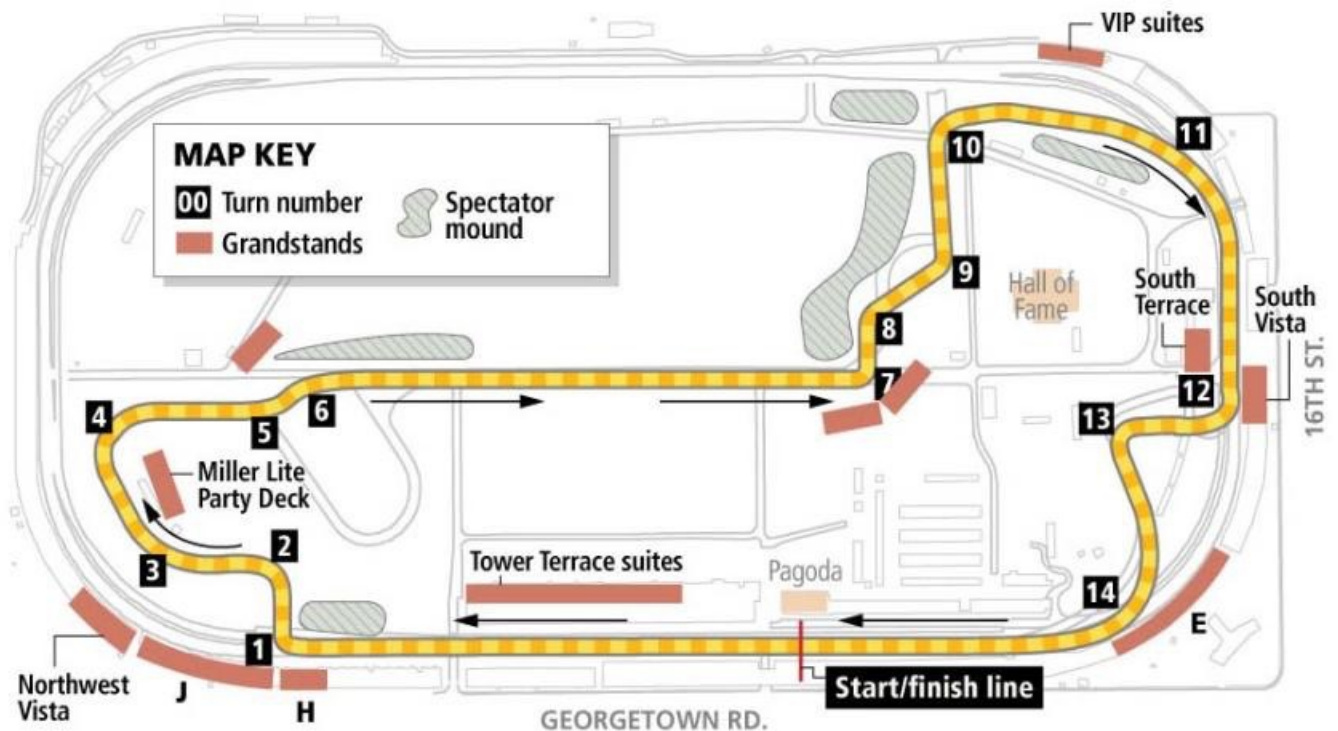
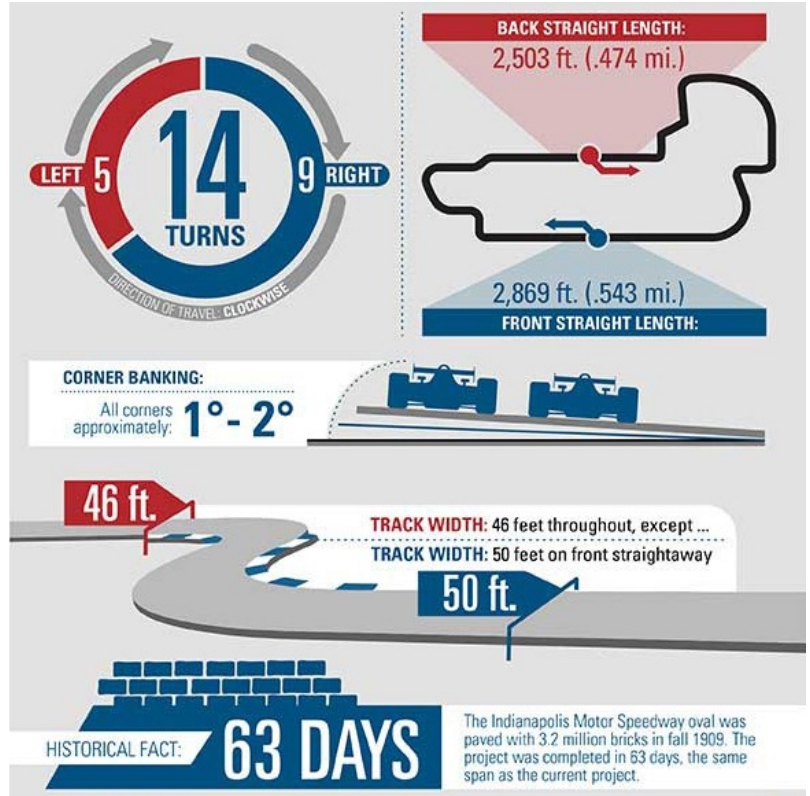


SVRA Indy GP Quick Start Guide

Peter Krause, SVRA Chief Instructor June 2015

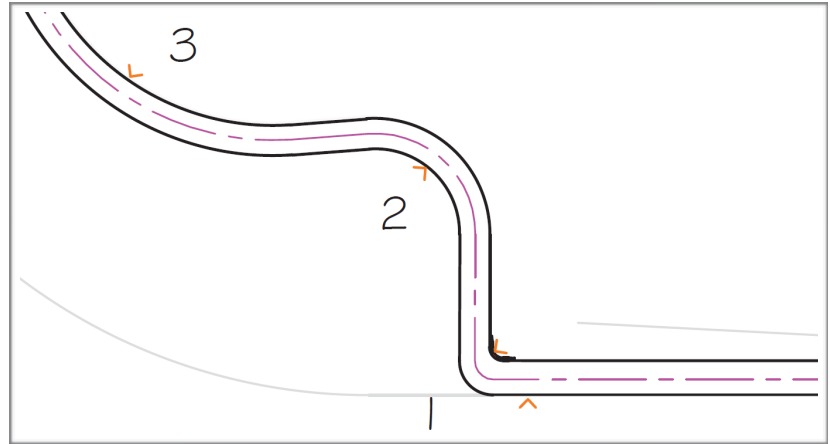
- Track direction is clockwise, looking from above.
- Turn 1, 7, 12 and 13 are quite sharp. Turn 13 tightens up.
- Turn 10 goes off camber after entry, most cars go quite loose under power so be progressive with throttle.
- Turn 14 goes off camber approaching where it rejoins the oval track front straight.



Turn 1: Slow 90 degree right, apex 2/3 around inside curb. Do not track out all the way.

Turn 2: Faster, 100 degree left, apex while aimed at scoring pylon at inside curb. Track out all the way right side

Turn 3: Fast sweeper to the right. Hold car against curb.

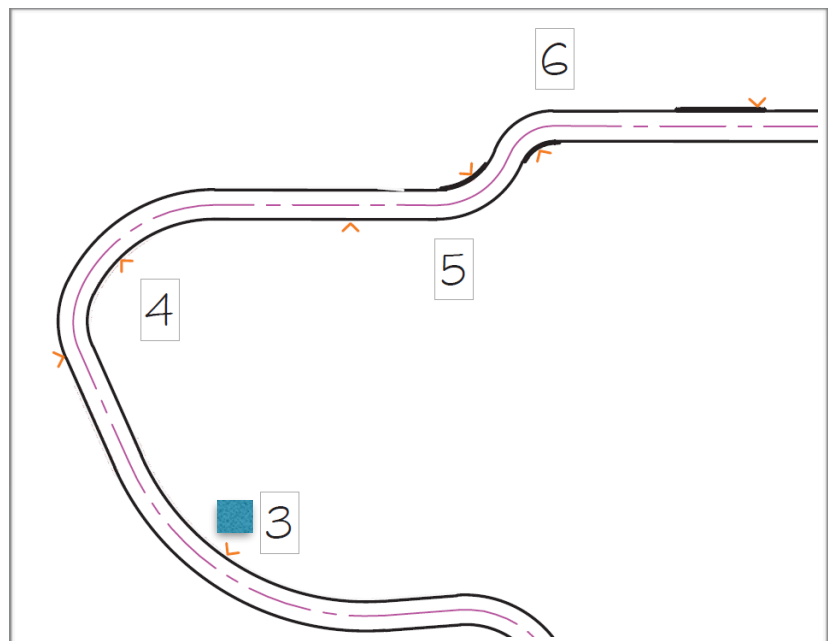


Turn 3 Exit: Allow car to come away from right side curb before blockhouse on right.

Turn 4 Entry: Aim for last part of curbing on outside, brake on a diagonal and in a straight line.

Turn 4: Turn in before end of curb on left. Apex AT LEAST half way and later on inside curb. Do NOT track out left. Get right.

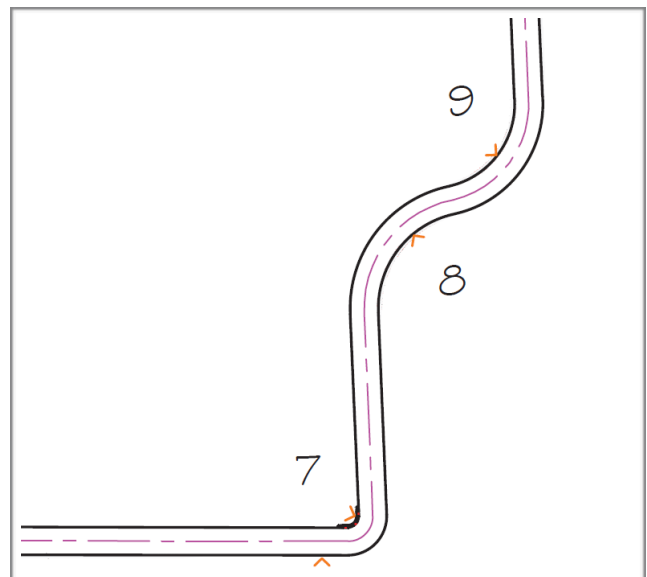
Turn 5-6: Turn left from right edge of road, T5 apex later than Turn 6 apex. Track out from Turn 6 should not be before end of left side exit curbing.



Turn 7: Align right side of car against right side edge of road. Braking markers helpful. Turn in VERY late. Apex three-quarters to seven-eighths around the inside, high blue and white curb. No need to fully track out.

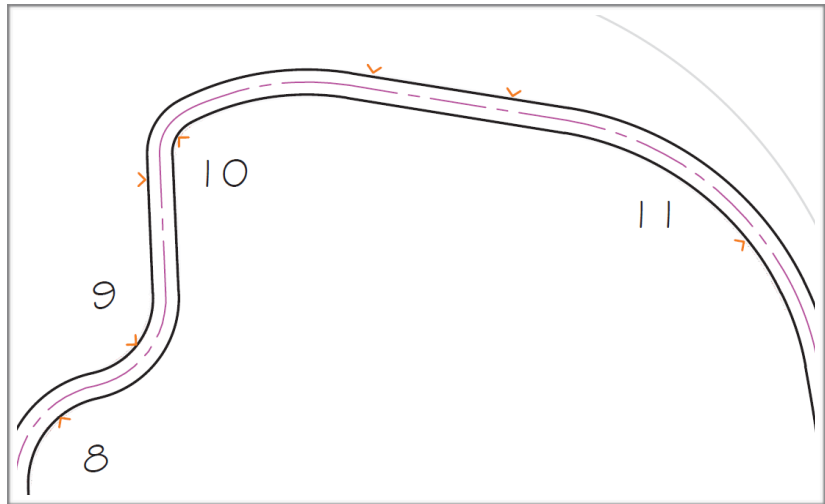
Turn 8: Turn in from left half of road. Apex facing tall black scoring pylon in distance against inside curb. USE curb.

Turn 9: Delay turn-in slightly to apex two-thirds around inside curb. No need to track out right of center. Set up for Turn 10, one of the most important turns on the Indy GP track. Make the rhythm flow!



Turn 10: Turn in from left edge of road later than you think. Track goes off camber as you approach apex curb, so car will go loose (oversteer). Apex at most blackened discolored area on blue/white curb. Track out AFTER exit curb starts.

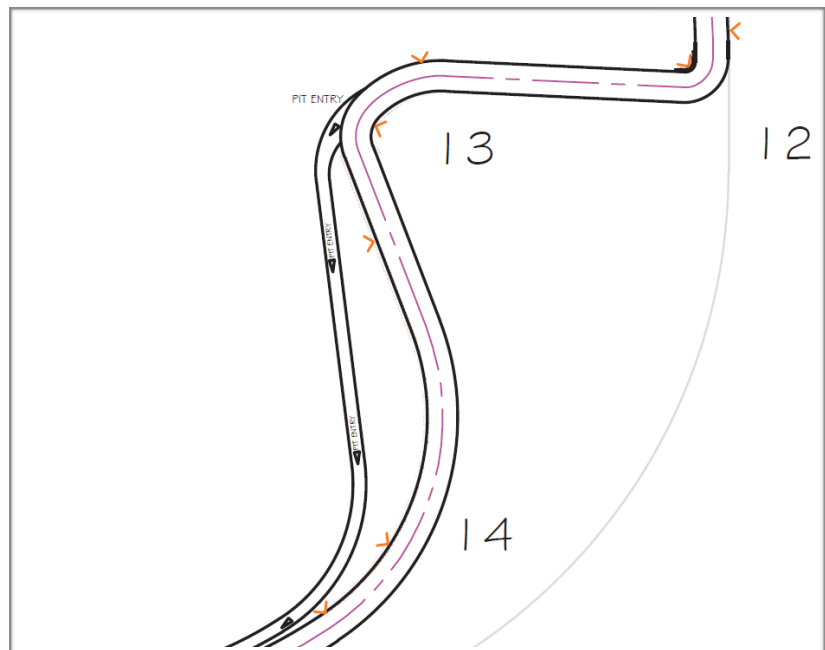
Turn 11: Go straight for a short time before coming away from left edge of road. Apex against last portion of grass near station.



Turn 12: Quite tight 90 degree right. Bring car parallel with outside wall, slow and turn in at red vertical mark on wall. Apex halfway to two-thirds around inside curb. No need to track out.

Turn 13: Complex, decreasing radius 120 degree left hand turn. Watch for pitting cars. Turn in is directly across from beginning of inside apex curb. USE inside curb. Track out fully.

Turn 14: No need to turn-in from left of center. Apex against grass, hold several car lengths.



All cars enter the track from False Grid in Gasoline Alley, turning right onto pit lane.

Cars may return to the garages before Pit 1 (optional) or at the end of pit lane on the right after the grandstands.

Pit lane speed limit is 35 mph.