



2019 RULE BOOK



Pocono Raceway
New Jersey Motorsports Park
Palm Beach International Raceway
Virginia International Raceway
Lime Rock Park

Welcome to the 2019 Bertil Roos Racing Series!

The Roos Racing Series gives you the opportunity to go racing without having a race car and mechanic. We handle it all, leaving you to enjoy the excitement of being a race car driver. We provide cars, mechanics, spares, driving suits and helmets. All you do is arrive and drive!

The 2019 Race Series will consist of eight race events this season and will utilize three different track configurations at Pocono Raceway, Palm Beach International Raceway, Virginia International Raceway, Lime Rock Park, and the Lightning and Thunderbolt circuits at NJ Motorsports Park. Each event will include a 20 minute practice/qualifying session, and two 15 lap races. At the end of each race day trophies will be awarded and points will be accumulated toward the year end championship.

MOST RACING PER DOLLAR

This series combines instruction with the excitement of real racing competition. You will gain a wealth of experience in a short period of time. By providing this opportunity, we have helped many of our graduates to start a successful racing career. **Our racing series provides the most racing and instruction per dollar.**

THE RACE CARS

You compete in identically prepared Scandia Formula 2000 cars. All cars are equipped with on board timing systems that display your lap times on the dash board. The timing systems will help you improve your speed and consistency.



How To Enter

*You can enter either the entire eight race championship
or just one race at a time.*

*The series is open to drivers who have completed
our 2 Day Advanced course.*

Drivers with equal experience will also be considered.

	Price	Deposit	Balance
Race Day	\$1,750	\$875	\$875
Practice Day	\$1,475	\$750	\$725

DEPOSIT/BALANCE DUE

We can accept MasterCard, Visa, Discover, American Express, Cash or Check payable to Bertil Roos Racing School. If you have a balance due it will need to be received by our office 30 days prior to your scheduled race.

CANCELLATIONS.

If you must cancel, please notify our office 30 days prior to the event. Your deposit (see above) less a \$75 administrative fee will be kept on account and will be applied towards your next event. If you cancel less than 30 days prior to the event, your deposit (see above) less 50% fee will be kept on account and will be applied toward your next event. If you cancel less than seven days prior, or fail to attend without written notification, the entire event cost will be forfeited.

A non-refundable deposit is required with all applications. Refunds are subject to approval. Special packages are not eligible for refunds.

ROOS RACING SERIES 2019

Rules & Regulations!

RACE DATES	Track	Direction
Race #1 March 17-18	Palm Beach Int'l	Clockwise
Race #2 May 5-6	Virginia Int'l South	Clockwise
Race #3 June 14-15	NJMP Lightning	Clockwise
Race #4 June 28-29	NJMP Thunderbolt	Clockwise
Race #5 Aug 30-31	Pocono North	Clockwise
Race #6 Sept 19-20	Lime Rock	Clockwise
Race #7 Sept 27-28	Pocono South	Clockwise
Race #8 Oct 12-13	Pocono S/East	Clockwise

RACE DAY SCHEDULE

8:15	Registration
9:00	Drivers Meeting
10:00 - 11:00	20 Min. Practice /Qualifying
11:15 - 12:30	15 Lap Race Per Group
12:30 - 1:30	Lunch
1:45 - 3:00	15 Lap Race Per Group

Registration for Pocono Events will be held at the Bertil Roos Racing School Office located on Route 115. Palm Beach International Raceway, Virginia International Raceway, Lime Rock Park, and New Jersey Motorsports Park registrations will be held at the Track Paddocks.

DRIVERS' MEETING

A drivers' meeting will be conducted each morning. The day's activities, track configuration and rules will be discussed. These meetings are very important and all drivers are required to attend on time. **Failure to do so on Race Day will result in a deduction of 1 point.**

RACE GROUP ASSIGNMENTS

The drivers are divided into two groups. Drivers will draw randomly for race group assignment at registration on practice day. Drivers not present will have their group assignment drawn for them.

CAR ASSIGNMENTS

Drivers will draw randomly for car assignments at the morning drivers' meeting on the practice day prior to each event. Drivers not present will have their car drawn for them.

QUALIFYING SESSIONS

There are two qualifying sessions. The first is held during the last session of the practice day, before each race day. The second qualifying session is held during the practice session on race day. Qualifying will be done by groups. The first four grid positions for each race group will be determined during the qualifying session on practice day. The remaining grid positions, fifth on back, for each group, will be determined during the practice session on race day. Qualifying positions will remain in place for Race 1 and Race 2.

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STARTS

A rolling start is used, with the race cars in a two abreast formation. There will be at least one pace lap. When the pace car pulls off, it is the responsibility of the driver on the pole position to maintain that pace until the green flag is displayed. The race is started when the green flag is displayed, not when you cross the start/finish line. If the cars do not remain in formation, the green flag will not be displayed (this is a wave-off). The field will complete that lap at a speed controlled by the pole position car and re-grid for a second start. All wave-off laps count as race laps. The location of the start/finish line for each track will be announced at the driver's meeting.

POINTS SYSTEM

Participants will receive points for both races per race day. The points are awarded equally to each group. To determine the final position in the series, each driver will count their best 12 out of 16 Race point totals. The dropped race point totals do not need to be from the same race day, but from the season's total races. In the event of a tie in the final points standing, positions will be determined by the most 1st (2nd, 3rd, 4th) place finishes.

Equal Points Awarded for Each Race

Position	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th	11th
Points	24	22	20	18	16	14	12	10	8	6	4

The fastest qualifier in each group will receive 1 bonus point.

TROPHIES AND PRIZES

Following race #2 of each race day, trophies will be awarded to the first three finishers in each race group. At the end of the season, final point standing trophies and prizes will be awarded to the top 10 drivers.

- Series Champion will receive three Practice and Race Days for 2020
- Second place winner will receive two Practice and Race Days for 2020
- Third place winner will receive one Practice and Race Day for 2020
- Fourth place winner will receive one Race Day for 2020
- Fifth place winner will receive one Practice Day for 2020
- Sixth place winner will receive \$500 towards the 2020 season
- Seventh place winner will receive \$400 towards the 2020 season
- Eighth place winner will receive \$300 towards the 2020 season
- Ninth place winner will receive \$200 towards the 2020 season
- Tenth place winner will receive \$100 towards the 2020 season

Prizes must be used during the 2020 racing season!

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Rules & Regulations!

DRIVERS EQUIPMENT

The Bertil Roos Racing School will provide helmets and single layer racing suits to drivers who need them.

All drivers are required to wear the following:

*** HELMET ***

Drivers are required to wear a full face helmet with a **2010 or newer Snell SA approval** as well as a **Hans Device or similar helmet restraint**.

*** DRIVING SUIT ***

Drivers are required to wear a minimum of two layers of fire resistant material. (i.e. single layer suit with fire resistant underwear or double layer fire resistant suit). Drivers who will be using the Roos Suits will need to wear fire resistant underwear.

*** DRIVING GLOVES ***

Drivers are required to wear gloves, without holes, made of fire resistant material.

***HOOD OR BALACLAVA ***

Drivers are required to wear a balaclava made of fire resistant material.

*** DRIVING SHOES ***

Drivers are required to wear driving shoes made of fire resistant material. Canvas or nylon shoes will not be allowed.

*** ROOS RACING SCHOOL PATCH ***

Drivers are required to wear a Roos patch on the upper chest of their racing suit.

DRIVERS MEDICAL REQUIREMENT

A current medical examination is required by all drivers competing in the Racing Series. A medical form will be sent to you. We use the SCCA physical examination form. You are not required to apply for an SCCA license. Be sure that both sides of the medical form are completed and signed by your Doctor. The form should be returned to us at least 2 weeks prior to your first race. **Due to insurance requirements drivers will NOT be allowed to participate without a fully completed medical form.**

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Rules & Regulations!

FLAGS

The following is a description of the racing flags used. Please make sure that you understand the meaning of each flag.

* **Green** *

A race is under way the moment the green flag is displayed. This flag is in possession of the chief starter only and is not displayed at any flag stations around the track.

* **Yellow-Motionless** *

Something unusual ahead. Pay attention, slow down and DO NOT PASS between the flag and the place of the incident.

* **Yellow-Waved** *

DANGER, use extreme caution. The racing line is obstructed and you may have to alter your line. Slow down, DO NOT PASS between the flag and the emergency area. NOTE: A driver may encounter several yellow flags before reaching the emergency area.

* **Double Yellow** *

Double Yellow displayed at all flag stations indicates entire course is under yellow conditions. Slow down, DO NOT PASS. A pace (safety) vehicle may be used to re-group and pace the field until the green flag is displayed.

* **Yellow w/Red Stripes** *

Caution, the racing surface may be affected by fluids or debris and may be slippery.

* **Blue** *

Warning: faster/lapping cars are approaching. Use Caution. Exercise sportsmanship & allow racing room.

* **Closed Blue** * (Furled)

Un-sportsman like driving has been observed. If it continues you may be black flagged for a stop and go penalty or penalized in the final finishing order.

* **Black Open** *

Proceed directly to pit lane.

* **Black w/Orange Circle** *

Mechanical black flag. There is an issue with your car. Proceed to the pit lane immediately.

* **Closed Black Flag** * (Furled)

Warning, driver has hit a cone. Upon hitting a third cone, an opened black flag will be displayed and the driver must proceed to the pits for a stop and go penalty.

* **Checkered** *

The race or practice session is finished. Complete your cool-off lap and proceed to the pits.

* **Red** *

Check your mirrors. Make a hand signal that you will be slowing and stop your car safely off-line within sight of a flag station. Wait for further instructions.

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CORNER WORKER RESPONSIBILITY

All participants are required to work a corner station when not racing. This helps to make our races safer and gives the drivers an opportunity to have a close up view of the racing action.

PENALTIES

It is the intention of the Bertil Roos Racing School to provide a safe and enjoyable time for all drivers. These penalties are meant to serve as an incentive for you to become a more disciplined driver. You will be "black flagged" for violating any of the following rules:

Four Wheels Off the Track

You will NOT be black flagged if you have to go off the pavement in an effort to avoid an out-of-control car or if you must go off the pavement in order to return to the right direction after a spin on the pavement. **Four wheels off the track during any qualifying session or race will result in a black flag and deduction of 1 point.** Any driver who goes off the track with all four wheels, three times on the same day, (not due to evasive action) will be disqualified for the rest of the day. Improper and abusive conduct will not be tolerated and can result in disqualification and the driver may be subject to an alignment fee.

Excessive Curb Abuse

If it is reported that a driver has repeatedly abused curbing a black flag may be shown and an official warning given. If the curb abuse continues, the driver may be subject to an alignment fee.

Dropping Wheels

If it is reported that a driver has driven off the pavement (1, 2 or 3 wheels) two (2) times in one session, that driver will receive a black flag penalty to inspect the car for damage. Any additional dropped wheels will result in a Black Flag and the driver may be subject to an alignment fee.

Hitting Cones

If you hit any cones placed around the track during a practice or qualifying session, you will be black flagged. During the races, a furlled black flag will be shown to you upon hitting your first and second cone. You will be black flagged upon hitting your third cone.

Dangerous Passing

Improper passing is the most frequent form of racing accidents and will absolutely not be tolerated. Any driver causing this situation may be disqualified for the rest of the day. To be able to pass a competitor, you must reach a front wheel-to-wheel position before arriving at the turn-in point.

Un-Sportsman Like Driving

The following are considered to be un-sportsman like and will result in penalties and will not be tolerated.

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Blocking

You are allowed one move off your race line. It cannot be a reactive move in response to a following car's movement while attempting to pass.

Dive Bombing

Extremely late attempt at a pass, forcing the lead car to alter its line to avoid contact or causing car to car contact.

Chopping

Turning in on a competitor who has safely reached a side by side position at the turn in point, forcing the passing car to take action to avoid contact, or causing car-to-car contact.

If it is reported a driver is blocking, chopping or dive bombing, the first time they will be shown a furred blue flag. The second report will result in crossed furred blue flags being shown. The incident will be reviewed at the end of the race and appropriate penalties will follow (see below). The third offense will result in a black flag stop and go penalty.

Last Lap Finishing Position

The last lap finishing position will be recorded in the order the car cross the start/finish line. If it is determined by the race officials, a driver has displayed un-sportsman like driving, causing a competitor to not advance position, lose position, or DNF, the finishing order will be adjusted putting that driver behind the offended driver in the final finishing order. A DNF not caused by the incident will refer to last full lap of the offended car to determine the final finishing order of the offender.

Last Lap Penalty

If a driver incurs a black flag penalty between the black flag station and the start/finish line on the last lap, they will be penalized two finishing positions

If you are Black flagged

On your first black flag of the day you will be required to stop in the pits for a consultation or to have the condition of your car checked. We will make the stop as brief as possible. **Any additional black flags you receive during the day will result in either a 2 minute penalty or the remaining time left in that session.** (This rule will be waived for the actual race sessions, all black flag stops during these sessions will be made as brief as possible.)

Finishing Position Adjustment

The officials reserve the right to adjust the finishing order of a race in accordance with any post race penalties that may be assessed.

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*** VEHICLE DAMAGE LIABILITY***

In the racing series, the driver of a racecar is liable for damage to the car he or she is driving on a No Fault basis.

A driver's liability limit is determined by his/her rating. Rookie drivers will start the season with a "B" rating. After completion of 4 races, he/she may have their rating adjusted. Veteran drivers begin the season with a "A" rating.

Drivers who exceed half of their liability limit in accumulated damage throughout the season, or are involved in questionable contact with another car, or go four wheels off the track three times on the same day, will be subject to a reclassification of liability limits. Two races without incident will result in re-instatement of prior liability rating.

Rating	Description of liabilities *
A	A driver is responsible for a Max. of \$3900.00 crash damage per incident.
B	A driver is responsible for a Max. of \$4900.00 crash damage per incident.
C	A driver is responsible for a Max. of \$6900.00 crash damage per incident.

* Sales tax is not included

In addition to this liability, all drivers are treated as if they were a professional racer running their own car. There is a limit to the amount of crash damage a driver can properly repair in time to run the balance of an event. We have set this limit at \$3900.00. If the damage exceeds \$3900.00, regardless of liability limits, the driver will be disqualified for the rest of the day.

Car to Car Contact

Contact between open wheel cars is very dangerous. Any contact between cars may result in being black flagged for inspection. If it is determined that a car or cars are damaged, the driver of the damaged car is responsible for their damage according to their current liability rating.

Flat Spotting Tires

Locking the wheel under braking is the result of insensitive braking technique. If this happens frequently you will be black flagged. If it is determined that a tire or tires are flat spotted, the driver will be charged accordingly.

Mechanical Failure

Drivers are liable for any mechanical failure due to driver error. A driver is not responsible for car damage if it's determined that a mechanical failure is the cause of an accident, or other breakage. Responsibility remains for engine damage due to not properly monitoring gauges or exceeding shift points.

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Engine and Drive Train Damage

Over-revving the motor and bad or poor downshifts cause the most damage to the drive train. If a driver is reported to be exceeding the RPM limit, (causing the rev limiter to come on) repeatedly or is abusing the gear box due to bad foot work, the driver will be black flagged to pit lane. A warning will be issued to the driver to fix the problem. Upon the third warning, the same day, for the same offense, a fine of \$250.00 will be issued to the driver for the equipment abuse. This applies to practice and race days.

Car Damage

Drivers are required to sign a Car Damage Authorization Form prior to the start of each event. This information will be held on file for all events which have a car damage liability during the 2019 season. Car Damage invoices will be mailed within one week following the race event and will be due prior to the Drivers next event or within 30 days from the date of the invoice, whichever comes first. Any invoices that are not paid within 30 days will be automatically charged to the credit card submitted on the car damage authorization form. Should you have any questions regarding your invoice, please contact the Bertil Roos office immediately at 1-800-722-3669.

DNF (Did not finish)

In all forms of racing, there is a possibility of not finishing a race due to mechanical failure, driver mishap or an off road excursion. Although we take pride in the condition of our race cars, mechanical breakdowns may occur. In the event that a driver does not finish a session, no matter what the reason, we cannot guarantee a consolation race or backup car.



Congratulations to the 2018 Top 10!!!

**Andy Ourant
Seth Foley
Tim Nichols
Gabe Jasper
Robert Pielsticker
Chris Sanford
Adam Colombo
Jason Auwarter
Geoffrey Valentino
Glenn Brooks**

***The Bertil Roos Racing School reserves the right to change any of these rules at any time in the interest of improving the series.**



BERTIL ROOS

F2000 RACE SERIES



MPT[®]
INDUSTRIES

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