

Standard – Drivers briefing 2023

Round 01 | H&R 3h-Rennen (28.04.2023)

Version: 0.0.1

➤ TIME SCHEDULE

<u>Free practice</u>		
Server Host	Simracing Deutschland	
Servername	DNLS-CC FP XX	
Password	dnls	
Monday	24. Apr. 2023 - FP 1	18:00 – 22:00 Uhr – Team Session
Tuesday	25. Apr. 2023 - FP 2	18:00 – 22:00 Uhr – Team Session
Wednesday	26. Apr. 2023 - FP 3	18:00 – 22:00 Uhr – Team Session
Thursday	27. Apr. 2023 - FP 4	18:00 – 22:00 Uhr – Team Session
<u>Race-Day</u>		
	28. April 2023 - Team Session	
Server Host	Simracing Deutschland	
Servername	DNLS-CC - H&R 3h-Rennen	
Password	See „how-to fahrer-teamnennung“	
Open Practice	Race-Server!	17:00 – 18:40 Uhr
Briefing	Mandatory	18:45 – 19:05 Uhr
Qualifying	Lone open Quali 30M/4L	19:10 – 19:40 Uhr
Gridding Time	~3 Minuten	~19:40 – 19:43 Uhr
Formation Lap (SP9)	Behind the pace car	~19:43:00 Uhr
Formation Lap (CUP2)	Via ingame time stamp	~19:45:15 Uhr
Formation Lap (SP10)	Via ingame time stamp	~19:46:55 Uhr
Formation Lap (SP3T)	Via ingame time stamp	~19:48:40 Uhr
Race 3h	180 Minutes	

➤ Weather & SimTime

<u>Set Weather</u>				
Sky:	Is generated automatically			
Temperature:	Is generated automatically			
Relative Humidity:	Is generated automatically			
Wind Speed:	Is generated automatically			
<u>Session</u>	<u>Dynamic Sky</u>	<u>SimTime</u>		<u>Track Conditions</u>
Open Practice	dynamisch	Apr. 27. 2023	15:00 Uhr	61%
<u>Race-Day</u>				
Warm-up	dynamisch	Apr. 27. 2023	15:00 Uhr	61%
Qualifying	dynamisch	Apr. 28. 2023	~15:00 Uhr	Carry Over
Race	dynamisch	Apr. 28. 2023	~16:00 Uhr	Carry Over

➤ Guest starter

Class	Team

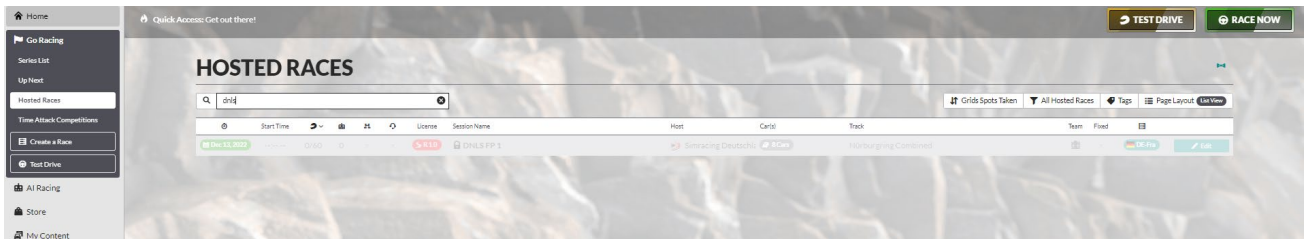
➤ Team logoff

Class	Team

➤ Official iRacing practice server

The training servers provided by the organizer can be found under "Hosted Races".

Password: dnls



➤ Teamspeak

Access data

Address: ts.simracing-deutschland.de

Password: abtabt

All participants must use their real first and last name. Furthermore, it is mandatory to place the start number in front of the real name. Example: #14 Max Mustermann

➤ ZOOM - Meeting

Access data

Link: <https://zoom.us/j/96796326608?pwd=dVFFaXBCMUpBY21QSFh5cit6bXVLUT09>

Meeting-ID: 967 9632 6608

Kenncode: DNLS

It is obligatory for all active drivers to join the Zoom Meeting provided by the organizer during qualifying and race and to transmit a permanent live image of themselves.

The following conditions are mandatory:

All participants must use their real first name/surname. Furthermore it is obligatory to place the start number in front of the real name.

Name: Start number and driver name

Example: 00 Max Mustermann

Microphone: Mute

➤ Collection of links

Driver nomination (team leader) How-To:	CLICK HERE
Protest - Form	CLICK HERE
Live Overview RaceControl	CLICK HERE
SimSync SkinPack	CLICK HERE
SkinPack & Graphics Folder	CLICK HERE
Regulations / Announcement	CLICK HERE
SimRacing Internal Guideline	CLICK HERE
Live-Timing	CLICK HERE
Virtueller Aushang	CLICK HERE
Overview Teams:	CLICK HERE
Standings:	CLICK HERE
Teamspeak & Discord	CLICK HERE
Race Facts R01:	CLICK HERE
Driver Line Up R01:	CLICK HERE

➤ Officials

Frank Taller (RL I)
Dominik Ramb (RL II & SK)
Danny Kolleth (Spotter & SK)
Lukas Unger (Runner)
Simon Ehse (Operator RaceControl)
Gunnar Miesen (Operator Technik)

➤ Driving rules and code of behaviour

In the Digital NLS vehicles have divergent capacity. This means all participants have to display a fair, considerate and respectful behaviour.

Please respect other participants and treat each other, as you yourself would like to be treated.

Drivers with faster cars heed and respect slower cars !

Drivers with slower cars heed and respect faster cars !

Leave enough space for overtaking and do not drive in a gap that is not really a gap.

Slower cars have to anticipate that faster cars will use this space and drive into a gap.

Slower cars should not close the gap for a faster car !

Slower cars should not drive into a group of faster cars !

Faster cars have to anticipate that slower cars will close free space or a gap.

Faster cars should not drive into every gap and hold back from time to time !

Save overtaking is the responsibility of the overtaking driver as well as the slower driver !

Sportsmanlike behaviour, consideration and fairness apply to all participants.

➤ Qualifying

Qualifying will be conducted in the so-called "Lone Quali" format.

There is no qualification minimum. Participants who do not complete a timed lap in qualifying may take part in the race, but will start at the end of the grid. The starting grid will be set according to the general conditions of

Qualifying in the LoneQuali format can only be done by one driver at a time in iRacing.

iRacing. In qualifying, the ESC key can be used at any time.

Free driver selection: The driver who completes qualifying does not necessarily have to start the race.

➤ Formationlap

The SP9 class begins its formationlap at the same time as the PaceCar does.

All following car classes will start their formation lap based on the communicated sim-time.

From the Bilstein Bridge to the start clearance, the following regulations apply:

- An orderly and closed 2x2 formation must be strictly maintained.
- The distance between vehicles must not exceed three (3) vehicle lengths.
- The pole setters of the individual vehicle classes must drive at a constant speed between 60- to 85 km/h.

➤ Start release/Racestart

The start of the race is rolling in four start groups.

Start procedure

The release is given by ace control via ingame text chat.

Text-Chat-Commands:

SP9 - class: "SP9 ---> GREEN GREEN GREEN <---"
CUP2 - class: "CUP2 ---> GREEN GREEN GREEN <---"
SP10 - class: "SP10 ---> GREEN GREEN GREEN <---"
SP3T - class: "SP3T ---> GREEN GREEN GREEN <---"



As soon as racecontrol starts the race for a starting group, the 2x2 formation may be left and overtaking is allowed.

Exceptions

If racecontrol is not able to send text chat commands because of technical issues or other reasons, the race will start automatically when the polesitter is at the end of the starting area. Overtaking is permitted as soon as the polesitter passes the starting area

Start Area



2X2 FORMATION



➤ Race

The start of the race is rolling in four start groups. Race

There must be two (2) mandatory pit stops, each with a minimum standing time of 30 seconds.

Changing the tires is optional and not mandatory during a pit stop.

There must be at least one (1) online driver change in the race.

All cars must enter the pit lane after the end of the race and may only then press the ESC button. Violations will automatically result in a non-scoring.

The finish line is only valid on the track.

Only those vehicles are counted that have finished the race by their own engine power across the finish line into the pit lane. Only the laps that a vehicle has covered with its own engine power are counted.

FastRepair regulations

For each FastRepair used, a drive through penalty must be taken. This also applies for fast repairs taken by accident.

Each team is responsible for completing the drive through penalty independently and in the following lap. If the penalty is not taken by a team, every driven lap after will result in 1x penalty point per lap until the team completes their penalty.

Doing a pitstop is not allowed while taking a fast repair penalty.

➤ Minimum Driving Time

The iRacing "drive Fair Share" rule is applied.

Formula

Number of racing laps "divided by" Number of drivers "divided by" 4

Example: 50 (laps) / 2 (driver) / 4 (fair share fraction) = 7 (laps) every driver must have completed at least.

Teams that fall short of the minimum driving time will be disqualified

Exceptions to the minimum driving time

Each team has two (2) joker available throughout the season. Thus, it is possible to fall short of the minimum driving time or that a team can contest a race with only one driver without penalty and thus receives full championship points. The minimum pit stop time must be adhered to.

➤ Incident Limit

The first S/H penalty occurs at 30th INC then after every further 5th INC automatically by the simulation.

The iRacing general conditions and penalties apply.

➤ Flagrules

Blue Flags

A driver to be lapped who is shown blue flags must allow the vehicle behind him/her to lap at the next safe opportunity.

A driver who obviously ignores blue flags in a systematic way or repeatedly disregards blue flags can be penalized with at least one penalty.

Yellow flag

This flag is a signal of danger or of a hazard beside or partly on the track. The flag is shown to the drivers single waved. Drivers must reduce speed, they shall not overtake and be prepared to change direction. The driver must abandon an overtaking manoeuvre, if already started and if it cannot be completed until he has arrived at the yellow flag.

➤ Proteste

Protests can be submitted online during the race, but no later than 15 minutes after the finish of a race. The protest period for individual incidents (up to 30 minutes before the end of the race) is 30 minutes.

The protest form must be filled out completely and correctly.

Protests from drivers who are not involved in the incident will not be accepted.

➤ Communication

The use of the VOIP communication system Teamspeak is mandatory for all participants.

For all participants who are on the official iRacing race server, the presence is required from the drivers meeting on.

Teamspeak rules

All participants have to use their real first and last name in the TS. Furthermore it is mandatory to place the start number in front of the real name. Example: #14 Max Mustermann

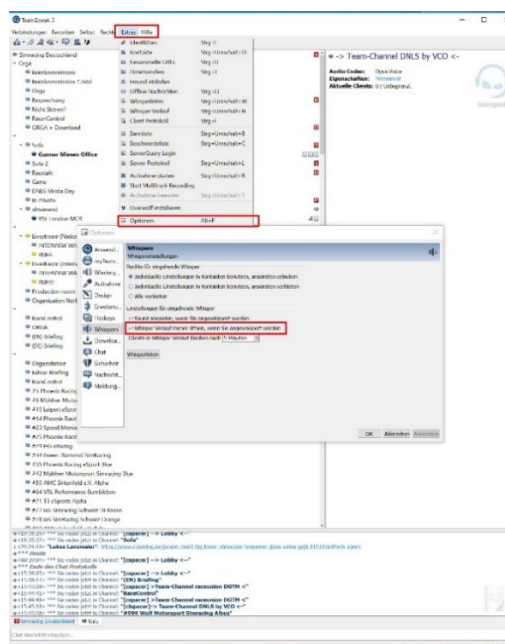
Communication with the teams is essential and must be guaranteed. Violations can be penalized with a stop & hold penalty of 30 seconds.

InGame Text & Voice

After starting with qualifying the chat ban is valid (Text/Voice). Exception is Pass Left / Pass Right in Text Chat

Teamspeak settings (Whisper)

The check mark for "Always open Whisper history when whispered to" should be removed.



- It is not permitted to enter other Teamspeak channels and disturb the participants during the event.

➤ Success-Pitstop (Longstops)

After each race, the teams receive a separate pit stop for the following race, depending on their placement.

1. Place 30 Seconds
2. Place 20 Seconds
3. Place 10 Seconds

The long stop must be completed at the first pit stop in the penalty box. The pit service and driver changes may then be carried out.

- The pitstop begins when the vehicle comes to a standstill in the penalty box.
- The pitstop ends when the vehicle moves or rolls out of the penalty box.
- The iRacing InGame video timer is decisive for the measurement

Class	Team	Standing time
SP9		30 Sekunden
SP9		20 Sekunden
SP9		10 Sekunden
CUP2		30 Sekunden
CUP2		20 Sekunden
CUP2		10 Sekunden
SP10		30 Sekunden
SP10		20 Sekunden
SP10		10 Sekunden
SP3T		30 Sekunden
SP3T		20 Sekunden
SP3T		10 Sekunden

➤ Penalties

Penalties can take place from the first lap, but must have taken place until the end of third lap. Refueling and changing of tyres is not permitted.

Team	Penalty	Penalty from

Keep Simracing