

**Tech Inspection Requirements**

**Safety Helmet:** If you bring your own safety helmet, it must be approved by Snell in the current or two most recent ratings (e.g. if Snell 2005 is in production then, 95 and 2000 are legal). The club provides loaner helmets for people who do not have one.

- **Safety Belts:** Original safety belts, at a minimum are required. Shoulder belts are not required, if your car did not come with them, but you must have a lap belt. Belts must be firmly attached.
- **Solidly Mounted Battery:** The battery must be held down properly. If it can be moved at all, it will not pass.
- **Legal Tires:** The tires must be in good condition. Excessive weather checks or visible cord/plies will fail inspection.
- **Lugs:** No broken wheel studs or missing lug nuts.
- **Brakes:** The brake pedal must be firm, with no loss of pressure when held down.
- **Fluid Leaks:** Fluid leaks will **not** pass inspection.
- **Throttle:** Accelerator pedal must have a return spring and operate freely.
- **Steering / Suspension:** The steering must be tight, with no excessive play. Wheel bearings cannot have excessive play.
- **Hub Caps and Trim Rings:** Hub caps, trim rings and wheel covers must be removed for competition, unless they are bolted to the wheel.
- **Loose Items in Car:** All loose items must be removed from the passenger compartment and trunk. This includes the floor-mats. You may remove the spare tire and jack, but you are not required to if they are properly secured.
- **Numbers and Class Markings:** The car numbers and class markings should be prominently displayed on both sides of the car in colors that contrast with the paint, and should be large enough to be seen easily from the timing and scoring. Paper Numbers and Class will be provided. It is the responsibility of the participant to number and class the car. All classes are documented in the SCCA Solo rulebook, see BRR classing specialist to help you determine your class.
- **Adequate Muffler:** Your car must be quieter than **95dba measured 50 feet** from the course at a place where you are under full throttle. Due to the possibility of losing sites for noise problems, this rule is strictly enforced. (If your car is quiet enough to avoid attracting Police attention, it will most likely pass the noise requirement)
- **Car Registration:** You are not required to have your car registered for street use, but it must pass tech inspection.

***Make sure all the items are checked before presenting your car to the Tech Inspectors.***

*Register for your next BRR-SCCA Autocross at*

***[www.BRR-SCCA.org](http://www.BRR-SCCA.org)***

# Working Rules and Safety

## Do

- Report to worker check-in promptly.
- You are responsible for your own safety. Always stay alert while working the course.
- Make sure your station has adequate supplies; extra pylons, fire extinguisher, radio, and red flag.
- Keep red flag in your hand, unfurled (but not flapping) ready for immediate deployment at any condition you feel is unsafe.
- Know your area of responsibility and station number.
- Make sure cones are in their proper place when you get to your station, and check them periodically during your shift.
- Pay attention to cars on course for accurate cone counts and your safety. It is best to watch the *back* of the car and the cones themselves to see the wobbling cone which may have left the box.
- Replace cones as soon as possible, another car will be coming through in as soon as 30 seconds.
- Be prepared for exposure to sun/rain, wind, heat/cold while on station
- Stay alert for unexpected pedestrians and vehicles, RED FLAG.

## Don't

- Do not use cameras or other electronic devices while on station.
- Do not sit down and do not wander away from your post.
- Do not turn your back on cars on course. **SAFETY FIRST!**
- Do not litter.
- Do not pick up hot parts dropped on course because of risk of burns.

## Cone Rules:

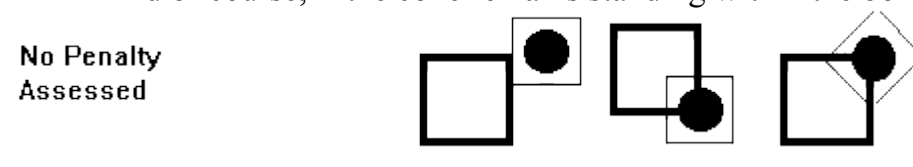
A **Penalty** is given if :If the cone is knocked over and is out of the box.

- If the cone is knocked over and is in the box.
- If the cone remains standing but is out of the box.



A **No Penalty** is given if :

- The cone remains standing is touching the box
- The cone remains standing and is partially in the box.
- And of course, if the cone remains standing within the box.



- Pointer cones **do not count** if hit .
- Off-course (DNF for Did Not Finish) if you pass on the wrong side of a cone.
- White lines are for reference only, crossing over a white line is not an off-course.