

**Bulletin Nr. 05/2017 dated 06.03 2017**

To Sporting & Technical Regulations 24H SERIES 2017 (with KNAF-permit No.: 0314.16.272)

**Subject: SANDBAGGING regulations for 24H SERIES**

Dear Teams and Drivers

In this bulletin you will find some amendments to the Sporting & Technical regulations of 24H SERIES 2017.

This bulletin is in force with immediate application

**Applicable for Classes: D1/A2/A3 and SPX,SP2, SP3 and SP4**

**Sandbagging, additional rules:**

Referring to "Sandbagging" described in the Sporting & Technical Regulations, "additional rules will be implemented".

This part describes these additional rules.



Bulletin KNAF approved at: 9<sup>th</sup> March 2017  
Additional to KNAF-permit No: 0314.17.031

**Overview for which classes the “Sandbagging” rules and “Minimum reference time” are applicable**

Besides “Sandbagging” this overview also includes:

- Min. ref. lap time
- Sandbagging: Implemented with Theoretical min. ref lap time rules
- Jokers
- Penalties

This Table shows: Which rules are applicable for which class	Group GT's A6-AM	Group Specials	Group Touring cars
		SPX SP2 SP3 SP4	A3 A2 D1
Min. Reference lap time	✓	✓	✓
Sandbagging rules / Theoretical Min. Reference lap time	-	✓	✓
Escape Jokers	✓ (10)	✓ (3)	✓ (3)
Penalties	✓	✓	✓



**“Sandbagging” and introduction of “Theoretical minimum reference lap time”**

**“Sandbagging”**

If a team, does NOT show the actual performance of the car or the combination of the car and driver (on purpose), this is called: “Sandbagging”.

A good example of “Sandbagging” is driving (consistently) laps, close to the “minimum reference lap time”, even in case being hold-up by traffic. E.g. a (extreme) slow first sector, which is made up in sector 2 and 3.

This is NOT considered as sporting racing. And therefore additional rules will be implemented to avoid teams doing this.

In case a team is “sandbagging”, a penalty will be imposed, according below penalty table.

“Sandbagging” will be recognized automatically by timekeeping, according below rules and will be reported to the Race Director.

All these rules are based on:

**WE WANT SPORTING COMPETITION IN OUR SERIES  
 SANDBAGGING IS NOT SPORTING!**

For this reason clear and sharp limits are set.

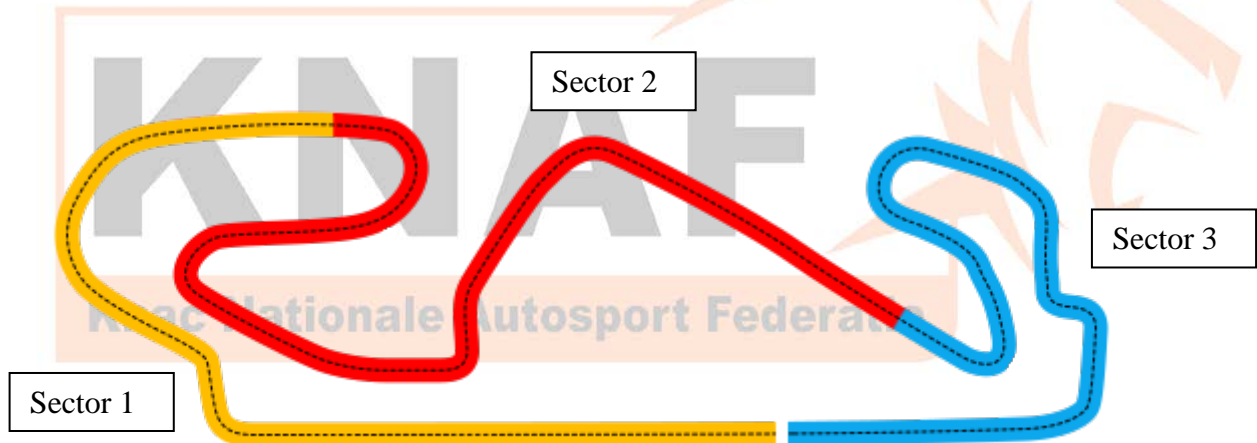
Below the implementation of the “Sandbagging” rules are described:

**“Theoretical minimum reference lap time” definition**

The “Theoretical minimum reference lap time” is the calculated sum of the actual (mostly 3) best sector times.

For this calculation all sector times of the car (all drivers) are taken into account of the specific session. (e.g. the race).

See below example:



**“Theoretical minimum reference lap time” = Best S1 + S2 + S3**

E.g. Best S1 is: the best (fastest) time of Sector 1 over the complete race

**The basic rule is:**

**If the calculated “Theoretical minimum reference lap time” is faster than a pre-set time-limit, the team will receive a penalty.**

In such a case, these specific best sector times (mostly 3) are not taken into account to calculate the next “Theoretical minimum reference lap time”.

#### Pre-set time-limits for the “Theoretical minimum reference lap time”

Same as the “minimum reference lap time”, the actual “pre-set time-limit” will be different for each circuit and will be specified in a separate “BOP-min ref lap time” bulletin. This “pre-set time-limit” will be referred to in this bulletin as “Theoretical minimum reference lap time”.

This Pre-set time-limit can be for example 1 second faster than the “Minimum reference lap time”  
 But this Pre-set time-limit can also be for example the same as the “Minimum reference lap time”, so a difference of “0” (ZERO) seconds. Although this pre-set “Theoretical minimum reference lap time” limit will be specified in the BOP-Bulletin, this example of “0” ZERO difference this more likely to be the case. Again, this because we WE WANT SPORTING COMPETITION IN OUR SERIES and SANDBAGGING IS NOT SPORTING!

#### “Minimum reference Lap time” | “Theoretical minimum reference lap time” and Penalties

As mentioned in the regulations, the lap times will be measured by official timekeeping.

For these rules, also the sector time are measured by the official timekeeping.

So please note: “Sandbagging” will be recognized automatically by timekeeping, according below rules and will be reported to the Race Director.

In case a car will be faster than the so called “minimum reference lap time” the following penalties will apply:  
 In case the “Theoretical minimum reference lap time” is faster than a pre-set time-limit (Theoretical Min. Reference lap time), the following penalties will apply:

#### “Min. Reference lap time” and “Theoretical Min. Reference lap time” Penalties table

Session	Faster than Min. Reference lap time	Theoretical Min. Reference lap time infringement
Free Practice	No penalty*	No penalty*
Qualifying	No penalty*	No penalty*
Night Practice	No penalty*	No penalty*
Race	30 sec. **	120 sec. **

\* The lap times in these session are free. Please note, according the regulations, the Race Director has always the right to assign a team to another class.

\*\* Race Director may also decide (e.g. after more offences) to assign the team to another class, even during the race.

#### Escape JOKERS (applicable for classes SPX, SP2, SP3, SP4 and also for class D1, A2 and A3)

Accidentally, it can happen, a driver will be faster than the “Minimum reference lap time” AND/OR faster than the pre-set time-limit of the “Theoretical minimum reference lap time”.

To avoid penalizing a driver at the first infringement, each team will receive 3 (THREE) “ESCAPE JOKERS” which can be used as an escape (for a penalty) in the case they just cross this limit. This means a team can use 3 times an “ESCAPE JOKER” (so for 3 laps).

Such an “ESCAPE JOKER” will only be accepted in case above described infringement is reported in writing by the team within maximum 60 minutes after the infringement has occurred.

In case such an infringement is NOT reported within 60 minutes or after the all “ESCAPE JOKERS” has been used each infringement will result in a penalty as described above.

Collecting of Escape Jokers:

- Class D1, A2 and A3: Team managers can collect these Jokers (3x) at the secretary of the event
- Class SPX, SP2, SP3 and SP4: Team managers can collect these Jokers (3x) at extra SP team managers briefing

#### Both infringements at the same time

“Min. Reference lap time” and “Theoretical Min. Reference lap time” infringement at the same time:

In case it occurs a driver exceeds both limits after completing a specific lap, only the 30 seconds of the “Min. Reference lap time” will be applied.

In such a case, for the calculation of the next “Theoretical minimum reference lap time”, the specific sector times of this specific lap, are not taken into account.