
Okanagan Autocross Supplementary Regulations

Regulations and Indemnity

1. All participants must familiarize themselves with the CACC Autoslalom Regulations and CACC General Competition Regulations found at <https://www.caccautosport.org>.
2. All participants must sign the online CACC Annual General Waiver (<https://waiver.caccautosport.org>).
3. Your vehicle insurance is void during your participation in any competitive motorsport event.
4. Equipment damaged by a participant is the responsibility of that participant.

Conduct

1. All participants must familiarize and conduct themselves in accordance with the OPDA Code of Conduct.
2. No drugs or alcohol are allowed. Driving under the influence is strictly forbidden.
3. Drive carefully and professionally when entering or leaving the event facility. Any stunt or showboating will jeopardize the club's ability to host events at that facility and may result in your permanent expulsion.
4. All participants must participate in cleanup at the end of each event.
5. After completing each run, every driver must immediately don a safety vest and work the course in their assigned position.

Vehicle Preparation

1. All entrants must ensure a Vehicle Technical Self-Declaration form has been accurately completed and submitted for any vehicle in which they will be competing.
2. Vehicles registered for event competition must park in the designated pit area and remain in the same parking spot throughout the event. No other vehicles are allowed in the pit area.
3. Empty all loose items from the car. Remove the driver's floor mat if not secured to the floor. Ensure wheels are torqued to manufacturer's specifications.

Vehicle Operation

1. Enter and exit the course through the start and stop boxes only.
2. Proceed dead slow after exiting the stop box and when travelling within the pit area.
3. Watch for cross traffic and pedestrians. They have the right-of-way.
4. No warming of the tires and brakes is permitted.

Driving Rules

1. Closed-toe footwear and an approved helmet are required.
2. A two-second penalty is applied if a cone is knocked over or is completely out of the chalked box.
3. If you find a cone down from a previous run, stop immediately and you will be provided a re-run.
4. Contacting a cone within the stop box results in an immediate DNF (Did Not Finish) score.
5. Going off the designated course results in an immediate DNF score.
6. If you go off course, find your way back on course and complete your run.
7. If you miss a gate, you may get back on course without penalty if you do not pass through any other gates.
8. If there is a timing error, you will be asked to repeat your run as soon as possible.