



One Lap of Lime Rock

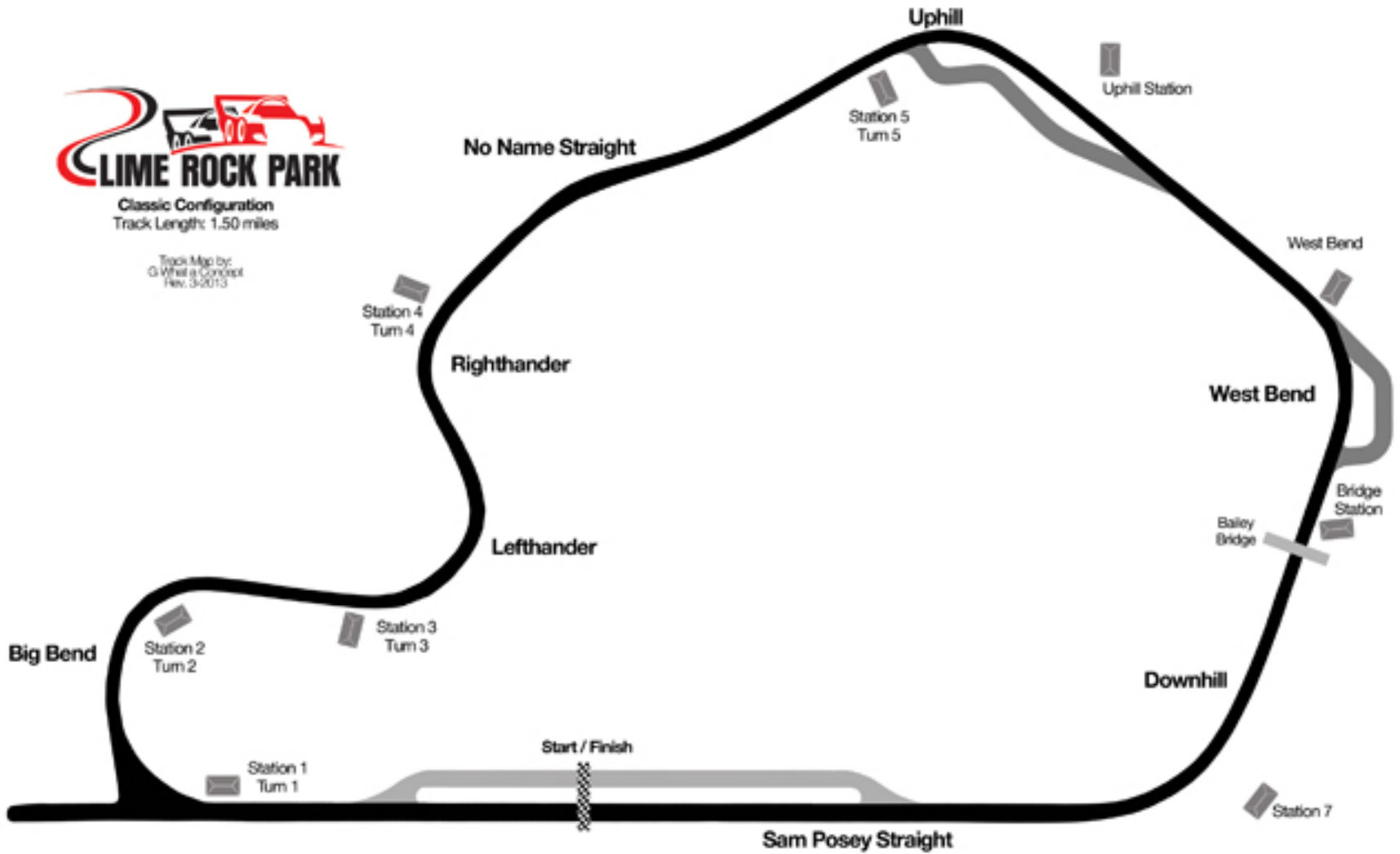
NNJR Chief Instructors



The techniques shown here have been compiled from experienced sources believed to be reliable and to represent the best current opinions on driving at Lime Rock Park. But they are advisory only. Driving at speed at Lime Rock, or any other track, requires skill, judgment and experience. These techniques assume the reader has high performance driving knowledge and applies them as applicable to their level of driving experience.

High-performance driving can be very dangerous, carries inherent risks and may result in injury or death. NNJR and PCA make no warranty, guarantee or representations as to the absolute correctness or sufficiency of any representation contained herein. Nor can it be assumed that all acceptable safety measures are contained herein or that other or additional measures may not be required under particular or exceptional conditions or circumstances.

NJR Lime Rock Park



NNJR A lap of Lime Rock



NNJR Big Bend: Turn Slightly at 5 or 4



A
p
e
x

Brake on a diagonal straight line





NNJR Trail off Brakes at Apex



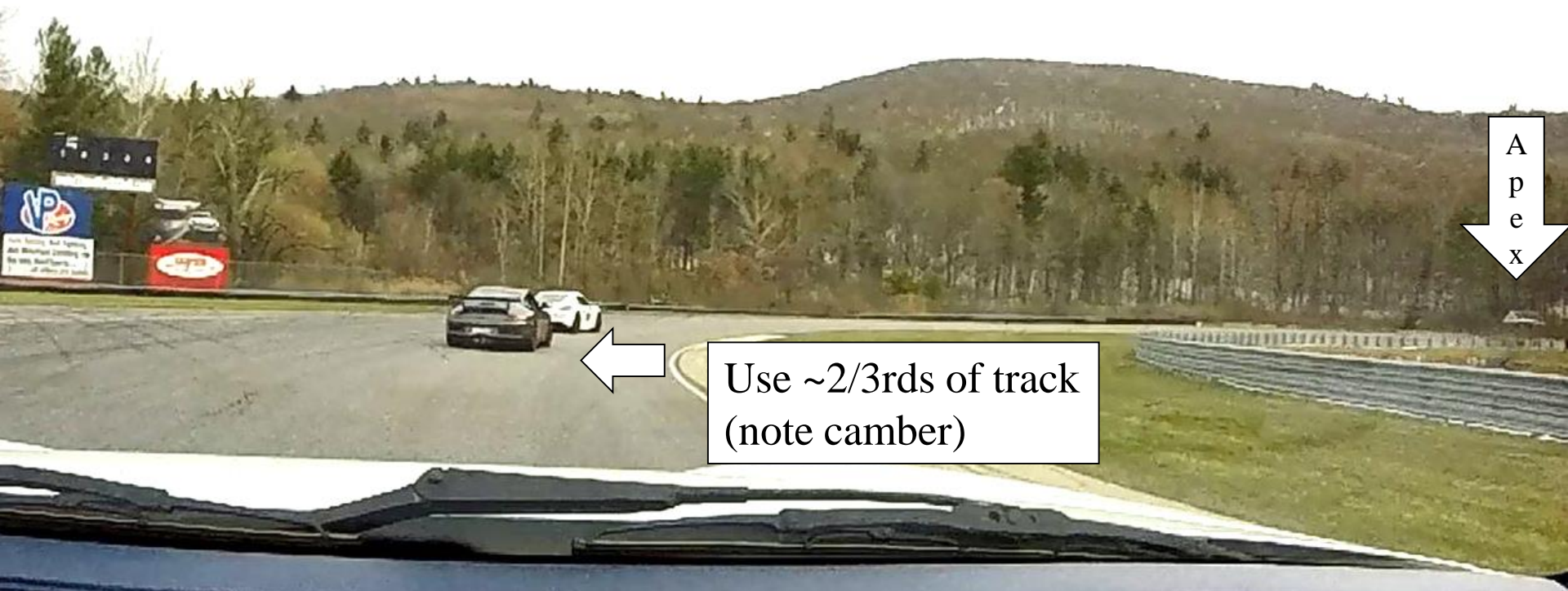
Look way ahead, apex for Turn 2 is a long way around!

Eyes Here





Can I see the Flag Station?



Use ~2/3rds of track
(note camber)



NNJR No Place to be Early!



NNJR Aim for Mens Restroom Building





Target Exiting
Turn 2



1+ Car Width from Right Side

NNJR Stay Track Left After Apex of T3



Want car
straight and
track left
here

Easy to be early and/or too fast here!



NNJR Set Up Turn 4





NNJR Uphill: Brake Early and Lightly



NNJR Off Brakes Right After Turn-In



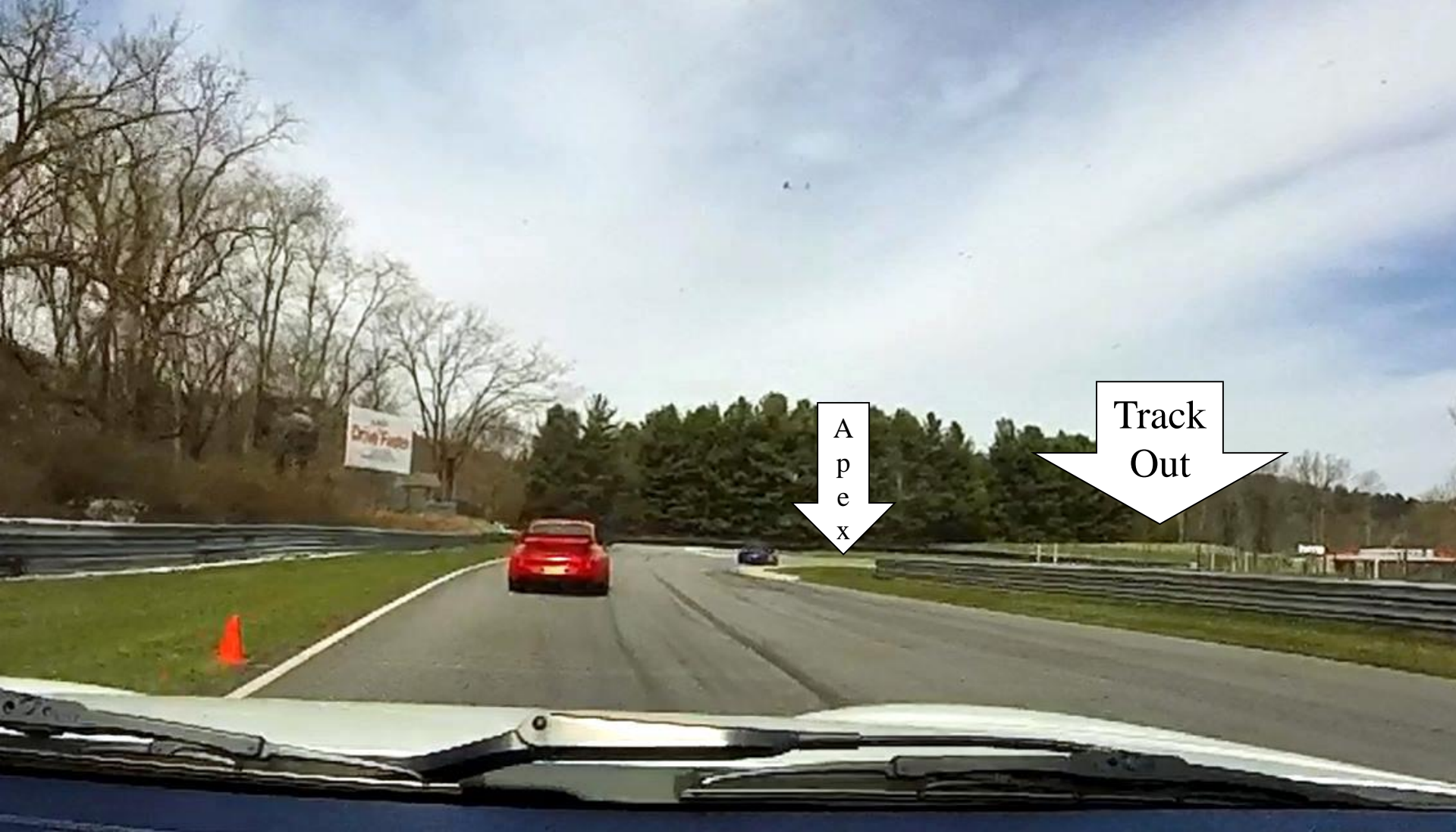


NNJR Straight Over the Hill



NNJR Stay Track Left Until Turn-In



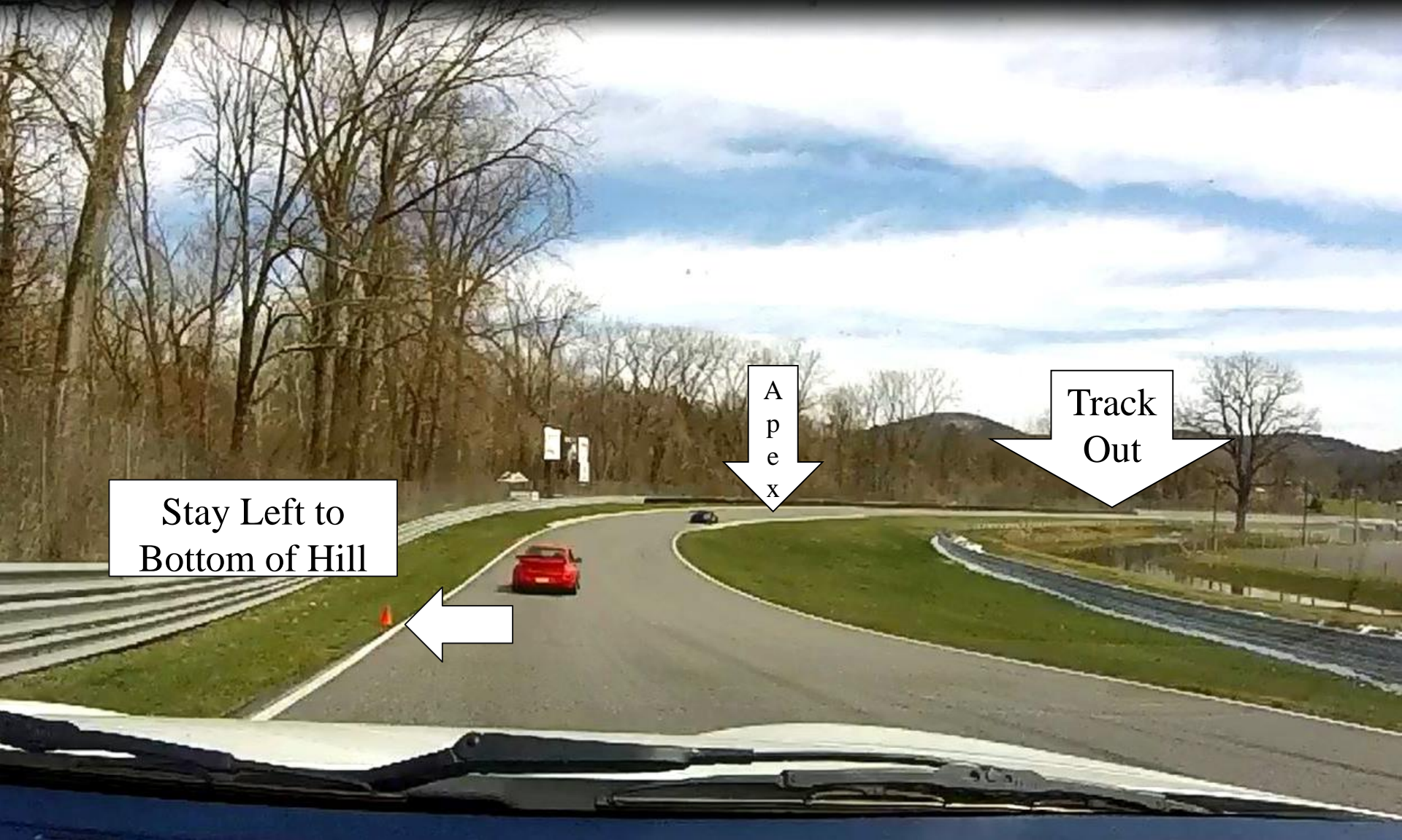




NJR Track Left Under Bridge



NNJR Stay Left to Turn In, Look Ahead





NJR Lime Rock Reminders



- Trail Brake into Big Bend and Left Hander
- Minimal trail brake for other corners
 - Brake early and lightly for Uphill, West Bend, Downhill
- Watch the adverse camber!
 - Exiting NoName, exiting Downhill, Turn 2
- Find good Reference Points that don't move!

