



## **REGULATIONS AND SPECIFICATIONS FOR THE 2011 FREESTATE/NORTHERN CAPE REGIONS SPINNING CHAMPIONSHIP**

### **MSA FREESTATE/NORTHERN CAPE MOTORSPORT CIRCULAR FS/NC 1/2011 (157398/134)**

#### **DURATIONS OF THE VALIDITY OF THE REGULATIONS**

The regulations apply to the calendar year 2011.

#### **CONTROLLERS**

- 2.1 The Controllers of the Championship are Motorsport South Africa (hereafter referred to as MSA) which has delegated control to the MSA Freestate/Northern Cape Regions Motorsport Committee and through them to the MSA Spinning Committee.
- 2.2 The MSA Spinning Committee will consist of a Chairman and elected representatives.
- 2.3 The Controllers reserve the right to amend, alter or introduce additional rules and regulations and issue interpretation of these regulations as deemed necessary.

#### **3. AIM OF THE CHAMPIONSHIP**

- 3.1 To declare an Overall Freestate/Northern Cape Regions Spinning Champion.
- 3.2 The Championship will be awarded on the basis of the highest points scored in the class-based and index of performance-based championships respectively. Other awards may be made at the discretion of the MSA Drifting Committee.

#### **4. RULES AND REGULATIONS**

- 4.1 All qualifying races will be held under the General Competition Rules (GCR's) and Standing Supplementary Regulations (SSR's) of MSA, and those Standing Regulations and the Supplementary Regulations as may be issued by the Promoters from race to race.
- 4.2 The GCR's together with the SSR's must be read and understood in addition to these regulations and specifications.

#### **5. ROUNDS TO COUNT**

- 5.1 The Championship will comprise of 6 (Six) scheduled events.

#### **6. DEFINITIONS**

- 6.1 **Spinning** - Using the engine's power and revs to create a wheel spin while the vehicle is in motion.
- 6.2 **Tyre Bounce** - Spinning as close as possible to the tyre barriers without touching in a circular motion known as a doughnut, figure eight or power slide
- 6.3 **Doughnut** - Vehicle spins in a circular motion making a revolution with back wheels spinning while the front wheels completing a much smaller revolution. This maneuver must be kept as compact/small as possible.
- 6.4 **Power Slide** - Spinning sideways along the perimeter of the spinning platform (called a drift motion). Speed, amount of revolutions, fluency and the angle of the drift will be taken into consideration.
- 6.5 **"Get out" Stunt** - Driver of the vehicle gets out while the car is doing a doughnut or stand still burnout.
- 6.6 **Kill Switch** - Electrical switch installed to cut power of car when needed.
- 6.7 **Burn Out** - Vehicle stands still while the back or front wheels, depending on the drive wheels, is spinning thus creating as much smoke as possible. Vehicle must be kept in a stand still for at least 30 seconds.
- 6.8 **Figure Eight** - Vehicle spinning with its rear wheels forming a figure 8 digit. Again this maneuver must be kept as small as possible.
- 6.9 **Snake** - Vehicle spins and swerves to the left or right while the back of the car is moving sideways in a 180 degree angle, the jerking to the opposite direction thus forming the "S" effect.

- This maneuver is only performed at exhibition events and is not part of the competition format, but may be included in club events if size of spinning pitch allows.
- 6.10 **Crazy Flip** - The length of the pitch is used to accelerate in first gear-When desired speed is reached the driver shifts to second gear – By aggressively releasing the clutch, accelerating and jerking the steering wheel to either side. The speed, momentum and wheel direction, throws the vehicle into a double or triple 380 degree body spin. This maneuver is also just for exhibition purposes.
- 6.11 **Target Slide** - An obstacle is placed in the middle of the spinning area and the vehicle spins around that obstacle, while the front wheels completes a slow revolution around the obstacle and the rear of the vehicle completes bigger and faster revolution around the obstacle. This can be done with the counter steer (drift) maneuver or with the front wheels of the vehicle directed towards the target.
- 6.12 **Tyre Popping** - Spinning until a tyre bursts with a loud noise.
- 6.13 **Throttle Jamming** - Deliberately jamming the throttle to keep constant high revs, by using a throttle jamming device.
- 6.14 **Roll Back** - Vehicle is taken from one maneuver into a reverse roll back by applying the clutch, allowing the vehicle to freely roll backwards towards a barrier or some other obstacle. Just before it touches the obstacle or barrier the driver accelerates in first gear to prevent the rear bumper from touching the barriers.

## 7. CHAMPIONSHIP REQUIREMENTS

- 7.1 The Championship will be open to all cars complying with the regulations and specifications.
- 7.2 Brake pads must have more than 25% of the original condition.
- 7.3 Brakes must be properly bled and all seals must be in good condition.
- 7.4 Paddles and linkages must be free of excessive wear.
- 7.5 Remove all hub caps and cosmetic trims from all wheels.
- 7.6 Cell phones are not allowed while performing.
- 7.7 All rubbers and CV joint rubber boots must be in good condition.
- 7.8 Throttle linkages, cables and paddles must be good working order.
- 7.9 Steering linkages must be in good order.
- 7.10 Break lamps must be operational.
- 7.11 All lock nuts must be tightened and present at all times.
- 7.12 Suspension parts modification must be checked for proper installation.
- 7.13 Windscreens and windows must be free of cracks and breakages.
- 7.14 All vehicle body parts must be present and secured by fasteners.
- 7.15 Head lights indicators breaks and hazard lights, front wipers and horn must be in good working condition.
- 7.16 Ball joint, suspension bushes and wheel bearings must be in good condition.
- 7.17 All exterior parts excluding wing mirrors must not exceed the body width of the vehicle.
- 7.18 Vehicles must have battery isolators installed.
- 7.19 Vehicles must have a serviceable fire extinguisher on board in a secure mount.
- 7.20 All body work must not be hazardous to other competitors in design.
- 7.21 If a vehicle is not fitted with a standard dash board a modified dash board must be approved by MSA officials.
- 7.22 Steering wheels are free to be changed.
- 7.23 Any additional equipment must be securely mounted in place. No (excessive or uncontrollable) fluid leaks of any kind from vehicle is permitted, any such leaks will render the vehicle void for the event.
- 7.24 All door handles, bonnet handles must be serviceable from the outside.
- 7.25 All door handles and locking systems must be available from the exterior; boot excess must be available from the exterior if there is a fuel cell or nitrous bottles in the boot.
- 7.26 Vehicle seats must be fitted securely.
- 7.27 All vehicles must be equipped with towing eyes one at the front and one at the rear prior to any event and it must be visible for the scrutineer's inspection.
- 7.28 A colored sticker must be attached to the vehicle if the vehicle fails its initial scrutineering inspection; it may be re entered after all competing vehicles was inspected.
- 7.29 In the event of an accident, the organizers have the right to re-inspect the vehicle before allowing it to return to the pitch.

- 7.30 It is the driver and the mechanic's responsibility to ensure that the vehicle is in a good condition for scrutineer's inspection.
- 7.31 Any team/crew/competitor or vehicle owner that fails to adhere to the rules shall be liable to be disqualified from the event.
- 7.32 All vehicles signed in will be charged according to the event and given instructions on where to pit the vehicles.
- 7.33 Any rear, front wheel or four wheels driven vehicle that complies with the safety regulations of MSA may compete.
- 7.32 A minimum of two seats are allowed i.e., driver and passenger seats.
- 7.33 Vehicles used for "get out stunts" should be fitted with a "kill switch".
- 7.34 "Kill switch" should be installed and situated that it could be easily reached by driver or passenger.
- 7.35 In the event of both passenger and driver performing a stunt together, it is required that a third party has to be handed a remote kill switch.
- 7.36 All vehicles must consist of a fully functional breaking system as well as an emergency brake system.
- 7.37 Batteries must be safely secured in engine or boot compartment by clamping or strapping it down.
- 7.38 Any gadgets used for throttle jamming or break securing purposes will comply with specifications set by the safety rules and regulations of MSA.
- 7.39 All door handles should be present and in full working condition.
- 7.40 All stunt vehicles must have fully functional doors.
- 7.41 Any modified vehicle intending in partaking in a spinning and drifting event will undergo the same stringent safety checks conducted by the scrutineer.
- 7.42 Fuel caps and flaps should be sealed to prevent the spillage of fuel onto the spinning surface; such a vehicle will immediately be stopped and removed from the spinning area.
- 7.43 All loose instruments and tools must be removed from inside spinning vehicle.
- 7.44 Any vehicle popping a tyre while spinning and drifting or performing a stunt must stop immediately.
- 7.45 Spinning on bare rims will not be allowed.
- 7.46 Vehicles should be checked for minor or major oil leakages.
- 7.47 No fuel canisters containing fuel of any kind is allowed in a vehicle while performing a stunt.
- 7.48 Windows in participating vehicles must be open at all times.
- 7.49 All wheel nuts must be checked before entering the spin area by the scrutineer.
- 7.50 All vehicles must have a 2.5kg fire extinguisher positioned within the occupants reach.
- 7.51 Front and rear windscreens should be in such a condition that driver has full visibility at all times.
- 7.52 Any accessories i.e., lights, spoilers etc. must be properly secured to all vehicles participating, thus preventing any part of the vehicle from falling onto the surface, thus creating an unsafe spinning environment.

## **8. COMPETITORS**

- 8.1 All competitors must register themselves and their vehicles prior to the start of event on time. Failure to do so may result in a penalty point deducted.
- 8.2 All first time competitors must notify the attendant at vehicles sign-in to receive correct orientation.
- 8.3 Once registered, competitors may share vehicles amongst each other.
- 8.4 Failure to attend competitors briefing will not be accepted as an excuse.
- 8.5 The driver must at all times before and during an event be of sober mind and body (drug and alcohol free).
- 8.6 Failure to adhere to instructions from event officials/marshals may lead to penalization or disqualification.
- 8.7 Must be in possession of a valid MSA Spinning license.
- 8.8 Is responsible for all requirements pertaining rules and regulations set out by MSA, event organiser, promoters and organisers.
- 8.9 Will have the right to launch a protest with appointed officials regarding any irregularities in the competition that has direct or indirect impact on said driver.
- 8.10 When participating in a regional competition competitors must be in possession of a regional MSA Spinning license.

8.11 Exemplary conduct at all times (code of conduct).

## **9. DRIVERS & CO DRIVERS**

9.1 All drivers and co- drivers will be asked to undergo a breathalyzer test before performing.

9.2 All drivers and co- drivers will sign an indemnity form.

9.3 Long sleeve shirts are compulsory.

9.4 Drivers of quad bikes, helmets and protective gears are compulsory.

9.5 Drivers and co-drivers of methanol fuel vehicles must wear a full body suit for protection against fire.

9.6 Drivers must produce a valid affiliation card (license).

9.7 Drivers will not be permitted to wear hard soled shoes when performing a stunt; a soft running shoe is required.

9.8 Care should be taken that all laces are tied and tucked away.

9.9 All drivers will perform stunts with a co- driver or passenger present at all times.

9.10 Drivers are not allowed to wear any loose jewelry when performing any stunts.

9.11 No cell phones allowed while performing.

## **10. PASSENGERS/CO-DRIVER**

10.1 In a case of a competition only one passenger is allowed per vehicle.

10.2 Drivers are responsible for ensuring each passenger follows appropriate rules and regulations.

10.3 Passenger must be in possession of a valid MSA spinning license.

10.4 Passengers must wear protective clothing.

10.5 Must at all times be aware of location of all safety mechanisms such as "kill switch" and fire extinguishers.

10.6 Will undergo breathalyzer tests before and during event.

10.8 Conduct must at all times be exemplary during an event (code of conduct).

## **11. GENERAL TRACK SAFETY**

11.1 From pits to starting point the maximum speed is 11km per hour.

11.2 All drivers must allow a counter clockwise direction on the track unless the track is in reverse for the day.

11.3 Vehicles must not leave the roadway during a spinning session.

11.4 Reduce speed immediately when vehicle leaves the spinning track and return at a low speed so you do not pick up dirt and rocks onto the track.

11.5 Drivers must wait in a single file line in their vehicle, in the staging lines prior to enter a track.

## **12. SCORING**

12.1 Five points is awarded for every maneuver.

12.2 Points get deducted for every mistake.

12.3 Distances from obstacles for point awarding are as follows:

12.3.1 **One meter** from a obstacle = 1 point

12.3.2 **Half a meter** from obstacle = 3 points

12.3.3 **200 cm and less** without touching obstacle = 5 points

12.3.4 Touching an obstacle = 1 penalty point

12.3.5 Not adhering to competition rules/regs = penalty points/disqualification.

12.3.6 Arriving late for registration/drivers briefing = 1 penalty point

12.3.7 Aspirated vehicles competing = -2 penalty point(handicap system)

12.3.8 Front wheel drive competing with rear wheel drive = +2 bonus (handicap)

## **12.4 BONUS POINTS**

12.4.1 Bonus points are awarded for the following:

12.4.2 When a tyre pops

12.4.3 When the power slide is kept for three revolutions at an acute angle.

12.4.4 The gymkhana sequence is followed as set by judges.

12.4.5 Fluency of all maneuvers will be considered for bonus points.

12.5 **Tyre Bounce** - The closer to the tyre barriers a doughnut can be made the more points can be awarded, in other words the nearer the back bumper of the spinning vehicle passes the tyre barriers without touching the more points is awarded. A tyre bounce can also be done in a figure eight or small drift maneuver. At least 3 tyre bounces is required.

- 12.6 **Standstill Burnout** - Points is awarded for the amounts of smoke that is created. The vehicle should be kept in a complete standstill for at least 30 seconds.
- 12.7 **Burnout Pop** - In the event of popping a tyre while in a burnout or any other maneuver, extra points is awarded.
- 12.8 **Power slide** - The longer the vehicle is kept at an angle and the degree of the angle the more points are awarded.
  - 12.8.1 Points are also awarded for speed and the amount of revolutions completed in the power slide.
  - 12.8.2 Points are also awarded for the amount of smoke created.
- 12.9 **Target Slide**
  - 12.9.1 The closer the front of the vehicle is kept to the target without touching.
  - 12.9.2 Amount (three is compulsory) of revolution is completed around the target
  - 12.9.3 Amount of smoke created points is rewarded.
- 12.10 **Doughnuts figure 8 & snake**
  - 12.10.1 Points awarded in difficulty of stunt.
  - 12.10.2 Time taken while stunt is performed.
  - 12.10.3 Crowd response on each category will also be considered for awarding points
  - 12.10.4 Five points per maneuver is awarded.
  - 12.10.5 Competitor with the highest points at the end of the day will be the winner.
  - 12.10.6 Second and third place will be judged according to points.

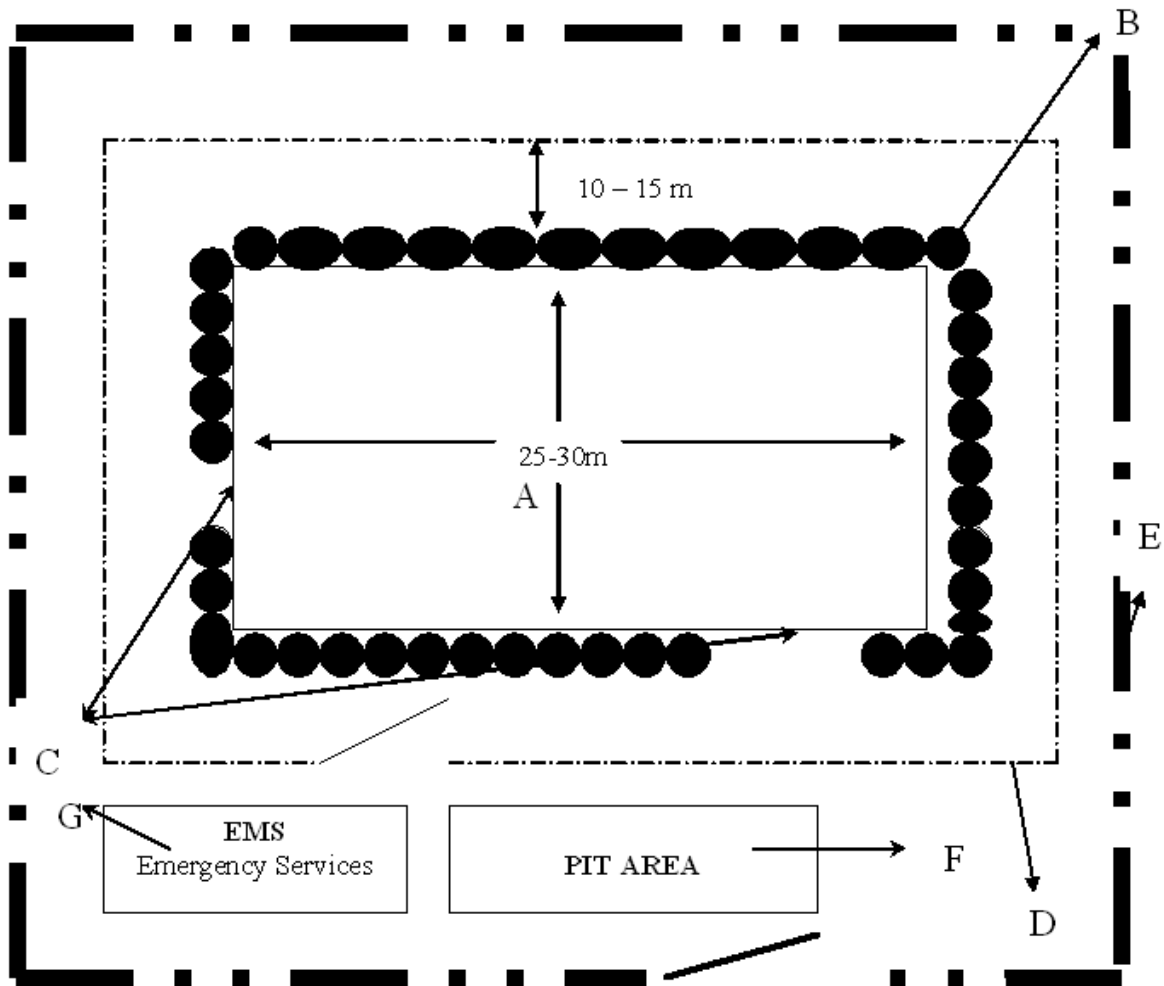
**IT IS VERY IMPORTANT TO BE FLUENT WITH ALL THE MANEUVERS PERFORMED AT A COMPETITION. SPEED AND FLUENCY WILL UTIMATELY DETERMINE THE AWARDING OF MAXIMUM POINTS**

### **13. FUEL**

- 13.1 Normal LRP, Unleaded, Jet Fuel or Methanol may be used.
- 13.2 Methanol, however is highly flammable liquid and is invisible when on fire.
- 13.3 Drivers using methanol must wear protective clothing in case of fire.
- 13.4 Fuel lines must be checked for any leakages.
- 13.5 Any fuel spillage on to spinning surface must be cleaned up immediately.

### **14. SPINNING AREA (REFER TO DIAGRAM)**

- 14.1 The designated spinning area of a permanent or temporary spinning venue must not be smaller than 25 – 30 meters.Fig1.a.
- 14.2 The outside perimeter of the spinning area must be safely secured with neatly packed tyres, banded to each other, or a permanent concrete barrier in case of a permanent venue as shown in Fig 1.b.
- 14.3 Each spinning area should have an entry gate from the pit area to the spin area and the exit shown in Fig1.c.
- 14.4 If the entry gate is wide enough to accommodate exiting vehicles, this will then be allowed.
- 14.5 A crowd control barrier must be erected about 3-5 meters from the perimeter barriers. Preferably fence barriers, tyre barriers packed high enough will also be allowed. Fig 1.d
- 14.6 At least 4 – 6 safety marshals must service the spinning area regularly and must be positioned next to the pit area i.e., cleaning surface with brooms and mops. Fig 1.f
- 14.7 Pit area must be assigned at all times as shown in Fig 1.g
- 14.8 At least eight fire extinguishers in working condition should be readily available in the pit area.
- 14.9 A fully equipped medical team with ambulance must be situated at a specially identified area on the outer perimeter of the barriers with easy access to the spinning area.
- 14.10 Fire truck with fully equipped personnel must also be available and ready as mentioned above.
- 14.11 Fully trained fire marshals with necessary equipment, positioned at a strategic point will also be accepted.
- 14.12 At least 5 marshals to a group of twenty spectators must be on duty.
- 14.13 All marshals must be easily identified - wearing special marked uniforms or tags.



## 15. Stunts

The following aspects will be taken into consideration:

- 15.1 Fluency of the stunt.
- 15.2 Originality
- 15.3 Difficulty
- 15.4 Quick start
- 15.5 Crowd response
- 15.6 Smoke intensity
- 15.7 In performing the "get-out"stunt,at least three doughnut revolutions are required.
- 15.8 Five points for each of the above mentioned requirements will be awarded.

## 16. FLAG COLOR AND PURPOSE

- 16.1 Red : Race has been stopped/slow down!
- 16.2 Yellow : Caution reduce speed!
- 16.3 Green : All clear or start.
- 16.4 Black : Direct vehicle to pits.
- 16.5 White : Judges Indication.

## 17. COMPETITION FORMAT

- 17.1 One practice round and two qualifying heats will be allowed.
- 17.2 Each driver has to complete two qualifying heats for the judges to score.
- 17.3 Failure to comply with competition rules may result in penalization or disqualification.

- 17.4 The points of the best qualifying heat will be considered for progression to next round.
- 17.5 In the event of two or more competitors ending with the same amount of points, a "Sudden Death" segment will be implemented. One of the prescribed maneuvers will be chosen by the judges for this segment.
- 17.6 In the case of a vehicle breakdown, a competitor will be allowed to complete the competition with a different vehicle the competition was entered with, providing the alternate vehicle was registered before hand as a substitute vehicle.
- 17.7 Competitors will be allowed to request interchanging of the order of "call out" positions. The clerk of the course will have the right to do so on merit.
- 17.8 Any breakages on vehicles, occurred within the competition, a leniency period of one hour for repairs will be allowed. This leniency period will only be allowed for the first half of the duration of the event.
- 17.9 Any breakages occurred after this period will result in immediate disqualification.
- 17.20 A competitor will be allowed to forfeit at any given time of the competition.

## **18. CLASSES**

- Rear Wheel Drive.
- 18.1 Gymkhana (obstacle course) / aspirated vehicles -2 points handicap.
- 18.2 Free style and stunts combined / aspirated vehicles -2 points handicap.
- 18.3 Ladies class
- 18.4 Front wheel drive / +2 point handicap (If less than the required entries)

## **19. DECLARATION OF CHAMPION**

- 19.1 The Controllers will at their sole discretion, declare the winners of the Championship, however they are entitled to withhold such declaration from any competitor should circumstances warrant such action.

## **20. COMPLAINTS AND DISPUTES**

- 20.1 In the spirit of Spinning, any disputes must be raised by the competitor in person with the designated Drivers Representative prior to involving the C.O.C. or the MSA Steward.