HIGH PLAINS RACEWAY

DRIVING NOTES

Dan H. Carlson - Edited 7/3/17

REMINDERS: Focus! Long vision + "soft" hands + smooth = BEST LAPS!

Turns 2 & 11: Use the same line.

Feel car balance - are you maximizing the suspension?

NEXT TRACK DAY GOALS:

TURN 1

Find <u>exact</u> braking point – between 2 – 2.5 Marker Downshift to 3rd gear

VISION - to later apex

Smoothly but aggressively accelerate out of turn

Exit using entire right side of track

If car gets unsettled on exit, stay *CALM* – accelerate to stabilize rear of car or drive off the track to the right (no hard left 'crank' on the steering wheel or it's the wall!)

NOTE: Very important Turns 2 & 3 leading to long straight

TURN 2

Entry – stay on right side of track and hug inside line around turn avoiding the new bump in the middle

TURN 3

Hug left side before entry

VISION – look / focus on turn apex (& think "track out") **SMOOTH** (not jerky) turn-in

Perhaps 'lift' but no brake – hit apex, look for full 'track out' – accelerate!

Up-shift 3rd to 4th on straight

Check mirrors and temp gauges every lap

TURN 4 (Fastest turn on track!)

Focus on <u>exact</u> brake point (before/at/after #3 Marker) - 'squeeze' brake

Think **SMOOTH/CAR BALANCE - NO PANIC** if issues!

VISION – look for turn apex cone, then full 'track out' aiming for corner worker station

TURN 5

Entrance line is no more than 2/3 to the right side Downshift 4th to 3rd - keep momentum *VISION* – 'dive' down following the apex berm-meets-track "groove" - accelerate to full "track out" Smoothly turn to left side of track to set up Turn 6

TURN 6 (Decreasing radius)

'Squeeze' brake / downshift 3rd to 2nd

VISION – think & then look at late apex, then turn exit Roll through w/smooth trail-braking / use entire track exit Up-shift to 3rd on exit

TURN 7

Hug left before turn-in/'lift' but no brake-keep momentum **VISION** - up the hill to late turn apex — "NAIL IT!"

Gradually accelerate up hill moving from center of track to turn apex (end of concrete)

If back-end is feeling 'loose,' be thinking acceleration Exit apex to track left-center, then right to set up Turn 8

TURN 8

'Squeeze' brake at #2 Marker / downshift 3rd to 2nd **VISION** – to late apex

Late turn-in and drive over late end-of-concrete apex Exit /accelerate to very far side of track using part of alternate track if needed

TURNS 9A & 9B

Hug right side into 9A, accelerating / up-shift 2nd to 3rd Hit 9A concrete apex, continue subtly to right to set up 9B later apex (*SMOOTH / SOFT HANDS*)

Hug 9B left later apex – accelerate, and favor left side of track (to about 3' from left side of track) to set up Turn10

TURN 10

Enter 3' from left side of track / 'brush' brakes –
Think **SMOOTH**

VISION – look / roll through apex and look / accelerate to exit on left side of track setting up Turn 11

TURNS 11 & 12

Entry - Drive straight to the right inside turn corner 'Squeeze' brake just past #2 marker
Hug inside all the way around the turn
(shorter distance makes up for lesser speed)
Gradually / smoothly accelerate to far side "track out"
Hug left side at top of hill, then to right side setting up
Turn 13

TURNS 13 & 14

CAREFUL – Looks "innocent" but site of many spins!!
(No help from suspension transitioning to downhill)

'Squeeze' brake at #2 Marker (don't over-brake) **VISION** – Drive over part of #13 apex berm corner

Smoothly roll through turns with gradual acceleration!

TURN 15

VISION – look to 'track out' accelerating smoothly while up-shifting to 4th after exit



Emphasized Performance Driving Concepts (Besides SAFETY FIRST!)

"The Line" An imaginary line that's the most efficient and quickest way around the track

"High" and Around-the-Corner Vision = Smoothness = Car Balance = Best Laps

Track/Car Awareness Down-track, your mirrors for other cars, corner worker flags, your gauges, car "feel"

Cornering Turn-in, Apex (early, center, and late), and Exit

Braking "Squeeze" the brakes, then a very smooth gradual lift to corner "turn-in"

Reference Points 1) Establish to start braking for each corner 2) Corner Cones: turn-in, apex, and exit

