Important Information

Standard – Drivers briefing 2023

Round 03 |3h-Rennen (23.06.2023)
Version: 0.0.1

➤ TIME SCHEDULE

Free practice		
Server Host	Simracing Deutschland	
Servername	DNLS-CC FP XX	
Password	dnls	
Monday	19. Juni 2023 - FP 1	18:00 – 22:00 Uhr – Team Session
Tuesday	20. Juni 2023 - FP 2	18:00 – 22:00 Uhr – Team Session
Wednesday	21. Juni 2023 - FP 3	18:00 – 22:00 Uhr – Team Session
Thursday	22. Juni 2023 - FP 4	18:00 – 22:00 Uhr – Team Session
Race-Day	23. Juni 2023 - Team Session	
Server Host	Simracing Deutschland	
Servername	DNLS-CC - 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 Minuten	

➤ Weather & SimTime

Set Weather	
Sky:	Is generated automatically
Temperature:	Is generated automatically
Relative Humidity:	Is generated automatically
Wind Speed:	Is generated automatically

Session	Dynamic Sky	SimTime		Track Conditions
Open Practice	dynamisch	Jun 23. 2023	18:00 Uhr	61%
Race-Day				
Warm-up	dynamisch	Jun 22. 2023	18:00 Uhr	61%
Qualifying	dynamisch	Jun 23. 2023	~17:00 Uhr	Carry Over
Race	dynamisch	Jun 23. 2023	~18:00 Uhr	Carry Over

➤ Balance of Performance

The classification of the vehicles can be adjusted up to 24 hours before the event.

Vehicleclass	Vehicle	Fuel in %	Power ADJ %	Additional weight in kg
SP9	Lamborghini Huracan GT3 EVO	95	99,00	20
	BMW M4 GT3	95	98,50	20
	Mercedes-AMG GT3 2020	95	99,25	0
	Porsche 911 GT3 R (992)	95	98,50	20
CUP2	Porsche 911 GT3 Cup (992)	95	95,00	0
SP10	Mercedes-AMG GT4	85	100,00	0
	BMW M4 GT4	85	100.00	0
SP3T	Hyundai Elantra N TC	75	100	0

➢ Guest starter

Class	Team

➢ Team logoff

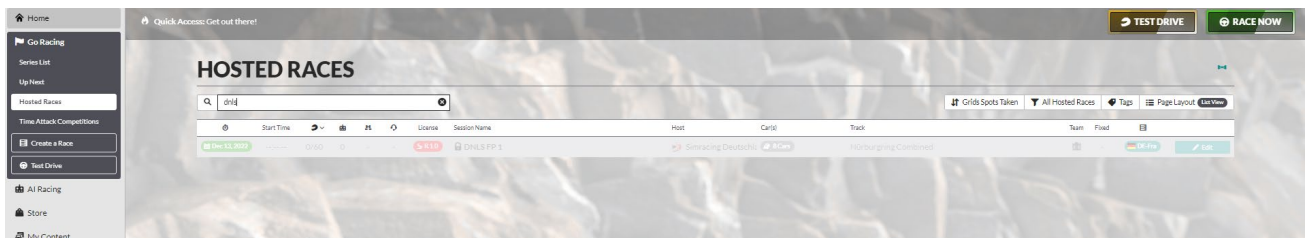| Class	Team

➢ 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 mandatory for all active drivers to join the Zoom meeting provided by the organizer during qualifying as well as during the race and to continuously transmit a live image of themselves. Violations of this rule will be punished with a warning.

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 R02:	CLICK HERE
Driver Line Up R02:	CLICK HERE

➢ Race-Control

- Type of race commission (ReKo)
  In the DNLS Community Cup, a live race committee with at least 2 sports marshals and a race director will be appointed.

- Sighting areas
  In the DNLS Community Cup the race sessions will be completely sighted (listing of vehicle contacts according to simulation log).
  Basically, the following rule applies: If only two vehicles are involved in an incident, this incident will be noted, but a protest must also be filed. However, the Race Commission (REKO) still has the right to evaluate such incidents independently. If a third vehicle is involved in the incident, the REKO will evaluate this incident independently. However, a protest is always helpful, as it can occasionally happen that incidents are overlooked by the REKO.

  iRacing damage model
  If there is a suspicion that cars with visible damage can achieve faster lap times, the race control can ask the team to go to the pits to have the damage repaired.

- Officials
  Frank Taller (RL)
  Lukas Unger (SK)
  Remo Zemp (Spotter & SK)

Simon Ehses (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
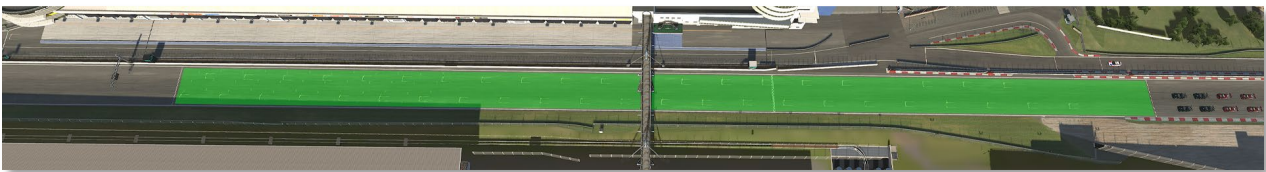
2X2 FORMATION

➤ Race

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

There must be two (2) mandatory pit stops during the race, each with a minimum standing time of 30 seconds. A driver change will always be recognized as a valid mandatory pit stop.

At least one (1) online rider change must be performed in the race, exceptions apply according to the joker rule

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

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.

As soon as the overall leader has finished the race, the pit exit is closed and may no longer be left. The pylons at the pit exit are decisive here.

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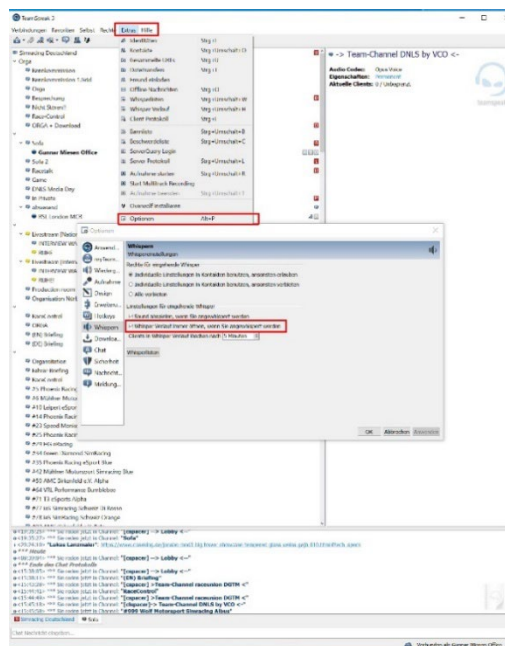
- It is not permitted to enter other Teamspeak channels and disturb the participants during the event.

➤ 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 entry into the pit lane during the race in the Penalty Box. Afterwards the pit service, the driver change or penaltys etc. can be done. Exceptions are made for teams whose pit area is

located in front of the Penalty Box. In this case, the team can head for its pit first and must then visit the Penalty Box.

- 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	#101 Team Heusinkveld #101	30 Sekunden
SP9	#99 FamilienBomber #99	20 Sekunden
SP9	#110 Leipert eSports Yellow	10 Sekunden
CUP2	#288 Gericke Motorsport	30 Sekunden
CUP2	#215 Impulse Racing $215	20 Sekunden
CUP2	#220 AVIA W&S e-Motorsport CC	10 Sekunden
SP10	#358 Impulse Racing $358	30 Sekunden
SP10	#310 Leipert eSports by SRS	20 Sekunden
SP10	#311 CoRe SimRacing SP10	10 Sekunden
SP3T	#401 Team Heusinkveld #401	30 Sekunden
SP3T	---	20 Sekunden
SP3T	#461 CARLAR esports #461	10 Sekunden

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