

Bulletin #4 12/04/2021

Amendment Virtual Racing School (VRS) | DNL5 Community CUP 2021 Serial tender

1 SPORTING REGULATIONSEvents

Point 1.6.4 Competition Implementation

- **Formationlap Guidelines**

- Must be driven in the DoubleFile at a speed of approx. 85km / h
- ~~— Overtaking is prohibited until the start is given~~
- From the Bilstein bridge, overtaking is not allowed until the racestart
- The distance between vehicles must generally not be more than approx. Three vehicle lengths
- A change of position as well as sudden changes of direction, e.g. to warm up the tires, are prohibited
- ~~— The SP9 class begins the introductory lap behind the PaceCar. All subsequent vehicle classes begin their introductory lap with a time difference of approx. 70 seconds to the faster vehicle class.~~

- **Procedure formation round (qualifying race and main race)**

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.)

- Starting position guidelines

- The pole setter of each vehicle class always starts from the right side of the track. The pole setter of the SP9 class is placed on the right start side by the simulation. The iRacing starting grid of the classes CUP2, SP10 and SP3T may differ. In this case, all cars of a car class swap the start page with the beginning of the formation lap.
- The start side depends on the respective starting position. The race control will announce the start numbers of the individual vehicle classes, for vehicles that have to start the race from the right side of the lane, via the Whisper function in Teamspeak.



- General provisions

- All start groups leave at the beginning of the introduction/formation lap!
- Cars that are not in their starting group may pull out to the right or left to pass cars that are not in their starting group. The vehicles line up at the end of their respective start group. Hereby the given start page has to be observed!
- PaceCar speed is approx. 85 Km/h until start clearance.
- Overtaking during the introduction/formation lap is only allowed,
 - a) until the Bilstein bridge.
 - b) if a vehicle was late leaving the starting grid and the vehicles behind - in order not to hinder other vehicles - could not avoid passing.
- Vehicles, which are passed by the complete starting grid, will remain behind and start from the last position. If this affects more than one car, they have to queue in the same order as leaving the starting grid. A change of position and

sudden change of direction is prohibited. In this case, the race director will decide if the start is clear or if another formation lap or penalty is due. Drivers that return to pit lane due to a defect on the car have to fall back on the starting grid.

Cars starting directly from the pit, can leave the pit lane only after their respective class has passed the pit lane exit.

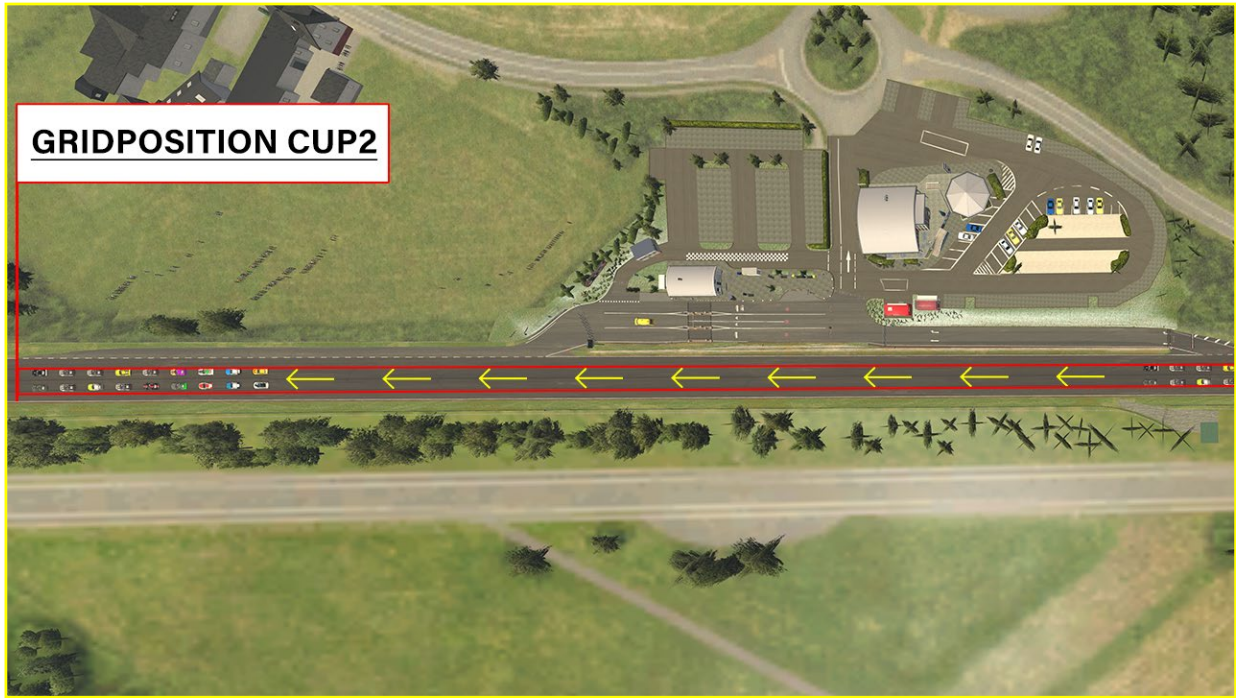
- Open starting places cannot be filled with other cars during the formation lap. Open starting rows however will be filled with moving up other cars.
 - The distance between two cars must not be more than three (3) vehicle lengths.
 - At Bilstein bridge at the end of Döttinger Höhe all cars must be in a closed 2x2 formation at the latest!
- The starting group 1
- The start group 1 "SP9" follows the PaceCar until the start clearance. The distance to the pace car must not be more than approx. four (4) car lengths.
 - Vehicles that are not in their starting group may move out to the right or left to pass vehicles that are not in their starting group. The vehicles line up at the end of their respective start group. Hereby the given start page has to be observed!
- The starting group 2
- The starting group 2 "CUP2" follows the cars of the SP9 up to the grid position.
 - The first starting row of the starting group 2 "Cup2" and all cars of the starting group 2 "Cup2" driving behind will stop their cars within the assigned grid position. (See picture) The correct starting position is to be taken up to the grid position!
 - The lining up of the 2x2 formation up to the grid position is only allowed within the center of the lane. The left and right side of the lane is reserved for the vehicles that have to join their starting group. It is mandatory to keep the right and left side of the lane free!
 - The continuation of the formation lap is determined by the virtual sim time. The race management communicates the sim time via the in-game chat.



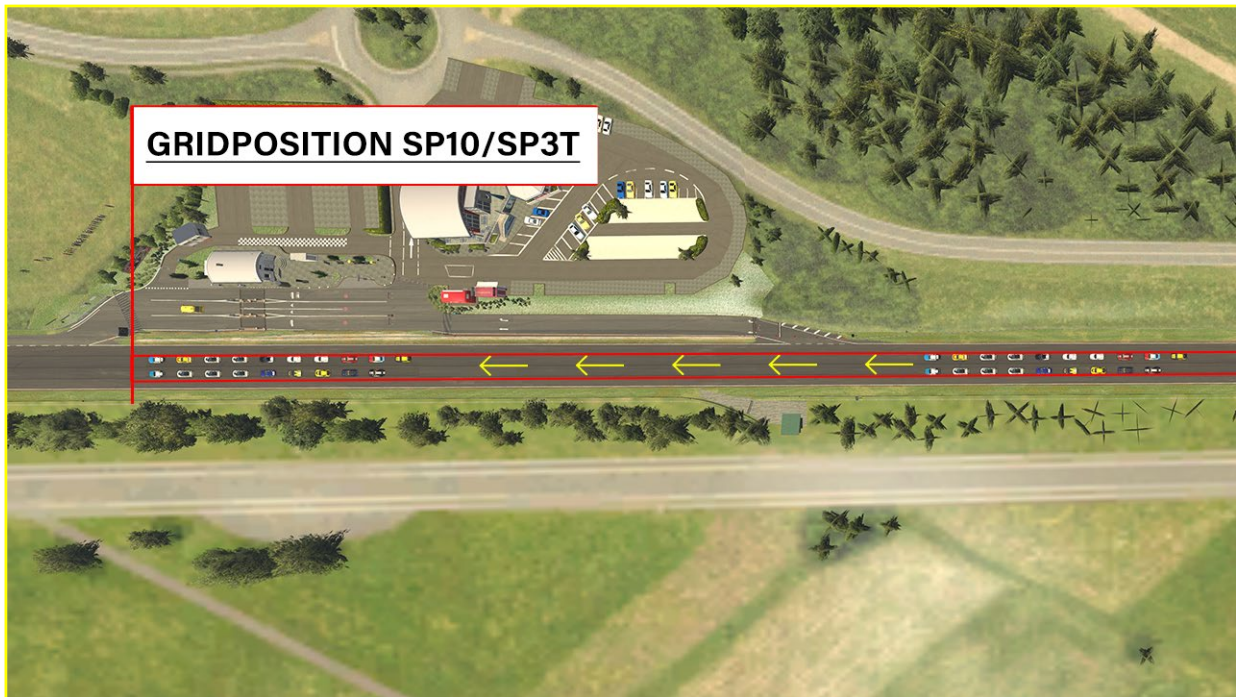
- The starting group 3
- The starting group 3 "SP10/SP3T" follows the cars of the Cup2 up to the grid position.
 - The first starting row of the starting group 3 "SP10/SP3T" and all cars of the starting group 3 "SP10/SP3T" behind will stop their cars within the assigned grid position. (See picture) The correct start position has to be taken up to the grid position!
 - The lining up of the 2x2 formation up to the grid position is only allowed within the center of the lane. The left and right side of the lane is reserved for the vehicles that have to join their starting group. It is mandatory to keep the right and left side of the lane free!
 - The continuation of the formation lap is determined by the virtual sim time. The race management communicates the sim time via the in-game chat.



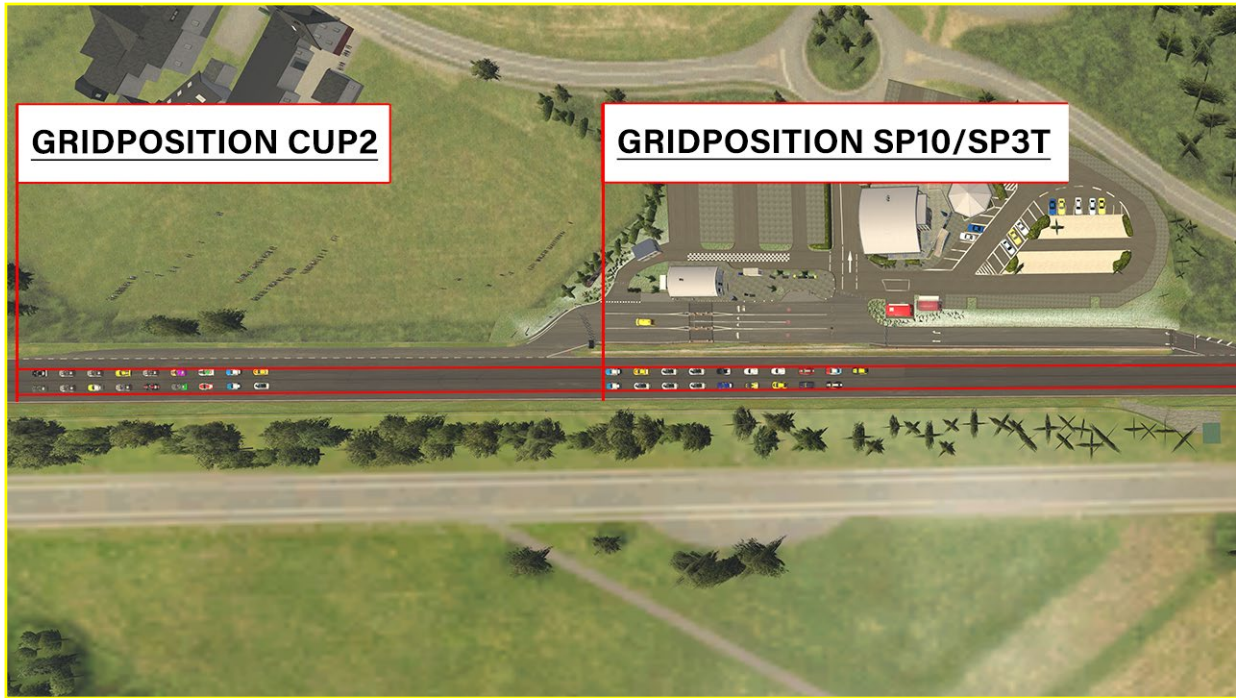
Grid Position CUP2



Grid Position SP10/SP3T



Grid Position CUP2 und SP10/SP3T



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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 3/7
	BMW M4 GT3 - Prototype	100	96,5 97,5	12/26 16/35
	Mercedes AMG GT3	100	100	-
<i>CUP2</i>	Porsche 911 GT3 Cup (991)	82	100	-
<i>SP10</i>	Porsche Cayman GT4	82	100	-
	BMW M4 GT4	80	99	-
<i>SP3T</i>	Audi RS3 LMS	80	100	-