

6 Hour Modern Regularity Relay

Conducted by the Marque Sports Car Association of S.A., the "6 Hour" is based on a Supersprint only it is a team relay where the focus is on maintaining a consistent lap time rather than achieving the quickest.

Teams consist of between 4 to 6 drivers and a Team Manager. Up to 20 teams are permitted. No driver is on the track for the full six hours, most cars (and drivers) wouldn't last that long.

All drivers get three laps practice to determine the lap time that they think they can maintain over an extended period. These times are then used to calculate a goal number of laps for each team to accrue over the six hours. As the number of goal laps is relevant to a teams speed, the teams are allocated varying numbers of goal laps. This ensures that the fastest team won't necessarily be the winner.

Only one driver from each team is on the track at once. No driver can complete more than 30% of the goal laps allocated to their team. This prevents a team from leaving a consistent driver on the track for an extended period rather than one or more inconsistent drivers as well.

For each lap a driver completes at their nominated time, they are given a bonus lap towards their total of achieved laps. Each lap completed slower than their nominated time is added to their total, but without the bonus lap. Laps completed faster than their nominated time aren't counted. For a team to achieve their goal laps all of their drivers must complete all of their laps at their nominated time, with quick, faultless change overs between drivers. An impossible task to achieve.

The change overs are done in a designated area in the pits, where a Velcro arm band being worn by the retiring driver is removed and placed on the waiting driver who then enters the track. Unlike the Supersprints there are no standing starts after the event begins; drivers just continue circulating after leaving the pits.

Teams can have their own unofficial timer and use pit boards to tell the drivers what their times are. No verbal communication is allowed and no in-car timers are allowed.

Teams are free to choose their strategy for the day e.g. Drivers to complete 15 laps, then change over, or for drivers to remain on the track for 30 mins, then change over. If a driver wants to change over sooner, a hand signal to the Team Manager in pit lane gives the next driver time to prepare. Team Managers can tell drivers to change over if their times are becoming too inconsistent or if they have completed their quota of laps.

All drivers must have competed in at least one Supersprint prior to the Event or have a proved history of Motor Racing or Sprinting or Regularity as a licensed driver. They must also be a financial member of the MSCA or another CAMS affiliated car club. The minimum age is 16 and a Level 2S CAMS licence is required.

A Safety Car is used should an incident occur where cars need to slow down. Each lap behind the Safety Car is counted as an achieved lap but isn't used when calculating a teams regularity.

Entries are open for the following Categories of vehicles:

Marque Sports Cars

Street Sedans

Sports Cars

No Open Wheel Cars

Other Categories at the discretion of the Event Secretary and the Organising Committee.

The process of calculating the finishing positions is complex and uses several variables as well as the number of goal laps allocated and achieved, to ensure that regularity alone is the deciding factor.