cImportant Information

Standard – Drivers briefing 2025

Round 01 |3h-Rennen (18.07.2025)

Version: 0.0.1

➢ TIME SCHEDULE

Free practice		
Server Host	Simracing Deutschland	
Servername	DNLS FP XX	
Password	dnls	
Tuesday	15. July 2025 - FP 1,1 / 2	18:00 – 22:00 hrs – Team Session
Wednesday	16. July 2025 - FP 2.1 / 2	18:00 – 22:00 hrs – Team Session
Thursday	17. July 2025 - FP 3.1 / 2	18:00 – 22:00 hrs – Team Session
Friday	18. July 2025 - FP 4.1 / 2	15:30 – 17:30 hrs – Team Session
Race-Day	18. July 2025 - Team Session	
Server Host	Gunnar Miesen	
Servername	DNLS CC – Race 1 – 3h-Rennen	
Password	Sent with the Gridmail.	
Open Practice	Race-Server!	17:00 – 18:35 hrs
Drivers-Briefing	Mandatory	18:40 – 18:55 hrs
Qualifying	Lone Quali – max 4 Laps	19:00 – 19:30 hrs
Gridding Time	~3 Minuten	~19:30 – 19:33 hrs
Formation Lap (SP9)	*Behind the pace car*	~19:33:00 hrs
Formation Lap (CUP2)	*Via ingame time stamp*	~19:35:15 hrs
Formation Lap (SP10, SP3)	*Via ingame time stamp*	~19:36:55 hrs
Race	180 Minuten + Overtime	

➢ Weather & SimTime

Set Weather	
Sky:	Is generated automatically
Temperature:	Is generated automatically
Relative Humidity:	Is generated automatically
Wind Speed:	Is generated automatically

Session	**Dynamic Sky**	**SimTime**	**Track Conditions**
Open Practice	dynamisch	Jul. 17. 2025 15:00 hrs	61%
Race-Day			
Warm-up	dynamisch	Jul. 17. 2025 15:00 hrs	61%
Qualifying	dynamisch	Jul. 18. 2025 ~14:00 hrs	Carry Over
Race	dynamisch	Jul. 18. 2025 ~15:00 hrs	Carry Over

➢ Balance of Performance

A DNLS-BoP is in affect. Changes to the Balance of Performance (BoP) may be done at any point by the organizer. Changes of the BoP will be published in the briefing-documents for each race. Changes can be made up to 24 hours before the event.

Vehicleclass	Vehicle	Fuel in %	Power ADJ %	Additional weight in kg
SP9	BMW M4 GT3	98	98,00	5
	Lamborghini Huracan GT3 EVO	99	99,75	0
	Mercedes-AMG GT3 2020	98	98,50	5
	Porsche 911 GT3 R (992)	99	100,00	3

	Ferrari 296 GT3	98	99,50	0
	Ford Mustang GT3	99	98,50	3
CUP2	Porsche 911 GT3 CUP (992)	95	95,00	0
SP10	Mercedes-AMG GT4	99	98,00	0
	BMW M4 G82 GT4	99	97.50	7
	Aston Martin Vantage GT4	99	98.25	0
SP3	Renault Clio	75	100.00	0

➢ Guest starter

Class	Team

➢ Team logoff

Class	Team

➢ Official iRacing practice server

The training servers provided by the organizer can be found under "Hosted Races".

Password: dnls

➢ Teamspeak

Access data
Address: ts.simracing-deutschland.de
Password: abtabt
All participants must use their real first and last name. Furthermore, it is mandatory to place the start number in front of the real name. Example: #14 Max Mustermann

➢ ZOOM – Meeting

We offer a Zoom meeting for a livestream presence. Participation in this Zoom meeting is voluntary and not mandatory. Participants agree that the image transmitted from their webcam may be used for streaming purposes.

Link: https://us06web.zoom.us/j/96796326608?pwd=dVFFaXBCMUpBY21QSFh5cit6bXVLUT09

Meeting ID: 967 9632 6608
ID code: DNLS

The following conditions are mandatory:
All participants must use their real first name/surname. Furthermore it is obligatory to place the start number in front of the real name.

Name: Start number and driver name
Example: 00 Max Mustermann
Microphone: Mute

➢ Collection of links

Driver Line-Up - Form	CLICK HERE
Incident Report - Form	CLICK HERE
Live Overview RaceControl	CLICK HERE
SkinPack & Graphics Folder	CLICK HERE
Documents DNLS Participants	CLICK HERE
Live-Timing	http://livetiming.simtiming.de/timing.html
Track Map	http://livetiming.simtiming.de/trackmap_3d.html
Live-Timing Backup:	http://atvo.simtiming.de/#/timingscreen

➢ Officials

Dominik Ramb (RL I)
Lukas Unger (RL II & SK)
Timo Kolleth (Spotter & SK)
Danny Kolleth (Spotter & SK)
Simon Christmann (Spotter & SK)
Simon Ehses (RaceControl)
Gunnar Miesen (Operator Technik & RaceControl)

➢ Driving rules and code of behaviour

Driving Regulations and Code of Conduct

In the digital NLS, vehicles with varying performance levels come together. To ensure a safe and successful experience for all participants, we expect sporting and fair behavior. Please adhere to the following rules:

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1. Vehicle Control and Race Awareness

You are responsible for maintaining full control of your vehicle and a clear overview of the race situation at all times. If the race committee determines that your vehicle control or awareness is inadequate, penalties up to disqualification during or after the race may apply.

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2. Fair Play and Respect

Mutual respect is essential. Treat other drivers as you would like to be treated—regardless of whether you are driving a faster or slower vehicle. Only through mutual respect and fairness can we ensure an enjoyable and safe competition for everyone.

3. Overtaking Maneuvers

Overtaking requires discipline and cooperation from all participants:

- Do not obstruct other vehicles during overtaking.

- Once overlap between two vehicles is established on a straight and before a braking zone, you must hold your line.

- If a vehicle is alongside you during an overtaking attempt, you must always leave at least one car's width of space.

- If the inside car does not achieve at least half a car's length of overlap before the turning point, the attempt must be abandoned, and the racing line must be given back.

- During direct battles, one defensive change of line is allowed. If you return to the racing line after defending off-line, you must leave at least one car's width of space to the track boundary.

4. Sportsmanship and Consideration

Sportsmanship and mutual consideration are mandatory for all participants. Stay alert, especially in situations involving the concertina effect, as braking points may vary. Defensive driving is allowed, but respecting others remains a top priority.

5. Behavior During Braking

During braking, it is crucial to choose and maintain your line early. Changing your line while braking is strictly prohibited to prevent accidents and misunderstandings.

6. Overtaking Attempts and Defending

When attempting an overtake, ensure the gap to the car ahead is not too large to avoid reckless maneuvers. Defending your position allows only one change of direction. Defensive driving that obstructs others is strictly prohibited.

7. Ban on Weaving

Weaving on straights to deny slipstream to following vehicles is prohibited. This behavior contradicts the spirit of fair competition and endangers safety. Maintain a straight driving line to allow fair overtaking opportunities.

8. Ban on Bump Drafting

Pushing the car ahead on straights is forbidden. This behavior increases the risk of accidents and endangers all participants. Always maintain a safe distance to ensure a fair and secure race for everyone.

Summary

- Respect all participants, regardless of their speed.

- Give each other enough space during overtaking, especially when a car is alongside you. Always leave at least one car's width of space.

- Avoid risky maneuvers and adhere to the rules for sportsmanship, fairness, and mutual consideration.

With your commitment to fairness and safety, we can ensure an exciting and respectful racing experience for all. Good luck and have a fair race!

➤ Qualifying

There is no prescribed minimum driving time in qualifying. Teams or drivers who do not achieve a valid lap time in qualifying are positioned at the end of their respective vehicle class by the simulation, but are entitled to start. If several teams do not set a valid lap time in qualifying, the simulation will determine their starting position within the respective vehicle class.

The starting grid for the race is based on the results of the qualifying session.

The qualifying session will be conducted in the so-called "Lone Quali - Max 4 Laps" format.

➤ Formationlap

The formation/warm-up lap will be conducted in three (3) start groups.

All vehicles begin the formation lap on the side of the track determined by the qualifying results and by iRacing.

Overview of Start Groups:
Start Group 1: SP9
Start Group 2: CUP2
Start Group 3: SP10 and SP3

Start Group 1 (SP9 class) will begin their formation lap at the same time as the pace car.

All subsequent start groups will begin their formation lap with a gap of approximately 100 seconds behind the faster start group.

Race control will announce via iRacing text chat when the other start groups should begin their formation laps, based on the InGame Sim-Time.

The Sim-Time will be displayed in the cockpit on the "Lap Time Black Box (F1)."
The pole setters of the individual vehicle classes must drive at a constant speed of approx. 70 to 85 km/h until they are cleared to start. Overtaking during the formation/warm-up lap is only allowed if a vehicle was delayed when leaving the starting grid and the vehicles behind were unable to avoid passing due to obstruction by other cars.

Vehicles that are passed by the entire field will remain at the end of the grid and start from the last position. If more than one vehicle is affected, they must line up at the end of the grid in the order they left the starting position. Changing positions or sudden direction changes, including warming up tires, is prohibited. In such cases,

it is at the discretion of the race director whether to not release the start, send the cars for another formation lap, or impose a penalty.

Drivers who enter the pit lane due to vehicle damage must fall to the back of the grid.

Vehicles starting from the pit lane may not leave the pit lane until their start group has fully passed the pit exit.

Vacant starting positions may not be filled by other vehicles during the formation lap or at the start. However, vacant rows will be closed by vehicles moving forward.

During the formation lap, the distance between vehicles should generally not exceed approximately three (3) car lengths.

By the Bilstein Bridge at the end of the Döttinger Höhe, all vehicles in each start group must form a neat and closed 2x2 formation!

The starting driver must have the voice chat activated to be able to hear any instructions from race control.

➤ Start release/Racestart

The race start will be a rolling start in three start groups.

The vehicles must approach the starting area in an orderly and closed parallel formation in two rows, following the vehicle in the pole position of their respective start group at a consistent speed.

The pole setters must maintain the prescribed speed. All following vehicles must adjust to this speed, adhering to the spacing rules.

The race start will occur within the start area.

The green flag from iRacing should be ignored!

Race Start Release

The release of the start for each vehicle class will be given by the race control via InGame text chat command within the start area.

Text Chat Command:

Start Group 1:   *"SP9 ---> GREEN GREEN GREEN <---"*

Start Group 2:   *"CUP2 ---> GREEN GREEN GREEN <---"*

Start Group 3:   *"SP10 & SP3 ---> GREEN GREEN GREEN <---"*

Once race control issues the above InGame text chat command, the race is released for the start group, and the 2x2 formation may be broken.

Exception Rule:

If, due to technical issues, race control is unable to issue the above text chat commands, the race start will automatically occur at the end of the start area by the leading vehicle. Once the pole setter reaches the end of the start area, the race will be released for the start group, and overtaking is permitted.

Start Area

2X2 FORMATION

➢ Race

End of the Race:

- The race ends when the checkered flag is shown.

- In time-limited races, the flag is waved once the leader crosses the finish line after the time has expired.

Rules After the Race:

- After the race has ended, the pit lane exit is closed, and no vehicles may leave the pit lane.

- The finish line may only be crossed once after the race; violations will be penalized.

- Teams must independently return to the pit lane via the pit entry (shortcut). Failure to do so will result in a non-classification.

Additional Regulations:

- Retiring from the race without an apparent reason may result in the loss of starting privileges for the remainder of the season. The reason must be reported to race control via TeamSpeak.

- Slow driving or stopping without reason before the finish line is prohibited and will result in non-classification.

- Vehicles in the pit lane at the time the leader is flagged will not be classified.

- The finish line is valid only on the track, not in the pit lane.

Definitions:

- **Non-Classification:** No championship points awarded; placement remains unchanged.

- **Disqualification:** No championship points awarded; the team is moved to the end of the vehicle class standings.

➢ Mandatory Pit Stops and Minimum Pit Stop Time

Each team/vehicle is required to complete two (2) mandatory pit stops during the race, with a minimum pit stop time of 30 seconds per stop. The minimum pit stop time is determined by the In-Game video timer. An online driver change is always counted as a mandatory pit stop.

The pit stop window opens when crossing the start/finish line after the race begins.

Failure to meet the minimum pit stop time will generally result in a Stop-and-Hold penalty. If more than two pit stops are made, the pit stop with the longest stop time will be used to calculate the penalty time. The penalty time for the Stop-and-Hold penalty is based on the time by which a mandatory pit stop was too short, rounded up.

Example:
If the pit stop was 0.2 seconds too short, a Stop-and-Hold penalty of 1 second will be imposed by race control.

Failure to correctly execute the mandatory pit stops will result in disqualification.

➢ Online – Driver change

Each team/vehicle is required to perform at least one (1) online driver change during the race.

Teams/vehicles that do not perform an online driver change will be disqualified.

<u>Exceptions</u>
Teams competing in a race from a simulator (rig) are exempt from this rule. Separate regulations apply to this setup.

➤ Guidelines for the Use of FastRepair(s) (FR)

The number of FastRepair is: 3

For each FastRepair used, a drive-through penalty must be served in the immediately following lap. It is the responsibility of each team to independently and immediately serve the drive-through penalty in the next lap after using FastRepair. For each additional lap driven without serving the penalty, the team will incur a penalty point. A FastRepair penalty may not be combined with a regular pit stop, unless the vehicle is damaged and requires another FastRepair. In such cases, the lap in which the FastRepair penalty must be served will be adjusted accordingly.

If a FastRepair is unintentionally used or not properly accounted for by the simulation, the drive-through penalty must still be served.

Race control will monitor all teams during and after the race.

<u>Reporting FastRepair (FR-Report)</u>
A FastRepair does not need to be reported.

<u>FastRepair Proof</u>
Proof of unused FastRepairs is generally not required. However, if a team claims not to have used a FastRepair, it is the responsibility of the team to provide evidence to race control to support this claim.

➤ Minimum Driving Time

The minimum driving time for drivers is calculated as follows:

Formula: (Number of race laps ÷ Number of drivers) ÷ 2

Example:
For 20 race laps with 3 drivers: 20 laps ÷ 3 drivers ÷ 2 = 3.33 laps

The minimum driving time is rounded up, requiring each driver to complete at least 4 laps.

Teams that do not meet the minimum driving time will not be classified (DNC). These teams retain their achieved race position but do not earn championship points.

Regulations for Race Participation with a Simulator:
Teams participating in a race from a simulator (rig) must provide proof of driver changes. This change must be documented via video covering the entire duration from pit entry to pit exit. The video must clearly show both the driver before the pit stop and the driver after the pit stop. Additionally, the in-game iRacing video timer must be visible for at least 5 seconds during the pit stop in the video.

Proof must be sent to race control within 5 minutes of the driver change. The specific submission point for this evidence is outlined in the briefing document.

Teams that fail to provide the proof on time will not be classified (DNC). These teams retain their position in the race results but will not earn championship points.

Teams using this configuration must notify the organizer by 9:00 AM on race day via email to dnls@vln.de . Final approval will be granted by the organizer.

➢ Incident Limit

The first S/H penalty occurs at 30th INC then after every further 5th INC automatically by the simulation.
The iRacing general conditions and penalties apply.

➢ Flagrules

Blue Flags
A driver to be lapped who is shown blue flags must allow the vehicle behind him/her to lap at the next safe opportunity.

A driver who obviously ignores blue flags in a systematic way or repeatedly disregards blue flags can be penalized with at least one penalty.

Yellow flag / Dangerous Situation
The yellow flag signals a danger or an obstacle next to or partially on the track. It is shown waved. Overtaking is prohibited in this area and speed must be reduced appropriately for the situation. Changes of direction are permitted if they are necessary to avoid danger. An overtaking maneuver that has already begun must be aborted if it is not completed before the yellow flag is displayed.

A dangerous situation exists, for example, if a vehicle is next to or on the track, if there is a lot of smoke (e.g. due to spinning tires), or if debris is visible. In such cases, drive with particular care to avoid further accidents. The safety of everyone involved has top priority here.

➢ Incident Report

Incident reports can be submitted during the race, but no later than 15 minutes after the finish of a classification race via the corresponding online form. The incident report deadline for individual incidents is 30 minutes. Incident reports submitted after the above-mentioned incident report deadlines can no longer be processed.

The Incident Report Form must be filled out completely and correctly.

Incident reports can only be submitted by a team directly involved in the incident. Incident Report Form uninvolved teams are not permitted.

➢ Communication

The VOIP communication system Teamspeak is compulsory to use. From the driver briefing onwards, presence in the Simracing Germany Teamspeak is mandatory.

Teamspeak rules
All participants have to use their real first and last name in the TS. Furthermore it is mandatory to place the start number in front of the real name. Example: #14 Max Mustermann

Communication with the teams is essential and must be guaranteed. Violations can be penalized with a stop & hold penalty of 30 seconds.

InGame Text & Voice

After starting with qualifying the chat ban is valid (Text/Voice). Exception is Pass Left / Pass Right in Text Chat

Teamspeak settings (Whisper)

The check mark for "Always open Whisper history when whispered to" should be removed.
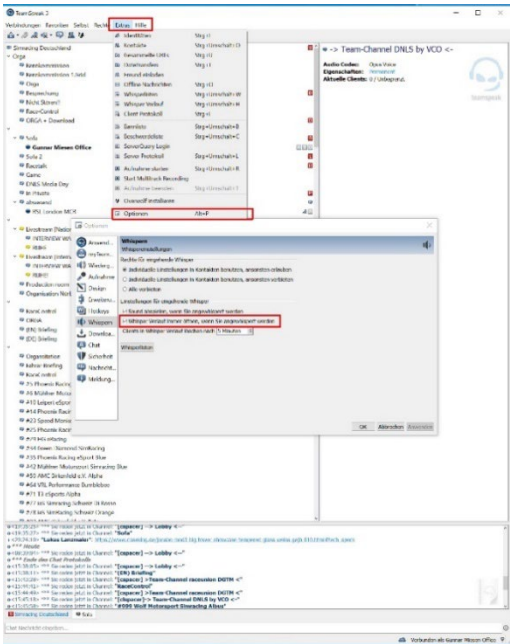
It is not permitted to enter other Teamspeak channels and disturb the participants during the event.

➢ Penalties

Penalties can take place from the first lap, but must have taken place until the end of third lap. Refueling and changing of tyres is not permitted.

Team	Penalty	Penalty from

Keep Simracing