



Aggressive Driving

Aggressive Driving is not consistent with the NNJR Drivers Education program and will not be tolerated.

Definition:

Aggressive driving is any operation, while on the track, pit lane or paddock area that introduces unwarranted risk to NNJR DE event participants or other attendees.

Enforcement:

The responsibility for determining “Aggressive Driving” behavior will be the NNJR Chief instructors in combination with the local track flagging operations. One warning will be issued either during or after a run session. After the first warning, any confirmed “aggressive driving” for that individual will result in the car being black flagged in session and the incident will be equivalent to a ‘spin” subject to the NNJR two spin rule.

“Aggressive Driving Behavior” is not about overall “speed”, slip angles, hard acceleration, or threshold braking. It is not about which car is overtaking or being overtaken. Aggressive Driving shows a lack of respect for fellow drivers and manifests itself in poor decision making that introduces unwarranted risks. In essence, Aggressive Driving is the polar opposite of “safe, serious, fun”.

Examples of behavior that can be considered “Aggressive Driving”.

Lead car

- Holding a faster car up. If a car shows up in your mirror, and maintains a consistent distance or consistently closes in at turn entry or exit over the course of 2 or more corners, they have established that they are a “faster car” and should be given a passing signal at the next safe passing opportunity. If you pull away on straights but the car behind catches you at corner exit, the following car is faster and should be given a pass signal (with a lift).
- Failing to give a clear passing signal.
- Giving a pass signal then racing the overtaking car to the next corner.
- Blocking: Any defensive move to take away an upcoming cars line
- Brake Checking: (early braking to surprise upcoming traffic)
- Payback: holding up a faster car due to some perceived previous transgression on their part





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Following (passing) car

- Weaving: Moving the car on the track to attract the lead car's attention
- Tail gating: Driving less than one car length behind the lead car with intent to "intimidate" the lead driver
- Flashing lights, blinkers, horns, etc. in an attempt to get the attention of the lead car.
- Overlapping: Driving next to lead car without a passing signal
- Chopping: Any immediate abrupt change of line in front of the passed car not immediately necessitated by the driving line
- ANY hand gestures other than a "thank you" wave when over taking a car

Maintaining the "train"

Trains can be frustrating and lead to aggressive behavior. This is quite subjective, but track awareness and courtesy should be your guide. If you are being held up in a "train" you generally should know if the car behind you has been a faster car either in other events or earlier sessions. If that's the case, don't wait for the car holding you up to provide a passing signal before you allow the faster car to pass you in the "train".

If you are the lead car in a train of more than 2 cars, you are causing the train! Give pass signals at the first safe opportunity.

If you are at the back of a long train, you always have the option to roll through the pits and, if you choose, to let the Chief Instructor know about the train.

