

Evolve GT Riders Manual

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Welcome to Evolve GT Rider!
This manual is designed to provide you with the information needed to have a great track day experience. Most, if not all, of your questions will be answered here. Important rules and regulations, safety guidelines and membership policies are explained including information regarding operations at the track. Please review this manual before your first / next event. Reading this manual is required, and well worth the effort, making your experience on the track even more enjoyable.

Evolve GT has sponsorship agreements with
Michelin, Pirelli
Trackside Tires
Custom Performance Inc
Coastal Collision Inc
Hazardous Racing

Of course, if you still have questions, please email Member Support at support@evolvegt.com.

See you soon!



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Evolve GT Website: http://www.evolvegt.com
Facebook Page: Facebook
Evolve GT Forum: Forum

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INTRODUCTION 4
RULES AND REGULATIONS 5
GENERAL REGULATIONS 5
MEMBERSHIP GUIDELINES 7
  CANCELLATIONS, CREDITS & TRANSFERS 7
  MEMBERSHIP BENEFITS 7
    Guest Member Benefits 8
    Apex Member Benefits 8
    Grip Member Benefits 8
    GP Member Benefits 9
  EXPLANATION OF BENEFITS 9
    Free Camping and Electric 9
    Early Registration Discount 9
    No Late/Cancellation Fees for Grip and GP Members 9
    Insurance Program Grip Members 9
    Event Cancellation Credit 10
    $40 on 4 Program 10
    Free Membership Renewal 10
    Crew Program 11
    Archie Alliance Reward Cards 11
    Friend Referral Program 11
    Service Recognition Credit 11
    GT1 Training 11
    Tire Benefits 11
    Leathers/Riding Gear Rentals 11
A TYPICAL EVOLVE TRACK DAY 12
  REGISTERING FOR AN EVENT 12
  ARRIVING AT THE TRACK 12
  SUMMARY OF EVENT SCHEDULE 12
    SIGN IN & TECHNICAL INSPECTION 13
    RIDERS MEETING & CLASSROOM INSTRUCTION 14
    GROUP ROTATIONS 14
      STARTING YOUR SESSION 15
      Line Coach 15
      GENERAL RIDING GUIDELINES 15
      COACH/INSTRUCTOR HAND SIGNALS 16
      EVALUATIONS & COACHING/INSTRUCTION REQUESTS 16
      HANDLING A CRASH 17
    FINISHING YOUR SESSION 17
SKILL LEVEL GROUPS 18
COACH/INSTRUCTOR ROLES 22
EVOLVE'S TEACHING METHODOLOGY 23
APPENDICES 24
  FLAGS, CORNER WORKERS AND TRACK MARSHAL 24
  WHAT TO BRING TO THE TRACK 26
  RIDING GEAR NEEDED 26
  TECH INSPECTION POINTS 26
    ENGINE 27
    BRAKES 27
    BODYWORK 27
    CHASSIS AND SUSPENSION 28
    SAFETY WIRING/COOLANT 28
EVOLVE GT PARTNERS 29
EVOLVE GT VENDOR PARTNERS 30

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INTRODUCTION

Coming to the race track will be a very exciting and rewarding experience. You will soon realize how riding on the street doesn't even compare to track riding, and also that riding the track will take time to get used to. Tracks are designed for high performance and speeds not attainable on the street, therefore, it is a safer place to go fast, usually with plenty of run-off areas and most obstacles out of harm's way. Oncoming traffic is now gone!

Remember, an Evolve GT Event is *not* racing! No trophies will be given at the end of the day. We want you and your bike to leave in better condition than when you arrived. *Take all the time you want to get used to this new environment...after all, it's YOUR DAY.*

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RULES AND REGULATIONS

This manual and its content are subject to change at any time. When possible, please refer to our website www.evolvegt.com or Evolve GT Forum (facebook) for posted changes. If you have a question about a policy not answered here, please email support@evolvegt.com or call 702-602-2770.

GENERAL REGULATIONS

1. Reading this manual before you participate is mandatory.

2. Each rider is responsible for his/her actions on and off the track.

3. We encourage your family members and friends to attend events; they will enjoy seeing you ride fast and safely. Please be mindful that we will hold each member responsible for any rule infractions by any crew or family member associated with the member.

4. The minimum age for all participants is 16 years of age unless otherwise stated. All participants under the age of 18 must have a parent or guardian sign a consent form and be present the day of the event at all times.

5. At no time will a participant consume ANY alcoholic beverages during a track event. This rule will be strictly enforced.

6. Absolutely NO drugs will be allowed at the track.

7. No verbal or physical confrontations of any kind will be tolerated at any event. Infractions may result in member suspension, or fines and possible prosecution through local law enforcement agencies.

8. Speeds are limited to 10 mph off the track at all times. Absolutely no erratic or dangerous riding in the pit area will be tolerated.

9. Evolve GT, LLC is not responsible for any injury to you, your family members or friends, or damage to your motorcycle.

10. Evolve GT, LLC reserves the right to enforce all the rules contained in this manual

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or established during an event Riders' meeting, along with any rules and regulations set forth by the hosting track. Any member violating these rules may be ejected from the event without refund and have his/her membership revoked.

11. There will be NO STOPPING on the track at any time. Each rider must raise his/her hand before coming off pace.

12. Evolve GT limits the number of participants per group, per event, to provide the safest event track riding experience possible. To ensure your spot, we recommend you register online well in advance. There will be no overbooking of events and no exceptions made.

13. All riders must adhere to the passing rules for the skill group in which they ride.

14. Riders may mount cameras to their motorcycles. Cameras mount must be securely fastened to the motorcycle and the camera must also be tethered. Boom style camera mounts are not allowed.

15. Helmet mounted cameras are not allowed.

16. Decorative helmet accessories are not allowed unless they are permanently affixed to the helmet and/or are part of the helmet assembly by design.

17. Coaches/instructors/staff will monitor all event participants, regardless of riding group. If we see erratic, dangerous or otherwise unsafe riding, we will work with the participant to correct the behavior. If the hazardous riding is not addressed, we will take the rider off the track.

18. Paddock and track cleanup costs and any other fees or fines assessed by the track facility (late exit, used tire and other garbage removal and cleanup, etc) may be passed on to the rider who incurs them at the discretion of the Evolve GT LLC. Properly maintain and secure your bike's fluids, clean up your paddock and follow track facility rules and this will not be an issue.

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MEMBERSHIP GUIDELINES

CANCELLATIONS, CREDITS & TRANSFERS

- Race Practice events are hosted with ASRA (American Superbike Racing Association) on the day before ASRA race weekends (usually Friday, sometimes Thursday). Race Practice events do not support cancellation regardless of membership.
- Guest and Apex members who sign up less than 15 days prior to an event will be charged a $30 late registration fee.
- Once you have registered for a track day, you may cancel up to 30 days prior to the event for a refund, less a 10% processing fee.
- You may cancel between 15 and 30 days prior to the event and receive an Evolve GT account credit.
- Credits expire after 1 year.
- No refunds are issued for Evolve GT credits.
- Guest and Apex member cancellations less than 15 days prior to an event will not be refunded.
- Transfer of credits is possible with Grip or GP members by inserting another members email from your dashboard.
- Memberships are based on calendar year and are non-refundable and non-transferrable.

MEMBERSHIP BENEFITS

Evolve GT offers four levels of Membership: Guest, Apex, Grip & GP. Membership pricing is listed on the Evolve GT website. The benefits of each and a description of these benefits is provided below. Please be aware that we are unable to offer these benefits at partnered events.

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Guest Member Benefits

1. Free GT1 instruction – see *Training Programs* section for further details
2. Certified coaches/instructors for one on one instruction for those who choose
3. Prime Dates
4. Early Registration discount
5. Riding gear rentals
6. Ability to participate in Crew program

Apex Member Benefits

Apex members receive all of the benefits provided to Guest members and also:

1. Savings over guest member pricing for scheduled events (generally around 20%)
2. $40 on 4 Series
3. Service Recognition Credit

Grip Member Benefits

Grip members enjoy all of the features provided to Guest and Apex members. They also receive the below benefits:

1. Savings over Guest member pricing for scheduled events (generally around 20+%)
2. Free camping & electric when available
3. No late fees
4. Easy cancellation
5. Free membership renewal after 12 track days once Grip membership is purchased
6. Insurance Program – get a prorated discount if you have a mechanical or other problem before lunch. Please see the director for the day as the rider and director

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must send email to support for time stamp. You will be credited ½ of Grip pricing for the day

7. Discounts with participating trackside vendors.

GP Member Benefits

This membership includes everything we offer. It grants you access to all Evolve GT events at no cost. And, of course, it provides all the benefits of a Grip membership as well. Sign up, show up…that's it. GP Memberships are provided on a limited basis.

EXPLANATION OF BENEFITS

Free Camping and Electric

At participating tracks, we pay the fees for camping and electric for Evolve GT Grip and GP members. This varies from track to track on what we are permitted to do.

Early Registration Discount

Guest and Apex members who pre-register save money.

Register 15 days or more prior to an event and receive the standard rate for the day. The pre-registration period ends at 12 midnight, 15 days prior to the event.

Registration less than 15 days before an event will be charged a $30 late registration fee.

No Late/Cancellation Fees for Grip and GP Members

Grip members NEVER pay a late fee and can sign up for an event (space permitting) any time at the standard price. And, Grip members can cancel up to the morning of the event by 8 a.m. and be issued a full credit. To receive the credit, you must cancel the event on your member dashboard on www.evolvegt.com.

Please note that once you have marked yourself present on the app and gone through bike tech, no credits will be issued.

Insurance Program Grip Members

Evolve GT knows you come to the track to ride, not crash or break down. If you crash

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or break down, we want to help you with some credit back for your event, based on your amount of unused track time for the day.

If you crash or your bike has a mechanical issue prior to lunch and it is determined by the Event Director to be non-repairable*, you will qualify for a 50% credit of the base event rate.

If a crash or mechanical problems occurs after lunch, no credit will be issued for the remainder of the day. If you are registered for a multiple day event and this happens, you cancel the remaining events on your dashboard. This is your responsibility.

To qualify, you must be a Grip member, be pre-registered for the event(s) at least 15 days prior, and pass tech inspection the morning of the incident.

Crash or mechanical problems must be reported to the Event Director before lunch on the day the crash/mechanical issue happens to qualify for a credit, no exceptions. To request your insurance credit, please email support@evolvegt.com, reporting the event date and the Evolve GT staff person you spoke with who determined the bike was non-repairable. The credit will appear in your Evolve GT account within two weeks and will expire after 1 year.

(: A bike will be determined to be non-repairable by any means by the Event Director in charge for the day.)*

Event Cancellation Credit

Members will receive 100% credit if a regular event is cancelled, including if the event is canceled due to rain and we do not roll a wheel on the track. This credit will be added to your online account and can be used for another Evolve GT event, partnered event, or Evolve GT membership. Credits, including rain credits, last 1 year. If an event is cancelled or rained out after it has started, subject to the discretion of Evolve GT, no credits or refunds will be issued. You do not have to be present to receive credit for a cancelled event. Event cancellation may be dictated by the track facility or at the discretion of the Event Director and will be determined on the day of the event.

$40 on 4 Program

Ride 4 events and receive a $40 credit in your online account toward more track days!.

Free Membership Renewal

Grip members who attend 12 or more Evolve GT events after Grip purchase in a season

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will receive a free Grip membership for the following season. Memberships are based on the calendar year. Partner and special training events (e.g. Pirelli Days, SRT) are not included.

Crew Program

The Crew program allows members to exchange on-track work for trackday and training credits. Crew members are trained to assist with services including: Corner work, Control/Grid Marshal, Crash Truck, and Airbags. Crew needs and levels vary from track to track and date to date.

Archie Alliance Reward Cards

Archie Alliance Reward Cards are available to all members. These cards are offered on our website. See online for further details.

Friend Referral Program

Grip and Apex members will receive a $20 credit in their online account by giving a non- member friend their referral code (located in your online account). The credit will appear after your friend purchases a membership.

Service Recognition Credit

Military / L.E. and Fire Dept. members qualify to receive an instant $50 event credit after purchase of an Apex or Grip membership. To receive your credit, email support@evolvegt.com with some form of verification demonstrating your service (past or present). The credit will be applied to your Evolve GT account.

GT1 Training

GT1 training is offered free to all participants and provided at all events. The class is mandatory for new-to-the-track riders. GT1 online registration is the best way to secure a spot. Further information on GT1 training is provided in the *Training Programs* section of this manual.

Tire Benefits

Tire vendors at most events. Discounted mounting is available to Apex, Grip and GP members.

Leathers/Riding Gear Rentals

Evolve GT will have a limited number of suits, gloves and boots available on a

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first-come-first- serve basis. Gear may be reserved when registering online for an event. To assure we have gear for you, gear must be reserved at least 10 days before the event. Evolve GT does not rent or provide helmets. Riders are responsible for bringing their own helmets.

A TYPICAL EVOLVE TRACK DAY

REGISTERING FOR AN EVENT

Registration for Evolve GT track day events is done online only on our website or app: https://www.evolvegt.com/.

If you arrive the morning of the event and have not pre-registered, you still must register online, space permitting. We cannot guarantee that you will be able to ride if your group level is sold out.

Once a group level is sold out, online registration for that group is closed. If a spot becomes available, online registration will reopen automatically. We do not have waiting lists.

ARRIVING AT THE TRACK

Arrive at the track either the night before or in the morning and find a spot to designate as your pit area. Keep in mind that some tracks may deny early entry if there is an ongoing event, or close their gates in the evening and deny entrance overnight.

Tech inspection opens at 7 a.m. the morning of the event. You will need to bring your helmet, bike and phone with electronic check in verification (“Passport”) with you to tech. We do not require that you bring your riding gear. Tech closes at 8 a.m. and does not reopen until 10 a.m.

SUMMARY OF EVENT SCHEDULE

Below is the schedule of a *typical* Evolve GT track event.

7:00 a.m. Tech inspection open
8:00 a.m. Tech closes
8:15 a.m. Mandatory Riders Meeting
8:45 a.m. GT1 students report to the classroom

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9:00 a.m. Track goes hot.

Alternating 20 min. riding sessions
begin with E3/E4 at 9:00 a.m.,
then E2 at 9:20 a.m.,
followed by E1/GT1 at 9:40 a.m.

12:00 p.m. Lunch

1:00 p.m. 20-minute riding sessions resume
5:00 p.m. End of event (subject to track regulations)

At some events, depending on the specific venue, weather conditions, and activities on that date, such as CCS practice days, the schedule may be different. At tracks with a mandatory quiet hour on Sunday, lunch will be scheduled from 11:00 a.m to 12:00 p. m. On track dates hosting Motogladiator racing, the schedule will be adjusted to accommodate two 20 minute races.

SIGN IN & TECHNICAL INSPECTION

If you have pre-registered online, open your app and tap "**I'm here**" (follow directions). Proceed directly to tech inspection. You will be asked to show sign in verification from the app. Once tech is completed, your group and tech sticker will be placed on your bike.

If you have not yet registered for the event, please go online (https://www.evolvegt.com/) and register before bringing your bike to tech. This will allow members who are pre-registered to be on their way quickly.

Check over your bike yourself prior to tech inspection. It is important, for your safety and the safety of others, to have your bike in proper operating condition. Passing or failing tech inspection is up to you. Preparation is the key. If you go over the guide we provide in the *Tech Inspection* section of this manual and leave no items in question, you will pass inspection.

If you fail the tech inspection and are:
1. able to remedy the problem, simply re-tech and enjoy your day.
2. unable to fix the problem, regrettably, your day is done.

No credits or refunds will be issued if you fail Tech Inspection.

All of the tech inspection points are important. However, some of the most common

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reasons for failing tech are:

- Headlight and/or tail light not disconnected and properly taped for safety
- Chain is too loose or too tight
- Tires are too worn (the only contact you have with pavement!)
- Brake pads are too worn
- Loose components (levers, rearsets etc)
- Fluid leaks

After registration and tech inspection approval, you can return to your pit until the Riders' Meeting.

RIDERS MEETING & CLASSROOM INSTRUCTION

There will be a MANDATORY Riders meeting at 8:15 a.m. each track day. At the meeting, we will inform you of changes to the schedule, any hazards on the track, when lunch hour will be, and cover other important information. The meeting will last approximately 15 minutes. After the Riders meeting, we will split into riding groups briefly so that riders can meet the coaching team assigned to their group for the day and cover other group-specific information.

At 8:45 a.m., GT1 students should assemble in the classroom for introductions and classroom training with the instructor.

For late arrivals, the staff will make every effort to get you on the track after we complete a full group rotation. However, your absence from the riders meeting and tech inspection may delay your track time until lunch. We will offer a second-chance riders' meeting during the lunch break.

GROUP ROTATIONS

The track will go hot at 9:00 a.m. starting with the E3/E4 group followed by E2 and E1 respectively, each for a 20 minute rotation. GT1 riders will be combined with the E1 group.

No announcements will be given for Group calls. All you need is your watch.

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E3/E4: sessions begin on the hour
(i.e., 9am, 10am, 11am….)

E2: sessions begin 20 minutes past the hour
(i.e. 9:20am, 10:20am….)

E1 & GT1: sessions begin at 20 minutes of the hour
(9:40am, 10:4am….)

Rotations will continue until lunch (generally 11:00 a.m. or 12:00 p.m.), when we break for an hour.

In the event a track closure due to red flag/track clean up causes a change to the rotation schedule, announcements will be made advising riders of the status. You can also subscribe to notifications on the app.

STARTING YOUR SESSION

When starting your session, go to pit out and stop where indicated. The Track Marshal will release riders onto the track. Do not enter the track until instructed to do so by the Track Marshal. At pit out, we stage in several lanes. Coaches/Instructors will be staged to the far left or right of the track and dispatched into the group. In the E1/GT1 group rotation, one lane is reserved for GT1 students so that they can be released with a coach.

Line Coach

The Line Coach is a service we offer to help riders new to a particular track to learn the line. The Line Coach will be identified with a distinct “Line Coach” red pinny. They will go out in *the first session of the day for each group* and simply ride the line at a pace consistent for a rider in that group that is unfamiliar with the track.

Any rider who wants to learn the line, can grid behind the Line Coach and follow them around the track. No rider is obligated to use this service. They can break off, pass the coach (under allowable conditions) or fall back.

GENERAL RIDING GUIDELINES

For E1 and GT1, we will start slow and progressively work up to speed, providing everybody with a chance to become comfortable with the track. Track riding may be more aggressive than you are used to, so it is more important than ever to use your throttle and brakes smoothly. As with all riding groups, the most important concept to

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learn and remember is to be SMOOTH! Be alert for the corner workers and observe the flags. It is VERY important that you put your hand up when coming off pace or exiting the track, regardless of your riding skill level or experience. Use caution, be alert, and try to learn from your mistakes. You must be patient. You will learn quickly as the day goes on, and will get faster as a result. Don't push too hard, too soon. Don't get frustrated or scare yourself - it may cause you to crash. Crashing hurts, is usually expensive, and can ruin your day!

If you are distracted, tense or feel you're riding close to your limits, slow down, take a breath, and remember smooth. And if you want help, just ask.

COACH/INSTRUCTOR HAND SIGNALS

Our staff will use several hand gestures to communicate with you safely and quickly on-track. Please be alert for these signals and respond accordingly.

- **Tap on tail section**: "Follow my line." We want to help you with the race line. Or perhaps bring you into the hot pit lane to talk.

- **Pointing at a cone**: "Notice that cone." We want you to get closer to an apex or utilize the full track on turn in or drive out.

- **Arm moving up and down**: "Slow down." It's very hard to work on your riding technique if you are pushing at 100%. Or perhaps we fear you're riding a bit over your limit.

- **Arm waving past**: "OK to pass, we'll keep out of your way." Be sure we are signaling at you!

- **Fingers pointing at our visor**: "Work on your vision, we think you are looking down/short." Look further ahead down the track

- **Hips moving back and forth**: "Get your butt off the seat more."

- **Pointing at our feet**: "Correct your foot positioning on the pegs."

EVALUATIONS & COACHING/INSTRUCTION REQUESTS

Riders who want some on/off track coaching or be evaluated for advancement to

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another riding group should just ask a coach, ANY coach. Please don't be shy, this is what our coaches are there for and what they love to do! Search them out in the paddock and set up some time for the next session.

At pit out, tell the Pit Marshal that you'd like to work with a coach. The Marshal will hook you up with a coach riding that session.

And if you already know some coaches, reach out to them via Facebook, email, text or phone prior to the track day. They'll be sure to connect with you at the event.

HANDLING A CRASH

If you go down, there is nothing you can do to save your bike, so don't fight it. Relax and let go. Before attempting to stand, physically pat the ground to make sure you're not still moving/sliding. If you feel fine, give a thumbs-up to the corner worker to signal you are OK and get away from the crash zone. Never take your helmet off. If you are hurt, stay on the ground and do not move; emergency/medical staff will come to assist you. The session will be red-flagged and riding stopped.

If you crash, you may be done for the day. This is at the staff's discretion, which may be influenced by your on-track behavior. If you are allowed to continue riding, you must re-tech your bike before accessing the track.

If you are behind someone going down, try not to watch him/her. Again, there is nothing you can do. However, there is a good possibility you will follow him/her off the track if you are looking at them (remember, YOU GO WHERE YOU LOOK). Hold your line and continue riding.

Never stop on the track to help someone because you could make the situation worse.

FINISHING YOUR SESSION

When exiting the track, prior to pit in, each rider must raise their hand at the designated location to indicate they are coming off pace and pitting. Do not chop the throttle! You may signal earlier, but the point at which you MUST indicate your intention to pit in will be identified by a GREEN cone (usually positioned 2-3 turns before pit in). This "Pit In" cone will be highlighted in the Riders' Meeting. Once you have indicated your intention to pit, you can NOT change your mind. Come off race line, move to the appropriate side of the track and pit. This is a safety concern that must be adhered to.

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SKILL LEVEL GROUPS

Evolve GT has four skill groups. Below is an overview of each group.

E1 is comparable to a novice group, is very structured with no inside passing allowed in corner entry (turn in to apex). Passing is permitted on the straight and turn exits (after apex). We ask that you adhere to a “5 foot rule” when passing. The first rotation for the day will be led by coaches for 2 laps under a standing yellow flag with no passing allowed. All subsequent rotations throughout the day you can ride freely with supervision from coaches who will be riding the session assisting anyone who requests or needs help.

E2 is our intermediate group. It requires slightly more pace and better race lines than E1, but is still structured with no inside passing allowed in corner entry (turn in to apex). Passing is permitted on the straight and turn exits (after apex). We asked that a 5 foot passing rule is adhered to. The first rotation for the day will be led by coaches for 2 laps under a standing yellow flag with no passing. Subsequent rotations throughout the day, you will be on your own with supervision from coaches who will be riding the session, assisting anyone who needs or requests help.

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E3 is our advanced group. It has less supervision and passing restrictions. Riders at this level will be qualified by ability, smoothness and consistency. Passing is permitted inside/outside anywhere will a 3 foot rule being adhered to. Coaches will be rotating with you looking for consistency in the group and unsafe riding. Coach assistance is available on request.



E4 group is given to riders that have qualified at certain tracks with the appropriate times at participating tracks. Times will be listed under track descriptions for given displacement size. Riders must qualify at a minimum of 3 tracks listed.

TRAINING PROGRAMS

Evolve GT offers a wide range of training programs designed to improve the skills of all riders, from first time track riders to expert level racing competitors. Below is a summary of these programs. Additional information is available on the Evolve GT website.

Street Heat is for riders who want to see what a track is like. Any bike you ride on the street is welcome. Bring yourself, your bike, gloves, boots, and helmet, and make sure your bike is not leaking. You get two 15-minute sessions on track at 9:45 and 10:45, and one classroom session. Please arrive between 7:00 a.m. and 8:45 a.m. Street Heat is not mixed in with another group. See the Evolve GT website for current pricing and to register.

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GT1. This free instructional class is required for all riders that have never ridden a motorcycle on a track before. Students receive the same amount of on-track sessions as all event participants. GT1 students will be taught the basic skills necessary to get on the track in the safest possible way while still experiencing the thrill and excitement of riding the track. Track riding is quite different from street riding and certain important factors should be understood prior to moving on to track riding solo. The techniques taught in GT1 will improve your handling and confidence level for street riding as well. Class topics include:

- Differences in technique between street riding and track
- Reference points and vision skills
- Efficient operations of all controls
- Proper turning techniques
- Trail braking
- Body position
- How to develop real world techniques for safety, confidence and speed on and off the track

You Vs You is our flagship program. It offers you the most individualized training possible, with a coach assigned to you for half the day. Your instructor will work with you to advance your riding skills and whatever aspects of your riding you would like to focus on. Please sign up for You Vs You at least one week in advance of the event you choose.

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Check out our website or contact support@evolvegt.com for more details.

You vs You 2 follows Level I training. Once you have an understanding of what a motorcycle can and should do for you from the Level I training, this program takes a step-by-step approach to sharpening visual skills and developing solutions to remove one of the greatest problems of all riders. It further addresses technical points of how to interact with your machine, what body position can do in different situations, and careful manipulation of controls. Video will be done if possible and reviewed at the end of the day. This training is limited to 4 people per instructor. See the schedule for available days. Level I is not required if you are a confident intermediate or higher rider.



GT Race is a training class developed for riders interested in racing. After completion of this training, you will receive your Motogladiator race license and be qualified to apply for a ASRA or WERA race license. The class focuses on the differences in riding mentality and rules between track days vs. racing. Tailored to support ASRA, the class will cover all aspects needed to prepare you for racing, encompassing race registration, bike prep, race start procedures, flags, and rules and regulations. GT Race will only be held at certain events and is available to E2 and above group riders.

SRT (Skill Riding Techniques) is offered on Fridays before select Evolve GT events and is listed on the schedule. It is a full-day program, 8 a.m. to 5 p.m., that combines classroom instruction and on-track drills. Riders receive video feedback, and there is time for discussion and practice drills. After the training day, you can continue to practice during the weekend track day events on Saturday and Sunday. Capacity is limited to 20 students. You must have your own motorcycle and gear. Registration must be completed 30 days in advance. Lunch and water are provided. SRT is held at various

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tracks; check the schedule for details. The training is intense; the SRT page recommends coming well-rested or camping the night before. Cost varies by track location; see the Evolve GT website for current pricing.

COACH/INSTRUCTOR ROLES

At Evolve GT, we believe what makes us stand out from the other track riding clubs is our focus and commitment to rider instruction and coaching and the approaches we take to impart this knowledge.

Coaches/Instructors will be recognizable on the track by their bright green safety vests. In the paddock, each of our staff will have a coach sign displayed at their pit. We will also introduce them in the Riders' meeting.

Coaches and Instructors are present to help you develop your riding skills, but also to feel comfortable, and will strive to make your day exceed your expectations. After all, it's our passion also. Occasionally, we may have to talk to a rider about unsafe riding, but will always do so in a respectful manner with the understanding that sometimes, "things just happen." Please be respectful back, and together we'll reach an amicable solution to the situation. Riding on the track is a fun and rewarding experience, but can be ruined in an instant if you don't give it the respect it deserves. If our staff has concerns about the safety of your riding, please take it seriously.

Many people in this industry are confused about the difference between an instructor and a coach and are not sure whether we are instructors or coaches, or when we should be instructing and when coaching. The truth is we are both, to an extent, and it is more distinction in the style of teaching used to get a point across.

To elaborate, we must understand what an Instructor and a Coach are, and the differences between the two.



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Instructor:
An Instructor is a qualified person who will communicate and explain to a student the techniques of riding and using the equipment, a person whose job is to teach you a skill or sport. A qualified instructor will be more knowledgeable than their students.

Our Instructors will be out on the track with you providing all the great benefits of coaches but will have time dedicated to the classroom teaching.

Coach:
A Coach's role is to "coach", or mentor a rider; to train and motivate you to use the skills you have been taught, and help you apply these skills and techniques as part of your riding. The training provided by a coach is a more student-centered means of teaching.

Coaches will be riding in each session assessing riders' skill levels and looking for individuals who they feel would benefit from some guidance, and of course, for any unsafe riding practices.

Every rider is unique, and responds more or less positively to different learning approaches. Make an effort to get to know our staff, and be frank with us; the stronger our relationship, the better we'll be at knowing what teaching style or approach works best for you. A good Instructor/Coach will have many tricks in their bag of knowledge to cater to this.

As instructors, we are more knowledgeable than our students. And as coaches, we are more experienced in the mechanics, mental aspects and conditioning of track riding than most students. However, an Instructor/Coach, need not necessarily be the fastest rider (or racer) on the track to perform their role. Remember, pace alone is not the sole criteria by which a rider's competence is measured. A great rider is smooth, operates the motorcycle efficiently, is aware of their actions and in control. To use an analogy, the Olympic gymnast doesn't expect their trainer to perform back-flips, but does recognize the trainer plays a vital role in the advancement of their skills. Our combined staff has literally hundreds of years of experience riding the street, track, and racing. It's there for the taking, use it!

EVOLVE'S TEACHING METHODOLOGY

When an individual first begins track riding, they have little or no knowledge of how to ride a race track. Therefore, Instruction is paramount, rather than coaching guidance

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and feedback.

As the student's skills and awareness develop, we can start using guided discovery and coach them towards a goal or outcome. As the student develops still further, we can introduce problem solving as a learning tool. This is because the student has the skills and experiences needed to solve problems where there can be several different solutions or outcomes. At this stage, limited instruction may be involved and there is greater student self-learning.

The last teaching style is reciprocal, wherein the students, now more knowledgeable, experienced and proficient on a bike, can be paired up with other students to learn and get feedback from one another. At advanced skill levels, the riders will have strong experience and knowledge about track riding, so less instruction may be needed and more coaching.

APPENDICES

FLAGS, CORNER WORKERS AND TRACK MARSHAL

There will be Corner Workers positioned at strategic points around the track to monitor for potential hazards. They will be equipped with flags and radios to alert you of any hazards. Corner workers are essential to our safety.

The Track Marshal oversees all activity on the track and is responsible for maintaining a safe environment. What the Marshal says, goes! Period.

Corner Workers will typically use the following flags at an Evolve GT event. Flags at each event will be communicated during the Riders Meeting.

GREEN FLAG: Displayed at pit out (start/finish). Indicates the track is open and active (Hot) and with clear track conditions.

CHECKERED FLAG: Displayed at pit out (start/finish). Your session is over. Continue at speed until about half way to pit in, then progressively start to slow down until you get to pit in. Do not chop the throttle; if you roll off too suddenly, you could get hit by someone behind you. Put a hand up a designated area to indicate you are pitting.

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STANDING YELLOW FLAG: This flag is displayed to alert the rider of a potential hazard on or near the track. Be extra cautious. Something has happened up ahead. Back off a little, but don't stop! Be prepared to change your line. You do not need to put a hand up on the yellow flag. No passing is allowed from the point of the yellow flag until after the incident.

WAVING YELLOW FLAG: A WAVING yellow flag is displayed at the corner worker station at which the incident has happened. A standing yellow flag will be displayed at the corner worker station preceding the incident. Back off a little and be prepared to alter your line, but don't stop! You do not need to put a hand up on the yellow flag. No passing is allowed under a waving yellow flag.

YELLOW WITH RED: A yellow flag with a red stripe indicates debris on the track at or near that corner. The debris could be fluid, parts, or a bike. Use extreme caution! Folded into a triangle and pointing skyward, this flag signals rain.

RED FLAG: Displayed at all stations. The session is over due to an unsafe situation. Raise a hand to indicate acknowledgement of the flag and make other riders aware that you are coming off pace, then slow down smoothly and bring your bike into the pits. There is no passing under a red flag.

BLACK FLAG: This flag will be displayed and then pointed at you as you go by a Corner Worker and/or the start/finish. The flag will be shown at both the corners and the start/finish if something is wrong with your bike. Raise your hand, get off the racing line safely, ride your bike off the track, preferably to a Corner Worker who can advise you. Your bike may be leaking oil, etc., so it is very important you stay away from the line where everybody will be.

If the black flag is directed at you only at the start/finish, it means there has been a rule infraction. Finish the lap and pit in to talk with the Track Marshal. The Meatball Flag may also be used for this purpose.

MEATBALL FLAG: This is a black flag with and orange circle in the middle. If the meatball flag is displayed by the Track Marshal, it means the track marshal needs to talk to you. It could be a rule infraction issue, or some other NON-emergency matter. Please finish the lap and pull in to talk with the Track Marshal.

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WHITE FLAG: Displayed at pit out (start/finish). One more lap to the checkered flag. This is a courtesy flag only. It is normally only displayed during a race event.

WHAT TO BRING TO THE TRACK

1. YOUR BIKE KEY
2. Registration information: (photo ID and Evolve email confirmation, which is emailed prior to the event).
3. Tools
4. Food for lunch and lots of beverages to keep you hydrated (i.e. water, Gatorade, etc.). Keep caffeine to a minimum.
5. Aspirin or similar
6. Fuel (5-10 gallons extra) Best to fill before leaving
7. Money (for extra gas, tires, parts, etc.)
8. Canopy to stay out of sun and a chair
9. Spare equipment
10. Tire warmers if needed
11. A friend - we have found this makes the day more enjoyable and it always helps to have a partner for the drive.
12. An open mind, fun attitude and willingness to learn.

RIDING GEAR NEEDED

1. Leather suit. For a two-piece suit a full circumference zipper is required. Mesh suits of any kind will NOT be permitted in any group. Rentals will be available. Gear must be reserved online at least 10 days before the event.
2. Helmet, undamaged, full-face DOT or SNELL approved with eye protection. No flip-up helmets allowed. Helmets are not rented or provided.
3. No jeans allowed.
4. Boots designed to protect your feet are required. Race style boots with armor are highly recommended. Work boots or fashion boots will not be allowed. Rental boots will be available.
5. Leather gauntlet-type gloves that cover the wrists and leave no skin exposed.
6. Back protector - (strongly recommended).

TECH INSPECTION POINTS

The items listed below will be checked at the track by our inspectors. If any of these

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items are found unsatisfactory and can't be rectified, you will be disqualified from participating for the day. We take this very seriously because it affects everyone's safety. Basically, we are looking for a bike that is in clean and close-to perfect working order. If you crash and are permitted to continue, you will have to go through tech again. Any coach can re-tech you at any time.

We recommend all riders prepare your bike to E4 group requirements if possible, but it is not mandatory unless riding in the E4 group.

ENGINE

1. Oil drain plug tight and not leaking - Safety wired for E4 group 2. Oil fill plug tight
2. No oil leaks
3. No fuel leaks
4. No coolant leaks, hoses and connections tight

BRAKES

1. Brake pad wear
2. Reservoir condition (front and rear)
3. Fluid condition (if over one year old, replace it)
4. Fluid level
5. Leaks at connections or in hardware
6. Caliper mounting bolts
7. Not Brake hoses - condition and routing, no binding or interference
8. Lever feel – should not be hard or spongy, should not contact handlebar when squeezed

BODYWORK

1. Bike numbers are not required but greatly appreciated. They should be displayed either on the front fairing or sides of the tail section, and be legible to corner workers and staff. You can assign and change your number via your online account profile.

2. Clean and secure, with no loose parts, bolts, or fasteners

3. Fairing and windshield solidly secured, if applicable

4. Tank secure, no leaks

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5. Seat secure
6. Fender secure
7. All lights and reflectors removed or taped over with masking, painters or equivalent
8. Mirrors removed or taped over
9. Belly pans secure (not required, but strongly recommended)

CHASSIS AND SUSPENSION

1. Foot pegs
2. Shift linkage
3. Exhaust
4. Steering stem and bearing play
5. Rear brake linkage
6. All levers must have ball on end
7. Handlebars
8. Throttle smooth and auto returns quickly
9. Front fork seal leaks
10. Fork alignment
11. Front wheel bearings
12. Axle pinch bolts
13. Rear wheel alignment
14. Rear wheel bearings
15. Rear shock seal leaks
16. Tire condition - 1.5mm over wear bar and at correct pressure
17. Chain and sprocket condition, alignment and tightness
18. Kickstands permitted, center stands must be approved
19. Engine and frame mounting bolts
20. Swing arm pivot bolts
21. Safety wiring – recommended, highly encouraged for E3/E4 group

The tech inspection items need to be taken care of BEFORE you get to the track. It will save you a great deal of frustration and ensure a day of fun riding instead of turning wrenches. Any questions about tech inspection can be directed to Evolve GT. There will be no refunds or credits issued for a bike that fails tech.

SAFETY WIRING/COOLANT

Safety wiring and proper engine coolant are required for E3/E4 group riders. For all other groups, this is not mandatory but we *HIGHLY RECOMMEND IT.*

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You will find most members take their riding seriously and will safety wire the oil drain plug, fill cap and oil filter with a hose clamp. You may ask why? It is a second self-check in addition to tightening these items, and yes sometimes someone leaves them loose. How would you feel if you were behind someone at high speed and suddenly oil or antifreeze starts dumping in front of you? You may crash, possibly get injured, and definitely damage your bike.

If you need help with safety wiring, there are numerous videos on YouTube and our Evolve GT video page that explain how. You may also contact Custom Performance Inc. and have it done at your next service.

Glycol based coolant creates the same problem - is just as bad as oil on the track. Change it out to a NON-GLYCOL based coolant.

When there is a fluid leak/spill on the track, it creates a huge mess and takes forever to clean up, costing everyone valuable track time, and makes everyone who did not cause the problem give you the STINK EYE!

Take our advice, just get it done.

EVOLVE GT PARTNERS

- Bill Sink
- Mark Lienhard
- Gabe Picard
- Brett Baker

  Available at (702) 602-2770

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EVOLVE GT VENDOR PARTNERS

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