

EVENT BRIEFING NOTES

BRSCC 24HOURS – SILVERSTONE GRAND PRIX (NATIONAL PITS) - 15 - 17th May 2026

On behalf of the BRSCC, welcome to Silverstone for the 2026 BRSCC 24 Hours. These notes are to be read in conjunction with the Silverlake C1 Racing Series Sporting & Technical Regulations and specifically for this event will be considered to form part of those regulations. A breach of any item listed below may result in a penalty.

1. Pit Lane / Pit Stops

1.1 The Pit Lane shall be divided into two lanes. The lane closest to the pit wall will be referred to as the “Fast Lane” and the lane closest to the pit garages will be referred to as the “Working Lane”.

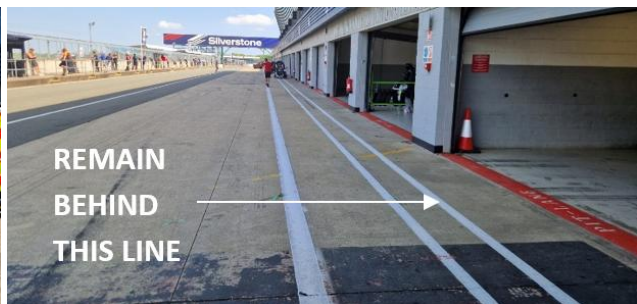
- a. The only area in the Pit Lane where any work can be carried out on a car is the Working Lane.
- b. Cars may enter or remain in the Fast Lane only whilst the Driver is sitting in the car behind the steering wheel in their normal position with their belts fully fastened, and under its own power.
- c. It is forbidden to permanently paint or draw lines or markings on any part of the Pit Lane, however the use of removable tape is permitted.
- d. No equipment may be left in the Fast Lane.
- e. No umbrellas or unsecured structures are permitted on the pit wall at any time. Properly secured pit perches are permitted. Teams may be asked to remove any perch/structure considered not to be secure and/or appropriate – the decision of the Clerk of the Course shall be final.
- f. Teams are required to keep the number of personnel in the pit lane and on the pit wall within the limits included in Series Regulation 2.10.4.

1.2 When stopped in the Working Lane all cars must park for all Official sessions with the front of the car toward the pit garages at an angle of approximately 45 degrees. A car may not be worked on unless stopped in this manner.

1.3 Cars shall only be permitted to stop outside the pit garage allocated to the car. Unless serving a penalty in the Stop/Go Box, stopping or parking a car, even temporarily, outside of the zone assigned to that car is not permitted at any time. Notwithstanding this, should any driver overshoot their assigned zone in the Pits and stop beyond it, the car may only regain access to its own zone by being pushed, providing that it is safe to do so.

1.4 When moving from the Working Lane to the Fast Lane the car must be under the guidance of a Car Controller. The Car Controller must position themselves in view of the driver via the windscreen. They must check that the Pit Lane is clear such that the car can be released without impeding any other vehicle. When the Car Controller is satisfied that the car can be released it must be pushed backwards by personnel other than the Car Controller so that they can remain focused on the safe release of the car into the Pit Lane.

1.5 All tyres, fuel and equipment must remain behind the white line immediately in front of the pit garages until the incoming car is stationary. Refueller and Fireman must also stay behind the line until the car has stopped.



1.6 The Fireman and Extinguisher must have unimpeded access to the car at all times during a refuelling pit stop. Refuelling jugs and extinguishers must be placed behind the above identified line once refuelling is completed.

1.7 Whilst refuelling is taking place, only the refueller and fireman are permitted to be close to the filler areas of the car. No other person is permitted to be within a 2-metre distance of them until the fuel flap is closed after refuelling has been completed.

1.8 Pit Lane Speed Limit is **40KPH**

1.9 The stop / go penalty box will be marked by cones and located at the pit entrance in front of the race control building. Cars may not stop at their pit box before or after serving a stop / go penalty. Any car deemed to have stopped at their pit box in the same visit to the pits will NOT be considered to have served their stop / go penalty.

1.10 Should the Safety Car be on track, pit exit will be closed whilst the train is passing and will be indicated by the pit exit lights being illuminated either red for closed or green for open.

2. Fuel and Refuelling

2.1 Teams may store no more than two full 20 litre maximum capacity Tuff jugs per car in any garage at any one time during the event. Fuel should be moved from the fuel station to the team's garage in a safe manner. Additional Fuel must not be stored in the garage or pit lane. Each entry should designate a fuel storage area away from any sources of ignition away from their garage.

2.2 Teams must use Tuff Jugs fitted with club-specified, unmodified spouts during the race for all refuelling activities. All Tuff jugs must be clearly labelled with the race number of the car. Throughout the duration of any live qualifying or race session, refuelling may only take place in the pit lane.

2.3 To clarify Series Regulation 2.11.6 further, all four wheels must remain in contact with the ground during refuelling. For the avoidance of doubt nothing may be done to raise any part of the car in a manner to take the car from a normal horizontal position.

3. Pre-Session Procedures

3.1 All cars must report to the assembly area for Day Qualifying and the Race which will be located at the end of the paddock closest to Turn 1 (see paddock plan). All cars must be in the assembly area in good time, at least 20 minutes before the scheduled start time. For Night Qualifying, cars may start the session from the pit lane.

3.2 Where possible, please exit the garages at the rear. Cars are permitted to exit from the front of the garages (with driver strapped in and wearing full race attire) but must stay hard right so as not to interfere with any other live session. They should then exit the pit lane by turning right at the end of the garages.

3.3 For the race, cars will be formed up in Grid Formation in the assembly area. Cars will then be released onto the circuit to proceed around to the grid to be gridded by the marshals.

3.4 A maximum of **TWO** team members per car will be permitted in the assembly area.

4. Track Limits

4.1 Track Limits: 3rd infringement will result in a black and white flag, 4th infringement will result in a Drive Through Penalty (for the car), 5th infringement will result in a further warning, 6th infringement stop/go penalty, and so on. This penalty will be reset to zero every racing hour.

4.2 Qualifying: any lap time set with Track Limit infringements will be removed, but the lap will count as a Qualifying Lap.

4.3 Race: Warnings will be issued via the Pit Lane officials and timing screens where possible. After a third infringement, a car will receive a Black and White Flag. A fourth infringement will result in a Drive Through Penalty. Further infringements may result in stop/go penalties being issued.

5. Race Start

5.1 The race start timings will be in accordance with the published timetable. Cars will be released by green flag to start the pace lap behind the safety car. The safety car will set the pace – please keep up with the cars in front – no dropping back!

5.2 All cars must stay in position during the formation lap. No overtaking is permitted. Any car that falls out of position to the back of the pack on this lap may not retake its former position and must start from the back of the grid.

5.3 At the end of the formation lap all cars must be lined up and tightly grouped for the rolling start. The Safety Car will slow, and cars will be backed up at Turn 15 (The Loop) and must be lined up in position (two by two) before Turn 16 (Brooklands).

5.4 The safety car will switch off its lights to indicate we are going for a start. All cars should head towards the Start line maintaining your speed, formation and position.

5.5 Should the safety car lights remain switched on, this may mean that an additional formation lap will take place. The most common reason for this happening is if the field has spread out too much, so please stay as close as safely possible to the cars in front.

5.6 Please note that once the gantry lights are switched off, racing may commence. It is permitted therefore to overtake before the start/finish line.

6. Driving Standards

6.1 ALL drivers to take care whilst on track during all sessions. **NO CONTACT!** There need not be any contact caused by careless driving, last minute lunges, or by not giving each other racing room. This is a long race, make the most of it! C1 Racing Club Driving Standards Policy applies.

6.2 Slower drivers / cars must pay attention and look in mirrors before overtaking cars in front, checking that no faster cars are approaching,

6.3 Faster drivers / cars must take care when overtaking slower cars. Remember if you are the faster driver / car, it's your responsibility to find a way around the slower car.

6.4 Slower drivers / cars must hold their line, which may not need to be the optimum racing line.

- 6.5 Any careless driving will be addressed. Driving standards must be irreproachable.
- 6.6 Take note of event regulation 3.4 regarding flashing of headlights and the use of horn.

7. Paddock

- 7.1 Please ensure you have read the paddock plans and instructions.

8. Scales and Weighing

- 8.1 The weighing scales for the event will be the C1 Racing Club scales set up in Garage 1.

9. HuTags

- 9.1 Any driver without a HuTag can collect one from the from C1 Club HQ (near Garage 1) for £10 cash payment.
- 9.2 All drivers must have a C1 Racing Club specific HuTag. No competitor will be permitted onto track without wearing a HuTag. Upon arriving at Pit Exit, drivers must ensure their vehicle comes to a stop or walking pace alongside the HuTag reader panel and present their HuTag at the panel until the red light has turned to Green. Once the Green light shows, you are free to go towards Pit Exit. Drivers must note that the Green/Red lights on the HuTag reader panel are separate to the circuit operated Green and Red Pit Lane Exit Lights, which must also be complied with. Only the Pit Exit Lights control when a vehicle can and cannot exit the Pit Lane, not the lights on the Hu-Tag reader panel.

10. Cars

- 10.1 All cars must include the windscreen, rear screen and drivers side glass at all times when on circuit. If a car loses any of these on circuit, it must pit for repairs on the lap of the incident. It may only re-join the circuit once the relevant repairs have been completed.
- 10.2 In accordance with Regulation 5.6.3 any car that loses a mirror must have it refitted to comply with 5.6.3.2 and 5.6.3.3 at the next pit stop.
- 10.3 In accordance with Regulation 5.6.4, it is not permitted to continue on track with bumpers missing. Should a bumper be damaged it is permitted to secure it or bring it back to close to the original shape by use of repair tape.

11. Safety Car

- 11.1 The safety car will be available for use in all official sessions.
- 11.2 During the race the Safety Car will be scrambled when safe to do so, which may not necessarily be in front of the leader. If that is the case, it should be noted that for operational reasons cars may **NOT** necessarily be waved passed to find the leader for the restart. This will be at the sole discretion of the Clerk of the Course, who's decision shall be final.
- 11.3 The Safety Car will be released from Pit Exit and join the track at the first corner.
- 11.4 Cars must form up behind the Safety Car, as quickly and safely as possible, with no more than five lengths separating them. Overtaking is forbidden unless a car is signalled to do so from the Safety Car by means of a hand signal or green light from the Safety Car observer, signalling that they should pass.
- 11.5 When the Safety Car is in operation, cars may enter the Pit Lane but may only re-join the track when the green light at the end of the Pit Lane is on. It will be on at all times except when the Safety Car and the last car in the line of cars following it are about to pass the pit exit. 1.10 and 1.11 apply.
- 11.6 When the Safety Car is called in, it will turn off the lights between Turn 15 The Loop and Turn 16 Brooklands to signal that it will enter the Pits at the end of this lap. When it enters the Pits, the first car in line will dictate the pace until it crosses the line. Yellow flags and SC boards will be replaced with Green signals until the last car crosses the control line. Cars may not overtake until they pass the control line.

12. Full Course Yellow

- 12.1 FCY will be in force following a countdown on the Race control to Driver radio or the timing screen.
- 12.2 All cars must gently reduce speed to 80Kph, no sharp braking and no overtaking as soon as FCY is declared, even if no yellow signals are yet displayed.
- 12.3 When returning to Green, information will be given using the monitors and Race Control to driver radio. FCY will be replaced with a Green signal simultaneously at all signalling points.
- 12.4 Specific instructions on the use of FCY will be given during the Briefings.

13. Code 60

- 13.1 Code 60 will be displayed from the start finish line and simultaneously at all signalling points around the circuit.
- 13.2 When notified of the Code 60, whether this is by flag signal or other means, must gently reduce speed to 60kph, no overtaking.
- 13.3 A 'prepare for restart' warning will be issued when a Code 60 is to be withdrawn, followed by display of a Green signal displayed simultaneously at all signalling points.
- 13.4 Specific instructions on the use of Code 60 will be given during the Briefings.

14. Red Flag

14.1 In qualifying, all cars should slow down and return to the pit lane.

14.2 In the race, all cars should slow down and stop on the startline unless instructed otherwise by marshals/officials.

14.3 In all cases, cars will be under parc ferme conditions at the showing of the red flag. All work must cease on cars in the pit lane, and team personnel may not touch the cars in the pit lane or on the start line.

15. End of the Race/Parc Ferme

15.1 After taking the chequered flag (track right), all cars must SLOW DOWN, complete an in lap and leave the circuit via the pit lane entrance.

15.2 At the end of the race all cars will be under Parc Ferme Conditions. Work must cease on any cars being worked on in the pit lane.

15.3 Following the in-lap after taking the chequered flag, cars must enter the pit lane and make their way to the scrutineering bay. Once the scrutineering bay is full, all remaining cars must remain queued up in single file in the 'fast lane' where they will be considered to be under parc ferme conditions. Please be aware that any car that is not placed under Parc Ferme conditions by following the above instructions may be subject to disqualification from the race result.

15.4 All team members must vacate the pit wall after the end of the race and before the cars start to filter down the pit lane.

15.5 No team members are permitted to remain on the pit wall, in the scrutineering area, or in the 'fast lane' whilst cars are queued up under Parc Ferme conditions. Anybody considered to have done so may be considered to have breached Parc Ferme Conditions, unless they have received express permission from the Clerk of the Course or C1 Racing Club personnel.

15.6 Drivers may vacate their cars whilst they are under parc ferme conditions, however they must stay close to their vehicle to enable them to take instruction from event staff.

16. Driver Nominations

16.1 Qualifying: No later than **Friday 18:15** via the online driver nomination form.

16.2 Race: **Saturday 16:45**

17. Additional Information

17.1 All drivers must complete a minimum of three laps in Qualifying.

17.2 Mandatory All Drivers and Team Managers Briefing– Teams in garages 2-19 – 16:30 Friday – Garages below Race Control.
Teams in garages 20-30 – 17:00 Friday – Garages below Race Control.

17.3 Mandatory Team Managers Briefing – 13:00 Saturday– Garages below Race Control.

17.4 Signalling lights/light panels exist at strategic parts of the circuit, to supplement flag signals. These signalling lights/light panels will carry the same authority and jurisdiction as flag signals. Therefore, breaches of signals given by Light Signals or Light Panels will be treated in the same way as breaches of flag signals and hence dealt with in accordance with the NCR's, notably Ch.2 App.1 Art.1.14, Ch.5a App.5 Art.2.3c, Ch.12 App.8 Art.1.6 and Ch.12 App.8 Art.1.10.

17.5 If a driver is involved in an incident they should indicate to the marshals if they are OK by signalling with a 'thumbs-up' at the front of your vehicle. If you can safely exit your vehicle, do so and then stand in a suitable/safe location.

If you have any questions about these notes, or anything else concerning the race meeting, please contact us. I would much rather answer what might seem to be a silly question, than to have to summon you during the weekend.

Finally, may I wish you an enjoyable and successful race.

Paul Levitt

Senior Clerk of the Course

Andy Holley

Andrew Roberts

Dave Weston

Clerks of the Course

Suzie McNeil

Mark Noble

Deputy Clerks of the Course