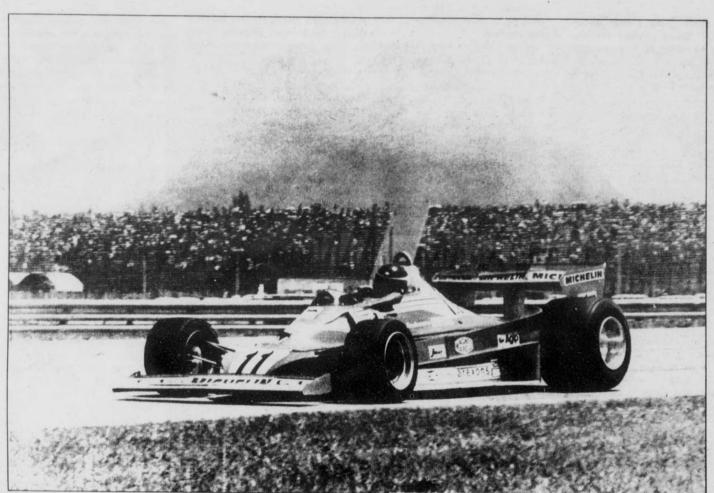
# FASTER THAN A BULLET FROM



A track with a message

### Major Canadian racing events this year

NORTH AMERICAN FORMULA ATLANTIC CHAMPIONSHIP RACES

May 18Westwood Racing Circuit, Port Coquitlan, B.C.
June 22 Quebec City streets
August 24 or 31 Trois Rivieres Circuit, Tros Rivieres
October 5 Montreal

SPORTS CAR CLUBS OF AMERICA CITICORP CAN-AM CHALLENGE

June 22 Mosport Park, Bowmanville, Ontario August 24 Trois Rivieres Circuit, Quebec

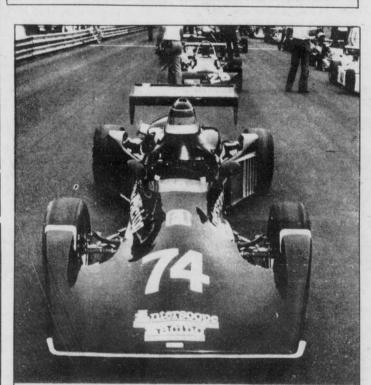
- Mosport Park will host the IMSA GT 6 hours on August 17.

The Canadian Grand Prix (Formula One) will be held in Montreal in October.

#### INTERNATIONAL FORMULA ONE

Up to 3000 cm3 unsupercharged or 1500 cm3 supercharged. These are the cars that compete for the World Drivers Championship and the World Constructors Championship. In 1979 Ferrari won the Constructors Championship with Jody Scheckter winning World Drivers Championship and Gilles Villeneuve taking second place.

The cars are allowed a maximum of 12 cylinders and tuning (except turbocharging) is unlimited.



FORMULA VEE

Similar to Formula Ford, but using Volkswagen engines. No more than a specified amount of money may be used on tuning.

### FORMULA SUPER VEE

Again using Volkswagen engines but this time, they may be very highly tuned.

#### By KEVIN BACKS

There are many ways in which cars and drivers compete against one another, but the best known is probably circuit racing. Literally any type of car may be raced if it is mechanically fit and equipped with the proper safety devices.

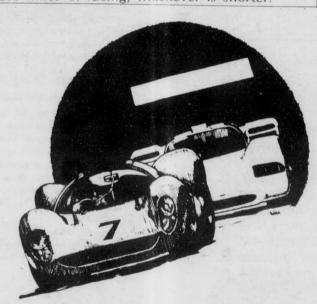
Circuits may vary from Indianapolis-type where cars will complete a lap in under a minute, to 23km courses with hairpin corners for which cars have to slow down to under 50 km/hr.

All competitors must have competition licenses. The drivers must wear approved crash helmets, goggles or visor, and fire resistant clothing coverning arms, legs and torso.

Before a race, all cars are tested to keep the fields as competitive as possible. The positions on the starting grid are determined by how fast the cars were in practice. The faster cars are placed closer to the front with the fastest car in the pole position (the position that will give the driver the most advantage going into the first corner.)

The race begins when the starter lowers the flag. Some races use a rolling start, in which a pace car leads the field in their grid order, one lap around the track. It then leaves the circuit and the race begins. Any car moving off before the flag incurs a time penalty.

Circuit races last either set times (eg. the Le Mans 24 hour race) or a set distance (the Moosehead 300). Formula One races are arranged to give about 2 hours or 200 miles of racing, whichever is shorter.



## Basic rules and meaning of flags

Drivers receive instructions from officials during the race by means of flags. Internationally recognized signals include:

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Blue motionless
Blue waving
Yellow
Yellow
Yellow
Another car trying to pass
Yellow
Danger, do not pass
Yellow with red stripes
White
Official, non racing vehicle on track
Red
Stop race
Black
Car indicated to stop

Although drivers attempt to improve their race position they are not allowed to drive dangerously and must reduce speed or stop if ordered to do so.

Drivers may receive advice and mechancial

A car may be ordered to withdraw if it becomes unfit

The winner is the car which completes the distance first or is leading at the end of the alloted time.

The classifications of cars used in Circuit racing are generally set by the FIA (Federation International e de l'Automobile)