



King of Britain by Ultra4 Europe

Driver and Marshall Event Information, July 29-31, 2022

Thank you for volunteering for or entering the King of Britain. The Ultra4 Europe team are looking forward to holding a successful event for our racers and sponsors.

INTRODUCTION

This is the driver event information for the King of Britain by Ultra4 Europe, the third event in the European Championship Series, and second round of the British Championship. The King of Britain will be held at Walters Arena in Glynneath, July 29-31, 2022.

This document is meant to give competitors and service crews information needed to get to the venue and set up for the race. Contact information concludes the instructions for additional questions.

LOCATIONS

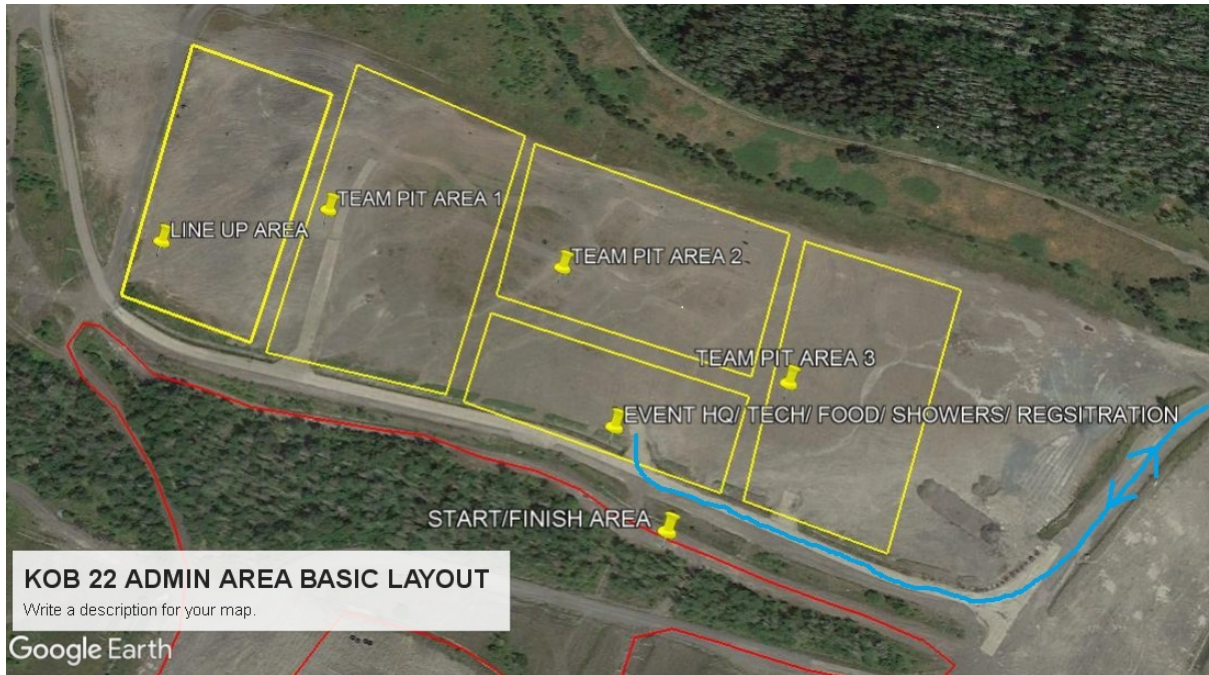
Event Location and full address:

ADDRESS: Walters Arena, Maes y Gwyn Windfarm, Intervalley Road, Glynneath, SA10 9LR:

WHAT3WORDS co ordinates: – flagging.club.limp

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

Blue line represents route to and from main road into the Event Village.



EVENT AND LOCAL FACILITIES

There will be portaloos on site, planning to be a shower unit but THERE IS NO RUNNING WATER ON SITE. If you need water for washing vehicles, we strongly suggest you plan to bring sufficient water.

Local Town Facilities – (WHAT3WORDS locations):

Fuel station – ESSO Garage in Glynneath - **radiated.flute.rested**

Supermarket – Co Op – Glynneath **surgical.flippers.slowly**

Pub/Restaurant/Hotel – Flag and Lamb, Glynneath – **client.speedy.cuddling**

Campsite/pub – The Ancient Briton Pub – **corrupted.reserch.unite**

Hotel/pub – The Abercrave – **ranked.advantage.sigh**

Event Catering

There will be a catering van on site Friday through Sunday.

We invite all drivers and co-drivers to an appreciation meal Friday night.

*There may be a pizza option on site from 4-10pm on Saturday.

EVENT SCHEDULE AND FORMAT

King of Britain Schedule

This schedule is subject to change and will be published at Race Registration, Ultra4Europe.com and Ultra4 Europe social media (Instagram and Facebook).

Tuesday, July 26 and Wednesday, July 27

Ultra4 team arrives on site

Course build and set up admin area

Thursday, July 28

0830-1800 – Continue course build and set admin area

From 1200hrs - Competing teams commence arrival on site

1200- 1800hrs – Registration and Tech inspection opens

Friday, July 29

0830-1300hrs – Continue course building

0830-1430 hrs - Registration, Tech Inspection and Media open

1000-1100hrs – Driver, Media, Marshal briefings

1130 - 1400hrs – Final course preparation and pre-running – (2.5 hrs)

1500hrs – Qualifying line up

1530- 1830hrs – KOB Qualifying – (3 hrs)

1900hrs – Course closed

1900-2100 hrs – Driver appreciation dinner – event HQ

Saturday, July 30

0745 – 0900hrs - Marshal brief and deploy to course locations

0900 hrs – Main race one – team line-up and Media

0930 – 1530hrs – Main race one – all classes, set time, set no of laps. – (6 hours)

1530 – 2030hrs – Admin break for all teams and course repairs

2030 – 2200hrs – Night stage race

2200hrs – Course closed

Sunday, July 31

0730-0830hrs – Marshal brief and deploy to course locations

0900 hrs – Race day two – team line-up and Media

0930 - 1430hrs – Race day two - main race – (5 hours)

1500hrs – Course closed – all team vehicles removed from course area

1500-1600hrs – Remove course equipment

16000 hrs – KOB prize giving

Event Format

The King of Britain is an endurance race with all Ultra4 classes racing at same time, on a similar course. The main course will be for 4400, Legend, Modified and Winch Rally Raid classes (Winch Rally Raid vehicles will be given a technical route at certain parts of the main course). A slightly modified and shorter course using bypass sections will be available for Stock, UTV and Safari classes.

The main race event will be divided into three competitive sessions, two on Saturday and one on Sunday.

Qualifying

All Teams will take part in a three-hour qualifying, per the schedule. The result of which will give them a start position for race day one. 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, per the schedule.

Race Day One, Saturday

All teams will have a six-hour window to achieve their laps.

4400 – 10 laps

4800/ 4500 – 8 laps

Winch Rally Raid – 8 laps

4600, 4700 and Safari – 8 laps

Saturday Night Lap

All teams will have a chance to increase their lap count on a short, technical course approximately 2 kms long. Vehicles will run in pairs off a common start line.

Race Day Two, Sunday

All teams, regardless of class will have five hours to achieve as many complete laps as possible.

ARRIVAL DETAILS AND ADMIN AREA

The venue will be open for competitors to access beginning 1200 hrs on Thursday, July 28. On arrival, all teams must report to Event HQ and be guided to their camp or 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 approximate 12x12 metre area in the paddock for pits, parking and camping. All 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 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 & pit areas: 5 mph speed limit for all vehicles at all times.

Helmets are always required when riding a motorbike, pit bike or quad bike.

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 must always be contained and under control.

No generators or loud music after Midnight.

All vehicle servicing to take place on an impermeable groundsheet.

All fluids to be contained and removed.

All rubbish to be removed completely from site.

DRIVER and CO-DRIVER INFORMATION

Team Sign In, Tech and Driver Briefings

All competing crews will be required to complete documentation and licence information at the event registration area. Driver and co-driver must both sign-on at registration. Team driver and co-driver will need to present or confirm the following documents:

Driver or 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. A typical Tech Sheet showing the things that will be checked is attached at the end of this information.

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/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 event HQ location. Race specific information for the course and event format will be confirmed at the briefing.

RACECOURSE INFORMATION

Pre-Running and Recce of Course – The course will be available for pre-running, 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 and harnessed into the vehicle as if racing.

Maximum speed during pre-running is 25km/h

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

Roving Marshals will be located along course.

More information on pre-running at driver briefing.

Course Markings

The qualifying course is marked using WHITE arrows and white boundary tape.

Main racecourse is marked using ORANGE arrows and white boundary tape.

Stock and UTV BYPASS course is marked using BLUE arrows and white boundary tape.

Winch Rally Raid course is 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 on race or during pre-running. All competing vehicles must have passed tech Inspection prior to competing.

Ultra4 Europe Flag 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 and follow marshal instructions.

SOS Boards

U4E uses the following safety system while vehicles are live on course to swiftly handle emergencies.

Anytime a team must stop on course during a race for a **safety or emergency** reason they must deploy a SOS board, visible from the course direction towards that vehicle to alert other drivers there is a need for help. First team on scene must STOP and assist. Second team on scene must get vehicle number, crew name and status, and drive to next Marshal location and alert Race Ops of the situation.

Any time a team must stop for a **non-emergency** reason, they must deploy an 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 locations 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 stuck or broken-down vehicles needing assistance returning to the admin area. This will be controlled by race ops. Any vehicle using recovery will be deemed having had outside assistance. The lap this occurred on will be voided from the team lap count.

ADMINISTRATION

Campsite Safety

All Teams must be aware of the fire risks associated with motorsports and the proximity of team campsites.

All teams are responsible to ensure the following within their camping area:

The area is kept tidy and free from unnecessary clutter.

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

Teams must have at least one fire extinguisher within their camp 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, 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.

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

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

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.

For questions about the race or to reach someone during the event, contact:

Chris Bowler – Ultra4 Europe Director – 00447989966740 – chris@ultra4europe.com

Drew Wright – Ultra4 Europe Director - 00447950633712 – drew@ultra4europe.com





TECH SHEET

Inspection Date _____
 Inspected By _____
 Tag Number _____

Safety

- Safety Equipment
 - Suit (2.2.1) Driver CoDriver
 - Helmet (2.2.3) Driver CoDriver
 - Head/Neck (2.2.5) Driver CoDriver
 - Gloves (2.2.7) Driver CoDriver
 - Shoes (2.2.8) Driver CoDriver
- Belts (2.2.9)
 - Condition
 - Date (SFI/FIA)
 - Mounting
- Head Rest (2.2.11)
- Fire Extinguishers (2.2.12)
 - Interior 2.5lb
 - Exterior 5lb (or 2 x 2.5lb)
- Breakdown Signage Device x 2 (2.2.15)
- First Aid Kit (2.2.16)
- Numbers: Size/Font/Placement (2.3)
- Lights (2.17.4)
 - Amber Tail Brake
- Horn (2.2.13)
- Spark Arrestor (2.7.3)
- Mirrors (2.5.10)
- Reflective Tape on rear of car (2.2.14)

Fluid/Electrical

- Fluid Containment (9.3.5.2)
- Fuel System (2.15)
 - Baffling (2.15.2)
 - Rollover Valves (2.15.3+)
 - Splash Guard (2.15.3)
 - Accumulator Size (2.15.2)
 - Bladder (2.15.2)
- Locking Dipsticks (2.7.2)
- Kill switch (2.17.1)
- Battery Mounting (2.17.3)
- Hydraulic Line Routing (2.5.2, 2.5.3)
 - Shielding from occupants

Chassis & General Performance

- Scatter Shield (2.8.4)
- Firewall (2.5.5+)
- Floorboards (2.5.6)
- Roof (Thickness, Coverage, Bolt/Weld) (2.6.10)
- Helmet Clearance (2.6.5)
- Bumpers (Capped Ends – Prevent Tire to Tire) (2.5.8)
- Doors (Secondary Latches) (2.5.4)
- Window Nets (Closure, Condition, Coverage, SFI) (2.2.10)
- Vehicle Weight _____ Tubing Size _____
- Weld Quality and General Condition
(Dented Tubes, etc.) (2.6)
- Gussets on A and B Pillars (2.6.8)
- General Construction (2.5)
- Low Range 4WD Capability (2.9.3)

Disclaimer:

Offroad racing is an inherently dangerous sport. Following these guidelines or any technical rules instituted by Ultra4Racing and Hammerking Productions, Inc., does not eliminate those dangers. It is my responsibility to present the car at each race in the condition in which it passed the annual safety check. Any attempts to circumvent these rules after the car has passed the annual technical inspection will result in disciplinary action, up to and including disqualification from the race and/or series. This abridged checklist does not replace the full Hammerking Productions, Inc Rulebook.

Driver of Record (Printed and Signature)

Car Number