

MotoGP Tyre Control:

All slick tyres have a black/white barcode and a yellow/black 'MotoGP' barcode label molded into the sidewall of the tyre. Each rider is allocated 9 front and 11 rear slick tyres & 5 front and 5 rear rain tyres on the day before practice.

All riders receive the same specification tyres, and random distribution is made by our staff to ensure equality.

One Tyre Controller is assigned to each MotoGP team. The Tyre Controller has a scanner containing the team's allocated tyre numbers, as well as a printed copy of this same allocation. If the team requests, we can **pre-check** (not recording) new tyres in the team garage before each practice session to make sure they have only correct allocated tyres for each rider.

The Tyre Controller's job is to **scan** (recording data) all used tyres as they are taken off the bike, to **record** that the tyre has been used. If an old tyre is used again, scan it again when it is taken off.

Daily Procedure

- Thursday
- tyre allocation staff make tyre allocation and produce database file.
 - tyre allocation lists for each rider are given by the tyre company to each team tyre mechanic.
 - Technical Director (TD) programs all scanners with the team database and prints each rider's tyre allocation list.
 - Chief Scrutineer assigns one Tyre Controller to each MotoGP team

Friday/Saturday/Sunday. Pre-practice "Check Only"

- 20 minutes before practice, **if the team requests** the Controller makes 'Check-Only' scan of tyres in the garage (this 'check' does not record data and is a service to the team, to make sure they do not have an incorrect tyre prepared by mistake).

During Practice/Warmup "Scanning"

- Controller works with team tyre mechanic and **scans** (recording data) each **used** tyre when it is **taken off** the bike, including the used tyres left on the bike at the end of each session.
- At the end of practice, return the scanner to TD for download.

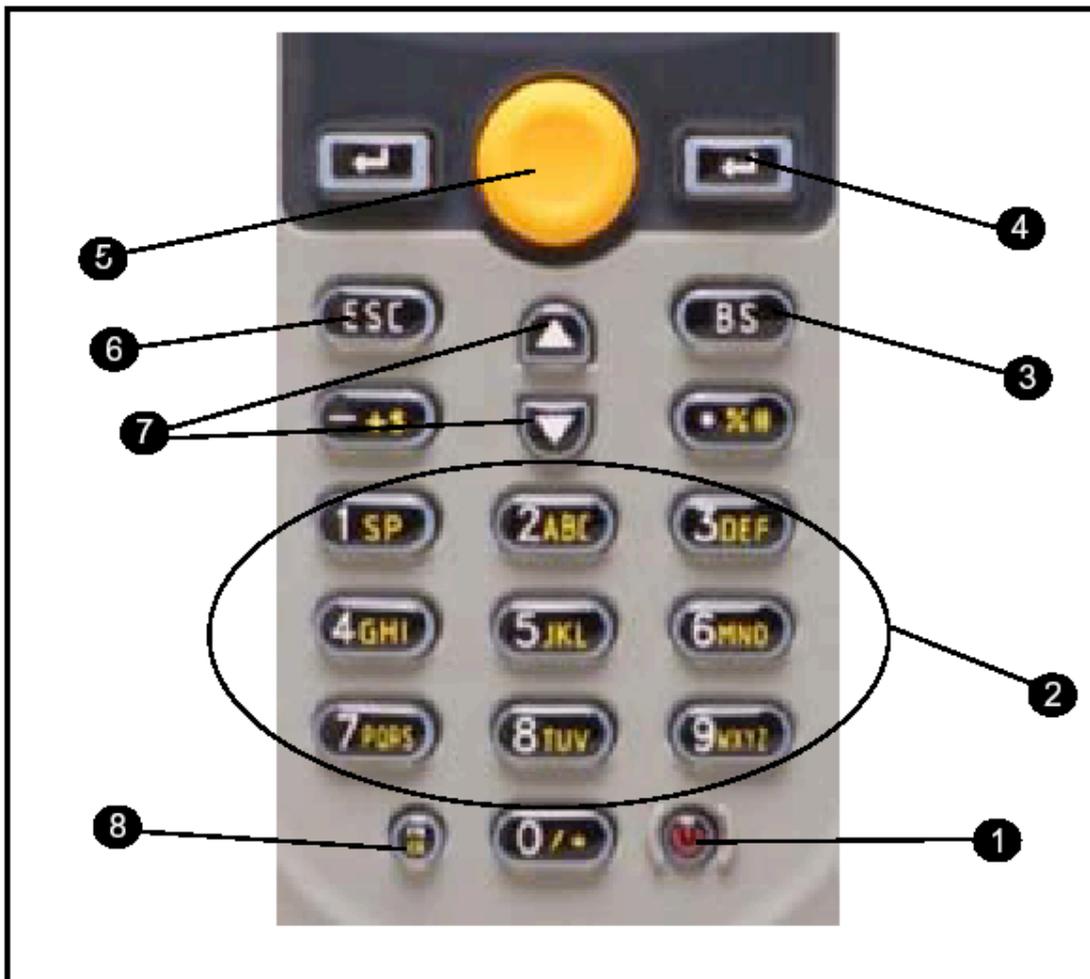
Race

- 20 minutes before pitlane opens, **if requested** Controller makes **pre-check** of tyres in garage – including spare race tyres for the grid.
- 5 minutes before pitlane opens Controller **scans** to record the tyres on the race bike only (**not** the spare bike).
- Controller waits in team garage during sighting lap, warm-up lap, and race, in case tyres are changed.
- At the end of the race, **scan** the used tyres on the race bike after it returns to the garage, then return scanner to TD for download.

General Notes

- Wet tyres are also scanned, same as slicks.

- If you think you may have forgotten a tyre, scan it again! There is no problem if you scan a tyre many times. Each scan is recorded and it is only necessary that the tyre belongs to that rider.
- In case the tyre barcode or the rider barcode will not read, you can read the code number on the label and input it manually into the scanner using the number keys, then press 'Enter'.
- In case the label is damaged to the point you can not read it, or if the tyre has no MotoGP barcode label, you must put this tyre aside for checking later. Make sure any such tyre is kept in the garage until TD has checked it.
- Be professional; work so that you do not disturb the team, no rider autograph-hunting in the garage, no photos while working.
- Don't Panic! There is plenty of time.



- 1 – **Power On/Off.** Hold for 2 seconds.
- 2 – **Alphanumeric Keys.** Use if you need to input barcode number manually.
- 3 – **Back Space.** Use to clear the last manual input.
- 4 – **Enter.** (Left and Right side Enter keys are the same)
- 5 – **Scan.** Press and hold to scan a barcode.
- 6 – **Escape.** Stop and Exit current operation.
- 7 – **Up/Down Arrow.** Use to scroll between options on the display.
- 8 – **Alpha/Function.** Switches between numbers and alphabet on the Alphanumeric Keys. Calls up Functions. (normally you will not use this key).