



Participant Code of Conduct

Though Max Track Time's goal is to limit the amount of interference with drivers' test plans, we strictly enforce a culture of respect to your fellow drivers during our events. We have outlined the expectations of this culture below.

Max Track Time events are full open-track with open-passing from start to finish – no run groups. Drivers are expected to have the necessary experience to be comfortable driving in an open track environment.

Though Max Track Time allows open passing, drivers are expected to use their best judgement when overtaking. This means drivers will not attempt a late or risky pass in a braking zone, force another driver off-line, or pass in a high-risk area (ex: kink at Road America).

It is the over-taking car's duty to execute a safe pass. The car being overtaken is expected to allow for a safe pass once initiated.

Cars are expected to always stay on the racing line unless overtaking or if experiencing an issue on track that requires pulling off-line to stop. If a faster car is approaching, do not attempt to "help" the car pass by pulling off-line. This behavior is unpredictable and can create a more dangerous situation than staying on-line.

Each driver is expected to be aware of and observe the requirements of all flags, signals and instructions from corner workers and emergency personnel. Flag rules for each event will be outlined in the mandatory drivers meeting. Generally, Max Track Time flagging rules are identical to those of the World Racing League.

Drivers are responsible for any damage they incur on the track or in the paddock. Damages include but are not limited to: damaged Armco, damaged tire barriers, oil spillage, fuel spillage on pit-lane, dents in paddock from jack stands, etc.

No passengers are allowed at Max Track Time events unless the passenger is a coach that was pre-approved by Max Track Time.

Max Track Time allows for fueling on pit lane during our testing events. Teams choosing to fuel on pit lane are required to observe World Racing League rules for fueling. This means that all drivers and crew over the wall during fueling must be in full fire gear (fire suit, balaclava, helmet, Nomex socks & fireproof shoes). Before fueling begins, a crew member must be manning a fire bottle and a spill pan must be placed under the car where fuel is likely to spill.