



Sebring 6 hours Sponsored by eDimensional In association with

Overview

The GRC Sebring 6 hours will be run on the 21st of April. The race will start at 15:00 hours GMT (11:00 RACER OT) and will run for 6 hours. The race will end when the lead car crosses the finish line for the first time after the 6 hours have been completed.

Entry

Entry is open to any GRC or RACER member and will be open until 19:00 GMT on Thursday the 17th of April. You will find a link to the cars and the track on the entry form. The password for the cars will be made available to all RACER and GRC members.

Meeting Format

13:00 GMT Practice 1. All drivers allowed on the server and driver changes allowed.
14:00 GMT Practice 2. Qualifying drivers only allowed on the server.
14:15 GMT Qualifying. Qualifying drivers only allowed on the server.
14:45 GMT Warm-up. Qualifying drivers only allowed on the server.
15:00 GMT Race start.

The event will start at 10:00 server time using *2 time compression.
To align with ALMS rules Traction Control Level 2 will be allowed, and 100% damage will be enabled,

BST = GMT + 1

RACER OT = GMT - 4

Classes

3 Classes will be run during the event.

GRCE-LMP:

Proton

Demon

GRCE-LMPGT

McLaren F1 LM

Porsche FABCAR

GRCE-GT

Lamborghini Gallardo

Teams

Teams can enter as many cars as they like. Each car must have a minimum of two drivers and a maximum of 4 drivers. Each driver is required to complete at least 1 hour driving during the event.

A separate entry form should be submitted for each car a team wishes to run.

Each team must nominate a captain who will be responsible for all communication before and during the event. They will also be responsible for their driver's behaviour, so in extreme cases bad conduct by one car member could result in all cars being disqualified.

Drivers may only be entered for 1 car, however if their car fails during the event before they have completed a lap they may transfer to another car within their team. Race Control must be informed of the transfer before the driver is able to take over the new car.

Drivers may remain on the server during the race to watch, however if lag starts to become a problem all but the team captains and the drivers in the car will be asked to leave. Drivers will of course be allowed to return when their stint is due to start.

General rules

All drivers are expected to behave in a respectable fashion towards other competitors. Swearing in game will not be tolerated. The first instance will be punished by a stop and go and further instances will result in a team being removed from the server. Anybody causing an intentional accident will be removed from the server and banned for a period of time decided by the race administrators

Chat box

No using the chat box during qualifying or the race. At the end of session please make sure all drivers have finished before talking. Teams are encouraged to use the team speak system.

Driving area

Drivers must have two wheels within the boundaries of the track at all times. This is marked by a white line around the edge of the circuit, in areas of the track where kerbs are used they will be classed as part of the track.

Drivers are expected to be aware of their surroundings during all sessions.

It is forbidden to drive a car in the opposite direction of the race except and only to remove it from a dangerous position.

Passing

It is the responsibility of the following driver to make a clean pass. The leading driver may make 1 defensive move only

Definition of a defensive move

A lead driver may take a defensive line into a corner to make it harder for a passing move to succeed. You may make one defensive move eg. to the inside of the track or a tighter line. Once you have made the move, you must stay there and take the turn from that position, you may not move defensively again, this is *weaving* and is not permitted.

A defensive move is one that begins before the car behind has moved to begin a passing attempt. If you move after the car behind pulls out, this is *blocking* and is not permitted.

If the car behind gets an overlap with yours at the turn-in point, however small, you are expected to leave room in the turn for that car. If you are leaving room, you may not squeeze your opponent off the track at the exit.

Drivers being lapped are expected to hold a consistent line and make it clear very early if they are moving off line. It is the responsibility of the lapping car to make the pass clean, however it is the responsibility of the car being lapped to allow the lapping car past at the first safe opportunity.

At some points in the race a situation may arise where a car is able to un-lap itself. In this situation the lead car does not have to let the faster car through and it is the responsibility of the car behind to make a clean pass.

Any driver who, in the sole opinion of the Stewards, alters their racing line more than once based on the actions of pursuing competitors, or uses an abnormal racing line to inhibit or prevent passing may be considered to be “blocking” and may be warned or penalized

Pit Stops

Drivers entering the pits are expected to move off line early and make it clear they are entering the pits.

Drivers who when they can exit their pit stall find a car about to pass them must allow the car to pass before exiting their stall.

When exiting the pits the blend line (Represented by cones) must be respected by all four wheels for its full length. Once the cones have ended you may rejoin the racing line only when it is safe to do so.

Classification

Cars have to complete 70% of the distance covered by their class winner to be classified.

Prize Fund

The top 3 teams in each class at the end of the event will receive a 25% discount voucher from edimensional.com per driver. 1 further team who are most deserving in the eyes of the admin will also receive a discount Voucher,.

Server failure

Although we do not anticipate any problems if for any reason the server fails during the race, all competitors will have 15 minutes to rejoin the server. The race will then be started again in the order the cars were running at the time of the failure. The two parts of the race will be added together to determine the final result.