

Regulations

GTR24h

V. 3.0

General

GTR24h.dk will organize 24 hours race events for Grand Touring Cars (GT1 + LMP1). There will be a car package ready to download for each event at the forum on GTR24h.dk/forum. Each team is only allowed to have one computer (ie. car) connected to the game server, but are allowed to bring others for test and telemetry (GTR2PD, SimUtils Race Manager, Team Speak and similar programs are allowed on those). The drivers will be seated in a separate room (drivers room), and there will be no possibility to sit next to the drivers while they are racing. All communication is referred to Team Speak. This applies to both qualification and race.

Teams and cars

A car may consist of 2-5 drivers and an unlimited amount of pitcrews. There will be 2 classes, GT1 and LMP1. Each team are allowed to participate with an unlimited amount of GT1 and LMP1 cars.

In order to participate with an LMP1 car, every driver of that car, must drive 8 consecutive laps, all with a time less than 3.38 (Fastest GT1 Race lap last year). The list of qualified drivers can be seen at GTR24h.dk/forum

Limitations

In the race, there is room for a maximum of 24 Race cars, this limitation is due to a few slots being reserved for the pace car, judges, camera cars etc. In case of overbooking, the rule of "first come, first serve" apply, which means that the first 24 teams to register and pay, are the ones who get to race!

To make sure no class is too overrepresented, there is also a limit of max. 15 cars in one class, also here it is the first 15 teams to register and pay, who get to race.

Once a team has registered and payed, it is not allowed to change class.

Qualifying

Qualifying consists of a 2 hour session in daylight on Saturday. There is no maximum number of laps during qualifying. If, for any reason, a team must rejoin during or after qualifying, they will keep their lap time. When a car is on a 'hot' lap, please indicate this by switching on the headlights. Running with the radiator opening at a low setting can result in excessive smoke due to overheating. This not allowed. Cars producing smoke for more than 10 seconds will get the actual lap deleted.

Race

Formation lap

The formation lap will start approx. 10 min. before the start of the race, so the pole sitter can cross the start/finish line exactly at 02:00pm (Saturday). An organizer driven pace car will lead the formation lap. During the formation lap, the cars will drive in a "single-line" formation and it is not legal to warm up the tyres and brakes by swerving, changing speeds etc. (however, the brakes can be warmed up by adding both accelerator and brake pedal at the same time). When the pace car reaches the pit entrance, it will leave the track. The race is on when the pole sitter exits the last corner of the track.

Pitstop

A pitstop will be as normal in GTR2. If another driver is going to take over the wheel of a car, this driver is only permitted to enter the driver's room when the car is on its in-lap. Be aware that a pitstop can't be executed if the car passes its garage. If it does, it has to drive one more lap around the track to try to pit again. It is legal to communicate during the pitstop (please don't disturb the other drivers). If a car runs out of fuel or by any other reason has stopped on the track, it is not legal to be pushed or by any other method move the car around the track (instead press "esc".)

Lights on the car

From 06.00pm Saturday to 06.00am Sunday, all 4 lights must be on (2 front and 2 rear). If a collision with another car or a wall damages the lights on the car, the car must perform a pitstop to fix the lights. If this is not the case after a note from the judge-table, the team will be given a penalty.

End of the race

The race is over when the leading car crosses the start/finish line for the first time after 01:00am Sunday. The rest of the cars finish their laps and will be classified after the number of laps driven (GTR2 standard).

General driving behaviour and error handling

Description of general driving behaviour can be seen in "Minimal Driving Behaviour Code" by FILSCA, which is to be downloaded at the GTR24h forum. The team manager is responsible for all of his drivers to understand this behaviour code.

If for any reason a team is losing the connection to the game server, the pace car will be deployed. If the lost connection was self-inflicted, the pace car will leave the track again. If the lost connection wasn't self-inflicted, the server will be restarted when the field is gathered behind the safety car, with the leader right behind the pace car. (Note: weather could change after server-restart).

- The team that lost connection in the first place will be punished with one lap on the restart.
- On restart the pace car will do part of a lap, before letting the field "loose".
- Driver changes in the server down time are allowed.
- Teams, which are out of the race, are allowed to rejoin.
- Only one restart per hour and one restart per team.
- No restarts will be performed during the last hour of the race.

- All teams have 10 min. to rejoin after a restart. If a team has technical issues with their game computer, they will instead have, with permission by the judge-table, 30 min. to rejoin.

Running with the radiator opening at a setting, which causes smoke, is not allowed. Cars smoking for more than 10 sec. will be given a penalty.

Judging-table

During the race 2 judges will handle the judging-table at a time. These judges will control the server, pace car, webpage, and have the rights to give penalties in cases of bad driving behaviour etc. If a team gets a lost connection or is being a victim of bad driving behaviour, the team must report this to the judge-table, the judges will hereafter make their judgement in the case and contact the teams involved.

Server

Game: GTR2 v. 1.1

Fuel consumption: 1x

Tyre wear: 1x

Weather: Random

Mechanical failures: Normal*

Damage multiplier: 100%

Driving aids: Auto clutch

* Customized so wheels and engine can't be broken or ripped off in case of collisions.

The teams gamer computer

- Clean installation of GTR2 v. 1.1 (no add-ons!).
- Profile name must be the same as the team name at GTR24h.dk/forum
- "Pitlane Control System" must be turned off!
- Car package to the ongoing race event must be installed (can be downloaded at GTR24h.dk/forum).
- Make sure to turn off all software updates (Windows, antivirus, Java, iTunes etc.).

Time schedule

Friday

18:30 Free practice and signing in at the judge-table

23:30 End of signing in

Saturday

08:00 Free practice and signing in at the judge-table

10:30 Drivers briefing, attendance is mandatory. Practice and signing in has ended, and all computers must be connected to the server at this point.

11:00 Qualifying

13:00 End of Qualifying

13:50 Start of formation lap

14:00 Start of race

Sunday (wintertime)

13:00 End of race

13:10 Podium