

Racing club: Endurance series

Lets introduce the Racing Club Endurance series.

The series will consist of 6 events on a bi-weekly schedule. The series are planned on the Wednesdays, starting XXXXXX the XX. In a combined DPI and GTE field we will be racing some of the most Iconic tracks in the world. The 5 first races will consist of 90 minutes races with time acceleration to mimic a 6, or 9 hour endurance race. These will be solo races, no driver swaps. The last race of the season will be the virtual 24 hour of Spa. In a 2,4 hour race with 10X time acceleration, you will virtually racing a 24 hour race.

All events will have real weather option enabled and accelerated tyre degradation, so prepare for pitstops and wet races.

The racing grid will consist on 15 DPI and 15 GTE cars. You will be assigned a car class based on First come, first served. You will not be allowed to swap class on entering the race. Doing so will get you expelled from next 2 races. Points will be given per race, per class and manual administrated by race control.

The series schedule:

RACEDEPARTMENT Racing Club		Event start (UTC)	Practise (h)	Qually (h)	Race (h)	Time accel.	In game race start
6 hours of Monza	TBD	20:00	0,5	0,5	1,5	4	13:00
6 hours of Silverstone	TBD	20:00	0,5	0,5	1,5	4	13:00
8 hours of Suzuka	TBD	20:00	0,5	0,5	1,5	5	14:00
12 hours of Road America	TBD	20:00	0,5	0,5	1,5	4	10:00
12 hours of Daytona	TBD	20:00	0,5	0,5	1,5	5	22:00
24 hours of Spa	TBD	20:00	0,5	0,5	2,4	10	13:00

* We will mimic the timeline in event naming while racing, but in a shorter time. The race kolom shows actual duration of the event. By time acceleration you will experience the real event timeline. (2,4h X 10 = 24h)

INFORMATION & BASIC RULES

Qualifying

Both classes have their own timeslot in qualifying session. GTE will qualify in first 15 minutes, DPI in the last 15 minutes. Failure to comply to this rules can get you expelled form the next race. Make sure to oblige. You can ruin other drivers hotlap and therefor racing fun if you do not, and that's what we do it for right?

- If you are on **Hotlap**. Your **headlights** are **ON**. When on **out- or inlap**, your **headlights** are **OFF**
- If you are on a outlap and a faster car is approaching: get off the racing line. The sooner he passes you, the better you can focus again on your preparation for the hotlap. Be predictive!
- You are not allowed to pass cars that are in a hotlap lap (**Lights are on, pushing on the racing line**)

- Race

Remember to

DPI class:

- [illegible]

GTE class:

- [illegible]