



Time Trials Experience - TT School

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Agenda

- What is Time Trial
- Flags
- Time Trial Strategy
- The Line...(is the line, is the line...)
- Event Schedule (what to expect)



What is Time Trial?



- In many racing sports, an athlete will compete in a **time trial (TT)** against the clock to secure the fastest time. The format of a time trial can vary, but usually follow a format where each athlete or team sets off at a predetermined interval to set the fastest time on a course.
- TT within SCCA: Formerly organized within the Road Racing umbrella
- Now, a significant program within SCCA, GridLife, NASA, Global Time Attack and others...
- **Purpose of this class:** To provide formative information for those who want to excel in Time Trial, with an aim toward other forms of Motorsports.

Flags...



- Flags are how we keep ourselves and one another, safe on track. They are only as good as the driver's paying attention to them, however.
- The Flags used during a Time Trial weekend...
 - Green (shown at session start), Yellow, Red, Black, and Checkered...
- Accident at Mid-Ohio – Trans Am
 - <https://www.youtube.com/watch?v=5eWw5ahYVrE>
 - Paul, a very experienced driver within SCCA and TA, did not wait nor find a corner marshal to confirm that the track was safe for reentry. Here is the result...
 - Take away... As you approach each corner, you need to *waive with your eyes... The marshal*, your braking point, and then your apex...

Flags... Yellows



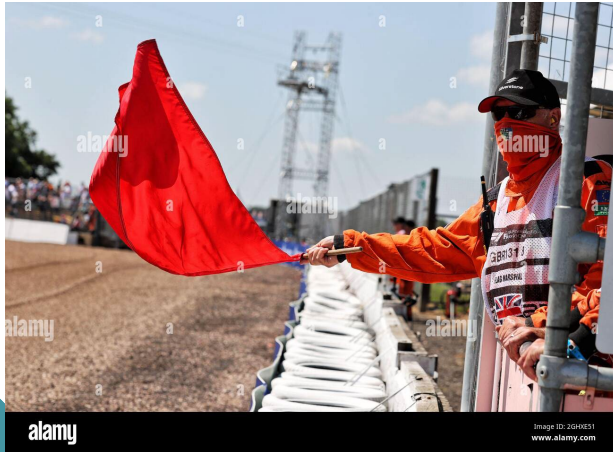
- The Flags used during a SCCA Time Trial weekend...
- Yellow (Stationary) – Something has gone on, *off* track; come to a controlled pace until you reach the next, manned marshal without a Yellow flag.
- Yellow (Waiving) – Something has gone on, *on* track; come to a controlled pace until you reach the next, manned marshal without a Yellow flag.
 - What is ‘controlled pace’? *A speed that you have 100% authority of your car at.*
 - *A Yellow Flag in a Competitive Time Trial session should be treated as a ‘re-rack’; as you should be focused on that one, flying lap...*

Flags...



- Black Flag – The track is no longer safe to race on thus, all cars need to come off track and assemble either on pitlane or at impound.
- Black Flags should be shown at all manned marshal positions when called by Control.
- Your job as a driver is to ensure you adhere to black flags, 100% of the time..
- *Which other flag is also a Black Flag?*
 - *The Checkered Flag...*
- *Being safe, consistent and quick (in that order) will mean that you will have a long future in this sport. The opposite, is also the opposite...*

Flags...



- Red Flag – A Driver or situation is serious enough that EMS/Safety need to get to them, **now...**
- When you see a red flag, you need to bring your car to a controlled stop on track in front of the nearest, manned marshal station. Park your vehicle, on pavement, to the side of the track where the Marshal is located.
- <https://www.youtube.com/watch?v=BNfQ52pjjjQ>
- In this NASA, “Thunder” race; we see multiple classes all competing on track at the same time. Watch what happens when the driver of a Thunder Roadster does not pay attention to the corner Marshal.
 - Take away... What color is a *taillight*?



Time Trial Strategy

There is a lot behind one fast lap...

Time Trial Strategy

- In Time Trial, drivers do not compete directly amongst themselves. Rather, every driver is attacking the track... so, seeing the world through that lens, we should consider one another as *teammates* and not *competitors*.
- What does teamwork look like on track?
- The **Out Lap** – Releasing out on track with sufficient space to allow everyone, clean track for their banker and push laps.
- **Grid** – During Practice, park in a grid space that you know is reflective of your pace versus your teammates.
- The **In Lap** – Although your session may be over, that does not mean that your teammates are finished... get out of the way and *be smart!*

Time Trial Strategy – The Car



- Tires – The only part of the car that touches the ground...
- How to setup pressures... (Arts and Crafts Project) (**Buy a Pyrometer!**)
- Setup Notes- *By keeping notes, you will come back to the track with a competitive edge...*
 - *What is the air temp? Is the sun out? What surface is on track made of? What are your alignment specs?*
 - *Setup your car with your end goal in mind...*
 - *Yes, I know you can't afford new tires, I can't either so don't setup your car to be its best on worn tires...*



The Line...

Is the line... is the line... is the line...

The Line...

- Learning a new track – Before ever turning a wheel on said track, find online resources to acclimate. The best resource? **YouTube**.
 - Find a known driver, in a vehicle like yours, and see how they attack the track. (*Your buddy does not know more than Mike Skeen...*)
 - While watching, also be looking off track for Marshal locations, runoff spots, and pit entry + exit.
- <https://www.youtube.com/watch?v=UufDeiJx3x4>
- <https://www.youtube.com/watch?v=UQrgwLfSYIM>
- <https://www.youtube.com/watch?v=lcFOXHlvGGM&t=100s>

Is the Line...

- Walking the Track – If during the weekend you can, DO IT! Your feet will pickup elevation changes you would never feel while in a car, regardless of speed.
- Track Walks can give you the opportunity to find visual reference points you would not see while in your car at speed (example- PittRace turn 14).
- Additionally, you will be able to see the condition of the surface itself. (example- Gingerman turn 6 + 7)
- <https://www.youtube.com/watch?v=zVlcrSPaBW8>

Is the Line...

- Feedback from a mid-pack hack – One of the biggest issues we have in motorsports right now, is *predictability*...
- You could be P1 on your class or DFL, but when you are predictable, you can race with anyone and through experience, increase your pace.
- If you drive a bad sector, GET BACK ONTO THE LINE, and back into your rhyme. Accidents happen when a driver's attention is taken by faster traffic!
 - <https://www.youtube.com/watch?v=P1IfYwtdYd8>



Event Schedule

What are we even doing here?

Event Schedule

- Registration: Friday 6:00 - 8:00PM in the classroom
 - Classroom Session in Event Center 7:00 – 9:30 PM (Pizza and soft drinks provided)
- Saturday 7:00 - 9:00 AM at the trailer in the South Paddock
 - Meeting in South Paddock: Saturday 7:15 AM
 - 7:30 – 8:15am Instructor Drive Arouns
 - 9:10- - 9:25am Group 3 (**Practice + Set Tire Pressures**)
 - 10:05 - 10:20am Group 3 (**Lead/Follow or Pace/Parade Laps**)
 - 11:40-11:55am Group 3 (**Working on Flag Conditions**)
 - 11:55am – 12:55pm Instructor Drive Arouns
 - 1:45 – 2:00pm Group 3 (**Second Practice**)
 - 3:00 – 3:45pm Group 3 (**Mock Time Trial**)