



REGION I

TIMING & SCORING 2023

BEST YOUNG DRIVER



ROAD SAFETY
GRANT PROGRAMME

THE BYD TECHNICAL COMMITTEE

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SCORING

Scoring the tasks:

Competitors will be ranked in each task completed. The winner of the task receives 1 point, second place 2 points, etc. in line with their ranking in the task.

The winner is the one who scores the lowest number of points overall.

When all the scores are added together if there is a tie then a 'task priority' will decide the winner. We rank them in the following order of importance:

- 1 Braking – Avoiding Obstacles
- 2 Car Control – Spin Plate
- 3 Time Slalom - Curve
- 4 Off Road (Off Road – Terrain)
- 5 Damage Reduction Parcours
- 6 Roll car



NO.1: BRAKING – AVOIDING OBSTACLES

Vehicle: 01 Vehicle: BYD Atto

- The aim of the exercise is to drive a course on a slippery surface with a certain speed and not to hit any obstacles.
- Surface: slippery surface
- Speed is measured by mobile V-Measuring system.
- Starting order will be drawn.
- Seat belts must be worn.
- The speedometer will be covered.

Speed:

- Minimum speed of 45 kmh (28 mph)
- Top speed of 60 kmh (37 mph)

Penalties:

- Cone contact - 05 km/h
- Underspeed (less than 45 km/h) - 10 km/h
- Overspeed (over 60 km/h) - 20 km/h
- Leaving the track* - 20 km/h

* "leaving the track" means as soon as a tyre leaves the slippery surface.

Score:

The result is based on the driven speed minus any possible penalties in kmh. For example, if the driven speed is 50kmh and 2 cones are hit, the result is: $50 - 5 - 5 = 40$ points.

1 demo run

1 practice run

1 competition run



NO.2: CAR CONTROL – SPIN PLATE

Vehicle: 01 Vehicle: Cupra Formentor

- The aim of the exercise is to bring a vehicle back into a stable driving condition between 45 and 60 kmh after the rear loses grip.
- Surface: slippery surface
- Starting order will be drawn.
- Seat belt must be worn.
- The speedometer will be covered.
- Speed is measured by mobile V-Measuring system.

Speed:

- Minimum speed of 45 kmh (28 mph)
- Top speed of 60 kmh (37 mph)

Penalties:

- | | |
|----------------------------------|-----------|
| • Cone contact | - 05 km/h |
| • Underspeed (less than 45 km/h) | - 10 km/h |
| • Overspeed (over 60 km/h) | - 20 km/h |
| • Spin | - 20 km/h |
| • Leaving the Track | - 20 km/h |

Score:

The result is based on the driven speed minus any possible penalties in kmh. For example, if the driven speed is 50kmh and 2 cones are hit, the result is: $50 - 5 - 5 = 40$ points.

2 practice run

1 competition run



NO.3: TIME SLALOM - CURVE

Vehicle: 01 Vehicle: BYD Han

- The aim of the exercise is to complete a course as quickly as possible, and to make as few mistakes as possible.
- Surface: slippery, wet and dry tarmac surface
- Starting order will be drawn.
- After the practice run it is a flying start. This will be demonstrated.
- Seat belts must be worn.
- The timing is by electronic measurement.

Penalties:

- | | |
|---|----------|
| • Cone contact | + 03 sec |
| • Missing a gate | + 06 sec |
| • Not stopping (overbraking) in the target garage | + 06 sec |
| • Leaving the tarmac | + 06 sec |

Score:

The result is based on the fastest time then added penalty seconds. Time + penalty seconds.

For example, if the competitor completes the course in 36,45 sec but misses one gate, the result is:
 $36,45 + 6 = 42,45$ sec.

1 demo run

1 practice run

1 competition run



NO.4: OFF ROAD – (OFF-ROAD TERRAIN)

Vehicle: 02 vehicles: identical Ford Ranger with identical tyres

- The aim of the exercise is to complete a marked course as error free as possible under a maximum time.
- Surface: gravel and tracks
- The marking is based on penalty points (0 penalty points best possible rating) and a measured time.
Maximum time = 5 mins.
- Starting order will be drawn.
- Standing start (gate)
- Finish in garage (target garage).
- 2nd competition vehicle can start, if the 1st still on track, if both participant and the instructor agree.
- If two competitors have the same penalty points, then the best time counts.
- Seat belt must be worn.

Penalties:

- | | |
|---|-------------------|
| • Wheels stopped | 01 penalty point |
| • Reversing (incl. stopping) | 03 penalty points |
| • Indicator falls (ball) or touches pole | 06 penalty points |
| • Leaving the imaginary line with all wheels (missing the gate) | 06 penalty points |
| • Exceeding the maximum time | 10 penalty points |

Score:

If the wheels stop twice and one indicator falls, the penalties are:
 $01 + 01 + 06 = 08$ penalty points.

1 demo run by instructor

No practical run

1 competition run



NO.5: DAMAGE REDUCTION PARCOURS

Vehicle: 01 Vehicle: Ford Custom

- The aim of the exercise is a flawless drive through a very narrow course including some parking manoeuvres, making as few mistakes as possible.
- Surface: tarmac
- Starting order will be drawn.
- Standing start.
- Seat belt must be worn.
- The timing is by stopwatch with the instructor.

Penalties:

- Reversing siren + 10 sec
- Cone contact + 03 sec
- Maps / barrier by parking + 10 sec
- Not stopping (overbraking) in the target garage + 10 sec
- Altitude control:
 - Green marker and red marker to high + 20 sec
 - Green marker ok – red not touched > perfect + 00 sec
 - Green marker and red marker touched + 20 sec

Score:

The scoring is based on the fastest time then added penalty seconds. Time + penalty seconds + estimation of the height of the vehicle.

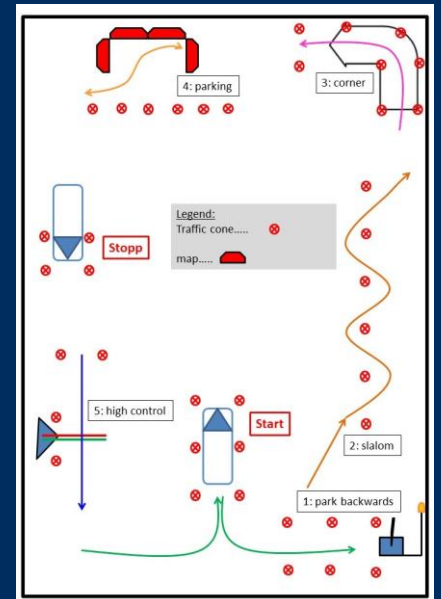
For example, if the competitor completes the course in 52,78 sec but hit 2 cones and doesn't stop in the target garage AND touch the green and red marker, the result is:

$$52,78 \text{ sec} + 06 + 10 + 20 = 88,78 \text{ sec.}$$

1 demo run by instructor

1 practice run

1 competition run



NO.6: ROLL CAR

DESCRIPTION:

Vehicle: 01 Vehicle: Kia eNiro

- The aim of the exercise is to drive a giant slalom as error free, and as quickly as possible, with a vehicle with unstable rear wheels.
- Surface: tarmac.
- Starting order will be drawn.
- Flying start, finish is stopping in a garage.
- Seat belt must be worn.
- The timing is by electronic measurement.

Penalties:

- | | |
|---|----------|
| • Cone contact | + 03 sec |
| • Missing a gate | + 06 sec |
| • Not stopping (overbraking) in the target garage | + 06 sec |

Score:

The scoring is based on the fastest time then added penalty seconds. Time + penalty seconds.

For example, if the competitor completes the course in 27,76 sec, but hits a cone and misses one gate, the result is: $27,76 + 3 + 6 = 36,76$ sec.

1 demo run by instructor

1 practice run

1 competition run



SOCIAL ACTIVITY: KARTING

A competition between national teams. Each national team can start with 3 participants (competitors and trainer).

The aim of the exercise is to win the race against the other teams. All karts are on the track at the same time.

The training result of all participants will decide the starting order (like Formula 1).

The race is 21 min with stops in the pit lane and driver changes after 7 min. The race timing continues.

- Karts Sodi RT8 with Honda engine 9PS
- 11 teams: 11 karts
- Surface: Kart race track (tarmac)
- Kart numbers will be drawn
- The scoring is based on finish the race.

Explanation:

- Safety briefing and Introduction 10min
- Choice of helmets, overalls and karts 10min
- Training 1: participant 1 of each country 5 min
- Training 2: participant 2 of each country 5 min
- Training 3: trainer of each country 5 min

No way out of the pit lane without wearing a safety belt!



TASK SCHEDULE

TIME	TASK 1	TASK 2	TASK 3	TASK 4	TASK 5	TASK 6
10.00 – 10.45	GROUP 1	GROUP 2	GROUP 3	GROUP 4	GROUP 5	GROUP 6
10.45 – 11.30	GROUP 6	GROUP 1	GROUP 2	GROUP 3	GROUP 4	GROUP 5
11.30 – 12.15	GROUP 5	GROUP 6	GROUP 1	GROUP 2	GROUP 3	GROUP 4
LUNCH						
13.15 – 14.00	GROUP 4	GROUP 5	GROUP 6	GROUP 1	GROUP 2	GROUP 3
14.00 – 14.45	GROUP 3	GROUP 4	GROUP 5	GROUP 6	GROUP 1	GROUP 2
14.45 – 15.30	GROUP 2	GROUP 3	GROUP 4	GROUP 5	GROUP 6	GROUP 1



QUESTIONS?

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