

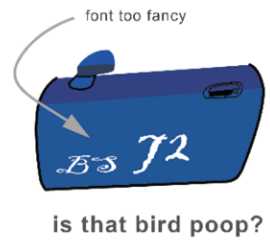
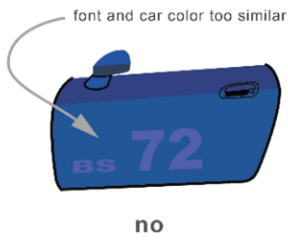


Beginner's Guide to Your First Autocross Event



1. **Register for the event online in advance.** <http://phillyscca.motorsportreg.com> Most of our autocrosses sell out before the day of the event. Our events typically max out at 110 to 130 drivers depending on available space. This means that we often cannot accept additional walk-up drivers the morning of the event.
2. **Spectating is Free – Come watch an event and ride along!** If you aren't sure if you want to register, please come and watch an event. Our drivers are friendly and love introducing new drivers to autocross. We'll even loan you a helmet so you can ride along (ages 12 and older) with an experienced autocrosser.
3. **Arrive Early.** The day of the autocross, we recommend you arrive no later than 8am. You need time to check in, have your car inspected, walk the course and participate in the drivers' meeting – all described below.
4. **Sign the Driver Waiver Form.** When you arrive there will be a member at the entry to the parking area who will have you and any guests sign the insurance waiver. They will direct you to where you can park. They will give you a wrist band to wear for the day showing you signed the waiver.
5. **Parking and Car Prep.** After you park, prepare your car for the tech safety inspection. Remove all loose items from the car (passenger area and trunk) – you don't want something flying around and hitting you in the head or flying out the window. Check your tire pressures – generally we recommend your front tires have three to five pounds more than the recommended street pressure – you can lower the pressures back down after the event. Apply your car number the class to both sides of the car if you have them, otherwise tech will have painters tape and can help you with that.
6. **Check in at the Registration Table.** They will confirm your car number and class. The registration team will give you a bar code to place on your windshield for timing your runs later in the day. You will also receive your work assignment (everyone takes a turn driving and working course). They will tell you what heat you will work and what heat you will drive.
7. **Take Your Car to the Tech Safety Inspection.** The tech team will look at a few basic safety things like making sure the car battery is secure (not flopping around in the engine bay), the brake pedal feels firm, the throttle doesn't stick, and the tires aren't worn out.
8. **Walk the Course.** It is very important you walk the course as many times as possible to learn where it goes before you try to drive it at speed. In addition to walking on your own, we provide a Novice Course Walk with an instructor who will guide you through the course. Don't miss the Novice Course Walk!
9. **Drivers' Meeting.** At 9:30am join us for the mandatory Drivers' Meeting where the event officials will cover important announcements about the event and safety. At the end of the meeting, there will be a short novice meeting for beginners to walk through a few extra notes you need to know.
10. **Grid & Loaner Helmets.** When it is your heat to drive, bring your car to the grid area. You will see other drivers getting in line. If you need a loaner helmet, go to the registration table and someone there can get one for you – we ask to hold your drivers license until you return the helmet. ***We also have instructors who can ride with you*** and guide you through the course – just turn on your car's flashers to indicate you would like an instructor. This is highly recommended!
11. **Course Work.** When it is your turn to work, please check in at the Registration Desk to let the worker chief know you have reported for your assignment. They will direct you to the correct area.
12. **Ride Alongs.** When you are not working or driving, we encourage you to ride along with experienced autocrossers. Don't be shy, most folks are happy to let you ride along. It is a great way to learn.

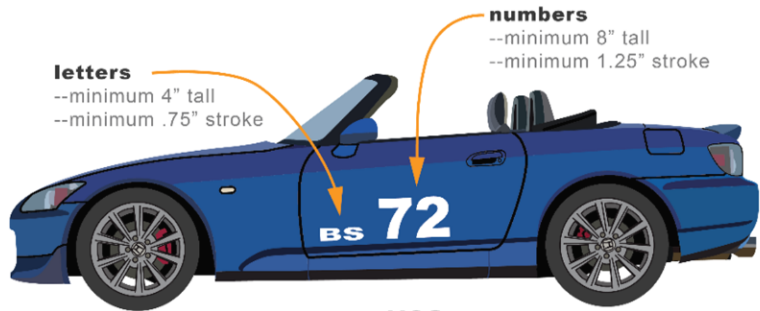
are my letters/numbers legible?



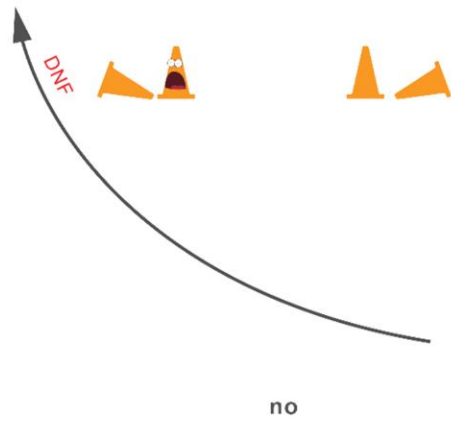
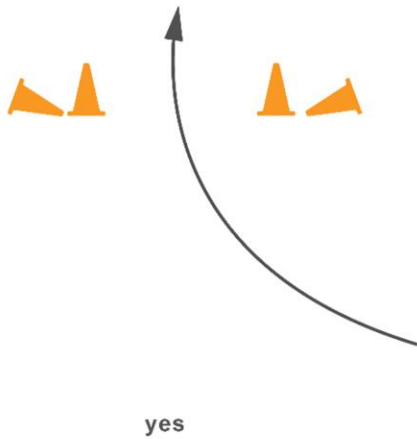
- basic guidelines**
- contrasting colors
 - visible across the parking lot
 - legible font

- letters**
- minimum 4" tall
 - minimum .75" stroke

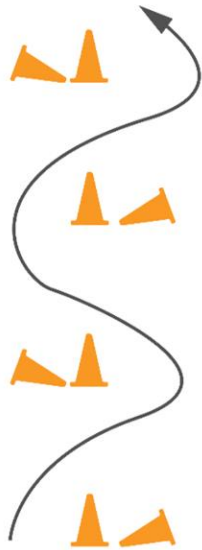
- numbers**
- minimum 8" tall
 - minimum 1.25" stroke



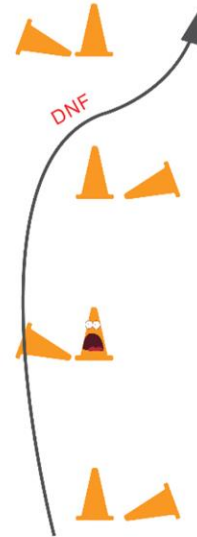
how to survive a gate



how to survive a slalom



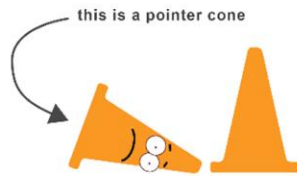
yes



no



what are pointer cones?



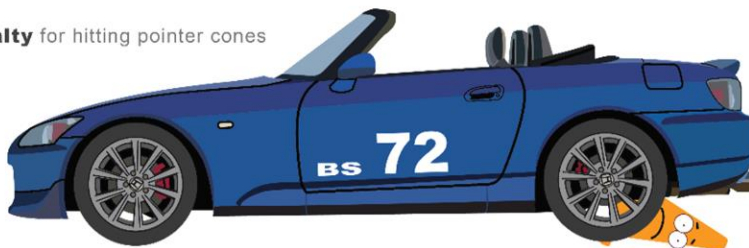
it is the forgotten sideways twin of the standing cone

under-appreciated, but vital to the course




their job is to indicate the direction of travel
(highly expendable, replace them if they are hit)

there is **no penalty** for hitting pointer cones



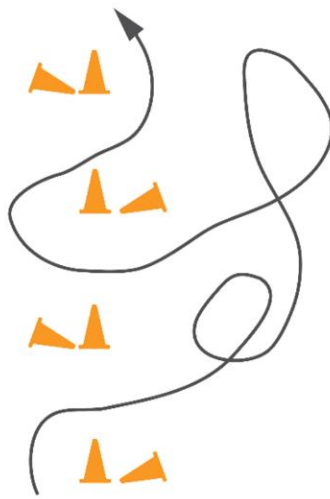
but try not to, they have feelings too



 was that a DNF?

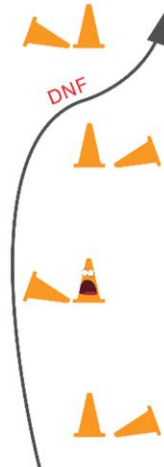


no




run is clean -- no cones were skipped

nope

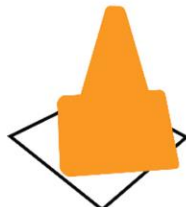


yes

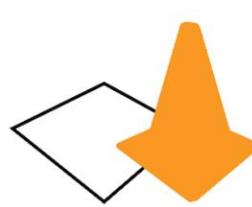
 is the cone still good?



yes



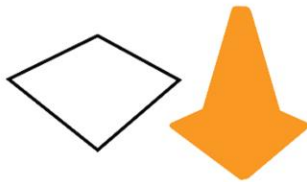
yup



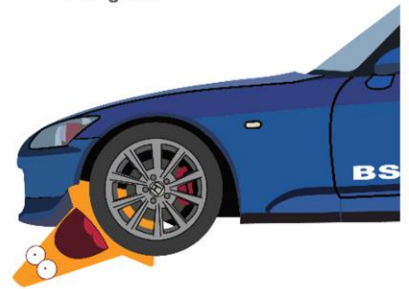
still good



no



nope



probably not

 course worker signals

arms crossed overhead



DNF

(car went off course)

arms crossed at waist



no penalty

(cone is still good)

cone overhead



plus one

(cone penalty)