



Track Safety Class

2025₋₁

Welcome To Pineview Run

About Pineview Run

- Pineview is *not* your typical racetrack facility. Because of this, it is important for new drivers of ALL levels of experience to attend the Track Safety Class.
- Although the track is the ‘hub’ of our operation - Pineview is a year-round club with outdoor activities such as shooting, hunting, horseback riding, UTV riding, snowmobiling, archery, etc.
- It’s a dynamic facility, much of what we offer happens simultaneously w/ members, guests, friends and family - Even kids could be in what would otherwise be the paddock of a racetrack. For these reasons it is important to understand and follow our policies and procedures to ensure everyone’s safety.

Welcome To Pineview Run

Before You Arrive

- Make a *RESERVATION* for your track time, program or event. Please arrive 'on-time for reservation. You should be ready for your track time or program, so leave yourself ample time to park and sign-in.
- Download our *TECH FORM* and check your vehicle to ensure it's safe and track ready **before** your track day. Bring the completed form with you.
- Sign your *GUEST WAIVER* online. For members, Annual Track-Pass holders – Complete the *ANNUAL Member WAIVER*.

Welcome To Pineview Run

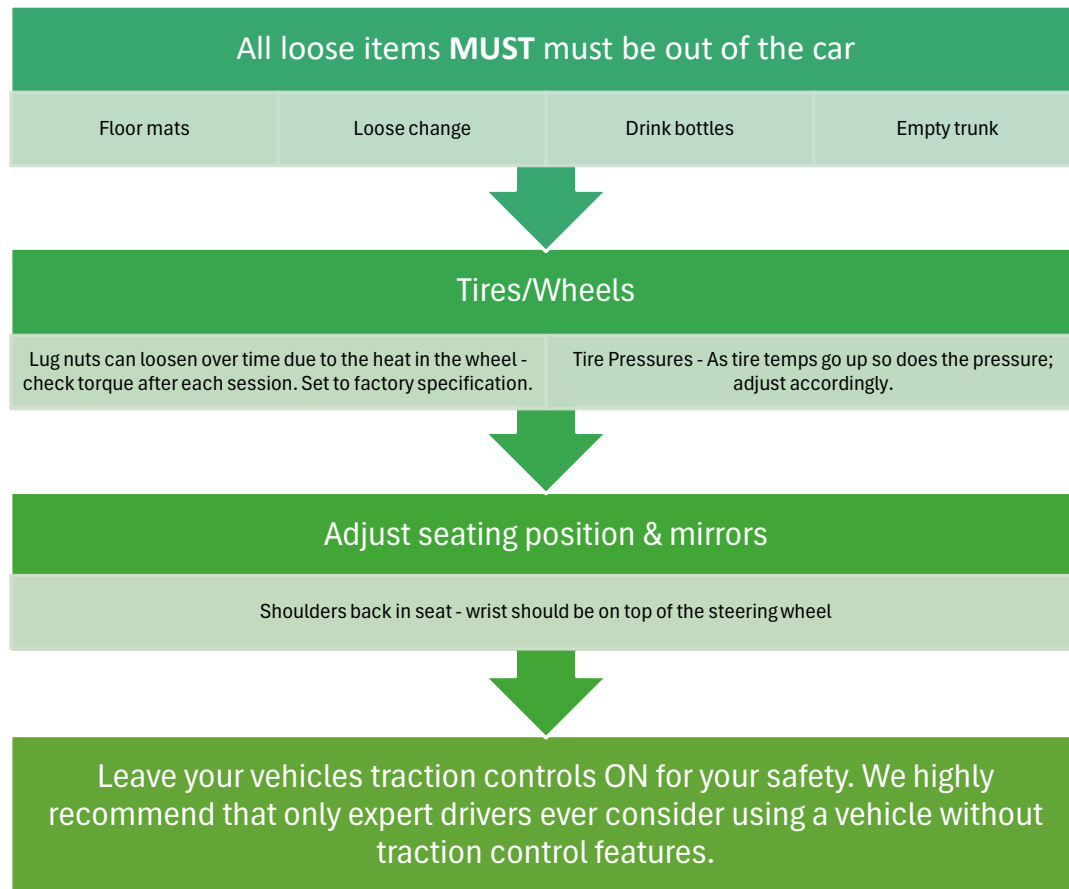
When You Arrive

- The gate will be closed for normal business hours. This is a private facility - Members and approved guests require a gate pass to enter. If the gate is closed, and you have a reservation, call the business # provided to permit your entry.
- Speed limit on the entry driveway – 15 mph.
- All Trucks/Trailers **Must** park in the “designated Trailer Parking” area. *Members with specific access to their garages may temporarily load and offload in the club paddock area.*
- Track cars shall park on the “grid” parking area along the front stretch. Back-in to your parking stall.
- **SIGN IN** – Check in with the receptionist upon arriving. All members and guests must sign-in and receive a wristband to be on the property.

Introduction

- **Wristband Classifications-**
 - **Orange** Student – Must have an instructor in Car
 - **Green** Novice Driver
 - **Blue** Intermediate Driver
 - **Black** Expert Driver
 - **Red** Pineview Instructor/Coach
 - **Checkered** Motorcycles/Karts
 - **Stars** – Special event attendee.
 - **Yellow** Guest, Spectators, Non-Track Attendees

Car Safety





Personal Safety

All DRIVERS/RIDERS –

- § Must have an approved Pineview (PVR) License to drive or ride.
- § To attain your PVR License – Complete the **Track Safety Class, Take Quiz**, and schedule the practical **Track Safety Class**.
- § **Raceceiver Radio** – To enter the track every driver and rider, must use a 1-way RACECEIVER radio communicator. This allows our track marshals to communicate directly with each driver on track to provide the high level of safety we strive for at Pineview.

CAR DRIVERS -

- § Helmet (*Snell 2015 or newer*) – open or full face, for car drivers
- § Full length slacks
- § Closed toe shoes
- § We recommend for all drivers and require a **fire-retardant suit** for drivers of open wheel, race cars, homemade or aftermarket & certain modified vehicles. See specific rule in rules and regulations and tech form.



Personal Safety

GO KART DRIVERS -

- § Open with full shield or full-face helmet (DOT or SNELL certified).
- § Full length slacks (we recommend a full karting suit or leathers with abrasion resistance).
- § Closed toe shoes
- § Gloves and neck restraint are highly recommended.

MOTORCYCLE RIDERS - Proper safety gear is required, must fit correctly, and have no holes or tears. Although not required, spine protectors and airbag vests are encouraged. The minimum safety gear is the following:

- § Full-face motorcycle helmet (DOT or SNELL certified).
- § Leather or textile one-piece, or zip-together motorcycle suit
- § Gauntlet-style gloves that cover the wrist
- § Boots that cover the ankle.



Vehicle Tech

Our Technical inspection Page on our Website. Download and print the form to perform your safety check and bring the completed and signed form with you. You will need a tech sticker to drive on the track.

[Tech-Inspection Link](#)

There is a separate form for **MOTORCYCLES** and **CARS**.

Convertibles – You will need a DOT roll over approved vehicle or approved roll bars. Please see our convertible section on our tech page.

Noise Limit -

Mufflers & Sound Regulations – In 2024 – The Town of Otisco enacted a local law with a decibel limit of 70 dba measured at the public way and neighboring property. We've performed preliminary testing and find most all vehicles will pass with DOT approved mufflers.

*FOR 2025, We will again require mufflers. To start, we will 'tech check' for a decibel limit of 90 dba measured at 5,000 rpm and a distance of 20' from your vehicle. The final step to get your tech sticker. We have metering on the course, to test vehicles at any time. If determined necessary, you will be black flagged if over 90 dba on the course or If we find your vehicle is over 70 decibels at our property line. **TO BE STRICTLY ENFORCED!***



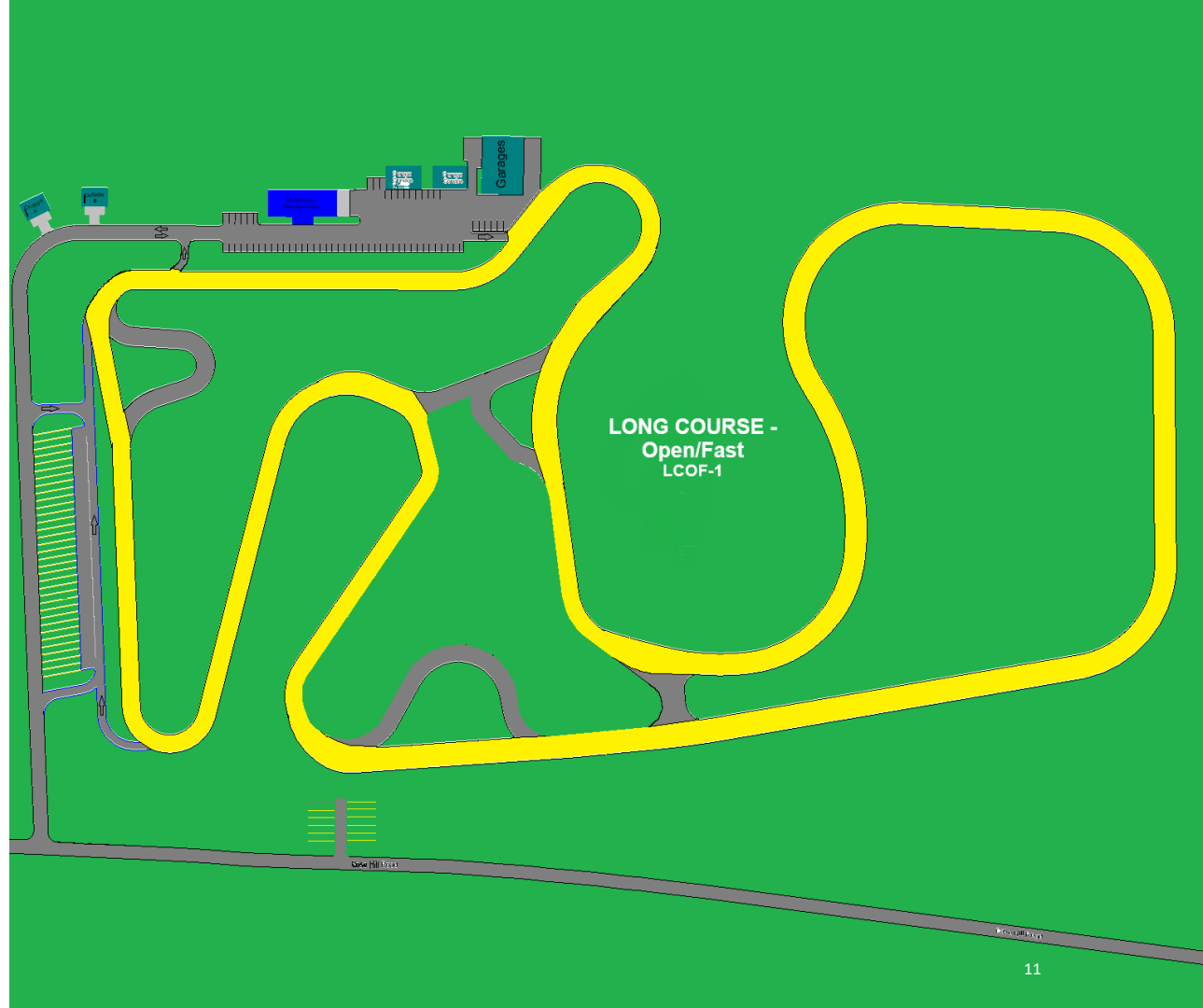
An aerial photograph of a go-kart track. The track is a dark grey asphalt loop with several turns, set against a green grassy field. In the upper left, there is a green and white building, likely a clubhouse or pit area, with a parking lot filled with cars. The background is filled with dense trees.

The Track & Track Rules

- § We offer 8 standard track configurations.
- § The course you drive, depends on your booking, day/time of week, event or program type.
- § A Family Friendly Environment - 5 MPH MAX in pits.
- § Back into your spot in the pit parking stall. Front stretch area. This provides full field of vision with helmet on when leaving your stall to enter the track.

The Track Configurations

- § Long Courses -
- § Option 1-
 - § Long Course Open/Fast
(all bypasses used)



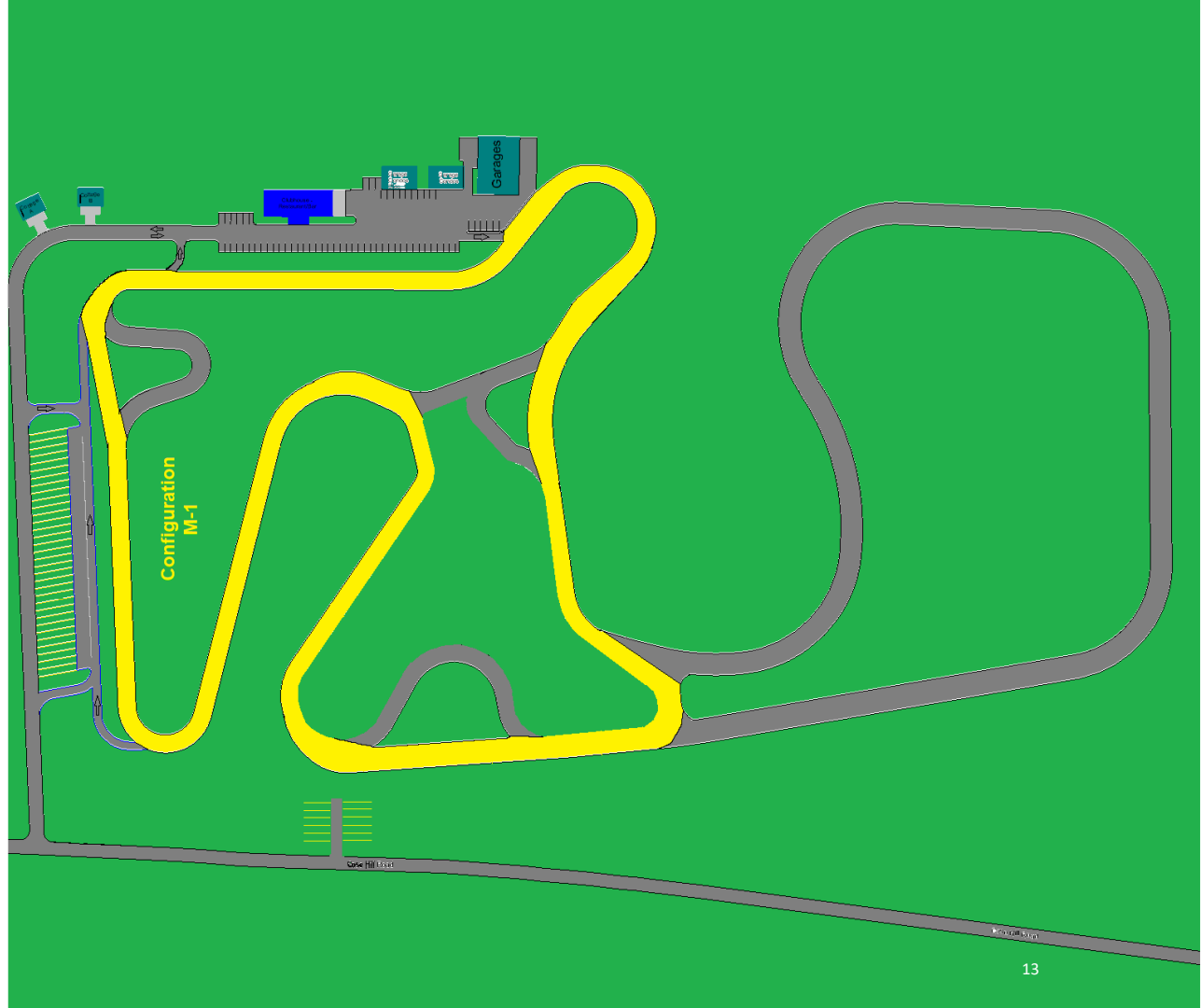
The Track Configurations

- § Long Courses -
- § Option 2-
 - § Long Course - technical



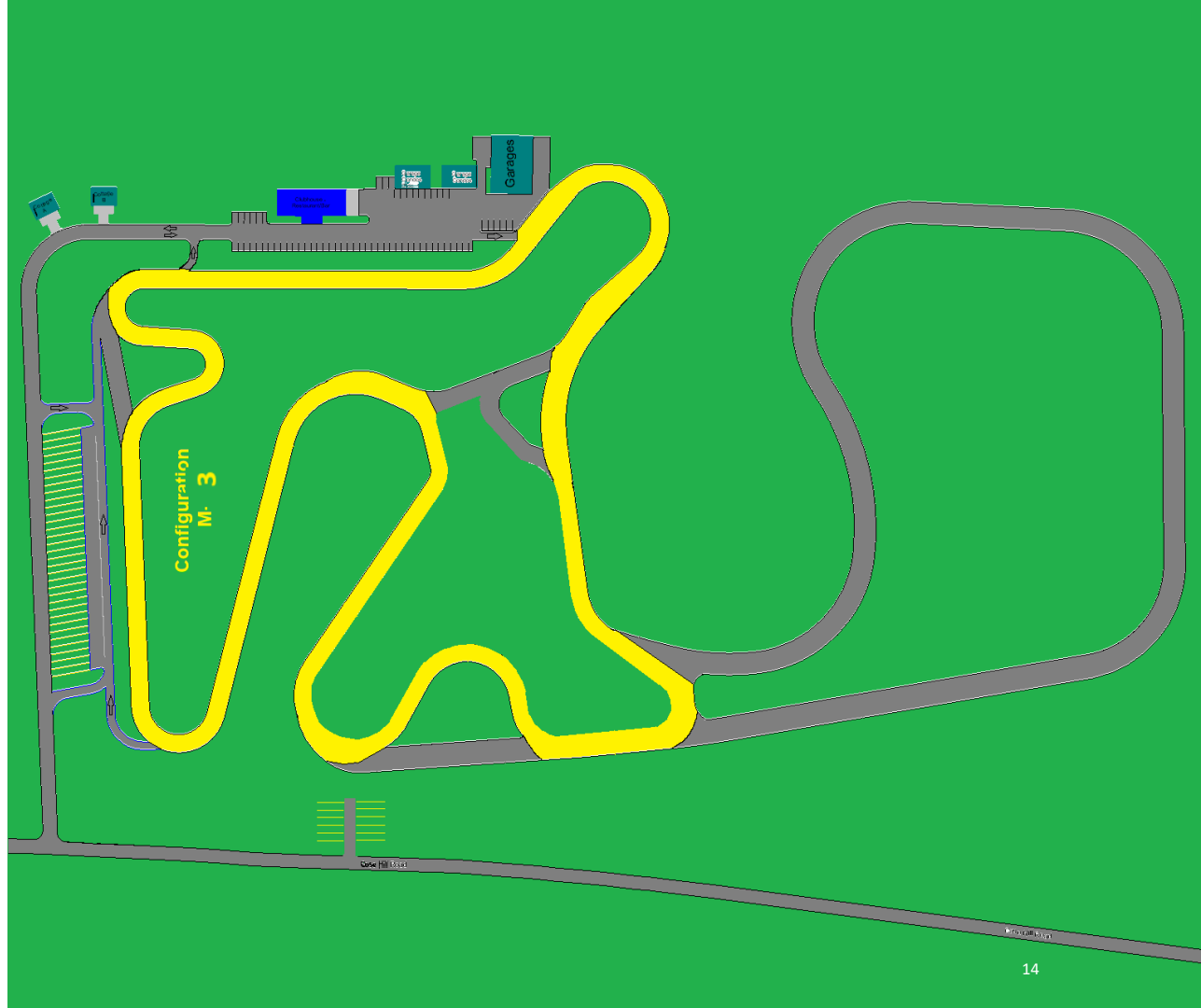
The Track Configurations

- § Short Courses -
- § Option 1-
 - § Short, Medium Course – M1
“fast”
(1.1 miles w/ bypass 1, 2, & 3)



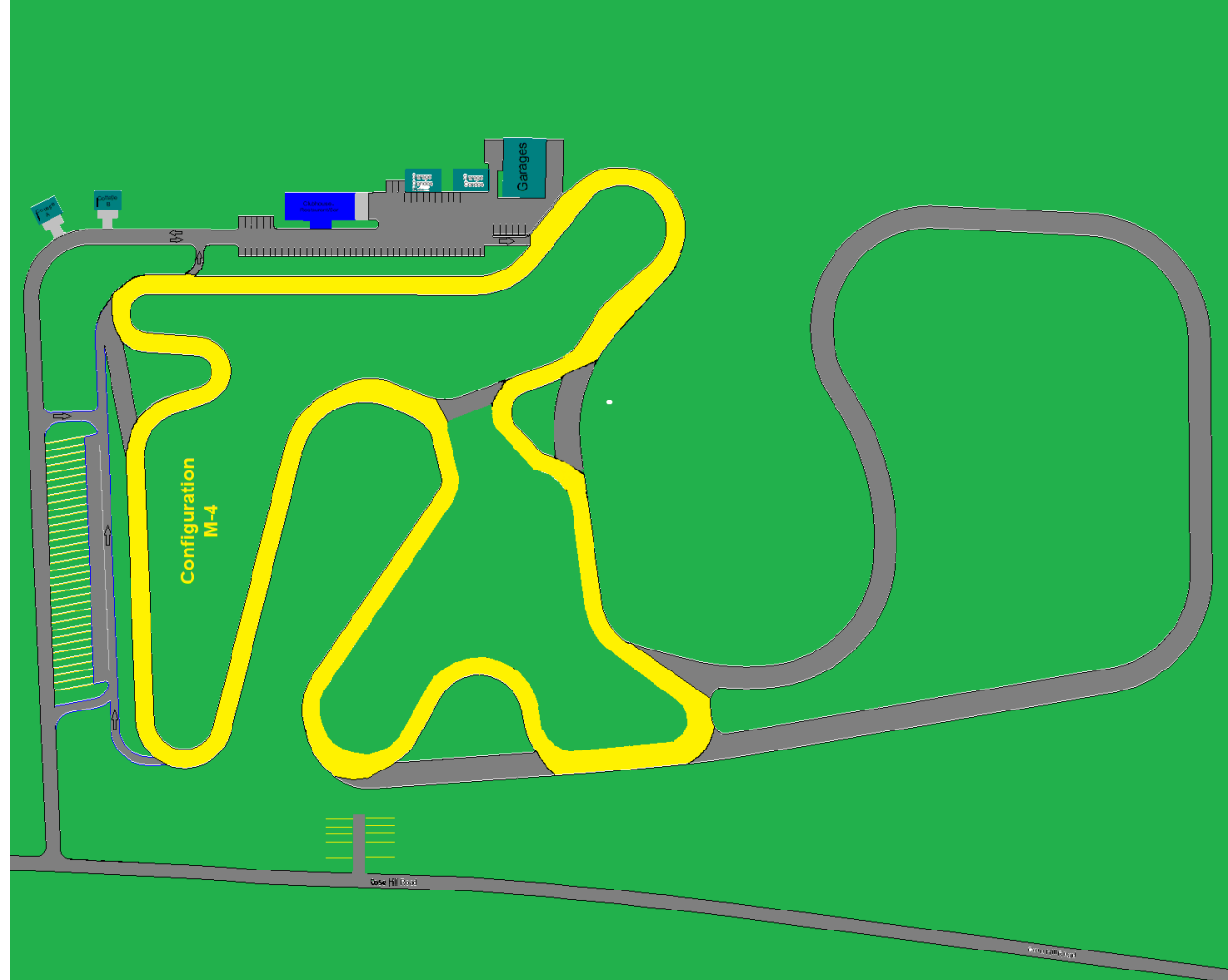
The Track Configurations

- § Short Courses -
- § Option 2-
 - § Short, Medium Course – M3 (1.1 miles w/ bypass 1)



The Track Configurations

- § Short Courses -
- § Option 4-
 - § Short, Medium Course – M4
(1.1 miles “original course”)

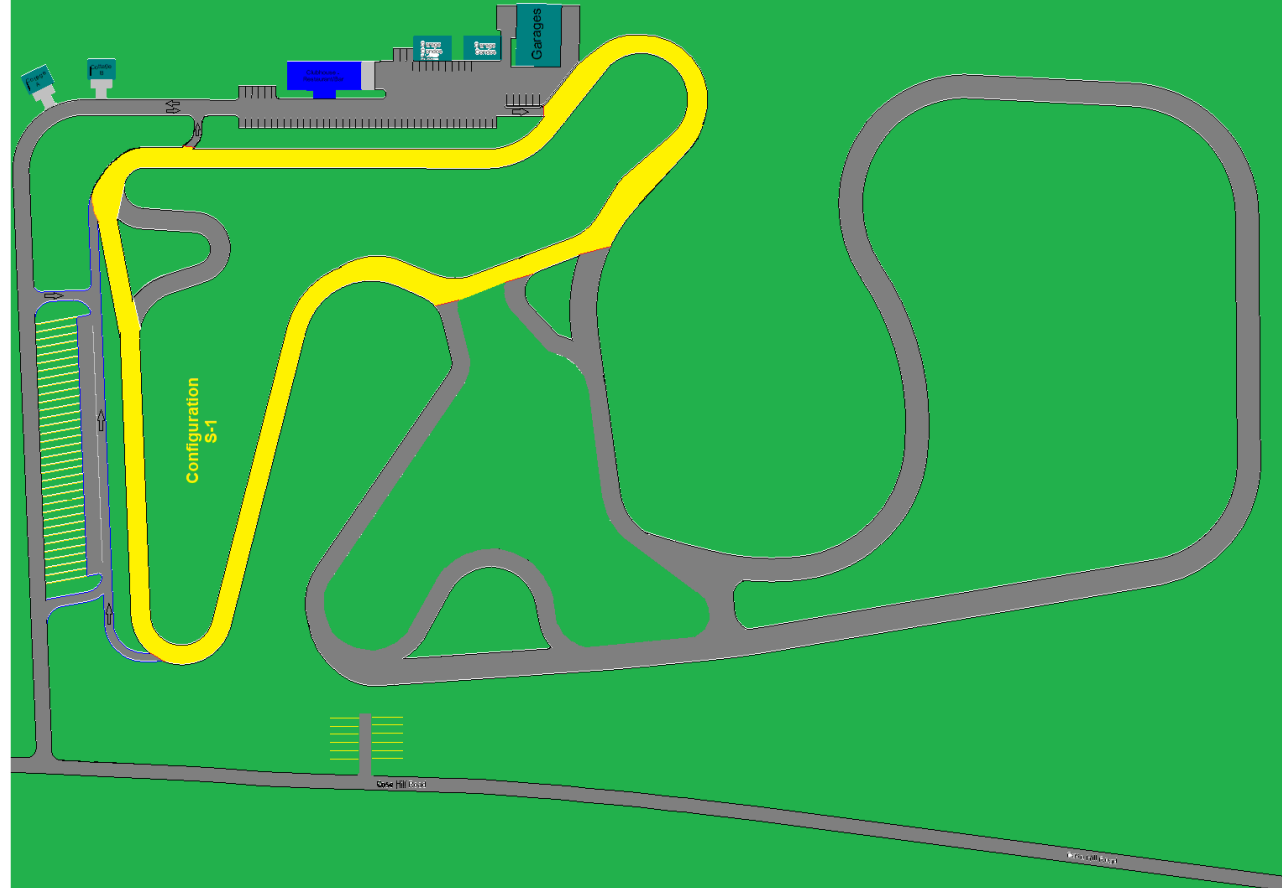


The Track Configurations

Short
Courses -

Option 2-

- Short Course – S1 (3/4 miles 'North' w/ bypass 3)



The Track Configurations

Short
Courses -

Option 2-

- Short Course -
S2 (3/4 miles
'North')



The Track Configurations

Short
Courses -

Option 2-

- Short Course
– S3 (3/4
miles south)





The Track & Track Rules

§ Track entry

- § **Do not** enter track without the Starting Marshall waiving you out. We will check for your wristband, tech sticker, helmet strap, and seat belts for proper group and use.
- § Pull up to starting grid (@ turn 1) prior to your run session. Example, if your run session starts at 1:15 – be in line and ready to go out at least 5 minutes beforehand.
- § Start the beginning of your session. We start all run groups at the beginning and will not allow mid run entries – unless an instructor coach is in the car

§ Track exit

- § **Signal** w/arm, fist out the window before turn 14 (back stretch) – signal again after S trap before exit, stay to left side of track.
- § **Stop on exit ramp** - before merging onto pit road/driveway

The Track & Track Rules Go Karts



Track entry & Exit



For Safety considerations relative to the reduced visibility of Go Karts in the Paddock/Parking area, we require go karts to “enter and exit” at the ENTRY RAMP.



Track exit

Signal w/arm, arm hand signal on the front stretch all the way to the turn 1 curbing, stay on the left side of track and slow to safely complete the left-hand exit onto the (onramp).

Stop at the top of the ramp near the steward.

Oncoming Karts staying on course, need to slow and stay to the far right and outside of any karts exiting.



The Track & Track Rules -

Run Groups/Track Sessions

For **Short Course(s)** - We will continue to run **15-minute track sessions** for *normal, daily* member track use. Special Events may vary.

- § (x:00 – x:15) – Novice (GREEN)
- § (x:15 – x:30) – Intermediate/Expert (BLUE/BLACK)
- § (x:30 – x:45) – Motorcycles (CHECKERS)
- § (x:45 – x:00) – Go Karts (WHITE)

For **Long Course(s)** - We will continue to run **20 to 30 -minute track sessions** for *normal, daily* member track use. Special Events may vary.

- § (x:00 – x:30) – CARS - (GREEN-BLUE-BLACK)
- § (x:30 – x:00) – MOTORCYCLES (CHECKERS)
- § OR
- § (x:00 – x:20) – CARS - (GREEN)
- § (x:20 – x:40) – CARS – (BLUE/BLACK)
- § (x:40 – x:00) – MOTORCYCLES (CHECKERS)

- § **Lunch Break FRI/SAT/SUN from 12:00 to 12:45**

The Track & Track Rules

Run Groups/Track Sessions

It is unusual to have all classes present at the same time –

Our philosophy for REGULAR Member access is to provide track time w/ 1-hour reservation notice. This is a Key Benefit to our FULL Members!

Note: Annual Track Pass holders are required to provide a reservation 1-day in advance.

To do so, we use the reservation system & run groups to handle a typical day, then we manage the exceptions w/guidelines:

We prefer to keep Green (Novice) drivers separate:

- They are inexperienced and will *slow down* more advanced drivers.
- Advanced drivers can be *intimidating* to Novice drivers.
- BLUE & BLACK group drivers – PLEASE Don't get in line for a Novice session.

We will separate Intermediate and Expert cars as needed. For example, if there are more than 12 cars (short track)– we will separate into two groups.

The Track & Track Rules



Run Groups /Track Sessions

Guidelines (continued) -



If there are unfilled sessions – you must rest -1 session (minimum) then you may drive in the next open session. This often allows two sets, or 30 minutes of On-Track driving/hour.

The Track & Track Rules – Run Group Size

§ Run Groups –

§ Novice (GREEN) Group

§ up to 5 cars, short courses & 15-20 cars, Long course.

§ **NEW 2025** - *(limited Passing zone(s)).*

§ Intermediate/Expert (BLUE/BLACK) Group

§ 12 cars short courses & 30 cars, long course.

§ Point by *Passing* allowed

§ Motorcycles

§ All experience levels in same group up to 15-20 bikes short courses & 40 bikes long course. We may separate novice and advanced groups as needed.

§ Go Karts –

§ up to 10 karts; Super-Short Course $\frac{3}{4}$ mile.

The Track & Track Rules

Etiquette

- § Rain - Slow down
- recalculate grip level
- § Both front windows are to be down at all times
- § Flag Stations – know the stations and respect the signals.
- § Failure to obey flag marshal or safety stewards rules or signals will result in your suspension



Flags



GREEN - Means “Go”. Session is in progress.



YELLOW - Exercise caution; **WAVING** - exercise extreme caution. **NO PASSING**.



BLACK - If pointed at you directly, come into the pits. **FULL COURSE** everyone comes into the pits. **NO PASSING**.



Blue Flag - w/ Yellow stripe - There is a faster car is approaching. Check your mirrors and give a proper point by at next safe passing zone.



Yellow with RED stripes - Debris on track - Exercise caution



Red Flag - ALL action on track needs to come to a safe stop



White Flag - One lap remaining in the session



Checkered Flag - Session is complete – Slow, cool down the final lap, exit track- No Passing

Off-track excursions



Two wheels off:

Do not attempt to steer back on the track quickly – off throttle, drive straight, slow down, then steer back on the pavement

REPORT TO PITS
IMMEDIATELY TO DISCUSS
THE INCIDENT WITH TRACK
STEWARD.



Four wheels off:

Do not attempt to steer back on the track

Come to a complete stop and look from direction from nearest corner worker. They will signal or radio when it is safe to return to the pavement.

REPORT TO PITS
IMMEDIATELY TO DISCUSS
THE INCIDENT WITH TRACK
STEWARD.



Mechanical failure on track:

If possible, park car off-line on edge of the track.

Wait for assistance and stay in your car unless the car is on fire

Wait for tow truck or further instruction



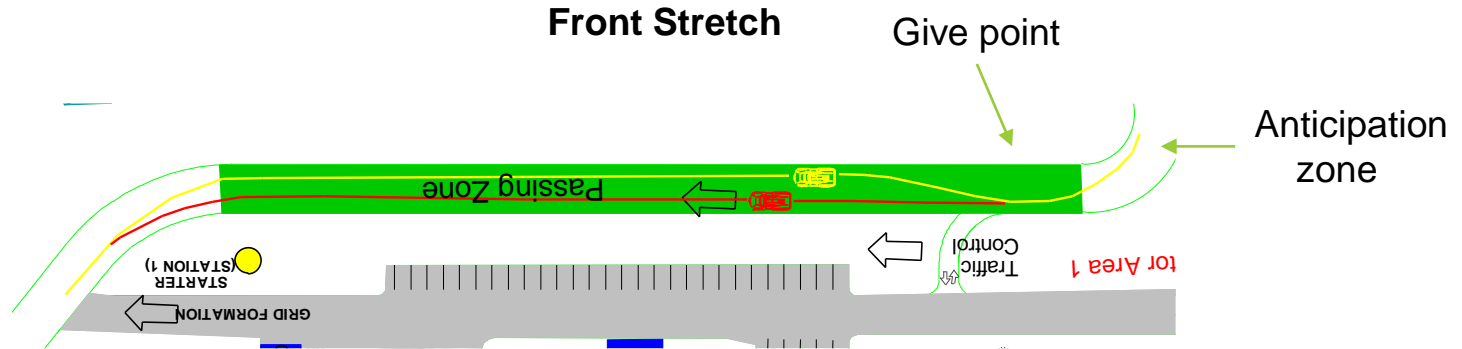
If you are feeling fatigued or dizzy

Immediately exit the track, take a break and notify safety steward or medical staff.

NEW 2025 – GREEN Passing Zone

Limited Passing Zone(s) – To allow faster drivers to keep pace.

- **Front Straight Passing -**
 - **Yellow** – gives point by – stays on racing line
 - **Red** – Overtaking car goes 'off-line' to inside of upcoming turn.
 - It's important to anticipate the point. Timing is essential for both drivers!
- **Long (Course) Straight Passing –** *After apex, before hill. Good practice w/ a lot of width.*



END SECTION 1

NOVICE

MOTORCYCLES

GO KARTS

ON-TRACK SECTION

On-Track itinerary next slide!



FINISH LINE

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**INTERMEDIATE & ADVANCED DRIVERS –
GO TO SECTION 2**



On-Track Segment – Novice Drivers



Instructor drives Student: (2-4 laps *approximately* 4-5 minutes)

Review Safety rules and procedures

- Track Entry - Pit out rules
- Track & flag stations
- Exit procedures
- Pit lane and Parking procedures
- Demonstrates Safe Line



Student Drives – Instructor (3-5 Laps - *approximately* 5-10 minutes)

Student needs to **identify and demonstrate** proper use of rules and safety procedures

Student needs to then demonstrate safe and effective **car control**

Instructor clears student for Green Solo status if student passes class (If student is not cleared to Solo, then he/she needs to hire more instructor time)

On-Track Segment – New & Novice Riders

Motorcycles & Karts

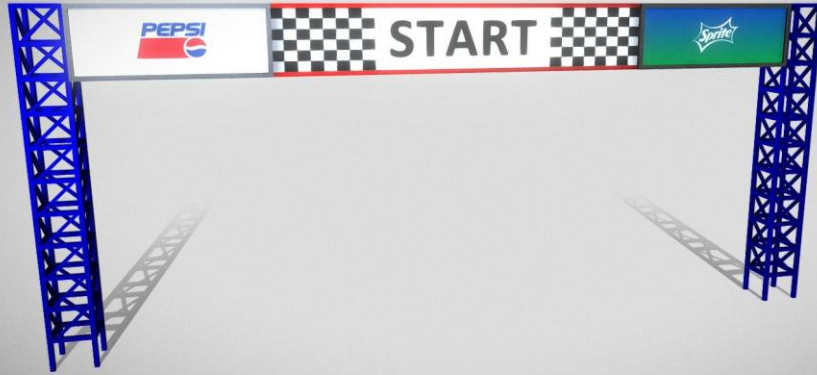
Lead – Follow Exercises

1. **Student Follows Instructor:** slow to mid speed laps ranging from 3-5 laps (*approximately 5-8 minutes*)
Review Safety rules and procedures – pay attention and emulate instructor. The instructor may use radio communication to call out and demonstrate -
 - § Track Entry - Pit out rules
 - § Track & flag stations
 - § Demonstrates Safe Line
 - § Exit procedures
 - § Pit lane and Parking procedures
2. **Instructor follows Student:** Slow to start 2 laps, then mid to high speed of 3-5 Laps (*approximately 5-8 minutes*)
 - § Student needs to **demonstrate** proper use of rules and safety procedures
 - § Student needs to then demonstrate safe and effective **car control**
 - § If student safety demonstrates procedures, and safe car control – he/she will be passed and cleared to Solo. If student fails, then he/she needs will need to hire more instructor time as necessary.



SECTION 2

INTERMEDIATE & ADVANCED DRIVERS



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STARTING LINE

The Track & Rules

Intermediate & Expert Drivers

Point Passing Etiquette (cars)

- § INTERMEDIATE & EXPERT Driver Groups.
- § INTERMEDIATE Drivers – start with Long Straight, and the Front Straight Zones.
- § NO PASSING without a point by
- § Point by typically given in the direction of the next corner. NEW 2025-Long (course) Straight can be either side.
- § The person giving the point by ‘stays on the racing line’
- § Pineview is a quick, challenging course with short straights – timing is essential!
- § **DON'T TAKE THE POINT BY** if there is NOT TIME or given INCORECTLY (wrong direction)

The Track & Track Rules

Intermediate & Expert Drivers

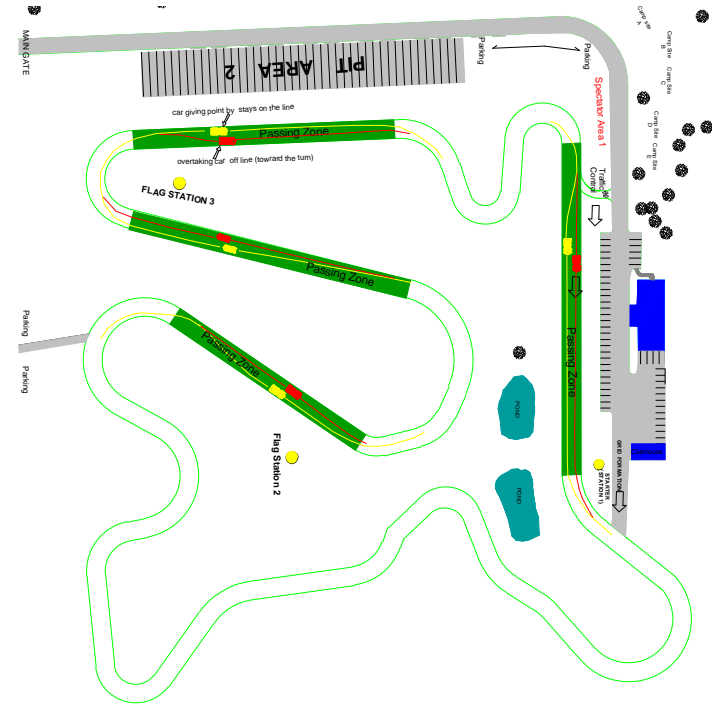
Point Passing (cars)

- § In HPDE'S – Experience has taught us that Passing is always the one subject that causes incidents, because of CONFUSION.
- § We don't want wrecked cars, or frustrated drivers.
- § BOTH PARTIES - The car 'passing' and the car 'being passed' MUST BE CONFIDENT! Guessing what the other driver is going to do... NOT ACCEPTABLE.
- § SYSTEMS, PROCEDURES & TRAINING clear up the confusion!

PASSING ZONES - RULES

Point by Passing Zones (cars)

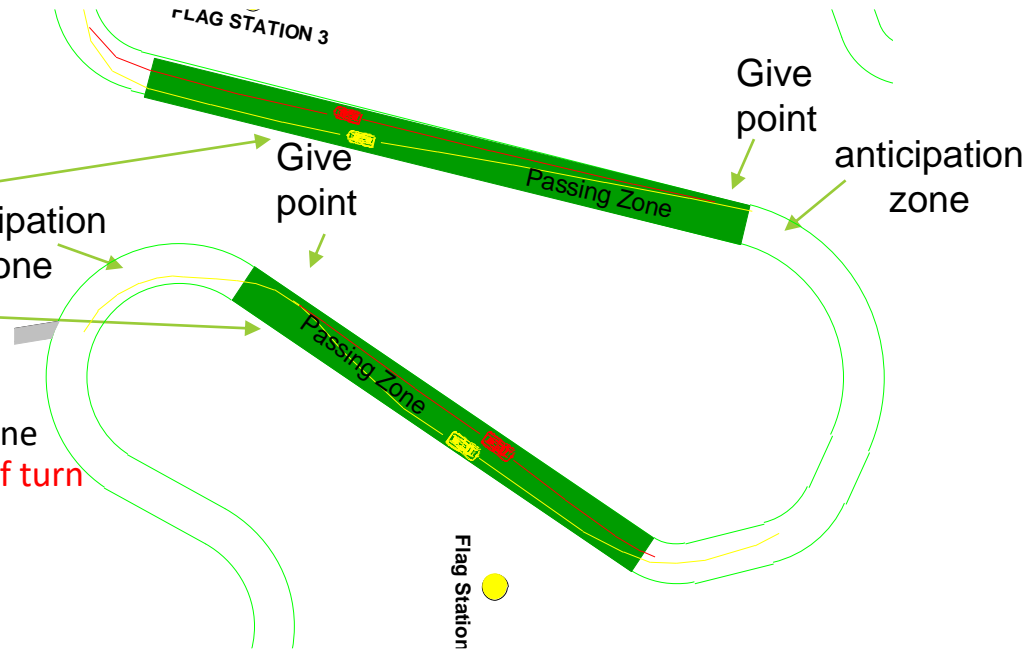
- North Section (short course)
 - 4 passing zones
 - Straights shown in green



The Track & Track Rules

Passing Zones, lines & Procedures

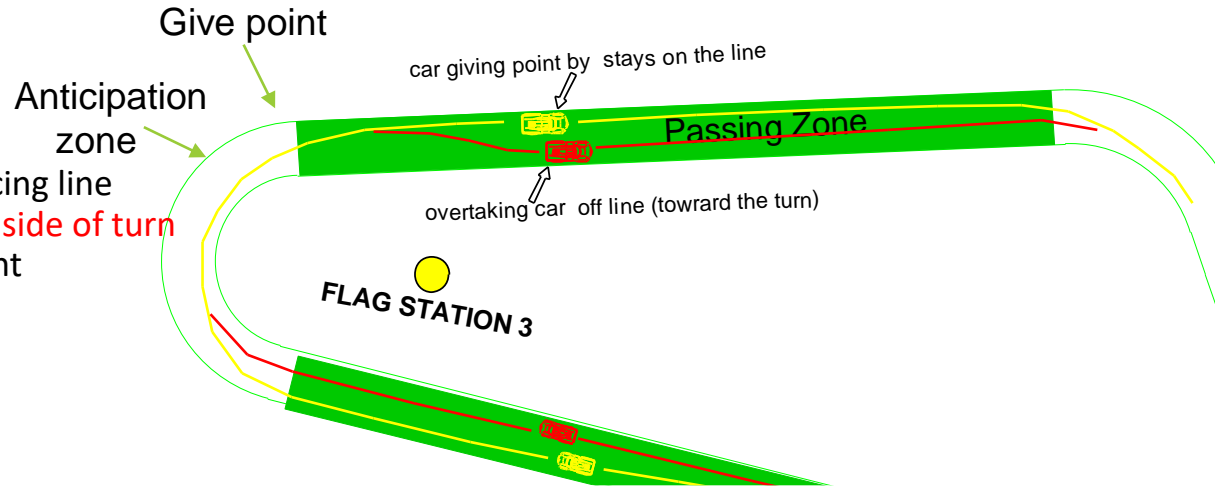
- Mid Shute Zone
- Short Shute Zone
- Yellow – gives point by, stays on racing line
- Red – Overtaking Car, off line to inside of turn



The Track & Track Rules

Passing Procedures

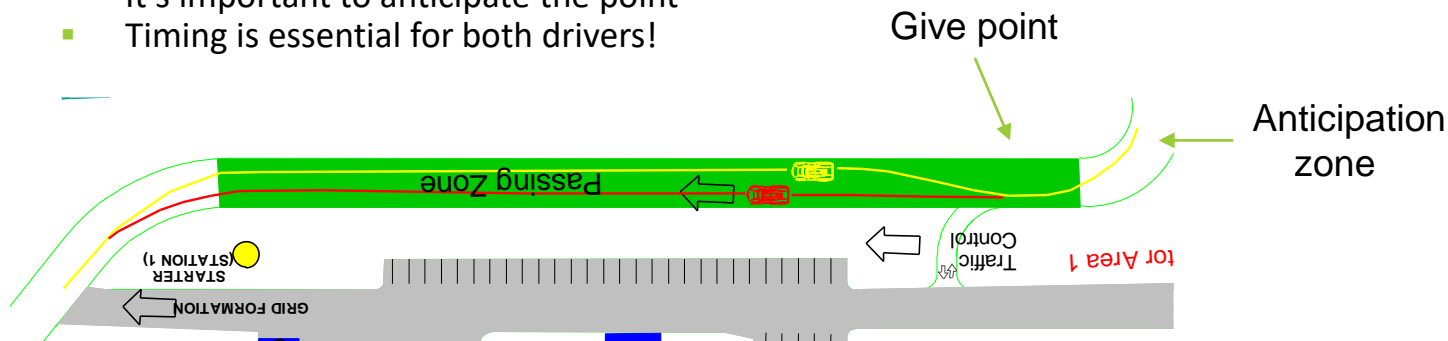
- **Passing Zones & lines**
- Back Straight Zone
- **Yellow** – gives point by, stays on racing line
- **Red** – Overtaking Car, 'off line' to inside of turn
- It's important to anticipate the point
- Timing is essential for both drivers!



The Track & Track Rules

Passing Procedures

- **Passing Zones & lines**
- Front Stretch Zone
- **Yellow** – gives point by – stays on racing line
- **Red** – Overtaking Car – 'off line' to inside of turn
- It's important to anticipate the point
- Timing is essential for both drivers!



§

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On-Track Segment

ADVANCED Drivers

1. What constitutes an **ADVANCED (Expert) Driver** -

- § Racing License from recognized organization.
- § You successfully completed a multi-day racing school (*CREDENTIALS REQUIRED*).
- § Attended more than 10 Track Day/HPDE/YR events (in past 5 years) 50 events.

2. **Advanced Driver** -

- § YOU MAY Take Your Own Warm Up, Track Review Session (no instructor required in right seat- 3-5 laps) A Lead/Follow w/ radio comm is recommended – Please don't hesitate to request one.
- § Notify Starter Marshall when lining up. We will space accordingly.
- § Review Safety rules and procedures
 - § Track Entry - Pit out rules
 - § Track & flag stations
 - § Exit procedures
 - § Pit lane and Parking procedures
 - § Find your Line

3. **Instructor/Marshal Approval** –

- § The Instructor and/or Starter Marshall has the right to require more evaluation or coaching.





On-Track Segment

Intermediate Drivers

1. What constitutes an Intermediate Driver -

- § Formal performance driving experience w/ accepted organization.
- § Attended 10 or more Track Days or HPDE events (in past 2 years) & have an intermediate or advanced run group license from approved organization.

Student drives w/Instructor –

(2-4 laps *approximately 4-5 minutes*)

Review Safety Rules and Passing Procedures -

- Demonstrate Safe Lines for pass zones
- Display knowledge of the track layout
- Uses proper line & full track width
- Turn in/tracks out properly
- Use early/late apex appropriately

Student & Instructor Drive Separately - (10 minute approximately 7-8 Laps)

**Test Passing Skills On track -
Give & Take Passes in all zones:**

- Uses proper hand signals
- Anticipates pass
- Safely gives pass
- Displays proper offline skills
- Checks mirrors regularly
- Has Proper Pace for Run Group

Conclusion