

The North Hills Sports Car Club



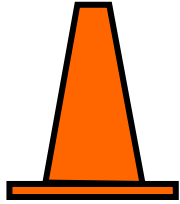
Welcome to the world of Autocross!

The North Hills Sports Car Club (NHSCC) has introducing people to autocross since 1957 and we are excited that you want join us!

This guide is intended to give you an overview of how to prepare for and participate in your first event. It covers car prep, working the course, driving, and general tips and tricks.

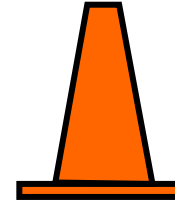
We review this information before each event in our Novice walkthrough and drivers meeting, so please feel free to ask questions.

Types of Cones



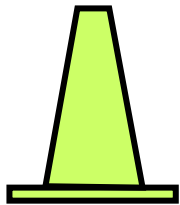
Course Cones

- Used to mark the layout of the course
- Hitting one will add 2 seconds to your time
- Passing on the wrong side is an off course



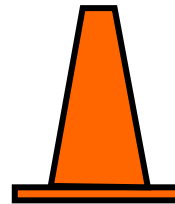
Finish Cones

- Used to mark the chute after the finish line
- Hitting one results in a DNF



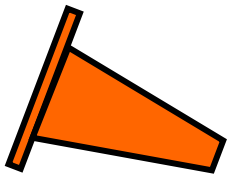
Crossover Cones

- Unique to North Hills Sports Car Club
- Used to indicate travel in two directions
- Hitting one is the same as a course cone



Road Cones

- Used to manage road traffic
- Hitting one results in people laughing at you



Pointer Cones

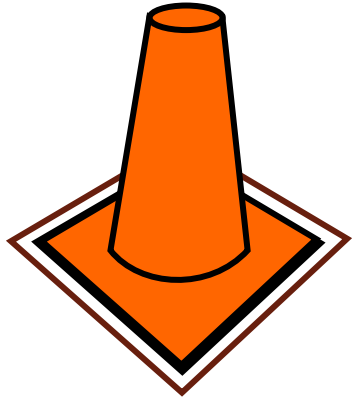
- Used to show the direction of travel
- Hitting one does not add to your time



Ice Cream Cones

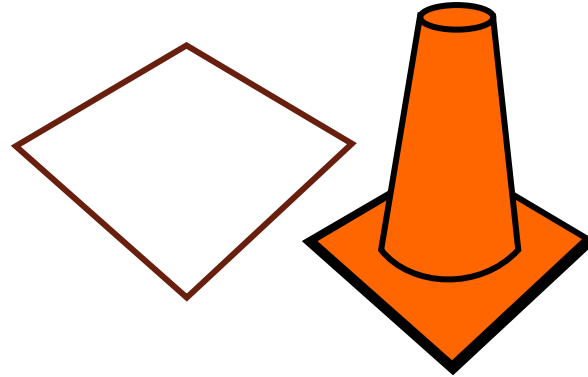
- Used to bribe children to clean their room
- Delicious and refreshing
- Not to be consumed while driving

Cone Penalties



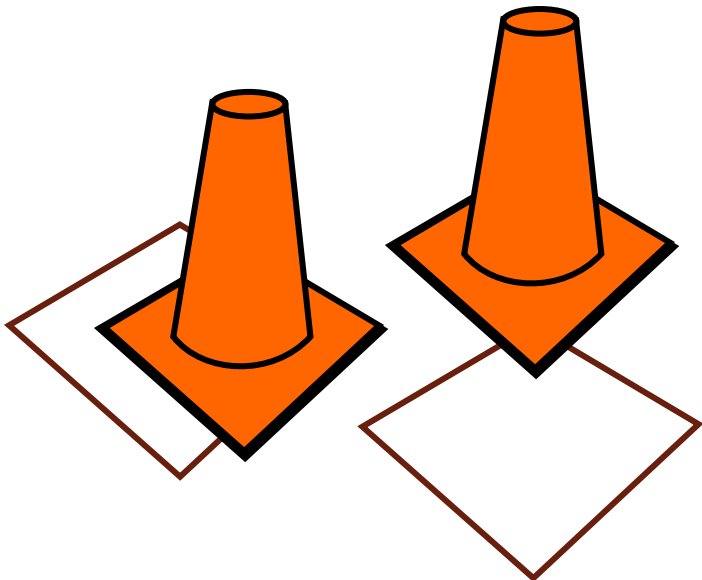
1. All cones are outlined with a box, usually drawn with yellow chalk.

Cones must be in their box after the cars pass them or time penalties will be added to the driver.



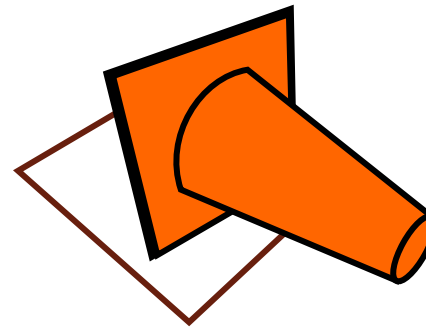
3. If a cone is hit and remains upright, but is out of the box, it is considered hit.

Make the hit call and return the cone to the box.



2. If a cone is hit but it remains upright and ANY part of the base remains within the box, it is considered safe.

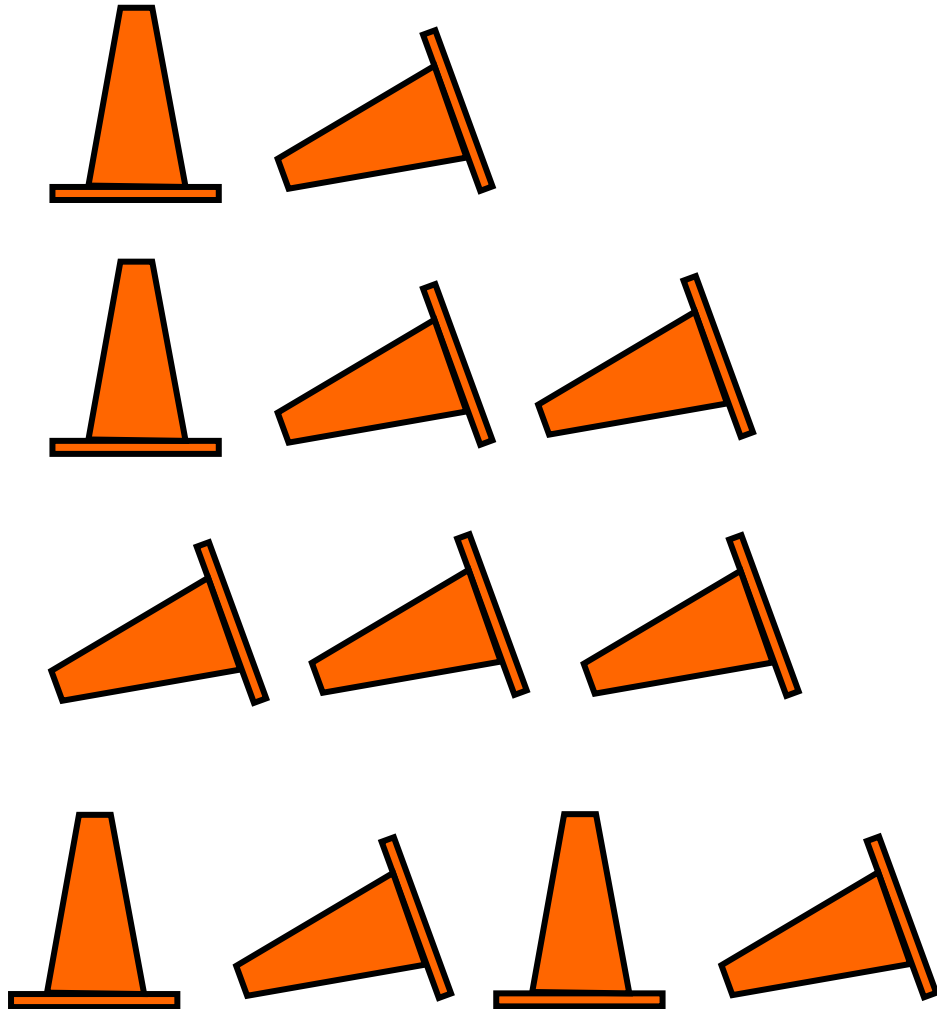
Make the safe call and return the cone to the box.



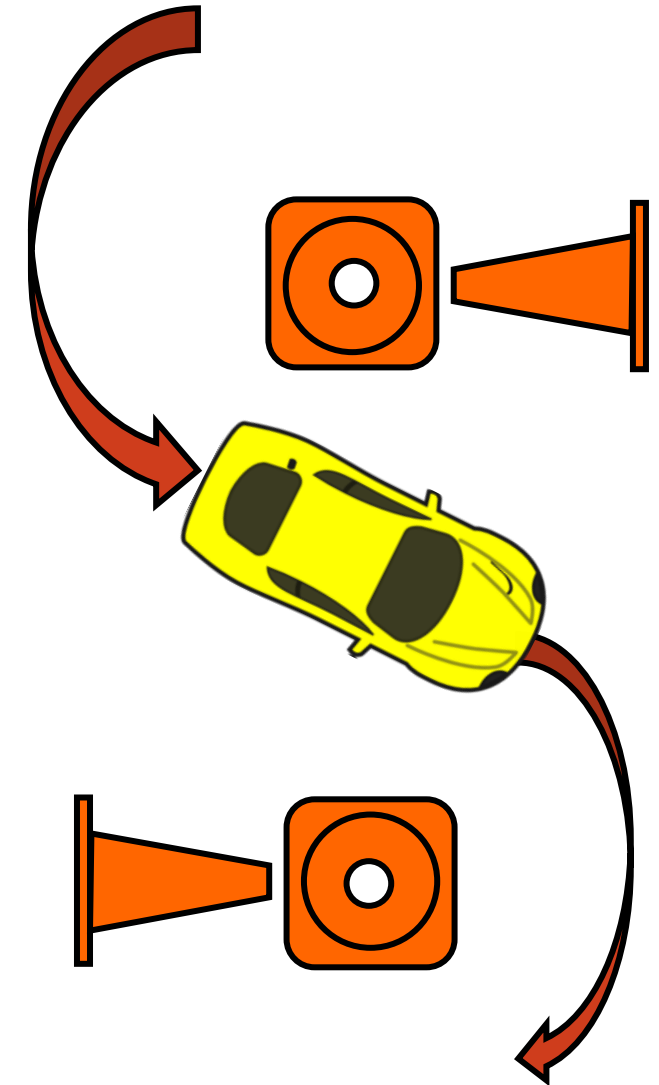
4. If a cone is hit and it is no longer standing, it is considered hit, even if it remains within the box.

Make the hit call and return the cone to the box.

Pointer Cones



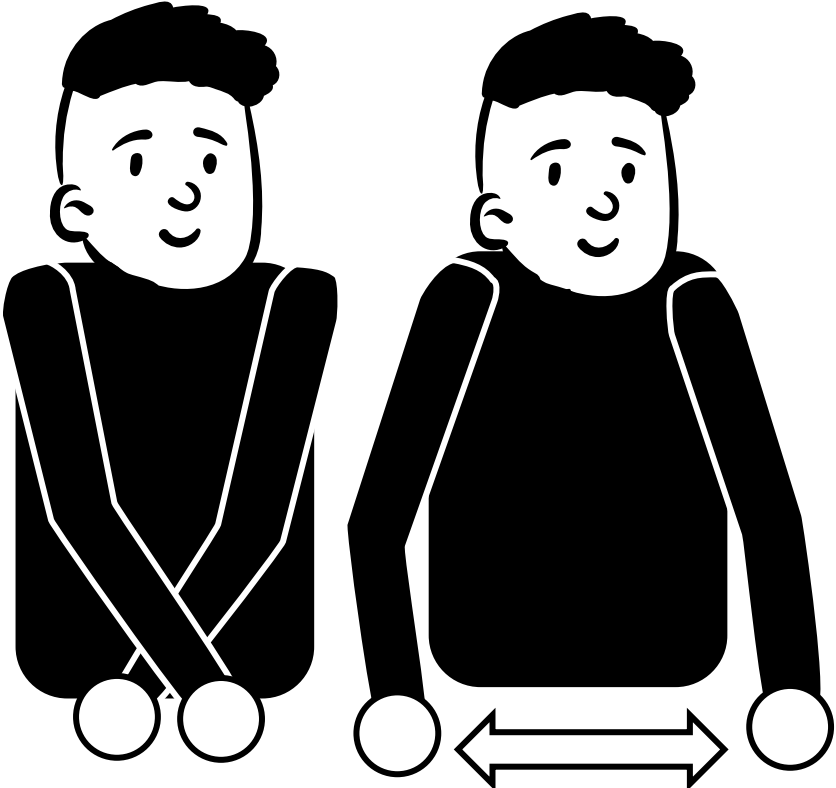
- Pointer cones indicate the direction of travel.
- If pointing at a course cone, the car is to travel on the opposite side of the pointer cone.
- If used in a cone wall, they indicate the direction the course is going.
- Pointer cones are only used on the inside (apex) of a corner.
- Pointer cones do not count if hit, but it does make them sad.



Cone Calls



Hit

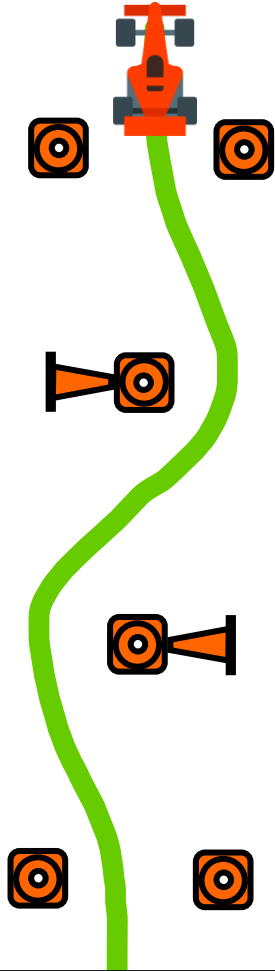


Safe



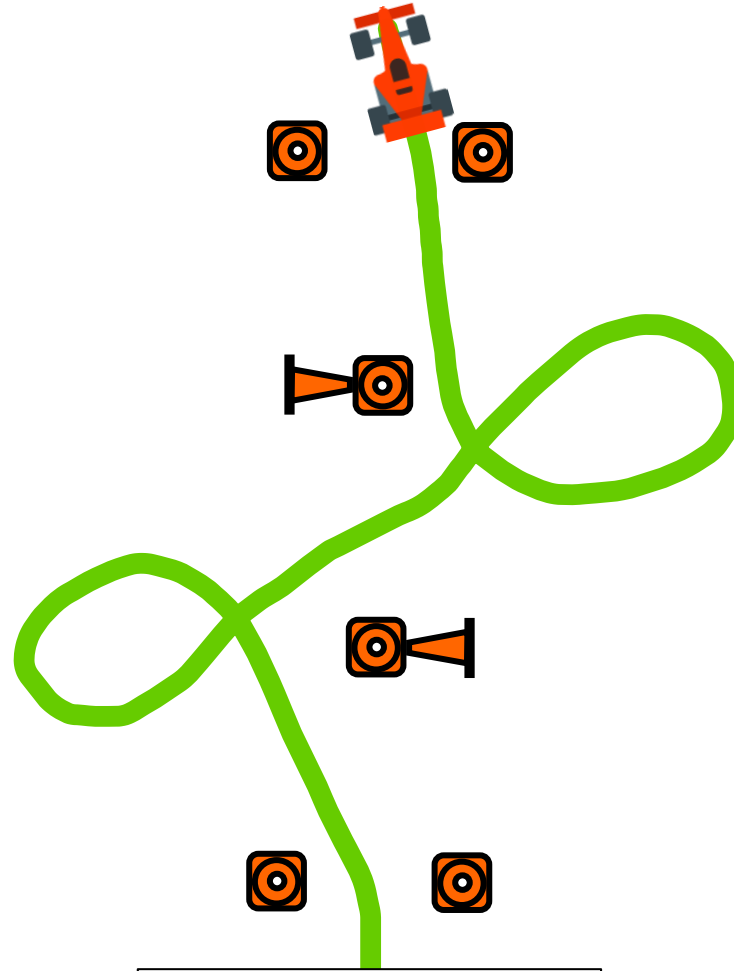
Off Course

Is it Off Course?



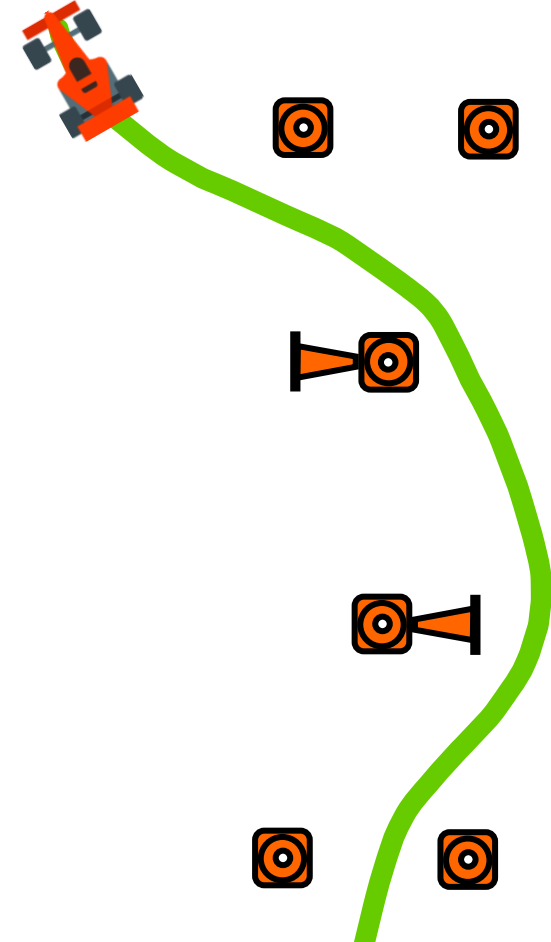
NO

- Went through both gates
- Went on the correct side of each pointer cone



NO

- Went through both gates
- Went on the correct side of each pointer cone



Yes

- Missed one gate
- Went on the wrong side of a pointer cone

Typical Course



Crossover

Yellow/green cones indicate that you will pass through this element more than once.

Gate

Any two cones place opposite of each other indicate a gate to drive through.

Start

Timer does not start until the car crosses the timing beam

Pointer Cone

Always on the inside or apex of a corner

Cone Wall

Visual marker to indicate the direction of travel

Course Workers

Be aware, they move around, if you see one in your path, **STOP**

Multiple Cones

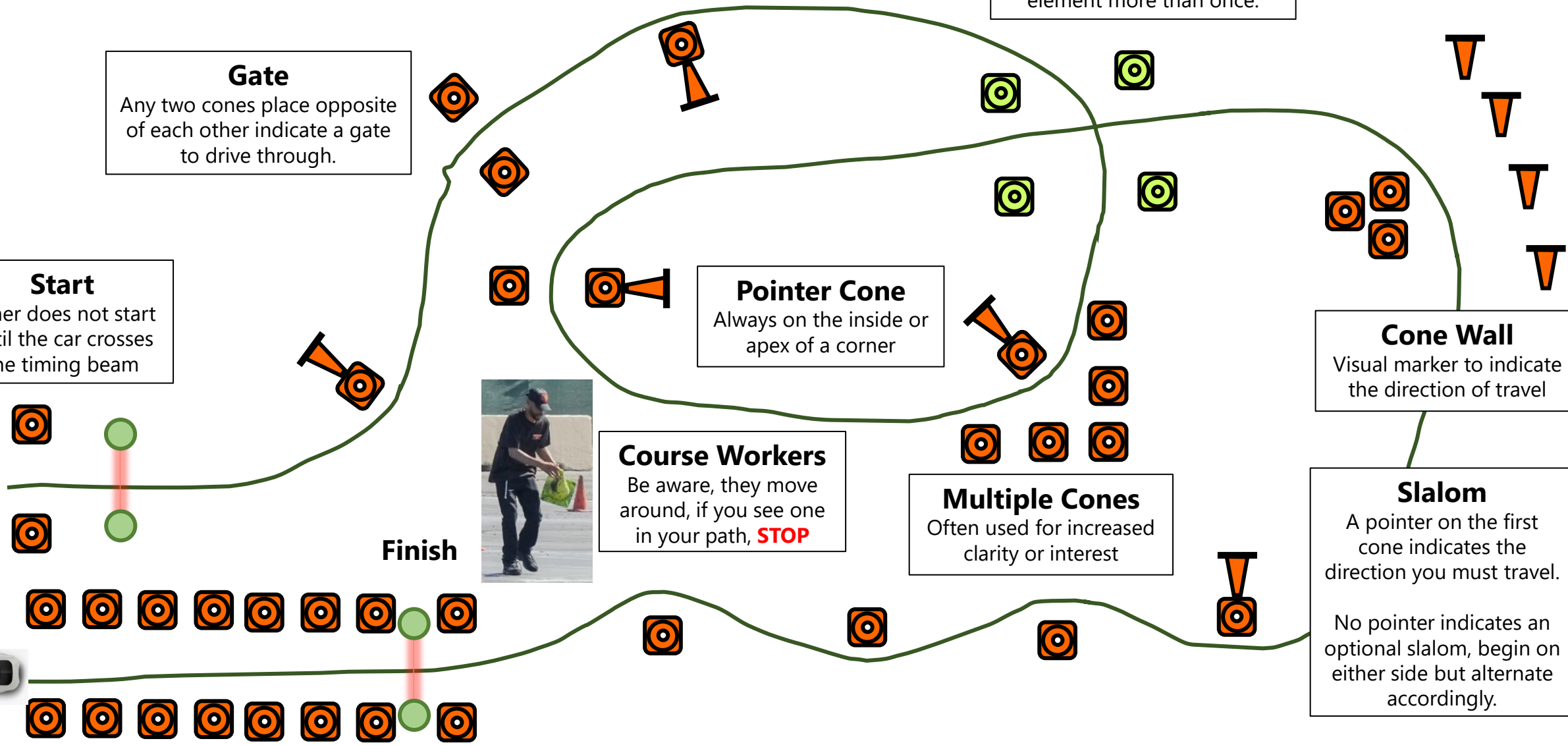
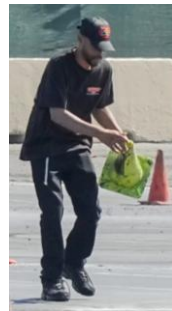
Often used for increased clarity or interest

Slalom

A pointer on the first cone indicates the direction you must travel.

No pointer indicates an optional slalom, begin on either side but alternate accordingly.

Finish



Timing Trailer



Distractions

The trailer crew is VERY busy running the timing software and logging runs.

Please do not ask questions or interrupt them during runs. Find a chairperson or club member.



Course Visibility

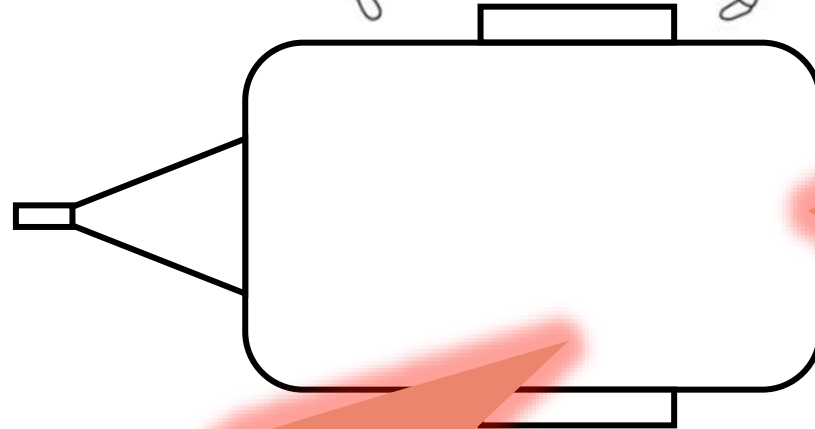
The trailer crew needs to be able to see cars on the course and cone calls from course workers.

Please do not block visibility from the rear of the trailer

Grid Visibility

The trailer crew needs to be able to see cars approaching the line to enter their car number into the timing computer.

Please do not block visibility from the sides of the trailer



Bribes

While cash, food, tools, precious gems, gift cards, etc. are much appreciated by the timing crew, they are a distraction and may not actually help your time.

Car Preparation



Helmet must meet club
SNELL rating requirements
(current and previous 3 ratings)

EVs should not
contain gasoline

Numbers must be
legible and visible

Remove all loose items
from the vehicle

Remove garage door
openers from sun visors

Remove floor mats if they are
not secured

Battery must be
properly secured

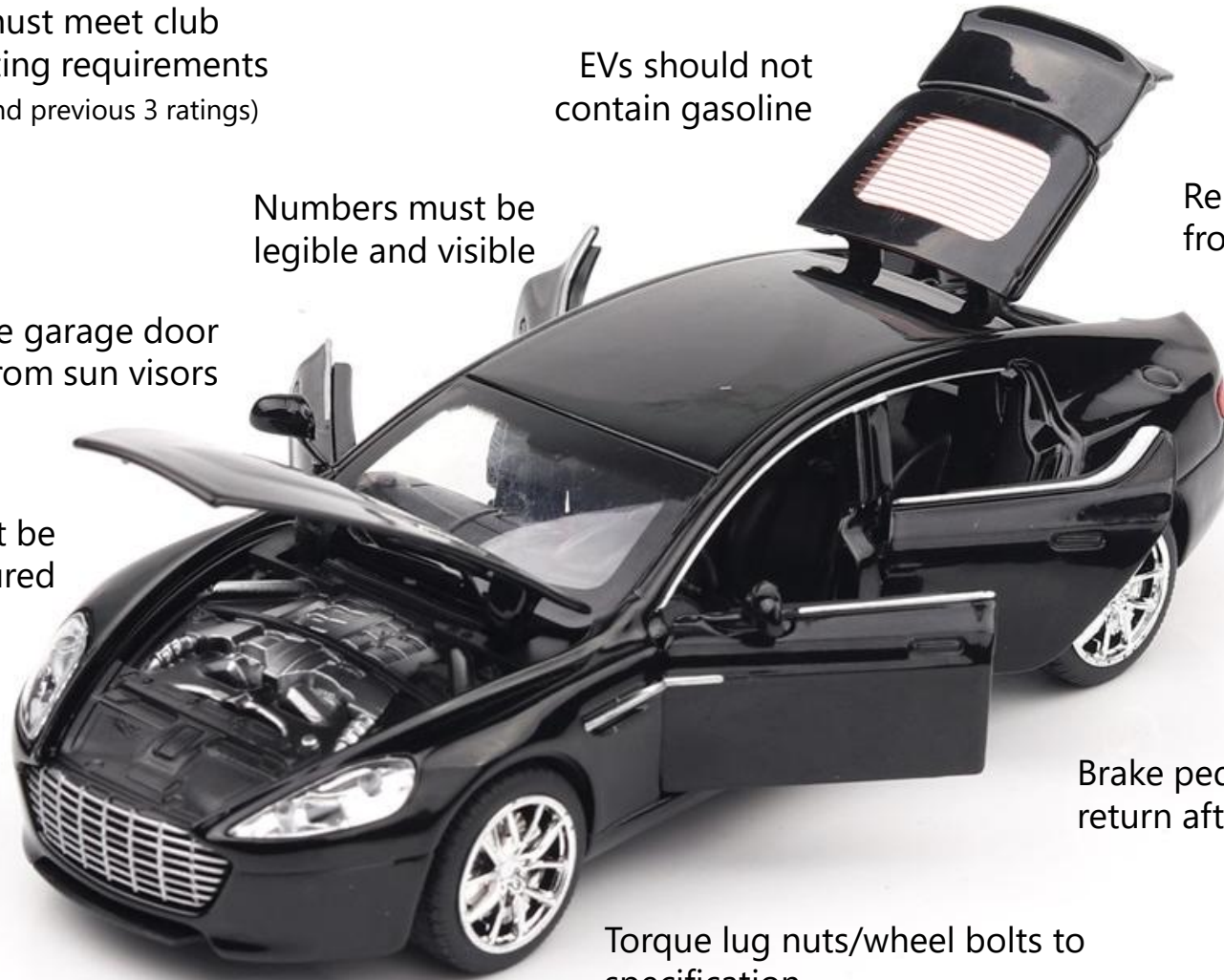
Inflate tires to desired
pressures

Caps for all fluid reservoirs
must be in place

Brake pedal must be firm and
return after being pressed

Suspension and wheels
should not have play
(no worn bushings or tie rods)

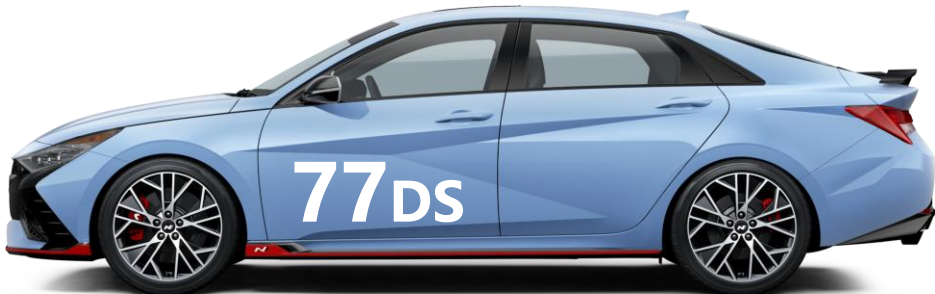
Torque lug nuts/wheel bolts to
specification



Car Numbers



Numbers must be 8" tall x 1.5" wide
Class must be 4" tall x 3/4" wide



Font must be clear and legible