



## **ULTRA4EUROPE**

### **KING OF POLAND 09-11 SEP 2022**

## **EVENT INFORMATION TO DRIVERS AND MARSHALS**

Welcome and thank you for entering King of Poland, 09-11 Sep 22. All at ULTRA4EUROPE hope that you have a successful event for both your Team and your sponsors and trust that King of Poland 2022 will test your vehicle preparation, team endurance and drive to survive in the harshest of events. Planning and team tactics will be key to success at King of Poland and only the Team with the desire to win will reach the end!!!

### **INTRODUCTION**

This is the Driver Final Event information for the third event in the European Championship Series run by Ultra4Europe - King of Poland (KOPL) – to be held at Olszyna Motor Park over the period 09-11 Sep 2022.

Hopefully this document will give competitors and Service Crews the basic information you will need to get you to the venue and get set up ready to take part in the event. In the case of needing any further information that is specific to your own Team, please contact either Drew Wright or Magda at the contact details below.

## LOCATIONS

Event Location and full address:

ADDRESS: OLSZYNA MOTOPARK 4X4, Marii Skłodowskiej- Curie 2A, 59-830 Olszyna, Poland.

WHAT3WORDS co ordinates: (homages.jumpy.ranted)

Event key locations on site are shown on the earthpic below:



## EVENT AND LOCAL FACILITIES

There are showers and toilets on site and running water for washing vehicles.

There will be catering on site from Friday 09 Sep - Sunday 11 Sep 22 in the Clubhouse, on site. Good local food and beer, at good prices.

Local Town Facilities – (WHAT3WORDS locations):

fuel station – 24 hour fuel Garage in Olszyna : (caution.eternity.subgenre)

Supermarket : (sixpack.witchcraft.hallmarks)

## EVENT SCHEDULE AND FORMAT

### Event Schedule

The event schedule is set out below: (This schedule is subject to change and details of any changes will be published at Race Registration and on FACEBOOK - ULTRA4EUROPE page).

#### TUES 06/ WED 07 SEP 22

Org Team arrive on site

Start course build and set up admin area

#### THURS 08 SEP 22

0830-1800hrs – continue course build and set admin area

From 1200hrs - Competing teams commence arrival on site  
1200- 1800hrs – Registration and Tech inspection opens

#### FRIDAY 09 SEP 22

0830-1300hrs – continue course building  
0830-1430 hrs - Registration, Tech Inspection and Media open  
1000-1100hrs – Driver, Media, Marshal briefings  
1100-1330 hrs – Parade in Local town  
1400 - 1630hrs – Final course preparation and Pre running – (2.5 hrs)  
1700 – 17030hrs – Qualifying line up  
1730- 2000hrs – KOPL Qualifying Event – (2.5 hrs)  
From 2000hrs – course closed.

#### SATURDAY 10 SEP 22

0745 – 0845hrs - Marshal Briefing and deploy to course locations.  
0830 - 0900hrs – Main raceday 1 – Team line up and Media  
0900 – 1230hrs – Main race day 1 – race session 1 – 3.5 hours  
1300 – 1600hrs – Main Race Day 1 – Race session 2 – 3 hours  
1630 – 1930hrs – Main Race Day 1 – Race session 3 – 3 hours  
From 2000hrs – course closed

#### SUNDAY 11 SEP 22

0730-0830hrs – Marshal briefing and deploy marshals to course locations  
0900 - 0930 hrs – Raceday 2 Line up and Media  
0930- 1530hrs – Main Raceday 2 - main race – (6 hours)  
1530hrs – Course closed – all team vehicles removed from course area  
1530-1600hrs – remove course equipment  
1600hrs – KOPL prize giving

#### Event Format

The event is a mixed format with all U4 classes racing at different times on a similar course. The main course will be for 4400/ Legend and Modified, a slightly modified and shorter course using by pass sections will be available for STOCK/ UTV and Safari classes. Winch Rally Raid vehicles will also be given a more technical route at certain parts of the main course.

The main race event will be divided into 5 competitive sessions, 1 on the Friday, 3 on the Saturday and 1 on the Sunday. Teams are expected to compete in each session - Start order of the subsequent race session is based on the finish order of the previous session. Overall finish positions are based on the Team with the maximum number of laps in the fastest time.

#### Event Qualifying

All Teams will take part in a 2.5 hour qualifying event as per the schedule, the result of which will give them a start position for Raceday 1. This qualifying event will allow teams to complete as many laps as they need to get their best time. More details of this qualifying event will be given in the Driver Briefing, as per the schedule.

#### Raceday 1

During Raceday 1, Teams will have the first 2 race sessions to race over different parts of the course, in set race session windows to achieve times for laps run during each session. Each U4 class, together with Safari and Winch Rally Raid will be sent out on course to attempt a

set number of laps, (2-3) and record a time. The 3<sup>rd</sup> race session will be a finals heat with each class racing laps of a different part of the course to achieve a fastest time. Results from Raceday 1 will form the start order for Raceday 2. Winch Rally Raid will compete as 1 class and have to drive the main course AND complete the Winch sections as well as their designated laps.

### Raceday 2

All Teams, regardless of class will have 6 hours to achieve as many complete laps of the full length course as possible.

### ARRIVAL DETAILS AND ADMIN AREA

The venue will be open for competitors to access from 1200 hrs on Thurs 08 Sep 22. On arrival, all Teams must report to Event HQ Team and be guided to campsite/ pit area. Once in location, teams must book in at Registration as soon as possible and receive relevant documentation for the event.

Each team will be allocated an area in the paddock for pits, parking and camping. All of your team's vehicles and equipment must be contained within your area. Any additional vehicles which cannot be accommodated in your area must be parked in the public car park at the entrance to the venue. The entrant assumes all responsibility for the actions and behaviour of those occupying their paddock area. The organisers accept no responsibility for security on the site. All roads through the paddock must be kept clear at all times.

If Teams are planning to share pit space, they must ensure that they arrive at a similar time to be loaded into the pit area.

There must be no vehicle testing or speeding in the Camping Area, Car Parks or on the Site Access Road.

The following rules apply to the paddock:

- Parking & pits areas: 10 kph speed limit for all vehicles at all times

- No motorbikes, pit bikes or quad bikes without rider wearing helmets.

- All dogs to be kept on leads and under control. All dog mess to be removed from site by owners.

- All children to be kept under close control

- Fires / Grounded BBQ's – firepits contained and under control at all times.

- No generators or loud music after Midnight

- All vehicle servicing to take place on an impermeable groundsheet

- All vehicle fluids to be contained and removed

- All rubbish to be removed completely from site.

## DRIVER/CO DRIVER INFORMATION

### Team signing on. Tech and Driver Briefings

All competing crews will be required to complete documentation and licence information at the Event Registration Area shown in the plan above. Driver and co-driver must both Sign-On at Registration. Team driver/ co driver will need to present/ confirm the following documents:

Drivers/ Co Driver License NORA 92 Competition License (these can be purchased at the event).

Event payment and entry details.

All competing vehicles will be subject to safety checks which will be carried out at the Tech Area at Event HQ shown in the plan above.

Once signed on and tech inspected, you will be given wristbands which must be worn at all times during the event.

Teams are responsible for ensuring they get a timing transponder fitted to their vehicle.

Transponder are charged at 25 euro /event as part of the entry fee or can be purchased as an outright purchase from NORA 92. Transponders must be fitted to the vehicle, in such a location that it has a direct line of sight from mounting position to the ground. Transponders can be tested at the start line once timing keepers are set up.

The Driver briefings will be held as per the schedule above at the Registration/ Event HQ location and will be given in both English and Polish. Some basic race procedure information is shown below but specific information for the course and event format will be confirmed at the briefing.

## RACE COURSE INFORMATION

Pre-Running and recce of Course – The course will be available for Pre running, as per the Event schedule, Pre running enables drivers to practice the course, work out course route and plan race strategy. The following rules for Pre-Running apply:

Crews must be wearing all safety equipment, be harnessed into the vehicle as if ready for racing.

Maximum speed during Pre running – 30km/h

Teams can join the course at the START LINE area and must follow the course in the race direction.

Roving Marshals will be located along course.

Further info on Pre running at Driver Briefing.

### Course Markings

Qualifying course is marked using WHITE arrows and WHITE boundary tape.

Main Race Course is marked using ORANGE arrows and WHITE boundary tape.

STOCK/ UTV BYPASS course is marked using BLUE arrows and WHITE boundary tape.

WINCH RALLY RAID course marked using GREEN arrows and WHITE boundary tape.

## Safety

All competing teams must wear helmet, Frontal Head Restraint, gloves, race fire suit, harnesses and have door nets fitted correctly whenever competing or during Pre-Running. All competing vehicles must have passed Tech Inspection prior to competing.

## Flags

ULTRA4 EUROPE use the following flags system:

GREEN Flag denotes race START or GO.

YELLOW Flag denotes slow down, drive with caution, no overtaking and follow marshal directions.

RED Flag denotes STOP immediately, do not overtake vehicle in-front and wait for marshal directions.

CHEQUERED Flag denotes race or heat over, slow down and return to Admin area/ follow marshal instructions.

## SOS Boards

U4E uses the following safety system whilst vehicles are on live course to swiftly deal with emergencies on course:

If at anytime a Team has to stop on course during a race for a **safety/ emergency** reason they must deploy SOS board, visible from the course direction towards that vehicle to alert other drivers that there is a need for help. First team on scene must STOP and assist. Second Team on scene must get vehicle No., crew name and status and drive to next Marshal location and alert Race Ops of the situation.

If at anytime a Team has to stop for a **non emergency** reason, they must deploy a OK board on rear of the vehicle in full view of following vehicles. When seen by other teams, there is no requirement to stop and assist.

## Marshals and Recovery

There will be marshal locations at various points on course. They are eyes and ears for Race Ops but also the easiest and quickest way for a Team to request assistance. Please follow all marshal directions and decisions.

Recovery will be on hand to remove vehicles stuck, broken down or needing assistance to return to admin area. This will be controlled by Race Ops. Any vehicle using recovery will be deemed as to have had outside assistance. The lap this has occurred on will be voided from the Team lap count.

## ADMINISTRATION

### Campsite safety

All Teams must be aware of the fire risks associated with Motorsport and the close proximity of Team campsites co-located. All Teams must ensure the following is carried out in their camping area:

Make sure area is kept tidy and free from unnecessary clutter.

Keep all flammable containers tightly sealed and ideally in 1 location within the camp area.

Teams must have at least 1 fire extinguisher within their camping area, 24 hours a day, readily available and its location known to all Team members.

All Team members must have access to a torch at night time so that in the event of a fire anywhere on the camping area, they have sufficient light to escape the location, should they need to do so.

Please respect the location where we are guests at:

Dispose of all litter and rubbish correctly.

Leave your admin pit location as you found it.

Camp fires must be kept to a minimum size and BBQ areas controlled correctly.

Please keep noise to a minimum during the hours 0001-0700hrs.

Dogs are allowed on the location but dog owners must keep dogs on a lead and are responsible for clearing any dog mess and removing it from site.

#### CONTACT DETAILS DURING EVENT

Chris Bowler – ULTRA4EUROPE Director – 00447989966740 – [chris@ultra4europe.com](mailto:chris@ultra4europe.com)

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