Regulations

GTR24h Le Mans 2016

www.GTR24h.org

Content

General

About us

www.GTR24h.org is a **non-profit organisation** arranging 24 hour simrace events. We strive to provide the most immersive, friendly and competitive events you could ever experience as a simracer! The event has been held since 2006 and grows better every year.

Game, Classes & Carpack

For the 24-hour event, the game rFactor2 developed by Studio 397 is used. The cars resemble contemporary GTE and LMP cars. There will be a car package developed containing the cars which are necessary to participate. The car pack is based on the work of United Racing Design's EGT mod for rFactor2.

The EGT mod is payware, therefore we unfortunately cannot allow you access to our practice server before we have verified that you own the EGT mod from URD. Use the "URD Verification" site on our website to get the password for the server. (http://gtr24h.org/urd-verification) The server supports the "getmod" feature, so you will receive the newest version of the cars directly in-game when joining the server. **The password is of course confidential and may not be shared!**

For the event we use our own set of LMP cars. These cars are intended only for the GTR24h participants, and therefore **you may not share our cars** any other community!

Teams

A team may consist of any amount of entries/cars. Each car must consist of a minimum of 2 drivers, and a maximum of 5 drivers. A team is allowed to have any amount of pit crew members, which may be working for all cars running for the team.

Each entry/car is only allowed to have a *single* computer (i.e. race car) connected to the game server. Teams are allowed to bring several computers for testing, telemetry etc. The use of software like SimUtils, MoTeC and similar programs we both allow and recommend. The drivers will be seated in a separate room called the "Drivers' Room". There will be no possibility for the pit crew to be seated near the drivers while they are racing. All communication between teams, drivers and Race Control is to be through TeamSpeak3. The teams are **required** to use TeamSpeak3, so they can monitor the messages from the Race Director to the teams. This applies during both qualification and race sessions and is recommended for open practice. We host a TeamSpeak3 LAN server at the event, and each entry/car will be provided with their own channel.

Before the event

Entries limitations

At the event there is space for a maximum of 25 entries, due to the available space in the paddock. Registered teams are allowed to change their choice of car model and class at any time, but keep in mind the deadline for custom paints of the car is no later than 14 days before the event.

Tickets

The tickets are divided into two different categories; a ticket for the team and tickets for attendees / persons:

For teams:
- ➢ Pit spot Ticket: Reserves you a spot on the grid for the race and one of the 3x3m pavilion tents in the paddock. Think of this as the registration fee for the car to enter the race.

For persons:
- ➢ Standard Ticket: Grants entrance to the event for one person. All attendees have to buy a ticket to attend the race; drivers, "mechanics", pit crew and helpers.

- ➢ All-inclusive Ticket: Just like the Standard Ticket, it grants access to the event for one person. This ticket also includes breakfast both Saturday and Sunday and dinner Saturday evening.

The tickets are arranged this way to make it easier for both organisers and participants to see who are part of which team and to keep track of how many teams are registered at any given point.

Player profile-name

To reach a certain level of consistency, the way your teams' profile names in rFactor2 have to be set up is standardized. Note that this is a requirement and will be reinforced at the event (Only teams adhering will be allowed to join). We do this to benefit the quality and clarity of the live timing and live streaming.

You are free to choose any 3-digit number for your car. (First come-first serve) Please note that the numbers 1, 2 and 3 are reserved for the winners of last year's race:
1. Endurance Racing
2. TT Simracing #919
3. DGTL Racing

This is the way the team name must be formatted:

➢ Forename = #*chosen car number*
➢ Surname = Team name identical to the name used in Eventbrite / on the ticket.

Example: #24 Super-Computer Racing

Use the "rFactor 2 Profile Changer v1.1" tool made by "Thom@s" to change your profile name. This tool is available on our website: www.gtr24h.org

During the event

Session type
The race is run in a rejoinable race-session. Therefore the teams are able to re-join at any point during the race, without a restart of the game server. Timing is kept by the system built into rFactor2, but we keep a backup in case of a server crash, with a tool provided by SimUtils. Refer to the "Extra Software" section of this document for more info.

Practice
The circuit will be running Open Practice both Friday evening and Saturday morning. During this time all teams are free to join and run on the server. While there are no requirements, we highly recommend all drivers to run a few laps on the server to become familiar with the venue, another sim-rig, different settings on the computer etc.

Qualifying
Qualifying consists of a 2-hour session in daylight Saturday at noon. There are no restrictions regarding laps or drivers during qualifying. If, for any reason, an entry must re-join the server during the session, they will keep their recorded laptime. When a car is on a hot-lap, please indicate this by switching on the headlights to warn other drivers to give way. A driver on his out-lap or in-lap, (i.e. a lap that will not count for a time on the starting grid), should always allow other drivers to pass without incurring any delay whatsoever upon the faster car. During an in/out-lap the driver must be cautious of his mirrors, looking out for any approaching cars that might be running a hot-lap.

Race

Grid Procedure
The grid is reordered according to the qualifying result, with the safety car in front during the warmup session. This is the sole purpose of the warmup session – do not drive during the session. Be ready to go racing instead!

Formation lap
Please note that start in the game is "standing", but the race is NOT green when the red lights go off! This instead marks the start of the formation lap, which will start approximately 7 minutes before the start of the race, so the pole-sitter can cross the start/finish-line exactly at 16:00 (Saturday). A safety car, driven by a driver with permission from the organisers, will lead the formation lap at approximately 120km/h. During the formation lap cars are to drive in a "single-file" formation and keep 5 car

lengths between them (approximately 20 meters). Overtaking is of course **not** allowed.

Please note that it is **not** allowed to warm up the tires by swerving! It is also **not** allowed to accelerate hard then brake hard to warm up tires and brakes! Drivers are required to drive as smoothly and steadily as possible, while on the formation lap! Drivers are however allowed to warm up their brakes by applying both accelerator and brake pedal at the same time, but exercise caution if doing so!

The safety car will leave the track after the last right-hand corner of the Ford Chicanes. The green flag is given when the polesitting car exits the right-turn of the Ford Chicanes and all cars are allowed to accelerate at this point. "GREEN FLAG" will be written in the game chat and broadcast on TeamSpeak3. Overtaking is not allowed before the Start/Finish-line has been crossed!

Pit stops
A pit stop will be a normal pit stop in rFactor2. If another driver is going to take over the wheel of a car, this new driver is only permitted to enter the "Drivers' Room" when the car is on its in-lap. It is allowed to talk during the pit stop but do not disturb the other drivers! All participants are expected to be quiet in the "Drivers' Room", out of respect for the drivers. Drivers are encouraged to spend as little time as possible in the "Drivers' Room" when swapping seat.

Be aware, that if you overshoot your pit spot by more than a few meters, you will not be able to execute the pit stop (notice the "Wrench Icon" in the top left of your screen will disappear). You have to drive another lap – reversing will not work! Read the "Stopping or Reversing" section for more info.

Lights on the car
From 18:00 Saturday to 06:00 Sunday, the lights on the car **must** be turned on (front-left, front-right, rear-left & rear-right).

Re-joining
If a car experiences a disconnect or a technical problem of a similar kind, they are free to re-join the server at any time (as soon as they can). There is no time penalty related to rejoining, besides the time you naturally loose while standing still. It is not allowed to rejoin to avoid repairing time in the pits. If a team does this, they will be penalized by being deducted a lap.

End of the race
The race is over when the leading car crosses the start/finish line for the first time after 15:00 Sunday. When finishing the race, all cars are to finish their current / last lap, then stop or press escape once crossing the finish-line. Cars will be classified after the number of laps driven and time gaps between cars.

Driving Behaviour

Each driver has the responsibility to understand and adhere to these driving behaviour rules!

Overtaking

From a standing point, the overtaking/faster car has the **full** responsibility of finding a safe way around the slower car. The two drivers are both to leave space enough for each other during the overtaking manoeuvre. This is required while the cars are side-by-side, which is defined as the overtaking car's foremost point being in-line with or in front of the slower car's rearmost point.

Overtaking cars are <u>not</u> allowed to retake the racing-line and pull in front of a slower car, immediately after overtaking. This is especially true just before corners, as this will significantly increase the slower car's stopping distance, due to lacking downforce. This is likely to cause an accident!

Passing outside the track or on the apron is not allowed. A driver passing by such moves must let those who got passed immediately regain their position. A driver failing to do so will be penalized. Unsafe and "rushed" overtakes will not be tolerated.

Defending

When battling for position, a passing opportunity will almost always evolve. The driver in front is allowed to defend his position by altering his line **once** per straight. If the drivers are side by side, a line change is not advisable.

Lapping

In situations where a car is being overtaken by a facter car by one or more laps, the slower car is to keep its line and to stay as predictable as possible. Do not slow down in the race line, especially in an accelerating zone such as the exit of a turn. The faster car is expected to wait until a safe pass can be executed. Impatience will result in pointless shunts. The LMP cars are more than capable of either out-accelerating, out-braking or out-corner the GTE cars, and the responsibility of a safe "LMP-GTE lapping" lies primarily with the driver of the LMP car.

Stopping or Reversing

If a car for any reason has stopped on the track (e.g. out of fuel) it is not legal to be pushed by another car or by any other method move the car around the track! A car has to return to the pitlane under its own power. It is strictly prohibited to drive against the direction of travel anywhere on the circuit, including in pit lane. The only exception to this rule is reversing a few meters into the pit box, in the event of overshooting or traffic in the pit lane. Note that if the "Wrench Icon" in the top left of your screen is no longer displayed, you have to drive 1 more lap and make a new pit stop attempt.

Additional Info

Server settings & password
Server name: GTR24h.org 2016
Game: rFactor2
Cars: URD GTE and GTR24h LMP cars
Fuel consumption: Normal
Tyre wear: Normal
Weather: Random
Mechanical failures: Normal
Flag Rules: Black Only
Damage multiplier: 100%
Driving aids allowed: Auto clutch, ABS and TC
Driving view: Free – cockpit, nosecam and chasecam are all allowed.
Password: Can be acquired through the "URD Verification" page:
(www.gtr24h.org/urd-verification)

Judges' table
During the race, one or two judges will handle the judge-table at any given time.
These judges will control the server, safety car and have the right to give penalties in
cases of bad driving behaviour etc. If a team is victim of bad driving behaviour, has a
complaint, or a question etc., the team can report to the judge-table. The judges will
hereafter make their decision about the case in question and contact the teams
involved with a recommendation, a warning or a penalty.

Server restarts
If for any reason, the server requires a restart during the event, the race will be
restarted according to the normal procedure, identically to the beginning of the race.
The decision to restart the server is on the discretion of the Race Director. Please note
that the weather can change with a server restart.

These are the conditions in relation to a server restart:

➢ Driver change in the server downtime is allowed.

➢ All teams have 10 min. to re-join and get into position after the server is
restarted.

Recommended Client Settings

➢ Start out with a clean installation of rFactor2.

➢ Enable loading of cars in multiplayer, to avoid seeing the "Temp-Car" if a team has to re-join.

➢ Use virtual mirrors, as they give you a much better view of what is going on behind your car.

➢ Turn off replays completely in rFactor2. The game will normally store a replay file in the game's memory. This file will become huge and you risk causing the game to crash!

➢ Make sure to turn off all software auto-updates! (Windows, antivirus, Java, iTunes, Dropbox etc.). We recommend using a new Windows installation, only for this event. We also recommend you to turn off automatic daylights-saving-time.

As a general note, we encourage all teams to read and follow the guide "8 tips for a crash free rFactor2". (www.gtr24h.org/8-tips-for-a-crash-free-rfactor2) If all cars run as trouble-free as possible, all teams will have a much better experience.

Extra software

SimUtils are providing the extra software required to run the race successfully. Race control, livetiming, driver prequalifying and telemetry are all taken care of with the help of the programs made by Alex Riis from SimUtils.

Teams are recommended to use the RaceManager PRO software from SimUtils. It is a tool that provides live telemetry for teams to keep track of everything happening with their race car. Temperatures, wear, averages, trackmap, timing and much more. An invaluable tool to the teams' pit crew members! www.simutils.dk

Most important of all: Enjoy the event and have fun!

We wish you all a great race!

The GTR24h Organizers