



Standard Race Operation Procedures

REVISION DATE: 08/31/2026

VSCDA'S RACING PHILOSOPHY: *"The primary objective of Vintage and Historic Automotive racing is to promote the preservation of these cars in a racing format which emphasizes driver safety and etiquette. The sport is intended to provide a format for friendly wheel-to-wheel competition with vehicles prepared faithfully to their era. All racing is dangerous and only the proper attitude of the driver and the careful preparation of cars will diminish the danger and enhance our appreciation of this sport."*

BEFORE THE TRACK:

1. Driver Eligibility Requirements:

- A) Be a member of VSCDA and have a VSCDA Medical form on file.
- B) Be at least 18 years of age by October of the current year
- C) If not a VSCDA member, have a Competition Racing License (VMC, FIA, SCCA*, etc.) with proof of a current medical form.

1. Medicals are required every two years for those under 60 and annually for those over 60.

***Personal Declarations of Medical Fitness will not meet our requirements.** As has been our policy, VMC members' competition licenses that require medicals meeting our standards are honored by VSCDA.

2. VSCDA does not issue a competition racing license, we merely give our members driving privileges. However, VSCDA does encourage drivers who plan to drive in non-VSCDA events to obtain a Vintage Motorsports Council (VMC) competition racing license which is honored by all VMC affiliates. You can get an application at their website: www.the-vmc.com

- D) Have a complete and signed Tech Sheet on file with VSCDA
- E) Have proof, a logbook, of wheel-to-wheel competition racing experience within the past 2 years or have completed a competition racing school within the past 2 years.
- F) False or incorrect statements on a Membership application, Medical form, Tech Sheet, Logbook, or Competition License will result in a penalty per the VSCDA Penalty Guidelines.
- G) **Novice Drivers:** Must display "**Novice**" decals on their cars. Open Wheel cars on both sides and Closed Wheel cars on both sides & rear. After the completion of 3 races with VSCDA the Drivers may remove their "**Novice**" decals.

2. Registration: Go to www.vscda.org and register for the race event you wish to enter

3. Technical:

- A) All race drivers must wear two-layer Nomex or equivalent
- B) Helmets must be 2015 or newer SA or FIA equivalent rating. The driver's name and date of birth (blood type if known) must be on the back of the helmet. (**NOTE:** 2026 will be the last year that 2015 SA or FIA equivalent ratings will be accepted)
- C) Head and Neck Restraints have been mandatory as of September 1, 2017
- D) See Technical Requirements for Window Net and Arm Restraints requirements.
- E) **All cars must remove or cover previous technical stickers**
- F) Cars using **Lithium** batteries for main power must display the Green and White "L" that VSCDA uses or the SCCA Green and Black Lithium battery decal near the master cut off switch **and** on the top of the driver's side door near the window opening. Small lithium-ion batteries that power auxiliary devices within the vehicle (radios, cameras, data acquisition, etc.) do not require the decal to be displayed on the vehicle.
- G) Cars without a Fuel Cell must have "**NO FUEL CELL**" stickers placed on both doors of the car just below the window openings and at the fuel filler location.

AT THE TRACK:

4. Registration:

- A) Credentials for track entry may be obtained **ONLY** during scheduled registration hours. Please advise your crew and guests that if they are not present to register during registration hours, they will not be admitted.
- B) Please remember that all race entrants, touring entrants, crew members and guests must sign in at registration and obtain wrist bands before they are allowed to enter the track.
- C) **CREW MEMBERS AND GUESTS NOT LISTED BY THE DRIVER ON THE REGISTRATION ENTRY FORM WILL NOT BE ADMITTED UNTIL THE DRIVER PHYSICALLY OR IN WRITING GIVES THEIR AUTHORIZATION TO REGISTRATION.** Without authorization, any unlisted crew members or guests will be required to purchase an over-crew wrist band to gain admittance.
- D) **Drivers:**
 - 1) Are responsible for the conduct of their registered crew and guests. Children must be under the direct supervision of an adult at all times.
 - 2) Only one Driver may be registered per race car, except when entered in an Enduro race. A Driver may not drive a race car in which they are not registered unless they have approval from the Chief Steward/Race Director, Chief of Registration, and the Chief of Tech. The driver must contact one of these officials to make the request and once all have approved the Chief Steward/Race Director will advise the driver of the approval. The Chief Steward will inform the Chief of Timing of the change.
- E) **Touring:** If Touring is available at the event. All people wishing to participate in Touring must complete a Touring registration form and get a Touring wrist band in addition to their regular entry wristband. All Touring drivers must attend the Touring Drivers' Meeting, usually 1 hour before Touring, but check the schedule for time and location. These steps are not required for registered racecar drivers.
- F) False or incorrect statements on any registration form will null and void that registration. The driver's entry fee **will** be forfeited, and penalties will be applied per the VSCDA Penalty Guidelines.
- G) Copying, modifying, or defacing any registration documents, wrist bands, parking passes, paddock passes, or any other credentials provided by VSCDA will be punished per the VSCDA Penalty Guidelines.

5. Technical:

- A) Your technical inspection sheet will be issued to you at VSCDA registration. Both sides must be completed, signed and presented with your logbook at the time of technical inspection. These are the only items required if you already have obtained a VSCDA (or approved affiliate) approved annual technical inspection.
- B) Drivers/mechanics coming through Tech **WITH** an Annual must bring a **COMPLETED** and signed tech sheet and logbook with annual, **NO EXCEPATIONS**
- C) We accept Annual tech forms: CVAR, HSR, Midwest Council, RMVR, SCCA, Sovern, SVRA, VARAC, VDCA, VRG, VSCCA, WHRRI, and other recognized racing clubs.
- D) Driver/mechanics without an Annual must bring a **COMPLETED** and **SIGNED** tech sheet & logbook. If a logbook is needed it can be issued, along with the car and all driver safety gear.
- E) All race cars must display their assigned race number at technical inspection. **AFTER THE CAR HAS BEEN ISSUED ITS TECHNICAL STICKER, THE NUMBER MAY NOT BE CHANGED WITHOUT OFFICIAL APPROVAL FROM VSCDA REGISTRATION AND TECHNICAL INSPECTION.**
- F) All driver safety equipment must be presented at technical inspection. This requirement is waived for those with current VSCDA annual technical inspection approvals. Certain approved affiliate organization annual technical inspections are acceptable. Check with Chief of Tech. All race Drivers must wear two layers of Nomex or an equivalent. Helmets must be rated Snell SA2015 or newer. Drivers should have their name, date of birth, blood type, drug allergies and special medical conditions on the back of their helmets. Head and Neck Restraints are mandatory as of September 1, 2017
- G) All camera mounts must be approved at technical inspection.

6. ALL DRIVERS' MEETINGS ARE MANDATORY

7. Schedule: The Chief Steward and/or Race Director may alter the program and schedule in order to balance the competition and to ensure participant safety. The event will continue in inclement weather, whenever possible, but may be shortened and/or modified.

8. Grid:

- A) All cars entered in warm-ups, practice, qualifying, or race must be registered, pass technical inspection, display a technical sticker, and group number before they are allowed on the track.
- B) Only the VSCDA approved and registered Driver for the entered vehicle is allowed on the racetrack.
- C) If you miss the Grid for your session you need to enter the track via Pit Lane. Stop at the Black Flag Steward to be released to the track.
- D) Cars arriving at their **Race Grid** after the 5 Minute Signal is given will forfeit their Race Grid Position. Do not attempt to regain your original grid position during the Pace Lap.

ON THE TRACK

9. Flags:

- A) **GREEN FLAG:** The session or race has started, and the course is clear.
- B) **WHITE FLAG:** Slow moving vehicle on course. Passing allowed - you may encounter slower cars or emergency vehicles. Displayed at all corners at the beginning of warm-up, practice, and other sessions as required for Flag Station identification. During a race shown from the Starter's Stand to signify you are entering in the last lap of the race.
- C) **YELLOW FLAG:** There is **NO PASSING** from the position of the Flag until you are past the incident and in clear view of the next station NOT displaying a Yellow Flag.
STANDING - A situation exists off track, attention, use caution, hold your position, slow down if needed, and **NO PASSING!**
WAVING - A hazardous situation exists on the racing surface, attention, use extreme caution, slow down, hold your position, prepared to stop, and **NO PASSING!** You will probably have to deviate from and modify your driving line.
DOUBLE - When you see a station displaying two yellow flags, **A FULL COURSE YELLOW EXISTS -** Extreme caution, hold your position, be prepared to stop, and **NO PASSING!** A Pace Car may be used.

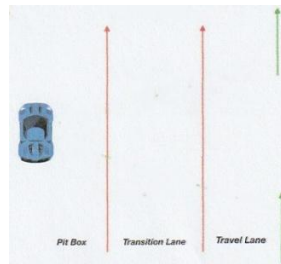
NOTE: **PASSING UNDER A YELLOW FLAG WILL NOT BE TOLERATED!** Penalties and potential Drivers Committee actions will be imposed.

- D) **BLACK FLAG:** Displayed with your car number. You must immediately go to Pit Lane and report to the Black Flag Steward. At all corners means **THE SESSION HAS STOPPED**. All cars shall proceed cautiously to the pits. **NO PASSING.**
- E) **Black Flag w/Orange Ball:** Displayed with your car numbers. You have a mechanical problem and must immediately go to Pit Lane and report to the Black Flag Steward.
- F) **BLUE w/YELLOW STRIPE:** Check your mirrors, A faster car in approaching, hold you line.
- G) **Yellow w/Red Stripe:** Debris on the course. Exercise Caution.
- H) **RED FLAG: EXTREME DANGER – THE SESSION HAS BEEN STOPPED.** Come to an immediate controlled stop at the side of the racetrack, preferably in line of sight to a staffed Corner Station. When released by an Official, proceed cautiously to the pits or as otherwise instructed.
- I) **Checkered Flag:** Session has ended. Reduced speed and return to Pit Lane.

10. Black Flag All Procedure. When all Flag Stations show a Black Flag, the track is under a Black Flag All procedure and all cars must return to Pit Lane. As you enter Pit Lane if you wish to return to the track as soon as the Black Flag Procedure ends stay in the lane closest to the track, the Fast Lane, and stop near Pit Out as designated by the Pit Lane Steward. If you want to return to the Paddock, use the center lane, Transition Lane, and return to the Paddock. If you wish to pull into a Pit Box, you can do so. To leave a Pit Box once the Black Flag Procedure ends stay in your Pit Box until all cars in the Fast Lane have left the Pit Lane.

11. Pit Lane Procedures:

A) Most Pit Lanes have 3 Lanes. The closest lane to the Racetrack is the Travel Lane, use this lane to enter Pit Lane and stay there if you are doing a Drive Through. The center lane is the Transition Lane, use this lane to move from the Travel Lane to the Paddock or a Pit Lane. The 3rd lane, farthest from the Racetrack is the Pit Lane. Enter your Pit Box from the Transition Lane within 2 to 3 Pit Boxes of your own. Do Not use the Pit Lane as the Transition Lane.



- B) 40 MPH Maximum speed. Many tracks have lower speed limits. Always check your Drivers Meeting Notes.
- C) Anyone going over the Pit Wall and entering Pit Lane must have a VSCDA band proving they are registered and have signed a release.
- D) Crew members must always stay behind the Pit Wall until their car is stopped in their Pit Box. The exception being that 1 Crew Person may step into the Pit Box to direct the car in.
- E) No one is allowed to stand at the Pit Wall between the Fast Lane and the racetrack, except one Crew member going to signal a driver.
- F) Entering the Pit Lane
 - 1) When planning to enter the Pit Lane raise a hand to signal the other drivers on the track that you are slowing down. Enter the Pit Lane and follow the procedures in section A) above.
 - 2) You must keep all of your safety equipment on, helmet, seat belts, gloves, head and neck restraint, etc., until you are parked in your paddock area.

12. Entering the Track: Do not cross the Pit Exit Line until you have reached the end. Be aware the location of the Pit Exit Line changes from track to track. Check you Drivers' Meeting Notes

13. If you go 4 Wheels Off or spin over 180 degrees during a Warmup or Practice session, you **MUST** come to the Pit Lane and report the incident to the Pit Lane (Black Flag) Steward for a vehicle inspection.

14. SPINS: IF YOU GO OFF COURSE OR SPIN AND CAN CONTINUE, DO NOT REJOIN THE FIELD UNTIL INSTRUCTED TO DO SO BY A CORNER WORKER. If no Corner Worker is present, you may rejoin only when there is an interval in the field such that if you should stall, your position can be clearly seen from a distance by oncoming cars. **WHEN IN DOUBT, WAIT! IF YOU GO FOUR WHEELS OFF DURING A WARMUP, PRACTICE OR QUALIFYING SESSION, YOU MUST COME INTO PIT LANE AND REPORT TO THE TECH REPRESENTATIVE AND/OR STEWARD.** Failure to do so will result in a black flag. You may be black flagged for a major on-course spin as well.

15. PASSING: THE RESPONSIBILITY FOR A CLEAN PASS RESTS WITH BOTH DRIVERS. Primary responsibility is with the over-taking car. Corner stations will advise slower cars with Blue Flag (passing flag). Watch your mirrors. The over-taken Driver should clearly indicate to the over-taking Driver on which side the pass should be made while maintaining a predictable racing line.

- 16. CONTACT:** IF YOU ARE INVOLVED IN AN INCIDENT THAT CAUSES ANY DAMAGE TO YOUR CAR, ANOTHER CAR, OR ANY PART OF THE TRACK **YOU MUST REPORT TO THE BLACK FLAG STEWARD OR CHIEF STEWARD AND THEN DRIVERS COMMITTEE TO FILL OUT A WRITTEN REPORT. IF YOU DO NOT REPORT AND FILL OUT THE WRITTEN DOCUMENTATION YOUR DRIVING PRIVILEGES WILL BE SUSPENDED. YOU MUST ALSO REPORT TO TECH TO REVIEW ANY DAMAGE TO YOUR CAR.**
- 17.** Any driver found to be endangering or abusing other drivers, any track personnel or persons in the paddock will be immediately suspended from the event.
- 18. UNSAFE AND DANGEROUS DRIVING WILL NOT BE TOLERATED.** Sanctions will be imposed, by the Drivers' Committee, on Drivers who are at fault. Drive Safely without incident.
- 19. Race Starts:**
- A) Race Starts will begin with a Pace Lap from the Grid behind a Pace Car. If all the entrants in the race wish not to have a Pace Car, the Race Director/Chief Steward can grant that request.
 - B) The Flag Marshals will display Double Yellow Flags
 - C) Drivers will maintain a 2 by 2 line up in their qualified grid position, close up on the field, and then maintain the Pace Car speed.
 - D) At a designated Flag Station (See the events Driver Meeting Notes), the Pace Car will turn off its emergency lights, and the Flag Stations will drop their Double Yellow flags.
 - E) The Pace Car will speed up to enter Pit Lane. It is the responsibility of the Pole position car to maintain the Pace Lap speed until the Green Flag is displayed from the Starter.
 - F) Any driver that improves their position, moves out of line, or passes another car before the Starter displays the Green Flag will be penalized for a False Start.
 - G) Once the Starter displays the Green Flag racing begins.
- 21. Stopping on the track:**
- A) Always stay in your car. Unless there is a fire, then, if possible, get out of your car on the side opposite of Race Traffic.
 - B) Signal to the Flag Marshalls if you are safe or need immediate help.
 - C) If you do get out of your car move to a safe location, the Flag Marshalls' station or over the guard rail. Always keep your car between you and the Race Traffic.
 - D) DO NOT attempt to work on your car.
- 22. Track Damage:** If a Driver causes damage to a racetrack facility during an event, and the racetrack, or promoter, bills VSCDA for the repair of those damages, that bill will be an obligation for payment from the driver.
- 23. Rain Procedures:**
- A) The Chief Steward will not designate any session a "rain session". The installation of rain tires is, always, the choice of the driver and/or team.
 - B) A Safety Car may be dispatched or sessions ended if rain conditions are determined unsafe.
 - C) Formula cars (open wheel) and cars not required to have 2 working brake lights must turn on their running light (rain light) whenever it is raining or when the track is wet enough to reduce visibility.
 - D) If we have rain during Qualifying sessions and Practice sessions are in dry conditions Practice times may be used to set Race Grid positions.
- 24. Breach of Standard Operating Procedures**
- In addition to any other listed herein, the following actions shall be considered a breach of the VSCDA Standard Operating Procedures:
- A) Reckless, or dangerous driving.
 - B) Unsportsmanlike conduct.
 - C) Failure to obey directions, or orders, of a VSCDA Official.
 - D) Refusing to cooperate with, interfering with, or obstructing the actions of a VSCDA Official in the performance of their duties.
 - E) Failure to allow inspection of a vehicle as directed by Technical Director.
 - F) Inappropriate, objectionable, threatening, or profane language, and/or gestures.
 - G) Physical contact with intention to harm anyone or thing, or the threat of same.
 - H) Violation of terms of probation.
 - I) Public criticism, including on social media, of false or misleading statements of VSCDA, its members, or sponsors.
 - J) Participation in any proceeding, or action, detrimental to the interests of VSCDA.