



# San Diego Region Autocross Championship Event

Sunday, January 29, 2006 at Qualcomm Stadium, West Lot

### Run Group Order

### Assigned Work Group

<b>1st:</b> SS, AS ,BS, CSL, ESL, GSL, HSL, STS2 .....	<b>3rd</b>
<b>2nd:</b> SSL, ASL, BSL, CS, ES, GS, HS, STS2L .....	<b>1st</b>
<b>3rd:</b> DSL, FS, STS, STXL, STU, IS2L, ASP, BSP, CSPL, DSPL, ESP, FSPL .....	<b>2nd</b>
<b>30 MIN. LUNCH BREAK, COURSE WALKING, NOVICE MEETING</b>	
<b>4th:</b> DS, FSL, STSL, STX, STUL, IS2, ASPL, BSPL, CSP, DSP, ESPL, FSP .....	<b>6th</b>
<b>5th:</b> IS1, IS3, SM, SM2, P1, P2L, SU, M1L, FML, F125, PAXL .....	<b>4th</b>
<b>6th:</b> IS1L, IS3L, SML, SM2L, P1L, P2, SUL, M1, FM, F125L, PAX .....	<b>5th</b>

M1=AM, BM, CM, DM, EM    P1=AP, BP, CP, FP    P2=DP, EP    **\$1 Fun Runs-time permitting**

If you run in one of the indexed classes (M1,P1,P2,Pax, Novice) you must put your SCCA class on your entry card.

***NOTE: All novices run in the same group as their car is classed***

**SCAT will be operating a closed grid.  
No cars will be allowed to join the grid after the start of 2nd runs.**

Registration & Tech: 7:30 a.m. to Noon

First car out at 9:00 a.m.    Course workers 8:45 a.m.

**NO Limit on new Solo II card sales**

**Entry Fee: SCCA Members \$25, Non-SCCA \$35**

Safety: Helmet Snell **1995** or newer, seat belt, shoes

Noise Restriction: A maximum noise level of 93.0 dBA at 50 ft for all participants will be enforced

All (including X) entrants will be required to work

Consumption of INTOXICANTS by participants & spectators is prohibited

X runs: will be limited, are open only to drivers already entered in a regular class, 1 per driver

<b>Event Chair:</b>	<b>Craig Naylor (626) 446-5877</b>
<b>Protest Committee:</b>	<b>Steve Waid, Steve Schmidt, Steve Licata</b>
<b>Safety Steward:</b>	<b>Bill Sanford</b>



**Hosted by:**

**Southern California Autocross Team**

Held under SCCA SOLO II RULES & SAN DIEGO REGION SOLO II SUPPLEMENTARY REGULATIONS

SCCA San Diego Region: [www.sdr-scca.com](http://www.sdr-scca.com)