



ChumpCar Volunteers ... thanks for helping!

Here's a description of what we need you to do...

We'll Provide You With:

- **Orange Safety Vest or Shirt**
- **Communication Radio and Spare Battery**
- **Headset, Hand-microphone or Ear Buds (Motorola UHF/VHF radio type)**
- **Track Access Wristband**
- **Water or Gatorade and Lunch! (and Dinner, if it's a night race)**

What You Need to Bring:

- **Comfortable shoes (tennis shoes, please – no sandals or open-toed shoes)**
- **Sunscreen, Hat, Coat, Gloves, Rain Gear (weather dependent)**
- **Snacks if you choose (drinks and meals are provided)**

You will be constantly walking up and down pit road, or working Pit-In / Pit-out – wherever you end up, be prepared to be standing or walking a lot (that's why we recommend comfortable shoes). Also, do NOT wear anything that is bright yellow or red. It's best if you wear a White shirt. Short pants are also allowed when it's really hot but no tank-tops or sleeveless shirts are allowed on pit lane. Also, no sandals or open-tied shoes.

If you're asked to be a Pit Marshal, you'll be watching all the teams and cars during pit stops. That includes fuel stops, driver changes and stops for repairs.

For Pit Marshals:

- You should monitor all cars entering or leaving pit lane and advise the Chief Steward of any car speeding (in excess of 35 mph) on pit lane. Also, advise the Steward of any maneuver or action on pit lane that endangers anyone.
- Teams are allowed to make any repair on pit road, provided that any repair takes less than 30 minutes. For any repair longer than 30 minutes, the car **MUST** be moved behind the pit wall or into the paddock/garage.
- Do not stand closer than 15 ft. to any car that's in for repairs or for fueling (for your safety). Your job is to watch, advise and report (via radio). Do **NOT** help the team with a pit stop in any way and do not approach any car during an emergency. Let the emergency crews handle all issues.
- ChumpCar rules require all teams to obey certain fueling rules:
 - No work can be done on the car as soon as the gas cap comes off the car. None. That includes checking tires, tire pressure, opening the hood, cleaning the windshield, changing cool-suit ice... nothing. Work can resume when the gas cap is replaced.
 - No crew member is allowed over the wall until the race car has come to a complete stop on pit lane.
 - A team is allowed a **MAXIMUM** of five (5) people over the wall when fueling. This includes:
 - The fuel person
 - A fuel support person
 - The current driver in the car
 - The new driver replacing the current driver
 - A person on the fire extinguisher.



- A team is allowed to change drivers when fueling. If a driver exchange is being completed during a fuel stop, the NEW driver may assist the CURRENT driver in getting out of the car, and the CURRENT driver can assist the NEW driver get into the car.
- All people over the wall must be in full fire-proof driver gear. This includes a helmet with a visor that is down. Non-driver crew members in fire-proof gear working over the wall must have racing gloves but racing shoes are not required.
- The person controlling the fire extinguisher must be between 8-10 feet from the fuel cap – no closer and no further. This person must be focused on only the fueling process, not on a cell phone or discussing any other topic with another person. The person controlling the fire extinguisher must also be in full fire-proof driver gear + helmet + gloves. (Driver shoes are optional for non-driver crew members.)
- Fueling must be completed by using a 5-gallon jug or using the “Flo-Fast” mechanical fuel pump transfer system. No electric pumps are allowed for fueling; no 55-gallon drums are allowed for fueling. (55-gallon drums may be stored on the cold side of the pit lane wall to replenish approved 5-gallon jugs.)
- All fuel jugs must be DOT approved gasoline carriers and must be stored on the cold side of the pit lane wall until AFTER the car has come to a complete stop on pit lane.
- All cars must have a suitable plastic or metal catch-pan under the car, beneath the fuel spout, to catch all spillage while fueling is on-going.
- If fuel is spilled, it must be cleaned with kitty-litter or Oil-Dri and swept off the pavement.

Miscellaneous Info for Pit Marshals

- Of course, no smoking and no alcohol is allowed anywhere on pit lane
- All persons over the wall must be at least 18 years old. Minors under 18 may be on pit lane with parental supervision but must stay at least six feet from the pit lane wall. Track rules occasionally restrict minors under 18 on pit lane. ChumpCar staff will advise you of any pit lane age restrictions.
- Listen to all radio communication, since you may be asked to relay a message or penalty to a team

If you're asked to work Pit-In or Pit-Out, you'll be controlling all cars exiting and re-entering the track before and after pit stops. ChumpCar times all pit stops using electronic timers. If a car is re-fueled (even a splash-and-go), the car must stop in pit lane for a minimum of 5 minutes.

For Pit-In:

Cars will come off the track onto pit lane and will be required to stop at a pre-determined Pit-In station. At most events, ChumpCar will have a “STOP SIGN” identifying where cars are required to stop.

- Pit-In workers should prepare 15-20 electronic timers (re-set on 5 minutes) and have them readily available for placement on the roof of the car (6”-12” above the driver’s door) or on the hood of the car for all convertibles. All timers have magnetic bases for easy placement.
- Look at timer before the car gets to you, making sure it’s on 5:00 minutes. Push “START” and make sure it’s counting down before placement of the timer on the car.
- Monitor the speed of incoming cars and be prepared to enforce the applicable pit road speed limit, effective from the STOP sign.



- Pit-In typically operates as Black Flag. This is where the Chief Steward will radio you and you announce all on-track and driver infractions to the driver being penalized. You may be asked to issue those penalties. Do NOT argue with any driver; just deliver the information and the penalty you have been provided by the Steward. You may need to secure room for parking up to 2 cars in your station while the cars work-off any penalty term.
- Monitor your end of pit road for any pit crew infractions during stops. If you see any, you'll need to notify a Pit Marshal.
- You will need to notify (via radio) Pit-Out of cars passing through or re-entering the track after any penalties.
- You will need to radio Pit-Out when you are down to 15-20 timers (they will be brought to you)
- You will need to radio if you need a break and you will be relieved (take necessary breaks and drink lots of liquid)
- Always ask if you're unsure. We're here to make sure you have a great time.

For Pit-Out:

Pit-Out is a pit lane station with a second "STOP SIGN" that requires all cars to stop before re-entering the track after a fuel stop, repair stop, penalty stop or driver change. The primary responsibility of Pit-Out is to ensure that all fuel stops utilized the required, full, 5-minute stop. Additionally, Pit-Out must monitor all cars and drivers for safety gear: driver's helmet and gloves, driver's window net, etc.

Specifically, the Pit-Out station will:

- Monitor all drivers for proper safety gear. Monitor all cars for proper tech sticker and general appearance for safety equipment.
 - Proper helmet sticker, gloves, two wristbands
 - Helmet and helmet strap secure (with visor if the car is not equipped with a windshield)
 - Window nets are secure
 - Helmet clearance below the roll-bar hoop
- Monitor and coordinate reports with Pit-In and Pit Marshals to confirm which cars have fueled
 - If cars have fueled, make sure timer reads "0:00" and then release the car (fuel stop must be at least 5 minutes)
 - For a driver change or any repair where fuel was not added, there is no time limit; just collect timer and release
 - Be aware of cars that have been held for black flag penalties and cars off for repairs
- At night, monitor all cars for head and taillights before going out on track (no more than 4 front head lights and a minimum of 2 taillights and 2 working brake lights)
- You do not need to reset timers - they reset themselves in 60 seconds
- When you get a lot of timers, radio a Pit Marshal to come and deliver them to Pit-In
- You will need to radio if you need a break and you will be relieved (take necessary breaks and drink lots of liquid)
- Always ask if you're unsure. We're here to make sure you have a great time.