

# 2020 Global Time Attack Enthusiast Class

## Vehicle Technical & Safety Regulations

Vehicles entering into any Global Time Attack (GTA) event must adhere to the regulations of this series as defined within this document; these regulations have been loosely based on universally recognized Time Attack rule packages of various series found around the globe. Regulations are formulated to ensure that all vehicles are properly prepared to a high standard and ensure safety compliance with the series requirements. All points listed will be strictly policed and checked, prior to the starting of each competition and any vehicle failing to comply with these regulations will be excluded from the competition. The following regulations apply to all Global Time Attack Competitors with specific rules for each class listed separately. The following regulations also apply to all Global Time Attack, Global Time Attack Pro Championship, GTA Pro Am, GTA Super Lap Battle, and GTA Sanctioned time attack competitions in 2020.

Any vehicles not conforming may be excluded from any and possibly all Global Time Attack events. If appropriate any/all parts of the regulations may be changed or modified on the Global Time Attack website [www.globaltimeattack.com](http://www.globaltimeattack.com) by the Global Time Attack staff, stewards and technical officials at any time. Any modifications to regulations made in this way will be clearly marked and reported in the rules section of the Global Time Attack website.

The GTA rules were drafted in accordance with the SCCA & Global Time Attack Track Safety Minimums. GTA manages vehicle safety inspection, and in most cases timing and scoring. Your vehicle(s) must meet the basic requirements of the SCCA GTA Safety Minimums, found at: [SCCA GTA SM 2020](#). As the driver, it is your responsibility to ensure your vehicle will pass inspection. Contact us BEFORE an event should any questions arise. If you arrive and your vehicle is deemed unsafe, it won't be allowed to run. GTA competing vehicles must pass GTA Tech. **No exceptions!**

If you are unsure if your vehicle meets the regulation requirements, it is your responsibility to clarify any/all areas or points prior to an event (or of equal importance, before tearing into your car with a Sawzall). Please address any technical questions through the GTA Race Steward via email to [racesteward@globaltimeattack.com](mailto:racesteward@globaltimeattack.com).

### **I. General Rules (these apply to all production-based classes but excludes**

#### **Pro/Comp)**

##### **A. Chassis/Exterior/Aero**

1. Vehicles must be mass production road going vehicles, constructed by a recognized manufacturer, and currently/previously available as a factory OEM road going passenger

vehicle with a government mandated VIN# or equivalent. Tube chassis, open wheel, factory built race cars, kit cars or club racer cars that may be made street legal are not allowed. (i.e. Radical SR3, Factory 5 818, Ultima GTR, Porsche GT3 Cup)

2. Tube chassis (or similar carbon composite monocoque) vehicles are not permitted unless part of the OEM structure and is specifically accepted by GTA staff as a legal vehicle.
3. The OEM floor pan and shock tower locations must remain intact.
4. All vehicles must have a silhouette that is largely faithful to the original with the general body shape and outline remaining largely true to the original stock body.
5. All vehicles must maintain a neat and finished appearance.
6. Brake lights must be operational in all classes.
7. All Enthusiast, Street and Limited Class vehicles must retain stock/OEM wheelbase.
8. Hyper/supercars not listed will be assessed on a case by case basis, and will be classed accordingly by GTA staff. Entrants of these cars should contact the race steward to be classed.
9. Factory sports cars/supercars/exotics as determined by GTA staff (including but not limited to Acura NSX 2nd Gen NC1, Corvette ZR1, C8 Corvette, Lamborghini, Lexus LFA, Ferrari, McLaren, Mercedes AMG GTR, Nissan GTR, Porsche Carrera GTS, Porsche Carrera GTS 4, Porsche Cayman GT4, Porsche GT"X") will have a minimum base class of Limited.
10. Supercars in limited must adhere to limited class safety regulations including a roll bar or maintain OEM safety and interior. If a vehicle is deemed a Supercar or factory sports car and does not comply with the Limited Class Safety, the vehicle must retain the complete OEM interior and oem safety. It must be currently street registered, with no aftermarket power adders beyond tuning, intake and exhaust.
11. Factory sports cars as determined by GTA staff (including but not limited to Corvette Z06, Camaro ZL1, Ford GT350R/GT350, Porsche Carrera 2, Porsche Carrera 4, Porsche Carrera S, Porsche Carrera 4S, Toyota Supra Gen 5 A90) will have a minimum base class of Street.

## **B. Engine/Drivetrain/Fuel**

1. Only one internal combustion engine is permitted per vehicle.

2. Auxiliary Water/Methanol injection is allowed in all classes. The mixture may not be more than 50% Methanol in classes where exotic fuels are not allowed (Enthusiast/Street/Limited).

### **C. Suspension/Brakes/Tires/Wheels**

1. All Enthusiast Class tires must be available to fellow Global Time Attack Enthusiast Class competitors for purchase. If any tires are found to be unavailable through retail sources in North America or are of a false/miss-advertised (cheater) compound the competitor will be disqualified.
2. All Street Class and Limited Class cars must use the Yokohama Advan A052 Tire
3. All Unlimited Class and International Unlimited Class cars must use the Yokohama Advan A005 Tire
4. No part of the top of the flat tire tread may protrude past the widest point of the wheel arch/fender/quarter panel or flare when viewed from above at the wheel centerline.

### **D. Interior/Roll Cage/Safety/Misc.**

1. A 6-point (or more) roll cage is strongly recommended for all classes, and is required in Unlimited and Pro/Comp Classes meeting [GTA SM](#).
2. Limited class and above vehicles must have a fire extinguisher within drivers reach or onboard fire suppression system. We strongly recommend all classes have one.
3. All vehicles must at a minimum meet the safety standards found in the [GTA Safety Mins](#)
4. All race entries are subject to GTA approval, and as such the organizers reserve the right to disallow any vehicle or competitor to compete that is considered unsafe, unsportsmanlike, or is not within the spirit of the rules.
5. All modifications performed must specifically be allowed within the class and overall rules or it is not allowed. If any questionable discrepancies are found, they must be clarified and allowed in writing by GTA Staff.
6. All vehicles must have front and rear tow hooks NO EXCEPTIONS!

### **E. Format**

1. Each Pro event will consist of two days on track with 3 to 4 separate sessions each day. The amount and duration of the sessions may vary from event to event.

2. The first session on day 1 of 2-day events may be reserved for practice only. No times count toward scoring or records in these practice sessions. All first time GTA competitors, or first time at the venue must run one of the practice sessions to qualify for their appropriate group by speed index regardless of class. All remaining sessions will count.
3. Drivers meetings are mandatory. The driver and or a team representative must be present or risk sitting out the first session.
4. Passengers are not allowed in any timed session.

## **F. Registration**

1. Cars may only be registered in one class per event. You must compete in the GTA Class the GTA Technical Stewards class you in, no exceptions.
2. Cars may only register as one competitor, only a single entry.
3. You cannot register the same car with multiple drivers as multiple entries.
4. You may have up to two drivers for the same car, registered as a team as a single entry.
5. Only the fastest time will count from the team. No additional track time will be given for the additional drivers.
6. All drivers on a team must be stated at registration before the competition starts. All drivers must sign all waivers and forms required to receive driving credentials.
7. One driver may only be registered to drive up to two vehicles. No more than two.
8. Each driver must be at least 16 years of age. And hold a current SCCA Time Trials Advanced License or at least be in the process of obtaining one.
9. GTA is an advanced track event, drivers with limited or no track experience should refrain from registering. To be eligible you must hold a current SCCA Time Trials Advanced License or at least satisfy a comparable organization run group requirements or above, comparable organization credentials or experience would be acceptable. If you have questions, please contact us. [info@globaltimeattack.com](mailto:info@globaltimeattack.com)
10. Please contact [info@globaltimeattack.com](mailto:info@globaltimeattack.com) for details on getting an SCCA Time Trials Advanced License.

## **G. Technical & Safety Checks**

1. Each vehicle must be inspected at each event for both safety and classing.
2. In the event of contact or damage to a vehicle, a Tech Steward or GTA official must re-inspect the vehicle before allowing it to return to the circuit.
3. Any contact deemed avoidable or intentional by GTA Staff will result in immediate disqualification of the offender.
4. Any unregistered drivers that go on track will be fined the amount of the entry fee for the event, and the vehicle (including the registered driver and owner) will be disqualified and removed from the event. All instructors and alternate drivers must be signed in and acknowledged by GTA Staff prior to going on track.
5. Any vehicle found to be leaking any fluids onto the race surface must be repaired and inspected by GTA officials prior to release and reentering the competition.
6. Any vehicle spinning more than 90deg of track path, or going more than 2 wheels off course must immediately drive through the hot pits for an inspection by GTA staff on that specific lap or be disqualified for that session.

#### **H. Timing and Scoring**

1. GTA Officials or host facility/group will conduct all timing and scoring.
2. During a GTA event each and every session with the exception of the Practice/Qualifying round will count toward class standings and record bounties.
3. All times posted (physical, social media, Race Hero or otherwise) will be unofficial until GTA officials have approved and verified times and entries.

#### **I. Technical Inspection & Post Session Impound and protests**

1. After the completion of each session, or while the competing vehicles are returning off track/through pit lane to the paddocks, any GTA official has the right to ask any competing vehicle to proceed to an impound area where the vehicle will be inspected for technical/safety compliance.
2. Vehicles may only be inspected with a team representative present.
3. Any competitor placed in a higher class due to a classing infraction may adhere to safety requirements of their original registered class at the discretion of GTA Staff. This ruling will only be determined and administered by a GTA official at GTA officials' discretion. Only one exception of this type will be allowed, if the competitor returns without valid safety requirements at a subsequent event, he/she will not be allowed to

compete. If the discrepancy is deemed intentional under classing to avoid safety requirements, the competitor will be disqualified and will not be allowed to compete.

4. All protests must be made in person immediately after finding the infraction, intentionally waiting until the end of the event to protest a known issue will result in disqualification of the protester for unsportsmanlike actions. The competitor in question will still be inspected and disqualified if found to be illegal.
5. Protested and found illegal vehicles will lose current standing and lap times up to the point of the protest. The competitor can choose to correct the issue and continue in their original class or be bumped to a class that the vehicle is legal in.

#### **J. Additional Paddock Rules**

1. All Competitors, crew, team members and guests must adhere to the conduct guidelines covered in the [GTA Safety Minimums](#).
2. In the event of a competitor or team member property loss or damage, Global Time Attack, the event organizers and/or promoters and venue owners and/or operators will not be held responsible for any competitors or their team members' property throughout the course of the event. It is each individual's responsibility to ensure you safeguard yourself against any loss. If you do incur such loss you will not make a claim towards in respects of Global Time Attack, the event organizers and/or promoters and venue owners and/or operators for the loss or losses. No exceptions.
3. The hot pit wall shall not be blocked by any teams. The pit wall should be available to all competitors to do pit stops and for spectators.

#### **K. Vehicle Signage**

1. GTA windshield banner supplied by GTA must be placed on the front windshield.
2. GTA door numbers cards supplied by GTA must be placed on each side of the car.
3. All other organization's logos, decals and or number plates must be covered up or removed before arriving at tech inspection.
4. SCCA decals supplied by GTA must be placed on each side of the car.
5. Yokohama logo decals supplied by GTA must be placed on car. 2x front corner bumpers. 2x rear corner bumpers. 1x rear window.

6. No other tire company's signage, livery, or decals may be larger than 20 inches wide by 8 inches high. And no more than 4 individual deals per car.

#### **L. GTA Classes**

1. Enthusiast Class
2. Street Class
3. Limited Class
4. Unlimited Class
5. International Unlimited Class
6. Pro/Comp Class

#### **2020 Enthusiast Class Rules:**

Your vehicle(s) must meet the basic requirements for street vehicles as stated in the [GTA Safety Minimums](#).

(Any questionable modifications not specifically covered within the class and overall rules must be submitted for clarification and allowed by GTA Staff.)

#### **A. Chassis/Exterior/Aero**

1. Full carbon fiber or other lightweight material replacement bodies are not permitted. Only bolted on components, i.e. bumpers, fenders, hood and trunk, can be of alternate materials but must be of OEM shape and design in fitment and mounting. Doors must remain OEM.
2. The OEM tub/chassis must remain intact and not modified in any way; this refers to the entire shell and any welded-on component with the above exception of tire clearance when flares or overfenders are used.
3. The shock tower may be modified only to allow the installation of camber/caster plates and only such as required to obtain the necessary camber and caster adjustment.
4. Modifications to OEM suspension pick up points are not permitted.
5. All Enthusiast Class vehicles must retain stock/OEM wheelbase.

6. Front air dams, lips, splitters and diffusers may not extend more than 3-inches beyond the bodywork in any direction as viewed from above. Aftermarket front splitter may only go rearward to the front edge of the front wheel opening.
7. Barge boards may only extend inboard to the pinch weld of the chassis and 3” outward when viewed from above, they may only extend forward/rearward to inboard wheel opening
8. Seam welding is not permitted.
9. Flat bottom floors or under trays are not permitted unless OEM.
10. No portion of the rear wing may be the highest point on the vehicle. Wing width must also be within the footprint of the vehicle’s bodywork and below the roofline. Height exceptions allowed for hatchbacks and wagons that have no rear deck for mounting a wing. Hatchback wings may not be more than 16” above the roof.
11. No portion of the wing may be more than 3-inches rearward of the rear most point on the bodywork.
12. Vehicles are limited to a maximum of four canards. Canards must be mounted entirely forward of the front wheel tire assembly. Canards may project a maximum of 5-inches beyond the OE bodywork in any direction.
13. Active aero is not permitted.
14. Only one significant aftermarket aerodynamic element is allowed in the front, and one in the rear of the vehicle. For example, a splitter OR canards could be used in the front of the vehicle, also diffuser OR rear wing could be used in the Rear of the vehicle. To sum it up, you may only have ONE significant aftermarket aerodynamic element in the front and ONE in the rear of the vehicle. You can choose which front, and which rear aerodynamic element you find most critical to the performance of your vehicle. Aftermarket aerodynamic body work such as front bumpers that contain a splitter and/or rear bumpers that contain a functional diffuser and other such modifications must be pre-approved by GTA in advance to be permitted. If you are unsure whether a body modification counts as your “one front or one rear significant aerodynamic element,” please send detailed pictures via email to [racesteward@globaltimeattack.com](mailto:racesteward@globaltimeattack.com) for clarification.
15. Only one wing is permitted including OEM or aftermarket spoilers. The wing may not be higher than the highest part of the vehicle. End plates and swan type mounts may be up to 3” higher than the roofline. Dual element wings are not allowed. Dual element wings may be taped together with heavy-duty tape that will not come off during the session. If the tape does come off, that session will be disqualified. OEM “Duck bills” may be retained and may be used for wing mounting on hatchback/wagons only. Duckbills may not extend

rearward of the bodywork more than 3”

16. Aftermarket over fenders, wide body kits and fender flares may be installed on the OE fenders. Rear OE fenders may be trimmed to allow tire clearance only. On vehicles with bolt on rear fenders the entire fender may be replaced with an aftermarket fender. Parts may be bolted, riveted, welded or bonded.
17. Aftermarket subframes not allowed.

## **B. Engine/Drivetrain/Fuel**

1. Dog engagement or sequential gearboxes are not permitted unless OEM.
2. Only unleaded gasoline, diesel or OEM, physically unmodified, battery and hybrid power may be used for propulsion. No Ethanol, E-85, leaded, methanol or exotic fuels allowed as the primary fuel. Water/Methanol injection is allowed in a maximum of 50% methanol mix.
3. Cars must be equipped with working catalytic converter(s) if originally equipped, which all exhaust must pass through with exceptions allowed for wastegate dumps.
4. Nitrous oxide is not permitted.
5. Engine swaps are limited to engines available in the chassis in a different trim level or market or a variant of the same engine. (i.e. B18C in an EG Hatch)
6. Drivetrain changes are not permitted (i.e. FWD to AWD or AWD to RWD conversions).
7. Hybrid and fully electric drive are allowed only in full OEM form with no mechanical or physical modifications to the drive, control or battery systems.

## **C. Suspension/Brakes/Tires/Wheels**

1. Cars must use DOT-approved treaded tires with a minimum UTQG-rating of 220 or higher. Equivalent tires from other markets (such as EU and Japan) are permitted if there is official documentation validating claims.
2. Maximum Tire Width: AWD: 255; RWD: 285; FWD: 285
3. Aftermarket suspension control arms must retain stock geometry and mounting points or commercially available alignment correction components.
4. Adjustable shocks/dampers are not permitted to have more than one way dampening adjustments.

5. In-car driver-adjustable suspension or sway bars are not permitted unless OEM equipped.
6. Sway bar or links are not permitted to be mounted or pass through the vehicle's interior unless OEM.
7. Active suspension is not permitted unless it is OEM.
8. No part of the top of the flat tire tread may protrude past the widest point of the wheel arch/fender/quarter panel or flare when viewed from above at the wheel centerline.
9. Aftermarket or modified uprights/spindles/knuckles are not allowed.
10. Solid bushings or "Heim" style bushings not allowed unless OEM

**D. Interior/Roll cage/Safety/Misc.**

1. All cars must be currently registered street-driven cars with valid actively effective insurance coverage. All Enthusiast Class drivers will be asked to present valid registration and insurance paperwork during the mandatory pre-race tech inspection.
2. Headlights and taillights, mirrors must be installed and in working condition.
3. Roll cages are not permitted to penetrate the firewall or to plates doing the same. If a six-point roll cage is installed any components may be modified only as needed to facilitate installation of the cage system BUT still need to be installed. No more than 6 mounting points are allowed.
4. No roll bar to chassis or chassis gusseting allowed.
5. Seam welding or any other welding of the chassis is not allowed.
6. Enthusiast class cars must retain all passenger compartment interior trim and accessories. If a roll bar or cage is installed all components affected may be trimmed to fit but must still be installed. Headliner may be removed only if there is a roll cage present.
7. OEM Glass is required in all positions. Front door windows must be in full down position. Polycarbonate "Lexan" replacement windows are not permitted unless a part of an aftermarket hardtop or OEM. Engine covers on mid engine cars may be polycarbonate as long as there is OEM glass in the passenger area (i.e. NSX)
8. The battery must be securely mounted and the positive battery post must be insulated. If the battery is a wet cell or spill type battery in the interior it must be mounted in a spill proof container.

9. The Enthusiast Class is not open to professional drivers with current or previous licenses in any professional racing series (i.e. NASCAR, Grand Am, IMSA, FIA, Formula Drift, ETC) or professionals instructing race drivers. Enthusiast class vehicles must be driven by the registered vehicle owner or an immediate family member. A professional driver is defined as anyone that has been paid to drive a racecar in a professional series or a paid test driver for a professional racing team. Anyone who is paid to instruct professional race drivers is a race instructor. Club level (SCCA/NASA/ETC) and open to public driving school instructors are not considered pro instructors/drivers and therefore are eligible to compete in enthusiast & street classes.
10. Shop cars, shop owners' cars, anyone directly involved with product development with a shop or manufacturer is ineligible for enthusiast class.
11. Anyone that has won more than 50% of his/her entries, or won a class championship is no longer eligible to compete in enthusiast class the upcoming year.

## **SCCA & Global Time Attack Track Safety Minimums**

Link to View the GTA Safety Mins by clicking here 2020 [GTA Safety Mins](#)

Please address any technical questions through the GTA Race Steward via email to [racesteward@globaltimeattack.com](mailto:racesteward@globaltimeattack.com)

Download the Enthusiast Class Safety and Tech Sheet -