

Bulletin #2 14/03/2021

Amendment Virtual Racing School (VRS) | DNLS Community CUP 2021 Serial tender

1 SPORTING REGULATIONSEvents

Point 1.6.5 Authorized Vehicleclasses/Vehicles & Liveries

- **Vehicleclasses/Vehicles**

<i>Car Class</i>	<i>Vehicle</i>	<i>Fuel in %</i>	<i>Power ADJ %</i>	<i>Add. weight in kg /lb</i>
<i>SP9</i>	Lamborghini Huracán GT3 EVO	100	100	7/15
	BMW M4 GT3 - Prototype	100	97 96,5	12/26
	Mercedes AMG GT3	100	100	-
<i>CUP2</i>	Porsche 911 GT3 Cup (991)	94 82	100	-
<i>SP10</i>	Porsche Cayman GT4	85 82	100	18/40 0/0
	BMW M4 GT4	85 80	99	-
<i>SP3T</i>	Audi RS3 LMS	80	100	-

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Point 1.6.6 Championshipaces

Championshipaces go over a distance of 3 Laps.

Championshipaces go over a distance of 5 Laps

Championshipaces go over a distance of 3 Laps

Championshipaces go over a distance of 8 Laps

The Start-/Finishingline is only valid on Track.

Championshipaces go over a distance of 3 Laps.

Championshipaces go over a distance of 22 Laps

Championshipaces go over a distance of 8 Laps

The Start-/Finishingline is only valid on Track.

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1 SPORTING REGULATIONSEvents

Point 1.6.6 Championshipaces

- **Score and Classificationmode**

Factor fort he respective Raceformats

Qualificationrace 3/5 Laps: 0,5

(Main-)Race 3 hrs: 1,0

(Main-)Race 8 hrs: 1,5

Factor fort he respective Raceformats

Qualificationrace 3/5 Laps: 0,5

(Main-)Race 22 laps: 1,0

(Main-)Race 8 hrs: 2,0

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Point 1.6.1 Series-Schedule

Date	Race day	Qualification	Qualificationrace	Race	Track Variant
12. March	Testtag	15 Min /Lone Quali	3 Laps	3 hrs	VLN
19. March	Round 01	15 Min /Lone Quali	3 Laps	3 hrs	VLN
16. April	Round 02	15 Min /Lone Quali	3 Laps	3 hrs	VLN
28. May	Round 03	15 Min /Lone Quali	3 Laps	3 hrs	VLN
09. July	Round 04	15 Min /Lone Quali	3 Laps	3 hrs	VLN
20. August	Round 05	15 Min /Lone Quali	3 Laps	3 hrs	VLN
15. October	Round 06	15 Min /Lone Quali	3 Laps	3 hrs	24h
30. October	Round 07	15 Min /Lone Quali	5 Laps	8 hrs	24h

Date	Race day	Qualification	Qualificationrace	Race	Track Variant
12. March	Testtag	15 Min /Lone Quali	3 Laps	<i>22 Laps</i>	VLN
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16. April	Round 02	15 Min /Lone Quali	3 Laps	<i>22 Laps</i>	VLN
28. May	Round 03	15 Min /Lone Quali	3 Laps	<i>22 Laps</i>	VLN
09. July	Round 04	15 Min /Lone Quali	3 Laps	<i>22 Laps</i>	VLN
20. August	Round 05	15 Min /Lone Quali	3 Laps	<i>22 Laps</i>	VLN
15. October	Round 06	15 Min /Lone Quali	3 Laps	<i>22 Laps</i>	24h
30. October	Round 07	<i>35 Min /Lone Quali/4 Laps</i>		8 hrs	24h

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Point 1.6.2 Schedule

3h 22 Laps Events (Fridays)

Training:	17:00 to 18:55 hrs (Separate Server)
Briefing:	18:55 to 19:15 hrs - (Mandatory)
Qualification	19:15 to 19:30 hrs (15 Minutes Lone Quali)
<i>Gridding Time</i>	<i>19:30 bis 19:35 hrs (5 Minutes)</i>
Qualificationrace	19:35 to 20:10 hrs (3 Laps)
<i>Warm-Up</i>	<i>20:10 bis 20:12 hrs (2 Minutes)</i>
<i>Gridding Time</i>	<i>20:12 bis 20:17 hrs (5 Minutes)</i>
Main Race	20:25 to 23:35 hrs (3 Laps) <i>20:17 bis 23:20 hrs 22 Laps</i>
Winnerinterviews	23:35 hrs <i>23:20 hrs</i>

8h Events (Saturday)

Training:	12:00 to 12:55 hrs <i>13:00 to 13:55 hrs</i>
Briefing:	12:55 to 13:05 hrs - (Mandatory) <i>14:00 to 14:20 hrs - (Mandatory)</i>
Qualification	13:05 to 13:20 hrs (15 Minutes Lone Quali) <i>14:20 to 14:55 hrs 35 Minutes / Lone Quali / 4 Runden</i>
Qualificationrace	13:25 to 14:20 hrs (5 Laps)
<i>Gridding Time</i>	<i>14:55 to 15:00 hrs (5 Minutes)</i>
Main Race	14:30 to 23:45 hrs (3 Laps) <i>15:00 to 23:10 hrs (8h)</i>
Winnerinterviews	23:45 hrs <i>23:10 hrs</i>

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Point 1.6.4 Competition Implementation

• Qualification

There is no minimum qualification. Drivers or teams that do not complete a lap in the qualification start from the end of their vehicle class, but are entitled to start.

The qualifying on race day lasts 15 minutes and is completed in the "Lone Quali".

Qualifying Conduct Scrutiny: Moderate

The result of the qualifying serves as the starting grid for the qualifying race.

No restrictions on driver selection

The ESC button may be pressed during qualifying

• Qualificationrace

~~The race starts on a rolling basis in four starting groups. The interval between each vehicle class is approx. 70 seconds. Vehicles that are not in their vehicle class on the starting grid may drive past the left or right side of the lane and line up at the end of their vehicle class at the start of the introductory lap. The start page depends on the respective starting position.~~

~~The driver of the qualification race can be chosen freely.~~

~~The qualification race runs over a distance of 3 or 5 laps.~~

~~The race results of the individual vehicle classes are decisive for the starting position in the main race.~~

~~Teams that give up the race for no apparent reason can lose their entry authorization for the rest of the season.~~

~~The reason for giving up the race can be communicated verbally to the race management in the TS.~~

The start of the race will be rolling in three (3) start groups.

Start groups

- *Start group 1: SP9*
- *Start group 2: CUP2*
- *Start group 3: SP10 & SP3T (The distance between the two car classes must not exceed 6 car lengths. be. The start clearance will be given by the pole setter of each car class within the start area.)*

The distance between each starting group is approx. 70 seconds. Vehicles that are not in their car class on the starting grid are allowed to pass on the left or right side of the track at the start of the formation lap and line up at the end of their car class.

The start side depends on the respective starting position. The race control will announce the start numbers of the individual car classes, for cars that have to start the race from the right side of the track in the Teamspeak via the Whisper function.

The qualification race runs over a distance of 3 laps. The driver of the qualification race can be chosen freely.

The race results of the individual vehicle classes are decisive for the starting position in the main race.

Teams that give up the race for no apparent reason can lose their entry authorization for the rest of the season. The reason for giving up the race can be communicated verbally to the race management in the TS.

• Main Race

The starting grid of the individual vehicle classes is based on the race result from the qualification race. Penalties from the race management can be taken into account in the starting grid.

~~The race start is rolling in four starting groups. The interval between each vehicle class is approx. 70 seconds. Vehicles that are not in their vehicle class on the starting grid may drive past the left or right side of the lane and line up at the end of their vehicle class at the start of the introductory lap. The start page depends on the respective starting position.~~

~~The qualification race runs over a distance of 3 or 8 hours.~~

~~The starting driver in the main race can be freely chosen.~~

~~Teams that give up the race for no apparent reason can lose their entry authorization for the rest of the season.~~

~~The reason for giving up the race can be communicated verbally to the race management in the TS.~~

The start of the race will be rolling in three (3) start groups.

Start groups

- *Start group 1: SP9*

- Start group 2: CUP2
- Start group 3: SP10 & SP3T (The distance between the two car classes must not exceed 6 car lengths. be. The start clearance will be given by the pole setter of each car class within the start area.)

The distance between each starting group is approx. 70 seconds. Vehicles that are not in their car class on the starting grid are allowed to pass on the left or right side of the track at the start of the formation lap and line up at the end of their car class.

The start side depends on the respective starting position. The race control will announce the start numbers of the individual car classes, for cars that have to start the race from the right side of the track in the Teamspeak via the Whisper function.

The main race runs over a distance of 22 laps (~3H) or 8 hours. The starting driver in the main race can be freely chosen.

Teams that give up the race for no apparent reason can lose their entry authorization for the rest of the season. The reason for giving up the race can be communicated verbally to the race management in the TS.

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1 SPORTING REGULATIONSEvents

Point 1.3.3 Teamchief / Teams / Participants

- **Participant (Driver)**

Drivers do not have to be signed in or out.

Drivers do not have to provide any special proof to be in the VRS | DNLS - Community Cup2021 to start.

Drivers are allowed to start in all classes.

Maximum driving time for drivers

The maximum driving time is exceeded, the team will be subsequently disqualified.

- After a driving time of 2,5 hours (150 Minutes) the driver must take a break of at least 30 minutes.
- The driving time is the time in which the driver participates in the race without an interruption of at least 120 minutes. Introduction lap(s) / formation lap(s) and finishing lap(s) are not added to the driving time.

- **Exception**

- All teams receive a joker. The joker can be drawn for the following offense. Exceeding the maximum driving time or for teams that complete a race with only one driver.
- Teams contesting the race from one location (rig). Such constellations must be reported to the organizer before the race. The organizer is responsible for the final confirmation. The driver change must be sent immediately by means of pictures with a time stamp or a video.

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2 TEIL 3 APPENDIXES / DRAWINGS

Point 2.1.10 Flagrules

- **Blue Flag**

During the race

The flag is shown to a vehicle to be lapped. The flag indicates to the driver that he must let pass the vehicle behind him at the first safe opportunity.

If a driver is shown the blue flag, he must allow overtaking within one lap. If the distance is less than four car lengths when lapping, the driver to be lapped must enable the lapping within 3 turns.

During the race

A driver who is to be lapped and blue flags are displayed, must enable the vehicle behind him to lap at the next safe opportunity.

A driver who apparently systematically ignores blue flags or repeatedly disregards blue flags, may be punished with at least classification penalty.

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2 TEIL 3 APPENDIXES / DRAWINGS

Point 2.1.13 Compulsory pit stop & minimum standing time (new paragraph)

A minimum of two (2) mandatory pit stops must be completed in the main race. The minimum standing time for each of the two mandatory pit stops is 30 seconds. There is no obligation to change tires.

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2 TEIL 3 APPENDIXES / DRAWINGS

Point 2.1.9 Incident Limit

~~The iRacing general conditions and penalties apply.~~

Qualification race / 3 hour race

~~The first S / H penalty is pronounced with the 25 INC. The penalty is given by the simulation.
Every further S / H penalty takes place after 5 INC~~

Qualification race / 8 hour race

~~The first S / H penalty is pronounced with the 60 INC. The penalty is given by the simulation.
Every further S / H penalty takes place after 5 INC.~~

The iRacing general conditions and penalties apply.

Qualification race / 22 Laps race

*The first S / H penalty is pronounced with the 26 INC. The penalty is given by the simulation.
Every further S / H penalty takes place after 5 INC*

8 hour race

*The first S / H penalty is pronounced with the 60 INC. The penalty is given by the simulation.
Every further S / H penalty takes place after 5 INC.*