximum of two (2) visits per calendar year are authorized, per guest.

Members are responsible for ensuring each of their guests know and understand all **Club Spring Mountain** general rules and regulations.

Authorized Guests will be permitted to drive their own vehicle on the track at a cost of \$60.00 per day, provided:

- the guest meets all driver qualifications as specified above;
- the guest pays a \$50.00 check ride fee (karts excepted), and a reservation must be made for the check ride

## Vehicle Rentals

**Club Spring Mountain** offers a range of vehicles that can be rented on a per day basis. Please note these prices are subject to change without notice.

Vehicle Type	Classic Member Cost	Charter Member Cost	Guest Cost
SR3 Radical race car	\$1500.00	\$1250.00	\$2000.00
505 hp. Corvette Z06	\$1500.00	\$1250.00	\$2000.00
400 hp. Corvette Z51	\$1250.00	\$1000.00	\$1500.00
Lotus Elise	\$1250.00	\$1000.00	\$1500.00

## Check-out Rides

Prior to driving the rental vehicle for the first time, each Club member will be required to drive the course with an instructor to ensure they can drive the vehicle in a safe and controlled manner (karts excepted.) **Future rentals will not require a check-out ride after initial rental.** The cost for a check-out ride for a Classic Member is \$50.00. Guest check-out ride cost is \$100.00. Charter Members will receive their check-out ride at no cost.

## Private Instruction

Private instruction by highly qualified performance drivers is available to all members and their guests. Corporate and Charter members will receive a 10% discount. Please see the main office to schedule your private one-on-one lesson. The costs are subject to change.

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