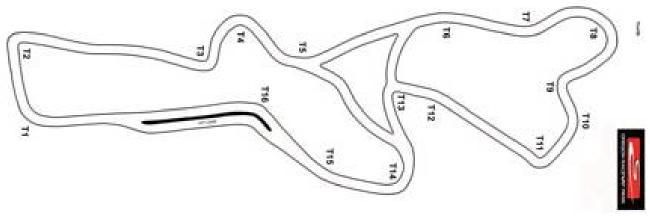
Oregon Raceway Park



Turn	Gear	Braking	Entry	Midcorner	Exit
		1. Hard	1. left on curb	1. mid-gas, late apex	1. touch curb, full gas
1		2. Hard	2. left on curb	2. clip	2. curb out
		3. too early			3. wide
2		1. tap/hard	1. left on curb	1. over the curb	1. touch curb, stay
		2. mid	2. curb left		left, drift right length
			3. little hot		of straight
3		1. hard,	1. right curb, trail	1. trail brake, rotate	1. point at cone
		trail	brake		(outside 4)
4			1. cone, rotate		1. wide? bad
			2. turned in earlier		
5			2. on the gas	2. gas, little air	2. on edge
				3. getting some air,	4. near edge
				beware lift throttle	
				oversteer	
				4. don't lift, getting air	
6			1. not wide enough	1. apex	2. stay right
			2. wide	2. clip	
7		1. hard	2. right, rotate/trail	4. more speed	4. brake very hard,
		2. hard	brake		tail swaps sides
		3. less	3. need more speed		
		4. less	4. more speed	1	4 11 1
8			1. way wide (bad)	1. trail rotate (bad)	1. mid-track
			2. not as deep,	2. clip	2. gas, right
			downshift / rotate	3. find constant radius	3. constant radius
9			1. touch curb	1. curb	2. point at 10 apex
			 right curb constant radius 	2. clip	
			from 8	1. curb	1. curb
10			2. gas		2. wide
		1. hard	1. curb	2. gas	1. wide
11		1. nard 2. hard		1. apex	
		2. nard 3. hard	2. outside, rotate	2. clip	2. wide left, stay left
		5. Haru	1 v over (had)	1 not alin 12 (had)	2 v night
12			1. x-over (bad)	1. not clip 12 (bad)	2. x-right
			2. stay left	2. stay left	

13	1. Hard	1. rotate	2. clip	2. touch curb
	2. Hard	2. rotate from curb		
	1. Hard	2. rotate from cone	2. clip	2. wide
14	2. Hard			4. flirting with
				departure
	2. Hard	2. outside curb	2. gas	2. wide right
15/16			3. finally clipped apex	3. out wide
			4. more speed	4 more speed

Comments / Areas to work on:

- 1. 0950 first time at ORP. First time on track w/ OEM RSB
- 2. 1105 lots of bunching up. Pitted twice to try to find room.
- 3. 1310 GoPro batts dead @ start. Pitted twice to try to find room. Figured out 5, 7,8,9
- 4. 1420 pitted once, looking for room
- 5. Did not take detailed notes on last few runs.

Overall, turn by turn:

- 1. Braking too early and hard. Need to find the 'set turn' recipe (i.e. brake just enough to get speed right, toss car into 'set' and roll on throttle)
- 2. Need to find fast consistency
- 3. Beware the off camber, but hit hard enough
- 4. Turn in early enough, don't dawdle way wide... full throttle at apex all the way up 5,6.
- 5. Stay frosty, don't lift throttle, use *all* of the track
- 6. Don't overthink it, stay right and buried in throttle
- 7. Brake less on entry (more speed) and very hard in exit dip (carrier landing)
- 8. Find that constant radius through 8 into 9
- 9. Constant radius from 8
- 10. More speed higher up? Not sure.
- 11. Clip apex, exit left, stay left
- 12. Stay left, point nose at last brake sign for 13, ignore 12
- 13. Hard brake, rotate from curb, touch curb on exit
- 14. Flirting with departure to outside on exit no sweat
- 15. Pretty much a non-turn
- 16. Don't drop a wheel off of curb on entrance, but carry lots of speed in and clip apex. Use *all* of track on exit.

