



INTERNATIONAL  
JUNIOR SIMRACING  
CHAMPIONSHIP  
MS LEAGUE



**THRUSTMASTER®**

MARCH 24TH - MAY 5TH 2024



## REGULATION

VERSION 1.1 - REVISED TO 31 JANVIER 2024

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## 1. COMPETITION PRESENTATION

Prima Esports, the French esports team, twice crowned world champions in 2022 and 2023 at the GT World Series - Manufacturers Cup on Gran Turismo, is organizing **Rising☆Stars**, a brand-new online championship on Gran Turismo 7, administered by Eludis. **Rising☆Stars** is an international solo simracing competition, part of the MSLeague calendar as a certified event. It is played on Gran Turismo 7 on Playstation 5 or Playstation 4. Participants must have the latest version of the game installed, a reliable internet connection, and an active PlayStation Network subscription.

Young simracers are often excluded from major Gran Turismo competitions like the GT World Series or LAN events open to those aged 18 and above, such as the French Tour. Our competition aims to provide underage simracers with the opportunity to participate in a sponsored championship tailored specifically for them, featuring the circuits and cars they regularly favor.

	TRACKS	DATES	ROOKIES	MASTERS
PREQUALIFYING	DRAGON TRAIL - SEASIDE	MARCH, 10	FROM 4:00PM CET	
ROUND 1	AUTODROMO INTERLAGOS	MARCH, 24	4:00PM CET	5:15PM CET
ROUND 2	TRIAL MOUNTAIN	MARCH, 30	4:00PM CET	5:15PM CET
ROUND 3	FUJI SPEEDWAY	APRIL, 7	4:00PM CET	5:15PM CET
ROUND 4	NÜRBURGRING 24H	APRIL, 14	4:00PM CET	5:15PM CET
ROUND 5	SPA FRANCORCHAMPS 24H	APRIL, 21	4:00PM CET	5:15PM CET
ROUND 6	SARDEGNA - A	APRIL, 28	4:00PM CET	5:15PM CET
FINALS	CIRCUIT DE LA SARTHE	MAY, 5	4:00PM CET	5:15PM CET

*Certain parts of this regulation may undergo changes during the championship. Updates will be communicated on the Discord server.*

## 2. REGISTRATIONS

Registration is open until **Saturday, March 9, 2024, 9:00 PM**. To participate, simracers must be between 12 and 19 years old at the time of registration. Simracers should register using their personal PSN account and under their name. Please follow these steps:

1. The registration process involves creating a Gran Turismo simracer profile with a unique license number (free) => [https://www.msleague.fr/?page\\_id=1503](https://www.msleague.fr/?page_id=1503)
2. Once done, sign up for the **Rising☆Stars** championship on the Events page of the website => [https://www.msleague.fr/?page\\_id=3973](https://www.msleague.fr/?page_id=3973)

### 3. GIVEAWAYS

The **Masters champion simracer** will be awarded a "Go Kart Plus" cockpit from the Next Level Racing brand, along with a complete T-248 steering wheel from Thrustmaster (total prize value of €998.99). The **Rookies champion simracer** will receive a complete T-248 steering wheel from Thrustmaster valued at €349.99.

### 4. SPLIT DISTRIBUTION

Simracers will be distributed across different splits based on recorded lap times during the mandatory pre-qualification session. The top performers will be classified in the Masters category (windshield banner in 'orange'), while less experienced simracers will be classified in the "Rookies" category (windshield banner in 'green').

### 5. COMPETITION FORMAT

— **Rising☆Stars** consists of 7 rounds preceded by a qualifying session equivalent to a timed lap to determine the starting grid for the races.

— The final overall ranking will consider **the best 6 out of 7 rounds**.

— Rookies' races are shorter than Masters' races and are structured as follows for most rounds:

- **Rookies:** Race 1 ~10min. / Race 2 ~20min with a reverse grid and pit stops.
- **Masters:** Race 1 ~10min / Race 2 ~20min reverse grid. Race 3 ~30min with a 1-lap qualification to determine the starting grid.

- Car: **Audi RS 5 Turbo DTM '19**, available in Brand Central, costs 1,000,000 Cr.
- BoP + forbidden settings



## 6. PREQUALIFYING

All registered simracers with an MSLeague profile must undergo a pre-qualification session on Sunday, March 10, 2024, starting at 4:00 PM. Simracers must achieve the best possible time to be part of the starting lineup. The lobby will open at 3:30 PM, **Host PSN: PRiMA-Esports.**

Circuit: Dragon Trail Littoral

Duration: 15 min + 1 decompression lap

Tire wear: x1

Fuel consumption: x1

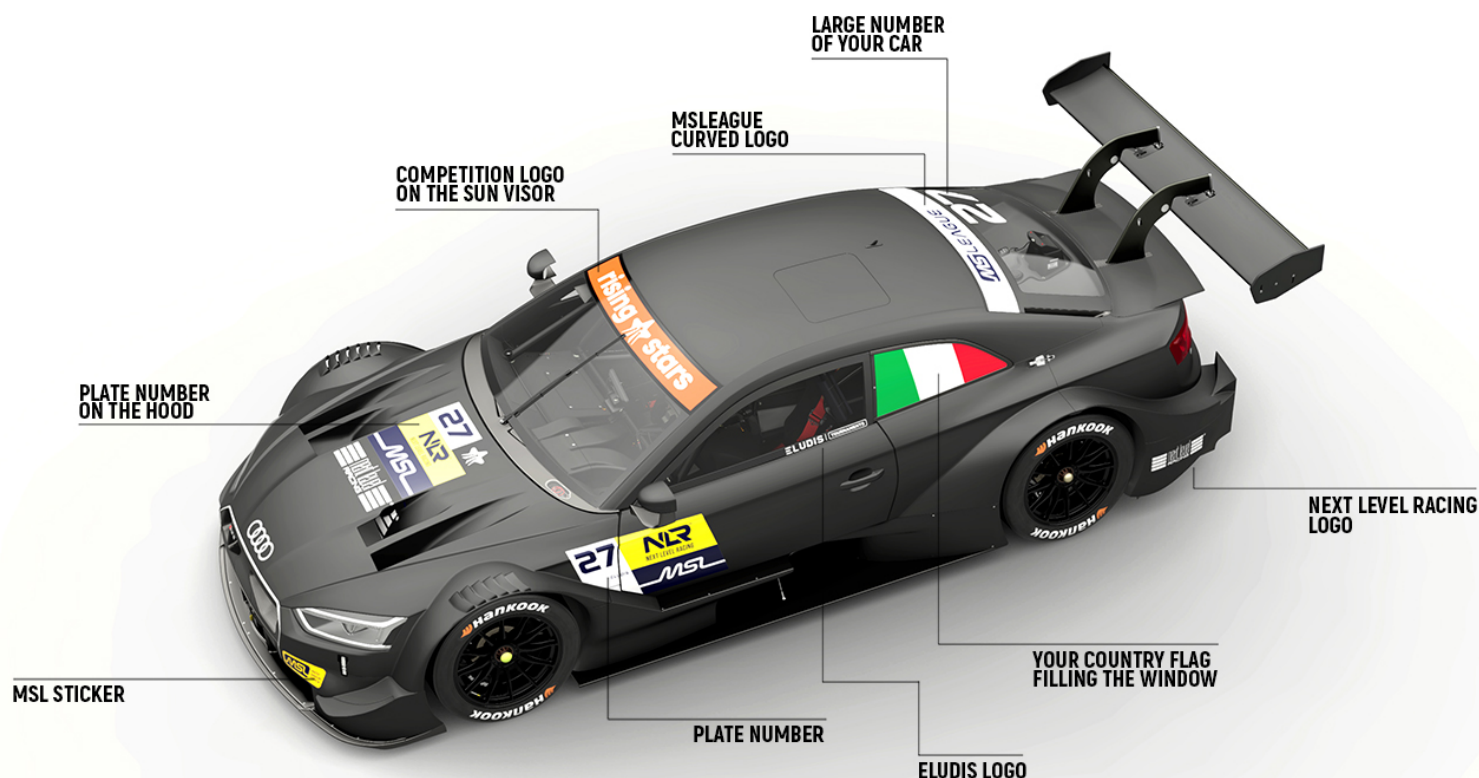
Initial fuel: 10L

(Details: see the Combos section, page 15)

## 7. LIVERIES

— Each simracer must design their livery for the championship using the in-game livery editor. The mandatory tire manufacturer is **HANKOOK**. However, there are **mandatory stickers** to be placed on your livery; see the attached model (*stickers available from the PSN account PRiMA-Esports or downloadable from the Eludis Discord*).

— **Special case for teams:** If multiple simracers are part of the same esports team, only one is allowed to use the team livery. Others must create a different livery; in this case, simracers are allowed to display their team's sponsors' logos on the new design.



## 8. COMMUNICATION AVEC LA DIRECTION

To facilitate communication between simracers/team managers and the race direction, please be proactive on the Eludis competition Discord server to not miss any messages from the race director or CoS commissioner. Please **ACTIVATE DISCORD COMPETITION NOTIFICATIONS**. When you commit, you must stay informed about your competition's news and any changes in the rules or clarification of procedures.

Race Director : JakCellAir

Race Commission Director : Vincou

Broadcast Manager : BFR\_N1CE

## 9. RACES BROADCASTING

All championship races, including the pre-qualification session, will be broadcast live on YouTube or Twitch.



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## 10. GENERAL COMPETITION REGULATIONS

(This regulation applies from the prequalifications)

— All regular drivers commit to respecting the rules established by the organizer, adopting a respectful behavior towards the organization and fellow competitors, whether during the race, in the in-game chat, or in the comments of live streams or videos on the social media of PRiMA Esports and its partners.

— We urge all competing drivers to demonstrate fair play, sportsmanship, and adhere to the clauses of this regulation.

— If fraudulent activity is suspected and subsequently proven after an investigation, the player will be immediately excluded from the competition, and the team will not be allowed to replace them for the remainder of the championship.

## 11. RACE COMMISSION

— The Simracing Officials Committee (CoS) was established to bring together officials in simracing around common rules to ensure drivers perfect independence and neutrality in handling race incidents.

— Headed by a president, it brings together volunteer officials, including both Simracing pilots and licensed commissioners from the FFSA, deployed in esports competitions at the request of event organizers and promoters.

— **Any claims must be submitted on the MSL website** within 24 hours after the end of a race and will be handled by the CoS: URL: [https://www.msleague.fr/?page\\_id=2441](https://www.msleague.fr/?page_id=2441). Without claims, incidents will not be addressed.

— You can also **contest a decision** by providing contradictory arguments here: [https://www.msleague.fr/?page\\_id=2836](https://www.msleague.fr/?page_id=2836)

## 12. HOW RACE WORKS?

All drivers will be added to a PlayStation voice party, 7 days before the competition, including:

- **Lobby hosts**
- **Organizer**
- **Broadcaster**
- **Race commissioners**

— The host of your lobby is a member of the Race Commission (CoS), and their PSN accounts will be communicated to you on the competition's Discord.

- Lobby opens: 3:30 PM
- • Free practice: 30 min
- • Rookies Qualifying: 4:00 PM, duration 3 min
- Race 1 start: 4:05 PM
- 4:16 PM: 4 min break
- Race 2 start (reverse grid): 4:20 PM
- Rookies Podium Interview: 4:45 PM

- Lobby reopens: 4:45 PM
- • Free practice: 15 min
- Masters Qualifying: 5:00 PM, duration 3 min
- Race 1 start: 5:05 PM
- 5:16 PM: 4 min break
- Race 2 start (reverse grid): 5:20 PM
- 5:42 PM: 8 min break
- Masters Qualifying: 5:50 PM, duration 3 min
- Race 3 start: 5:55 PM
- Race end: 6:27 PM
- Masters Podium Interview: 6:30 PM

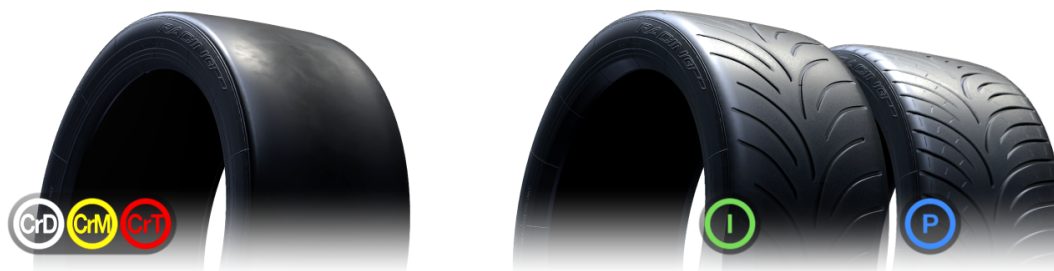
— Drivers must add the hosts at least 24 hours before the event.

— Lobby opening 30 minutes before the start of the events.

— Each driver must be present in the lobby and on the track at least 10 minutes before the start of the event. No driver will be waited for at the start of qualifications. The

latecomer(s) will not be allowed to enter the lobby after the qualification session, even in the case of a lobby restart due to a bug.

— The driver must have all required tires.



— Pits will only be accessible from **the second lap of the race**.

— At the end of the race, we recommend saving the replay of your race afterward and keeping it for at least 10 days. A driver not present on the track at the start of the event will be considered absent (no points awarded).


### 12.1 EN QUALIFICATION

— During the qualifying session, please maintain a safe distance from other players.

— If a driver enters the race lobby late while the qualification session has started, they will be placed in the last position on the starting grid. Returning to the pits using the start button is prohibited; you must return to your pit via the track. Burning fuel is prohibited, whether on the track or from the pits.

— Regarding the qualification race, it is strictly forbidden to stop on the track, drive at a slow pace, or activate automatic driving. It is also forbidden to burn fuel in the pits or on the track, hinder other drivers on the track in any way.

### 13. FLAG RULES

 **The blue flag** signals to a driver that they are about to be overtaken by one or more leading drivers. The driver under the blue flag must activate their warnings when they are ready to be overtaken. They should ensure not to hinder the progress of the overtaking drivers, slowing down if necessary, while maintaining their trajectory. They should not change their trajectory before and during the overtaking maneuver. Faster drivers, in turn, must exercise patience and avoid forcing the pass, risking an accident.

— A driver under the blue flag is not allowed to defend their position on the track against the overtaking car. Intentionally holding back or defending against a faster car can result in a penalty or even disqualification for the driver in that round.

— A lapped driver has the right to regain an advantage over a leading driver, as long as they clearly benefit from a better race pace, such as less degraded tires or a less penalizing fuel load. However, we request that both drivers collaborate to ensure that their position exchanges occur with absolute fair play.

Under **yellow flag** conditions, please note that the game may apply a 3-second penalty if you overtake another driver near the car that triggered the yellow flag. Therefore, proceed through this area with caution, slowing down if necessary, to avoid any inconvenience.



#### 14. RED TYRES

— The MSLeague competition regulations strictly prohibit any simracer from using red tires. They are considered "flat," and simracers must under no circumstances find themselves in a situation of red tires during a race. The simracer at fault will face severe penalties imposed by the CoS (refer to the Penalty Scales in the CoS - Regulation section on the ELUDIS Discord).

#### 15. BUG DU LOBBY / RESTART

Before the race starts, the race management may request the closure of a lobby due to a bug that could result in errors in the calculation of positions in qualifying, bugs at the start of the race, etc. Drivers will be informed by the lobby host in the in-game chat. Once the lobby is closed, we ask drivers to clear their network cache and promptly re-enter the new race lobby. There will be no restart in the event of a crash in the first lap.

#### 16. SIMRACER DISCONNECTION

**DURING QUALIFYING.** If a driver gets disconnected during a pre-race qualifying session, they must rejoin the race lobby as quickly as possible, and their best lap time before the disconnection will be considered for the grid lineup. The lap time will be recorded either in-game if the game has preserved it or from images of the live YouTube stream.

#### DURING THE RACE

Refer to Article 18.3 "Points Scale."

#### 17. SERVER CRASH

If a crash of the host server occurs (*only during Rookies Race 2 and Masters Race 3*):

- Before 50% of the race duration = full restart
- Between 51% to 84% = restart, and start a sprint race without pit stops for the remaining time. Points will be distributed as follows: 2/3 of the points for the main race and the remaining 1/3 for the sprint race.
- 85% and beyond = end of the round.
- For the points allocation of the round, the race management will take the driver standings before the bug. If any drivers were in the pits at the time of the disconnection, the standings will be those before they entered the pits. **Any race incidents will not be reviewed by the CoS.**

18. POINTS SYSTEM

18.1. The points system applies identically to pools of the same level. Bonus points will be added to the results points per round (see table below), and a separate overall ranking will be published after each round.

18.2. **Tiebreakers.** In the event of a points tie between two or more simracers after the final, a 3-round sprint showdown will be organized to determine the winner.

18.3. If a simracer gets disconnected during a race, they will be credited with the points for the last position in the lobby. For example, 4 points for 13 simracers on track, 7 points for 10 simracers on track.

18.4. In case of hardware issues, health concerns, or other unforeseen circumstances requiring you to abandon the race, you must return to the pits via the track (no start button) and stay in the pits until the end of the race to validate your participation. RageQuits are not considered in the points allocation in this context.

19. PENALTIES SYSTEM

POINTS PAR COURSE - MASTERS				POINTS PAR COURSE - ROOKIES			
POS.	POINTS	POS.	POINTS	POS.	POINTS	POS.	POINTS
1	36	12	9	1	25	12	5
2	33	13	7	2	23	13	4
3	30	14	5	3	21	14	3
4	27			4	19		
5	25	QUALIFICATIONS		5	17	QUALIFICATIONS	
6	22	POLE	3	6	15	POLE	3
7	20	2E	2	7	13	2E	2
8	18	3E	1	8	11	3E	1
9	16			9	9		
10	14	BONUS		10	7	BONUS	
11	11	BEST LAP	2	11	6	BEST LAP	2

The points scale is provided separately by the CoS and published in the -regulations- section of the competition's Discord.

20. SIMRACERS NETWORK

— Gran Turismo lobbies are highly sensitive to poor network configurations, especially intolerant of high PING and connection fluctuations. To avoid significant LAG issues, here are some recommendations that we encourage you to follow. While LAG may not significantly impact your experience from your perspective, it can considerably disrupt your competitors' races and degrade the visual quality of the stream for viewers supporting you. In some cases, it can also be challenging to analyze race incidents correctly, making it difficult for the CoS to provide a conclusive resolution. Your claim may not find a favorable outcome.

— The main issue is the connection to your internet box via WiFi, and the problem can worsen if you do not have fiber.

Connect your console via a wired connection to your internet box or the RJ45 internet wall socket.

- Alternatively, install a CPL system that allows you to connect via a wired connection anywhere in your home (using electrical outlets).
- Reset your internet box before each race.
- Contact your internet service provider to remotely refresh your line.
- Clear the network cache from the Gran Turismo game before entering a lobby.
- If your upload and download speeds are low, try to limit the degradation of your bandwidth by disconnecting or turning off all unnecessary connected devices in your home before the race: computers, mobile phones, tablets, and the TV box for the duration of your race.

#### **Procedure in case of Lag before the start of the season:**

— After the prologue race, drivers experiencing lag will be contacted by the race management to attempt to provide assistance in improving their network configuration.

— A driver with pronounced and unsolvable lag issues in the short term will not be able to participate in the championship. Their team must then designate a replacement driver if deemed necessary.

## **21. COMPETITION RULES**

**21.1. Vehicle Damage and Communication:** Any simracer experiencing significant damage to their vehicle that forces them to slow down or change pace must signal this to other simracers by activating their warnings and keep them on until entering the pits.

**21.2. In-Game Communication and Behavior:** It is strictly prohibited to send in-game messages once the race has started. This may result in penalties at the end of the round, including pushing a simracer whose car is damaged.

**21.3. Handling Incidents:** If an incident (contact leading to off-track, a spin, etc.) occurs between you and another simracer on the track, you are prohibited from slowing down your pace or stopping on the track to give back the position to the affected simracer.

21.4. **Absence or unavailability.** Please inform the race director of any absence within a reasonable timeframe.

## **22. REMINDER OF PROHIBITIONS**

It is strictly forbidden:

1. To use red tires during the race.
2. To burn fuel on the track or in the pits during qualifying sessions.
3. To return to the pits using the start button during qualifying and during races.
4. To write in-game messages during qualifying and the race.
5. To skid or perform donuts with the car at the finish line at the end of the race.
6. To mix different types of tires.
7. To use the bump draft during qualifying and the race.

## **23. ADHERENCE TO RULES AND OTHER PLAYERS**

23.1. Adherence to the code of conduct is a fundamental aspect. Players participating in **Rising☆Stars** must comply with the rules of the code of conduct and fair play. If a player violates these rules, they will be deemed ineligible to continue in the competition. In the case of a blatant violation during the event, the organizer may exclude the offending player.

23.2. Players must conduct themselves in a manner that reflects the values advocated by the organizer and must not engage in behaviors considered harmful to the reputation or relationships of the organizer or its partners.

23.3. Behaviors such as hate speech, racism, harassment, and discrimination are strictly prohibited. Players must not use language deemed obscene, vulgar, insulting, threatening, abusive, defamatory, or otherwise offensive and against morality, including casters, commentators, race commissioners, MSL members more generally, or any member of the race direction. Players cannot use such language on social media or during any public event such as live streaming.

23.4. Any form of harassment is strictly prohibited. Any words, phrases, or gestures that discriminate against the dignity or integrity of an individual, a group of people, a team, a brand, a sponsor, or a country through contemptuous or discriminatory words or actions based on race, skin color, ethnic origin, visible or invisible disability, nationality; social status, gender, language, religion, political opinion, or any other opinion, financial status, sexual orientation, or any other reason, are strictly prohibited.

23.5. A committed simracer may be excluded from the competition for inappropriate behavior during a race or with the race direction, as well as continuously requesting

information about their race in each new round. It is everyone's responsibility to demonstrate seriousness and invest a minimum effort.

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Find this regulation available for download upon your registration for the championship on the MSLeague website, fully accessible on the website [www.prima-esports.com](http://www.prima-esports.com).

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**THRUSTMASTER®**

# COMBOS

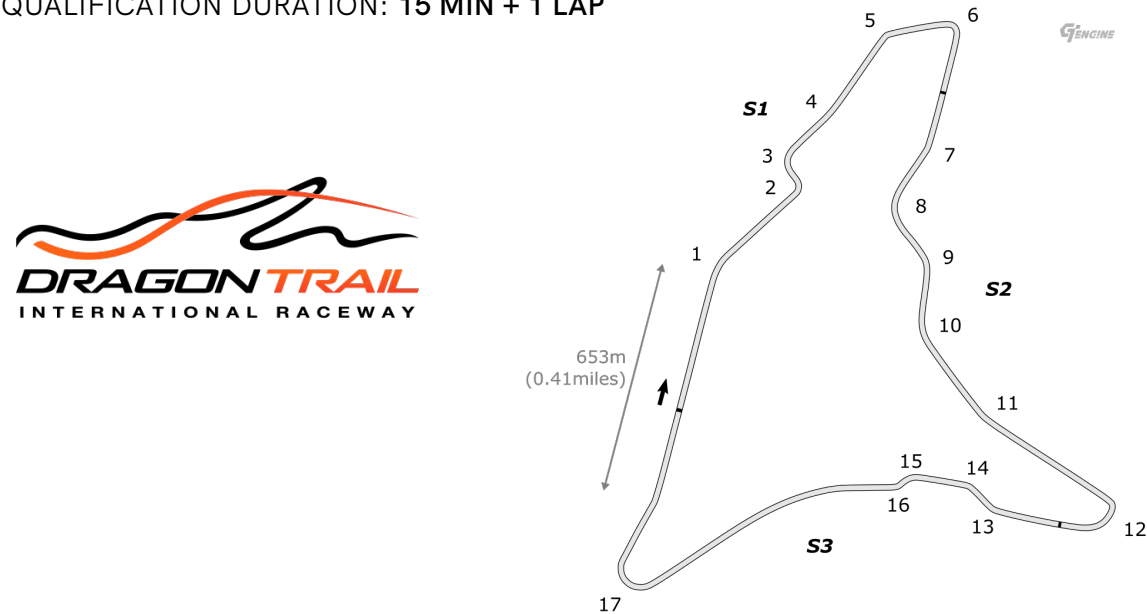
VERSION 1.1 - REVISED TO 31 JANVIER 2024



ROUNDS	GRAND PRIX	SUNDAYS, 4:00PM CET
<b>Q</b>	 <b>PREQUALIFYING</b> DRAGON TRAIL SEASIDE	MARCH, 10
<b>1</b>	 <b>BRAZIL</b> AUTODROMO DI INTERLAGOS	MARCH, 24
<b>2</b>	 <b>UNITED STATES</b> TRIAL MOUNTAIN	MARCH, 30
<b>3</b>	 <b>JAPAN</b> FUJI INTERNATIONAL SPEEDWAY	APRIL, 7
<b>4</b>	 <b>GERMANY</b> 24H NURBURGRING	APRIL, 14
<b>5</b>	 <b>BELGIUM</b> SPA FRANCORCHAMPS - 24H	APRIL, 21
<b>6</b>	 <b>ITALY</b> SARDEGNA - A	APRIL, 28
<b>7</b>	 <b>FRANCE</b> CIRCUIT DE LA SARTHE - LE MANS	MAY, 5

## PREQUALIFYING

DATE : SUNDAY, MARCH 10, 2024  
LOBBY OPENING TIME: 3:30 PM  
LAUNCH OF QUALIFICATIONS 1ST SESSION: 4:00 PM  
LOBBY CLOSING TIME: 8:00 PM  
QUALIFICATION DURATION: 15 MIN + 1 LAP



Required tyres	
TYRES	<div><div>RH</div><div>RM</div><div>RS</div><div>IM</div><div>W</div></div>
QUALIFICATION	
Time Limit	15 min.
Qualifying Resumption Time	180 sec.
Tyre Wear Rate	X1
Fuel Consumption Rate	X1
Initial Fuel	10 Liters
Weather Selection Method	Predefined Weather
Preset Weather	S03
Equal Conditions Mode	Yes
Time of the Day	Afternoon
RACE	
Lap(s)	1

**BASIC TABLE OF LOBBIES PARAMETERS**






ROOM SETTINGS	QUALIFYING SETTINGS
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BASIC TABLE OF LOBBIES PARAMETERS			
Room Mode	--	Time Limit	--
Room Privacy	Friends	Qualifying Resumption Time	30 sec.
		Tyre Wear Rate (qualifying)	x3
Race Type	Real Race	Fuel (qualifying)	x3
Max. Number of Participants	16	Initial Fuel	--
TRACK SETTINGS		REGULATION SETTINGS	
Auto-Start	Off	Filter by Category	Gr.2
Track	--	PP Limit	Unrestricted
Race Duration	--	Max. Power Output	Unrestricted
Time Limit	--	Minimum Weight	Unrestricted
TIME/WEATHER SETTINGS			
Weather Selection Method	--	Tyre Type	Race
Preset Weather	--	Useable Tyres	--
Equal Conditions Mode	--	Required Tyres	--
Time of the Day	--	Nitrous	Cannot be installed
Variable Time Speed Rate	--	Kart Usage	Off
RACE SETTINGS		Engine Swap	Forbidden
Start Type	--	Tuning Parts	Unrestricted
Grid Order	--	PENALTY SETTINGS	
BoP/Tuning Forbidden	On	Shortcut Penalty	Wear
Tuning	--	Wall Collision Penalty	Off
Settings Options	--	Correct Vehicle Course	Off
Boost	Off	Car Collision Penalty	Off
Slipstream Strenght	Real	Pit Lane Line-Cutting Penalty	On
Visible Damage	On	Ghosting During Race	Off
Mechanical Damage	Strong	Flag Rules	On
Tyre Wear Rate	--	DRIVING OPTIONS LIMITATIONS	
Fuel Consumption Rate	--	Countersteering Assist	Off
Refuelling Speed	9 Liters/sec	Active Stability Management	Off
Initial Fuel	--	Driving Line Assist	Off
Grip Reduction Off Track	Real	Traction Control	No Limit
Race Finish Delay	180 sec.	ABS	No Limit
Nitrous/	Default	Auto-Drive	Off

# INTERLAGOS (ROUND 1)

SUNDAY, MARCH 24, 2024

QUALIFYING : 3min, 1 lap, x3 x3, Initial Fuel 10 L

Required tyres, Race 2, Race 3					
TYRES					

## RACE 1 (MASTERS & ROOKIES)

Laps	7
Time of the Day	Sunrise
Variable Time Speed Rate	X5
TIME/WEATHER SETTINGS	S10 / S02
Tyre Wear Rate	X3
Fuel Consumption Rate	X3
Start Type	False start check

## RACE 2 REVERVED START GRID (MASTERS & ROOKIES)

Laps	14
Time of the Day	Late morning
Variable Time Speed Rate	X4
TIME/WEATHER SETTINGS	S01 / S02 / S03
Tyre Wear Rate	X4
Fuel Consumption Rate	X4
Start Type	Rolling start

QUALIFICATIONS (MASTERS) Tyre X3

Fuel	X3
------	----






## RACE 3 (MASTERS)

Laps	21
Time of the Day	Evening
Variable Time Speed Rate	X2
TIME/WEATHER SETTINGS	S01 / S02 / S03 / S08/ S08
Tyre Wear Rate	X4
Fuel Consumption Rate	X7
Start Type	False start check

# TRIAL MOUNTAIN (ROUND 2)

SUNDAY, MARCH 30, 2024

QUALIFYING : 3min, 1 lap, x3 x3, Initial Fuel 13 L

Required tyres, Race 2, Race 3					
TYRES					

## RACE 1 (MASTERS & ROOKIES)

Laps	5
Time of the Day	Early morning
Variable Time Speed Rate	X4
TIME/WEATHER SETTINGS	S11
Tyre Wear Rate	X3
Fuel Consumption Rate	X3
Start Type	False start check

## RACE 2 REVERVED START GRID (MASTERS & ROOKIES)

Laps	11
Time of the Day	Late morning
Variable Time Speed Rate	X7
TIME/WEATHER SETTINGS	S14 / S04 / S01
Tyre Wear Rate	X5
Fuel Consumption Rate	X7
Start Type	Rolling start

QUALIFICATIONS (MASTERS) Tyre X3

Fuel	X3
------	----






## RACE 3 (MASTERS)

Laps	18
Time of the Day	Evening
Variable Time Speed Rate	X5
TIME/WEATHER SETTINGS	S05 / S07 / S08 / S10 / S02
Tyre Wear Rate	X6
Fuel Consumption Rate	X7
Start Type	False start check

# FUJI SPEEDWAY (ROUND 3)

SUNDAY, APRIL 7, 2024

QUALIFYING : 3min, 1 lap, x3 x3, Initial Fuel 11 L

Useable tyres					
TYRES					

## RACE 1 (MASTERS & ROOKIES)

Laps	6
Time of the Day	Afternoon
Variable Time Speed Rate	X4
TIME/WEATHER SETTINGS	S02
Tyre Wear Rate	X3
Fuel Consumption Rate	X3
Start Type	False start check

## RACE 2 REVERVED START GRID (MASTERS & ROOKIES)

Laps	13
Time of the Day	Afternoon
Variable Time Speed Rate	X2
TIME/WEATHER SETTINGS	S03 / S04 / R04 / R05
Tyre Wear Rate	X5
Fuel Consumption Rate	X7
Start Type	Rolling start

## QUALIFICATIONS (MASTERS)

Tyre	X3
Fuel	X3






## RACE 3 (MASTERS)

Laps	19
Time of the Day	Evening
Variable Time Speed Rate	X7
TIME/WEATHER SETTINGS	R05
Tyre Wear Rate	X3
Fuel Consumption Rate	X8
Start Type	False start check

# NÜRBURGRING 24H (ROUND 4)

SUNDAY, APRIL 14, 2024

QUALIFYING : 3min, 1 lap, x3 x3, Initial Fuel 8 L

Required tyres, Race 2					
TYRES					

## QUALIFICATIONS (MASTERS & ROOKIES)

Track	Nürburgring Sprint
Laps	1
Time of the Day	Early morning
Variable Time Speed Rate	X0
TIME/WEATHER SETTINGS	S02
Tyre Wear Rate	X3
Fuel Consumption Rate	X3
Initial Fuel	8 L

## RACE 1 (MASTERS & ROOKIES)

Laps	2 (~15min)
Time of the Day	Sunrise
Variable Time Speed Rate	X4
TIME/WEATHER SETTINGS	S11
Tyre Wear Rate	X3
Fuel Consumption Rate	X4
Start Type	False start check






## RACE 2 REVERVED START GRID (MASTERS & ROOKIES)

Laps	4 (~30min)
Time of the Day	Late morning
Variable Time Speed Rate	X4
TIME/WEATHER SETTINGS	C02 / C02 / S18/ S18 / S02 / S02
Tyre Wear Rate	X4
Fuel Consumption Rate	X4
Start Type	Rolling start

# SPA FRANCORCHAMPS - 24H LAYOUT (ROUND 5)

SUNDAY, APRIL 21, 2024

QUALIFYING : 5min, 1 lap, x3 x3, Initial Fuel 17 L

Required tyres, Race 3					
TYRES					

## RACE 1 (MASTERS & ROOKIES)

Laps	5
Time of the Day	Sunset
Variable Time Speed Rate	X2
TIME/WEATHER SETTINGS	S03 / C02
Tyre Wear Rate	X4
Fuel Consumption Rate	X7
Start Type	False start check

## RACE 2 REVERVED START GRID (MASTERS & ROOKIES)

Laps	9
Time of the Day	Twilight
Variable Time Speed Rate	X2
TIME/WEATHER SETTINGS	R03 / R03 / S08 / S11
Tyre Wear Rate	X4
Fuel Consumption Rate	X7
Start Type	Rolling start

QUALIFICATIONS (MASTERS) Tyre X3

Fuel X3






## RACE 3 (MASTERS)

Laps	14
Time of the Day	Night
Variable Time Speed Rate	X7
TIME/WEATHER SETTINGS	S01 / S02 / S07 / S11 / S11
Tyre Wear Rate	X6
Fuel Consumption Rate	X7
Start Type	False start check

# SARDEGNA - A (ROUND 6)

SUNDAY, APRIL 28, 2024

QUALIFYING : 3min, 1 lap, x3 x3, Initial Fuel 15 L

Required tyres, Race 2, Race 3					
TYRES					

## RACE 1 (MASTERS & ROOKIES)

Laps	6
Time of the Day	Late Morning
Variable Time Speed Rate	X1
TIME/WEATHER SETTINGS	S01
Tyre Wear Rate	X3
Fuel Consumption Rate	X3
Start Type	False start check

## RACE 2 REVERVED START GRID (MASTERS & ROOKIES)

Laps	13
Time of the Day	Afternoon
Variable Time Speed Rate	X4
TIME/WEATHER SETTINGS	C04 / S10 / C02 / S02
Tyre Wear Rate	X5
Fuel Consumption Rate	X7
Start Type	Rolling start

## QUALIFICATIONS (MASTERS)

Tyre	X3
Fuel	X3






## RACE 3 (MASTERS)

Laps	19
Time of the Day	Sunset
Variable Time Speed Rate	X3
TIME/WEATHER SETTINGS	S01 / S02 / S03 / S08/ S08
Tyre Wear Rate	X6
Fuel Consumption Rate	X7
Start Type	False start check

CIRCUIT DE LA SARTHE - LE MANS (FINALS)

SUNDAY, MAY 5, 2024

QUALIFYING : 10min, 1 lap, x3 x3, Initial Fuel 35 L

Required tyres					
TYRES					

THE RACE (MASTERS & ROOKIES)	
Laps	16
Time of the Day	Dawn
Variable Time Speed Rate	X12
TIME/WEATHER SETTINGS	????????
Tyre Wear Rate	X4
Fuel Consumption Rate	X2
Start Type	False start check

