

MS LEAGUE MASTER
SIMRACING
LEAGUE



PORSCHE

BINOMIAL

MSLEAGUE **MSL**
EUROPEAN
TROPHY'25



#2GETHER2VICTORY

FEBRUARY 28 - APRIL 11, 2025



PORSCHE
BINOMIAL MSLEAGUE EUROPEAN TROPHY'25 **MSL**

REGULATION

VERSION 1.1 - JANUARY 7, 2025



Parts of these regulations may be subject to modifications during the championship to ensure the smooth running of the competition. These changes may follow a game update affecting car physics, fuel consumption, tire wear, etc., or any other external or unforeseen event requiring adjustments to the format. Updates will be communicated on the MS LEAGUE Discord server as promptly as possible.

PLEASE READ THESE RULES CAREFULLY!

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1. COMPETITION FORMAT







MSLeague presents the inaugural edition of the **Porsche Binomial European Trophy**, an online competition taking place every Friday evening from **February 28 to April 11, 2025**. This is an international simracing championship officially listed on the MSLeague calendar. The championship will be held on **Gran Turismo 7** for **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. The championship consists of five rounds, preceded by a mandatory pre-qualification session for all registered drivers, who must hold a free **MSL license** (see details below).

911

919

The championship is open to all drivers, whether independent or part of an official team. Participants will form pairs to compete in all races, with each driver earning the maximum points possible per round in their respective category: **911** or **919** (fixed setups). Race meetings will feature both categories with staggered schedules (28 drivers per session), but the race conditions will differ.

We encourage you to carefully review every article of these regulations, including prohibitions, penalties, and car specifications, to ensure your experience in the **Porsche Binomial European Trophy** is both enjoyable and seamless.

	TRACKS	DATES	911	919
PREQUALIFYING	INTERLAGOS	 FEBRUARY, FRIDAY 28	8:00PM - 9:30PM	9:30PM - 11:00PM
ROUND 1	INTERLAGOS	 MARCH, FRIDAY 14	21H00	22H00
ROUND 2	DAYTONA	 MARCH, FRIDAY 21	21H00	22H00
ROUND 3	TOKYO	 MARCH, FRIDAY 28	21H00	22H00
ROUND 4	NÜRBURGRING 24H	 APRIL, FRIDAY 4	21H00	22H00
ROUND 5	LE MANS	 APRIL, FRIDAY 11	21H00	22H00

ADDITIONAL GROUPS AND RACE DATES WILL BE ADDED BASED ON REGISTRATIONS.

2. REGISTRATION

Registrations are open until **THURSDAY, FEBRUARY 27, 2025, at 12:00 AM**.

Anyone (without age restrictions) can register, including multiple members from the same team, to participate in the pre-qualification sessions. The championship format does not allow substitutes, except in very exceptional cases and under specific conditions (see Article 10). After completing your online registration form, you will be invited to join the competition's Discord server. The server link will be provided in the confirmation email upon registering for the championship.

WHERE TO REGISTER?

If you do not yet have an MSLeague profile, you must create one before registering for the Porsche Binomial European Trophy:

Create your MSLeague Gran Turismo driver profile (free): https://www.msleague.fr/?page_id=1504

Once your profile is created, register your duo for the championship via the **Events** page:

https://www.msleague.fr/?page_id=2523

4. CATEGORY SELECTION

— Each driver in a duo will select the car they will race with for the entire season: one driver will compete with the **911 GT3 RS (992) '22**, and the other with the **GR.1 919 Hybrid '16**. Once your category is selected, you cannot switch or exchange seats with your teammate.

— The pre-qualification results, based on the average times of both drivers in a duo, will determine if the duo qualifies for the championship and in which group their season will take place.



CHOOSE YOUR CARS/CATEGORY



911 GT3 RS (992) '22



Displacement: 3,996 cm³

Drivetrain: RR

Max. Power: 517 hp / 8,500 tr/min

Max. Torque: 47,4 kgfm / 6,500 tr/min

Weight: 1,450 kg

Aspiration: Atmospheric engine



919 HYBRID '16

Displacement: 2,000 cm³

Drivetrain: 4RM

Max Power: 500 hp / 7,500 tr/min

Max Torque.: 518 Nm / 4,000 tr/min

Weight: 875 kg

Aspiration: Turbo compressed

5. PREQUALIFYING

Lobbies of 6 drivers per car category will be open on **Friday, February 28, 2025**, from **8:00 PM to 9:30 PM** for the **911**, and from **9:30 PM to 11:00 PM** for the **919**.

Track: Interlagos

Duration: 15 minutes + 1 cool-down lap

Tire Wear: x1

Fuel Consumption: x1

(For details, see the Combos section on page 21)

6. SPLIT DISTRIBUTION

Teams will be assigned to groups based on their average lap times at the end of the pre-qualifications.

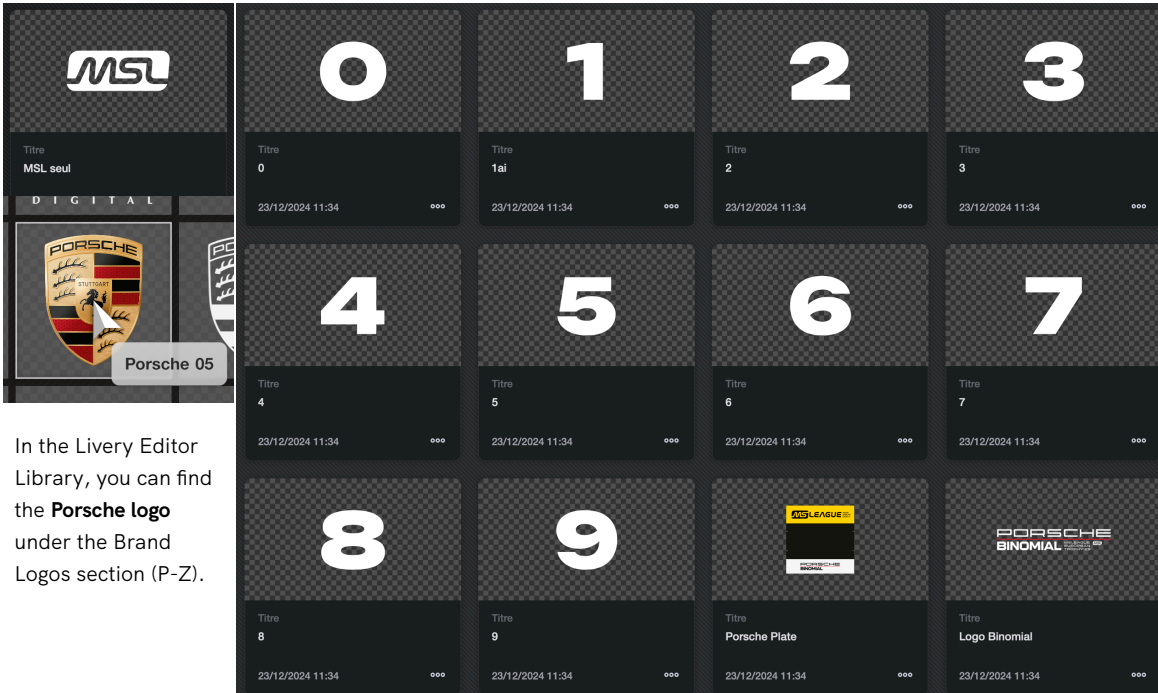
7. LIVERIES

Each team must create identical liveries for both cars, with a **different number** for each driver. Once completed, a photo of each car must be uploaded to the dedicated -livery- section on the MSL Discord.

7b. MANDATORY STICKERS

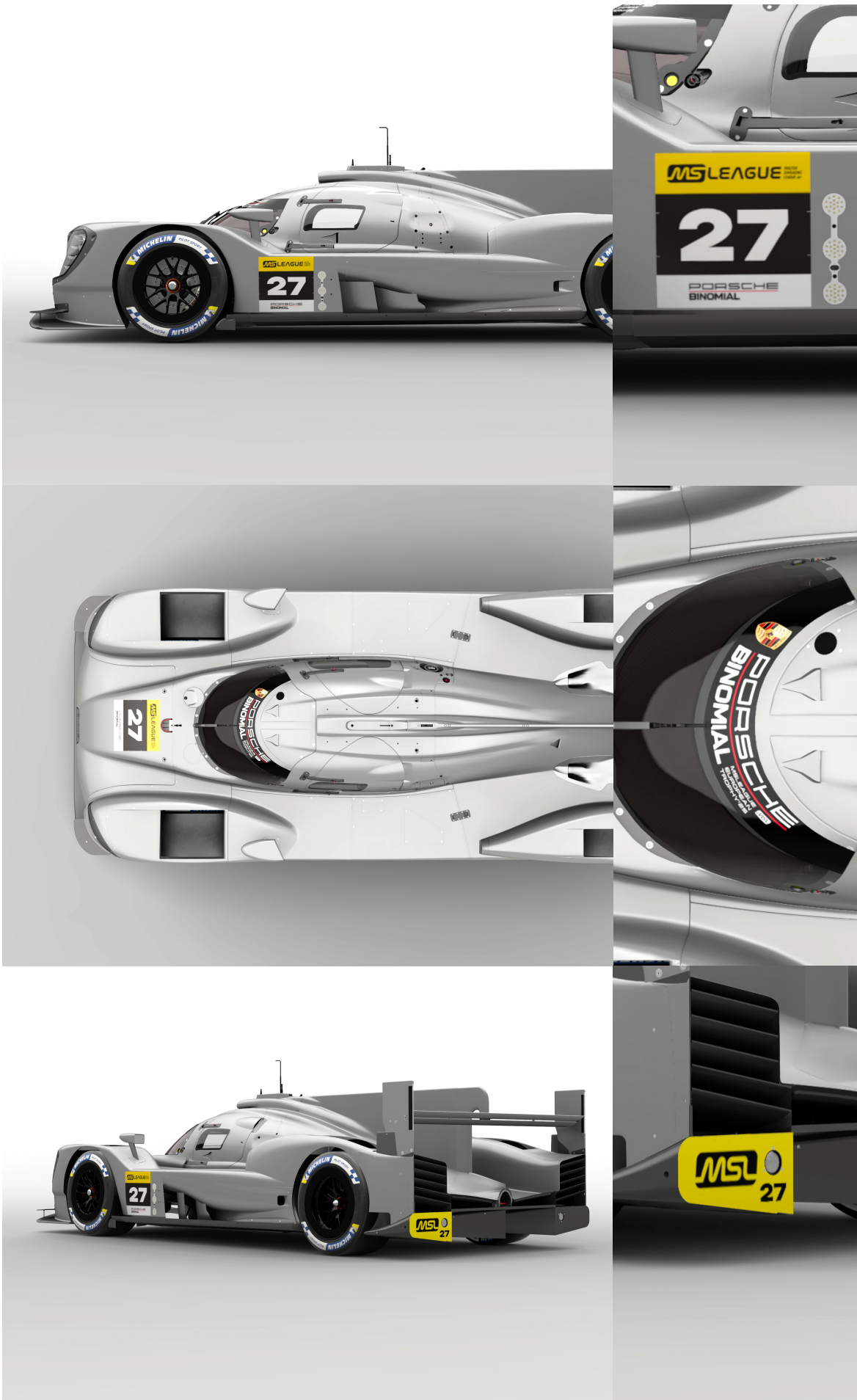
Your liveries must include the following elements:

- The championship's **number plate** with the required typography for the numbers. Guides on the plate will assist with adjusting the placement and size of the numbers.
- The **MSL logo** on a yellow background (**H55, S100, V100**) placed on the rear of the vehicle, along with your number.
- The **Porsche Binomial logo** on the windshield banner.
- Tires on the **919** must feature **Michelin Pilot** branding.



The screenshot displays the MSL Livery Editor interface. On the left, there is a vertical sidebar with the MSL logo at the top, followed by a 'Titre' field containing 'MSL seul'. Below this is a 'DIGITAL' section with a 'Porsche 05' sticker. The main area is a grid of 16 sticker options, each with a 'Titre' field and a timestamp '23/12/2024 11:34'. The stickers include: 0, 1, 2, 3, 4, 5, 6, 7, 8, 9, MSL LEAGUE, and PORSCHE BINOMIAL.

In the Livery Editor Library, you can find the **Porsche logo** under the Brand Logos section (P-Z).





8. COMMUNICATION WITH RACE MANAGEMENT Discord

To ensure smooth communication between drivers/team managers and race officials, please remain proactive on the competition's **MSL Discord server** to avoid missing any messages from the race management or stewards. **ENABLE NOTIFICATIONS** for the competition's Discord server to stay informed. By registering, you agree to keep up to date with competition news and any potential updates to the regulations or clarifications on procedures.

Event Director: JakCellAir

Race Stewarding Commission: MSL

9. RACE BROADCASTS

All championship races, including the pre-qualification session, will be broadcast live. Links to the streams will be shared in the **-direct-live-** section of the Discord:

<https://discord.com/channels/1069894010098958477/1105723892389134428>

10. GENERAL COMPETITION REGULATIONS

(These regulations apply starting from the pre-qualification sessions)

I. All drivers selected to compete in the Porsche Binomial European Trophy agree to adhere to the rules set by the organizer and maintain respectful behavior towards the organization and their opponents. This includes conduct during races, in-game chat, live stream comments, and on social media platforms of **MSLeague** and its partners. Any public controversy, insults, debates about internal organization in public chats, or during interviews will result in penalties, including possible exclusion from the competition depending on the severity of the incident.

II. No settling of scores, insults, or threats will be tolerated in chat rooms. Any unworthy, offensive, threatening, or illegal behavior will result in immediate exclusion from the competition and a ban from the organization's social media platforms.

III. All competing drivers are expected to demonstrate fair play, sportsmanship, and comply with these rules. If fraudulent activity is suspected and subsequently proven following an investigation, the player will be immediately disqualified from the competition. The MSLeague will require their team to replace them with another driver who will continue the progression. This replacement driver must pass an equivalent pre-qualification test to confirm their skill level. If no suitable replacement is validated, the duo will be forced to forfeit the competition.

IV. RECLAMATIONS

Complaints must be submitted via the **MS League website** under the "Race Stewarding Commission" menu:

https://www.msleague.fr/?page_id=256

Avoid abusing this tool, such as filing complaints against half the drivers in your lobby or submitting an excessive number of sanction requests for a single driver. This could result in penalties from the race commission.

V. QUALIFICATION RULES

It is strictly forbidden to stop on the track or activate auto-drive during qualifying sessions. **Burning fuel** in the pits or on track is prohibited, as is hindering other drivers in any way.

VI. ABSENCES AND WITHDRAWALS

Substitutes are not allowed in the Porsche Binomial European Trophy for either category. Results must reflect the skill and performance of each duo. If a duo withdraws for any reason, a reserve duo will be called in to replace them and take over their progression.

VII. RESTART POLICY

Only one restart is allowed due to a lobby bug. Affected drivers must exit and re-enter the lobby for the restart. If the bug persists, they will not be able to participate in the race.

VIII. IN-GAME MESSAGING

Sending messages in-game during qualifying or the race is strictly prohibited and may result in penalties after the event.

IX. ASSISTING DAMAGED VEHICLES

Pushing a car with damage is strictly prohibited.

X. INATTENTIVE DRIVERS

A driver who does not respond to the lobby host during warm-ups, qualifying, or the race will be considered unavailable.

The manual grid setup, qualifying, or race may proceed without them.

XI. DRIVER CONDUCT

A driver can be excluded for inappropriate behavior during a race or toward race management. Repeatedly requesting technical or regulatory information before each race or excessively contacting race management is grounds for exclusion.

All participants must take the competition seriously and invest the necessary effort by thoroughly reading these regulations.

Race management remains available to clarify any regulatory points for drivers.

XII. HANDLING SEVERE DAMAGE

A driver experiencing significant vehicle damage, forcing a reduction in pace, must signal other drivers by activating their hazard lights. These lights should remain on until the driver enters the pits.

XIII. POST-RACE PROCEDURE

After a race, drivers must not leave the track until the game automatically returns to the lobby screen. Leaving early will result in a DNF (Did Not Finish) classification, which is treated as a race abandonment, even if the finish line was crossed.

XIV. VIRTUAL SAFETY CAR (VSC)

If a crash involves at least 5 cars, a Full Course Yellow (FCY) may be announced by race management. A 5-second countdown will be initiated in-game, during which all drivers must switch to "auto-drive" mode (Start button).

This mode remains active until race management announces the end of the procedure with another countdown.

XV. INCIDENT HANDLING

If an incident occurs (e.g., contact causing a spin or off-track excursion), do not slow down or stop to give the affected driver their position back.

XVI. RAGE QUILTS

Rage quitting is strictly prohibited and will result in the disqualification of the duo from the current round. No points will be awarded, even if the other driver finishes their race.

XVII. COMPETITION CANCELLATION

In the event of a competition cancellation for any reason, as decided by the organizer and MS League staff, the event will be declared null and void, with no final results or rewards distributed.

11. RACE COMMISSION

— After each race, two commissions are tasked with ensuring compliance with the rules and sanctioning any potential infractions. The first commission, referred to as the "Legislative Commission," is overseen by the organizer and is responsible for enforcing the competition's internal regulations. It can sanction violations such as non-compliance with the rules outlined in this document or instructions issued on the competition's Discord server that are not followed, such as non-conforming liveries, qualification procedures, tire obligations, and more. The Race Direction has full authority to intervene and penalize even unprecedented incidents not covered in the regulations, provided they compromise the safety, fairness, or integrity of the competition. Any rule infraction is classified as a green category offense (see MSL

penalty system). Depending on the severity of the offense or repeated violations, the organizer may adjust, adapt, or escalate the penalty.

— The second commission, led by MSL, is responsible for sanctioning incidents that occur on the track. It may penalize violations such as non-compliance with flags, overtaking rules, contact or yielding violations, track limits, or any other rule outlined in the league's sporting regulations. Sanctions may range from point or time penalties to exclusion from the race or championship if deemed necessary to ensure the smooth running of the competition.

— The two race commissions work closely together to ensure rule compliance and fairness in the competition. Decisions made by the Legislative Commission are final and can be implemented immediately, as they involve direct rule violations. In contrast, decisions from the Track Commission may be contested before the league's appeals commission within the timeframes and conditions outlined in the MS League regulations.

— Complaints must be submitted via the MSL website within 24 hours after the end of a race and will be processed within 48 hours: https://www.msleague.fr/?page_id=2441

— You may also contest a decision by presenting counterarguments within 24 hours after the publication of the Race Commission's report: https://www.msleague.fr/?page_id=2836

12. CONDUCT OF A ROUND

— Tous les pilotes seront ajoutés dans une Party vocale PlayStation, 7 jours avant la compétition, incluant :

- **The Lobby hosts**
- **The organizer**
- **The broadcasters**
- **The race stewards**

— The PSN accounts of your lobby hosts will be communicated via the competition Discord.

Lobby opening times:

- **8:30 PM for 911**
- **9:30 PM for 919**

Sessions:

- Free Practice: 30 minutes
- Qualifications: 9:00 PM (911), 10:00 PM (919), lasting 5 to 10 minutes
- Race: 40 minutes

- Drivers must add their lobby hosts **at least 24 hours before the start** of the event.
- Each driver must be present in the lobby and on track at least **10 minutes before the start of the event**. No driver will be waited for at the start of the qualifications. Latecomers will not be allowed into the lobby after the qualification session begins, even if the lobby is restarted due to technical issues.
- Drivers must have **all required tire compounds** available.



— Pit stops are closed during the first lap of the race, except on tracks longer than 8 km. No driver should enter the pits unless due to engine damage.

— At the end of the race, saving the replay is recommended and should be kept for at least 10 days. Any driver not present on track at the start of the event will be considered absent (no points awarded).

13. DURING QUALIFYING



— During qualifications, **the pits are closed**. Refueling and repairs are therefore not allowed. Any driver violating this rule will be heavily penalized. The host will instruct the driver to stop their car after exiting the pits, and they will incur a Drive Through penalty to be served at the end of the third lap, or the second lap on tracks longer

than 8 km.

— **Returning to the pits** via the start button is prohibited. You must reach the pits by driving on the track. Fuel burning is prohibited both on track and in the pits.

— In the event of **equipment failure during the race** (e.g., steering wheel or other issues), follow these steps:

- Activate your warning lights** if possible; otherwise, switch to your controller and move your car to a safe location off the track.
- Send a message on Discord tagging @JakCellAir** to report the issue. He will authorize you to disconnect and reconnect your wheel or address your hardware problem.
- Once resolved**, return to the race carefully to avoid obstructing other drivers.

Failure to notify race control about the issue before addressing it may result in a penalty.

— In case of technical issues, health problems, or other unforeseen circumstances requiring **you to retire**, you must enter the pits via the track (no use of the start button) and remain in the pits until the race ends to validate your participation and retain points for the last position. **Rage quitting** is strictly prohibited.

14. FLAG RULES

■ The **blue flag** indicates to a driver that they are about to be overtaken by one or more leading drivers. A driver under a blue flag must activate their hazard lights to signal they are ready to be overtaken.

The driver must avoid hindering the progress of the faster cars, slowing down if necessary, while maintaining their racing line. Drivers must not change their trajectory before or during the overtaking maneuver. Faster drivers, in turn, are expected to be patient and avoid forcing the pass, which could result in an accident.

— A driver under the blue flag is not permitted to defend their position against the car overtaking them. Deliberately holding up or defending against a faster car may result in penalties or even disqualification from the round.

— A lapped driver may retake the position from a leading car if they clearly have a better race pace, such as due to less tire degradation or a lighter fuel load. However, both drivers are expected to collaborate and ensure position exchanges are carried out in absolute fairness and sportsmanship.

■ Under a **yellow flag**, be aware that the game may penalize you with a 3-second penalty for overtaking near the car that triggered the yellow flag. Therefore, approach such zones with caution and reduce your speed if necessary to avoid penalties or accidents.

15. RED TIRES



— MSLeague competition regulations strictly prohibit drivers from racing with red tires, which are considered "blown." Drivers must avoid being in a red tire situation during any race. Violators will be disqualified from the current round.

— Each driver is responsible for anticipating tire degradation to prevent red tire conditions. There are no circumstances under which red tires are allowed for any reason.

16. LOBBY BUG / RESTART

— Before the race begins, the race control may instruct that a lobby be closed due to bugs that could cause issues, such as errors in qualifying position calculations or race starts. Drivers will be informed via the in-game chat by the lobby host.

— Once the lobby is closed, drivers are asked to clear their network cache and rejoin the new race lobby promptly.

— No restarts will be issued for crashes occurring during the first lap.

17. DRIVER DISCONNECTION

DURING QUALIFICATION

If a driver disconnects during a pre-race qualifying session, they must rejoin the race lobby as quickly as possible. Their best lap time set before the disconnection will be retained for grid placement.

The recorded time will be retrieved either from the in-game leaderboard (if preserved by the game) or from the live stream footage on YouTube.

DURING THE RACE

Refer to Article 19.2, "Points System."

18. LOBBY CRASH DOWN

- If the host server crashes during the event, the following rules will apply:
- **Less than 50% race completion:** The race will be restarted from scratch.
- **Between 51% and 84% race completion:** The race will be restarted with a sprint race covering the remaining time, and no pit stops will be allowed. Points distribution will be adjusted: 2/3 of the points will be allocated for Race 1, and 1/3 for the sprint race.
- **85% or more race completion:** The event will be considered complete.

For point allocation, race control will use the standings from before the crash. If drivers were in the pits at the time of the disconnection, their standings prior to entering the pits will be used. Any on-track incidents during the affected period will not be reviewed by the stewards.

19. POINTS SYSTEM

19.1 Points are awarded equally to both drivers in a team. Bonus points will be added to the race standings as follows:

- **1 point** for pole position.
- **1 point** for the fastest lap in each pool.
- **1 point** for demonstrating Fair Play.

19.2 Drivers who disconnect during a race will receive the points for the last position. Drivers are encouraged to return to the pits and remain there until the end of the race to secure points for the lower positions in case of technical issues. **Rage Quits** will be treated as voluntary withdrawals and may result in disqualification from the championship.

POOL A				POOL B			
POS.	POINTS	POS.	POINTS	POS.	POINTS	POS.	POINTS
1	35	10	15	1	25	10	5
2	32	11	13	2	22	11	3
3	29	12	11	3	19	12	1
4	27	13	9	4	17	13	-
5	25	14	7	5	15	14	-
6	23	POLE	1	6	13	POLE	1
7	21	BEST LAP	1	7	11	BEST LAP	1
8	19	A.FAIRPLAY	1	8	9	A.FAIRPLAY	1
9	17			9	7		

20. PENALTY SYSTEM

The penalty system is provided separately by MS League and is available in the **-commission-MSL-** section of the competition's Discord server.

21. PROMOTION / RELEGATION

At the end of each round:

- **The bottom two teams** (13th and 14th positions) in the higher pool will be relegated to the lower pool.
- **The top two teams** (1st and 2nd positions) in the lower pool will be promoted to the higher pool for the next round.

22. DRIVER CONNECTION

Gran Turismo lobbies are highly sensitive to poor network configurations, particularly to high ping and unstable connections. To minimize lag, which may not impact your own experience but can significantly disrupt your competitors' races and degrade the streaming quality for viewers, follow these guidelines:

Lag Impact: Lag can hinder the proper analysis of race incidents, and in some cases, the commission may not be able to make a favorable ruling on your protest due to unclear evidence caused by connectivity issues.

Recommended Setup:

Avoid WiFi connections to your internet box. This issue is especially critical if you do not have a fiber-optic connection.

Use a **wired connection:**

Connect your console directly to your internet box or a wall-mounted RJ45 Ethernet port using a cable.

Following these guidelines will enhance race stability, fairness for all drivers, and the overall quality of streaming for spectators.

Additional Recommendations:

- **Use a Powerline Communication (PLC) system:** This allows you to establish a wired connection from any electrical outlet in your home.
- **Restart your internet box** before each race to ensure optimal performance.
- **Request a line refresh:** Contact your internet service provider to refresh your line remotely.
- **Clear your network cache:** Use the option in Gran Turismo to clear the cache before entering a race lobby.
- **Optimize bandwidth:** If your upload and download speeds are low, disconnect or power off all unnecessary connected devices (e.g., computers, mobile phones, tablets, or TV boxes) in your home during the race.

Lag Evaluation Procedure Before the Championship:

1. After prequalifications, drivers experiencing significant lag will be contacted by race management to provide assistance in improving their network setup.

2. If a driver's lag is too severe and no short-term solution can be implemented, they will not be allowed to participate in the championship. In this case, the team will need to find a replacement driver.

Ensuring stable connectivity is essential for a fair and enjoyable competition for all participants.

23. REMINDER OF PROHIBITIONS

— It is strictly prohibited to:

1. Use red tires at any time.
2. Burn fuel on track or in the pits during qualifying sessions.
3. Send in-game messages during qualifying or races.
4. Perform a car drift across the finish line at the end of a race.
5. Mix tire types on a vehicle.
6. Use bump drafting during qualifying or races.
7. Intentionally give back a position to another driver during a race.

24. COMPLIANCE WITH RULES AND RESPECT FOR PLAYERS

24.1. Adherence to Conduct Code

Respecting the code of conduct is fundamental. Players participating in the Porsche Binomial European Trophy must comply with the rules of good conduct and fair play. Any player violating these rules may be deemed ineligible to continue in the competition. For flagrant breaches of rules during the event, the organizer reserves the right to exclude the offending player.

24.2. Representation and Behavior

Players must behave in a manner that reflects the values upheld by the organizer and refrain from actions that could harm the reputation or relationships of the organizer and its partners.

24.3. Prohibition of Hate Speech and Offensive Behavior

Hate speech, racism, harassment, and discriminatory actions are strictly prohibited.

Players must avoid obscene, vulgar, insulting, threatening, abusive, defamatory, or otherwise offensive language, whether aimed at other players, casters, commentators, race stewards, MSLeague members, or anyone involved in race management.

Such behavior is also forbidden on social media or during public events such as live streams.

24.4. Harassment and Discrimination

Harassment in any form is strictly prohibited.

Discriminatory words, gestures, or actions offensive to the dignity or integrity of individuals, groups, teams, brands, sponsors, or countries are not tolerated.

Examples include remarks based on race, skin color, ethnicity, visible or invisible disabilities, nationality, social status, gender, language, religion, political opinions, financial situation, or sexual orientation.

24.5. Inappropriate Conduct

Drivers may be excluded from the competition for inappropriate behavior during a race or interactions with race management.

Persistent requests for race information before every round may also result in penalties or exclusion. Drivers are expected to show commitment, seriousness, and minimal effort in their participation.

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End-of-Season Debriefing

At the conclusion of the competition, the organizer and MSLeague members will hold a debriefing session. Selected drivers will be invited to participate in a brainstorming discussion to reflect on the season and suggest improvements.



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BINOMIAL MSLEAGUE **MSL**
EUROPEAN
TROPHY'25

LOBBY SETTINGS

VERSION 1.1 - JANUARY 7, 2025



ROOM SETTINGS		QUALIFYING SETTINGS	
Room Mode	Practice / Qualif. / Race	Time Limit	15 min.
Room Privacy	Friends Only	Qualifying Resumption Time	120 sec.
		Tyre Wear Rate (qualifying)	X1
Race Type	Race for Real	Fuel (qualifying)	X1
Max. Number of Participants	9	Initial Fuel	32 Litres
TRACK SETTINGS		REGULATION SETTINGS	
Auto-Start	Off	Filter by Category	No limit
Track	Autodromo de Interlagos	PP Limit	No limit
Race Duration	1	Max. Power Output	No limit
Time Limit	--	Minimum Weight	No limit
TIME/WEATHER SETTINGS		S02	
Weather Selection Method	Preset Weather	Tyre Type	Racing
Preset Weather	--	Useable Tyres	Soft
Equal Conditions Mode	On	Required Tyres	None
Time of the Day	Late Morning	Nitrous	Cannot be Fitted
Variable Time Speed Rate	--	Kart Usage	Off
		Engine Swap	Prohibited
RACE SETTINGS		Tuning Parts	Unrestricted
Start Type	Rolling start		
Grid Order	Fastest First	PENALTY SETTINGS	
BoP/Tuning Forbidden	On	Shortcut Penalty	Weak
Tuning	--	Wall Collision Penalty	Off
Settings Options	Brake Balance / Downforce	Correct Vehicle Course	Off
Boost	Off	Car Collision Penalty	Off
Slipstream Strenght	Real	Pit Lane Line-Cutting Penalty	Off
Visible Damage	On	Ghosting During Race	Off
Mechanical Damage	Light	Flag Rules	On
Tyre Wear Rate	X1	DRIVING OPT. LIMITATIONS	
Fuel Consumption Rate	X1	Countersteering Assist	Prohibited
Refuelling Speed	6 Litres/sec	Active Stability Management	Prohibited
Initial Fuel	Default	Driving Line Assist	Prohibited
Grip Reduction Off Track	Real	Traction Control	No limit
Race Finish Delay	40 sec.	ABS	No limit
Nitrous/	Default	Auto-Drive	Prohibited

PREQUALIFYING / INTERLAGOS / 15 MIN

ROOM SETTINGS		QUALIFYING SETTINGS	
Room Mode	Practice / Qualif. / Race	Time Limit	15 min.
Room Privacy	Friends Only	Qualifying Resumption Time	120 sec.
		Tyre Wear Rate (qualifying)	X1
Race Type	Race for Real	Fuel (qualifying)	X3
Max. Number of Participants	9	Initial Fuel	20 Litres
TRACK SETTINGS		REGULATION SETTINGS	
Auto-Start	Off	Filter by Category	Gr.1
Track	Autodromo de Interlagos	PP Limit	No limit
Race Duration	1	Max. Power Output	No limit
Time Limit	--	Minimum Weight	No limit
TIME/WEATHER SETTINGS		S02	
Weather Selection Method	Preset Weather	Tyre Type	Racing
Preset Weather	--	Useable Tyres	Soft
Equal Conditions Mode	On	Required Tyres	None
Time of the Day	Late Morning	Nitrous	Cannot be Fitted
Variable Time Speed Rate	--	Kart Usage	Off
		Engine Swap	Prohibited
RACE SETTINGS		Tuning Parts	Unrestricted
Start Type	Rolling start		
Grid Order	Fastest First	PENALTY SETTINGS	
BoP/Tuning Forbidden	On	Shortcut Penalty	Weak
Tuning	--	Wall Collision Penalty	Off
Settings Options	Brake Balance / Downforce	Correct Vehicle Course	Off
Boost	Off	Car Collision Penalty	Off
Slipstream Strenght	Real	Pit Lane Line-Cutting Penalty	Off
Visible Damage	On	Ghosting During Race	Off
Mechanical Damage	Light	Flag Rules	On
Tyre Wear Rate	X1	DRIVING OPT. LIMITATIONS	
Fuel Consumption Rate	X1	Countersteering Assist	Prohibited
Refuelling Speed	7 Litres/sec	Active Stability Management	Prohibited
Initial Fuel	Default	Driving Line Assist	Prohibited
Grip Reduction Off Track	Real	Traction Control	No limit
Race Finish Delay	40 sec.	ABS	No limit
Nitrous/	Default	Auto-Drive	Prohibited

ROOM SETTINGS		QUALIFYING SETTINGS	
Room Mode	Practice / Qualif / Endurance	Time Limit	5 min.
Room Privacy	Friends Only	Qualifying Resumption Time	120 sec.
		Tyre Wear Rate (qualifying)	X1
Race Type	Race for Real	Fuel (qualifying)	X1
Max. Number of Participants	16	Initial Fuel	32 Litres
TRACK SETTINGS		REGULATION SETTINGS	
Auto-Start	Off	Filter by Category	No limit
Track	Autodromo de Interlagos	PP Limit	No limit
Race Duration	- -	Max. Power Output	No limit
Time Limit	40 min.	Minimum Weight	No limit
TIME/WEATHER SETTINGS	S01 / S01 / S01 / S02 / S02 / S03 / S03		
Weather Selection Method	Custom Weather	Tyre Type	Racing
Preset Weather	- -	Useable Tyres	Soft
Equal Conditions Mode	- -	Required Tyres	None
Time of the Day	Afternoon	Nitrous	Cannot be Fitted
Variable Time Speed Rate	X2	Kart Usage	Off
RACE SETTINGS		Engine Swap	Prohibited
Start Type	Rolling Start	Tuning Parts	Unrestricted
Grid Order	Fastest First	PENALTY SETTINGS	
BoP/Tuning Forbidden	On	Shortcut Penalty	Weak
Tuning	- -	Wall Collision Penalty	Off
Settings Options	Brake Balance / Downforce	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	Heavy	Flag Rules	On
Tyre Wear Rate	X2	DRIVING OPT. LIMITATIONS	
Fuel Consumption Rate	X4	Countersteering Assist	Prohibited
Refuelling Speed	6 Litres/sec	Active Stability Management	Prohibited
Initial Fuel	Default	Driving Line Assist	Prohibited
Grip Reduction Off Track	Real	Traction Control	No limit
Race Finish Delay	180 sec.	ABS	No limit
Nitrous/	Default	Auto-Drive	Prohibited

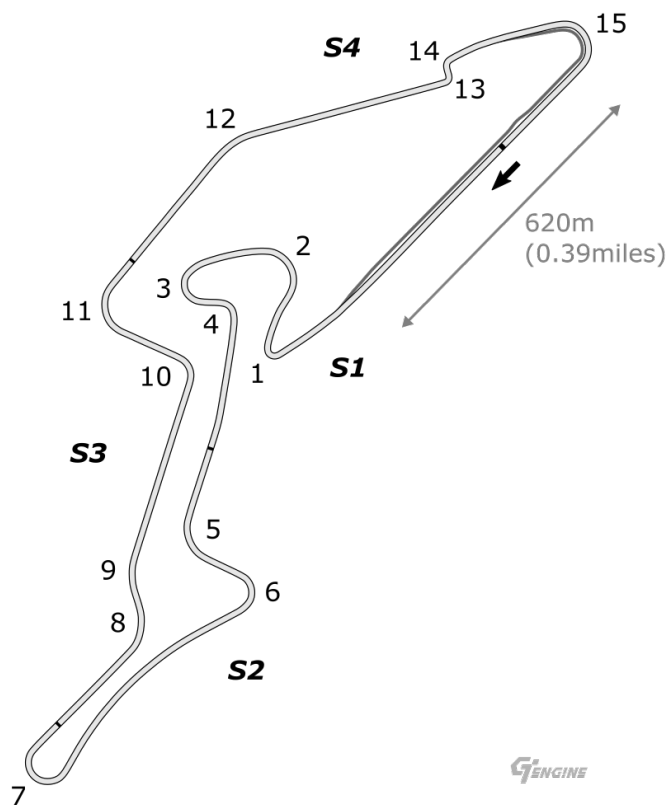
ROOM SETTINGS		QUALIFYING SETTINGS	
Room Mode	Practice / Qualif / Endurance	Time Limit	5 min.
Room Privacy	Friends Only	Qualifying Resumption Time	120 sec.
		Tyre Wear Rate (qualifying)	X1
Race Type	Race for Real	Fuel (qualifying)	X1
Max. Number of Participants	16	Initial Fuel	20 Litres
TRACK SETTINGS		REGULATION SETTINGS	
Auto-Start	Off	Filter by Category	Gr.1
Track	Autodromo de Interlagos	PP Limit	No limit
Race Duration	- -	Max. Power Output	No limit
Time Limit	40 min.	Minimum Weight	No limit
TIME/WEATHER SETTINGS	S01 / S01 / S01 / S02 / S02 / S03 / S04		
Weather Selection Method	Custom Weather	Tyre Type	Racing
Preset Weather	- -	Useable Tyres	Soft
Equal Conditions Mode	- -	Required Tyres	None
Time of the Day	Afternoon	Nitrous	Cannot be Fitted
Variable Time Speed Rate	X5	Kart Usage	Off
RACE SETTINGS		Engine Swap	Prohibited
Start Type	Rolling Start	Tuning Parts	Unrestricted
Grid Order	Fastest First	PENALTY SETTINGS	
BoP/Tuning Forbidden	On	Shortcut Penalty	Weak
Tuning	- -	Wall Collision Penalty	Off
Settings Options	Brake Balance / Downforce	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	Heavy	Flag Rules	On
Tyre Wear Rate	X4	DRIVING OPT. LIMITATIONS	
Fuel Consumption Rate	X8	Countersteering Assist	Prohibited
Refuelling Speed	7 Litres/sec	Active Stability Management	Prohibited
Initial Fuel	Default	Driving Line Assist	Prohibited
Grip Reduction Off Track	Real	Traction Control	No limit
Race Finish Delay	180 sec.	ABS	No limit
Nitrous/	Default	Auto-Drive	Prohibited

ROOM SETTINGS		QUALIFYING SETTINGS	
Room Mode	Practice / Qualif / Endurance	Time Limit	5 min.
Room Privacy	Friends Only	Qualifying Resumption Time	120 sec.
		Tyre Wear Rate (qualifying)	X1
Race Type	Race for Real	Fuel (qualifying)	X1
Max. Number of Participants	16	Initial Fuel	32 Litres
TRACK SETTINGS		REGULATION SETTINGS	
Auto-Start	Off	Filter by Category	No limit
Track	Daytona - Road Course	PP Limit	No limit
Race Duration	--	Max. Power Output	No limit
Time Limit	40 min.	Minimum Weight	No limit
TIME/WEATHER SETTINGS	S01 / S01 / S01 / C02 / C02 / S03 / S02		
Weather Selection Method	Custom Weather	Tyre Type	Racing
Preset Weather	--	Useable Tyres	Soft, Medium
Equal Conditions Mode	--	Required Tyres	Soft, Medium
Time of the Day	Afternoon	Nitrous	Cannot be Fitted
Variable Time Speed Rate	X4	Kart Usage	Off
RACE SETTINGS		Engine Swap	Prohibited
Start Type	Rolling Start	Tuning Parts	Unrestricted
Grid Order	Fastest First	PENALTY SETTINGS	
BoP/Tuning Forbidden	On	Shortcut Penalty	Weak
Tuning	--	Wall Collision Penalty	Off
Settings Options	Brake Balance / Downforce	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	Heavy	Flag Rules	On
Tyre Wear Rate	X3	DRIVING OPT. LIMITATIONS	
Fuel Consumption Rate	X3	Countersteering Assist	Prohibited
Refuelling Speed	6 Litres/sec	Active Stability Management	Prohibited
Initial Fuel	Default	Driving Line Assist	Prohibited
Grip Reduction Off Track	Real	Traction Control	No limit
Race Finish Delay	180 sec.	ABS	No limit
Nitrous/	Default	Auto-Drive	Prohibited

ROOM SETTINGS		QUALIFYING SETTINGS	
Room Mode	Practice / Qualif / Endurance	Time Limit	5 min.
Room Privacy	Friends Only	Qualifying Resumption Time	120 sec.
		Tyre Wear Rate (qualifying)	X1
Race Type	Race for Real	Fuel (qualifying)	X1
Max. Number of Participants	16	Initial Fuel	20 Litres
TRACK SETTINGS		REGULATION SETTINGS	
Auto-Start	Off	Filter by Category	Gr.1
Track	Daytona - Road Course	PP Limit	No limit
Race Duration	--	Max. Power Output	No limit
Time Limit	40 min.	Minimum Weight	No limit
TIME/WEATHER SETTINGS	S01 / S16 / S11 / S11 / S06 / S02 / S01		
Weather Selection Method	Custom Weather	Tyre Type	Racing
Preset Weather	--	Useable Tyres	Soft, Medium
Equal Conditions Mode	--	Required Tyres	Soft, Medium
Time of the Day	Sunset	Nitrous	Cannot be Fitted
Variable Time Speed Rate	X5	Kart Usage	Off
RACE SETTINGS		Engine Swap	Prohibited
Start Type	Rolling Start	Tuning Parts	Unrestricted
Grid Order	Fastest First	PENALTY SETTINGS	
BoP/Tuning Forbidden	On	Shortcut Penalty	Weak
Tuning	--	Wall Collision Penalty	Off
Settings Options	Brake Balance / Downforce	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	Heavy	Flag Rules	On
Tyre Wear Rate	X3	DRIVING OPT. LIMITATIONS	
Fuel Consumption Rate	X6	Countersteering Assist	Prohibited
Refuelling Speed	7 Litres/sec	Active Stability Management	Prohibited
Initial Fuel	Default	Driving Line Assist	Prohibited
Grip Reduction Off Track	Real	Traction Control	No limit
Race Finish Delay	180 sec.	ABS	No limit
Nitrous/	Default	Auto-Drive	Prohibited

ROOM SETTINGS		QUALIFYING SETTINGS	
Room Mode	Practice / Qualif / Endurance	Time Limit	5 min.
Room Privacy	Friends Only	Qualifying Resumption Time	120 sec.
		Tyre Wear Rate (qualifying)	X1
Race Type	Race for Real	Fuel (qualifying)	X1
Max. Number of Participants	16	Initial Fuel	32 Litres
TRACK SETTINGS		REGULATION SETTINGS	
Auto-Start	Off	Filter by Category	No limit
Track	Tokyo Expressway - East Clock.	PP Limit	No limit
Race Duration	- -	Max. Power Output	No limit
Time Limit	40 min.	Minimum Weight	No limit
TIME/WEATHER SETTINGS	S11 / S11 / S18 / C05 / R06 / R07 / R07		
Weather Selection Method	Météo personnalisée	Tyre Type	Racing
Preset Weather	- -	Useable Tyres	All
Equal Conditions Mode	- -	Required Tyres	None
Time of the Day	Sunrise	Nitrous	Cannot be Fitted
Variable Time Speed Rate	X1	Kart Usage	Off
RACE SETTINGS		Engine Swap	Prohibited
Start Type	Grid Start - False Start Check	Tuning Parts	Unrestricted
Grid Order	Fastest First	PENALTY SETTINGS	
BoP/Tuning Forbidden	On	Shortcut Penalty	Weak
Tuning	- -	Wall Collision Penalty	Off
Settings Options	Brake Balance / Downforce	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	Heavy	Flag Rules	On
Tyre Wear Rate	X4	DRIVING OPT. LIMITATIONS	
Fuel Consumption Rate	X3	Countersteering Assist	Prohibited
Refuelling Speed	6 Litres/sec	Active Stability Management	Prohibited
Initial Fuel	Default	Driving Line Assist	Prohibited
Grip Reduction Off Track	Real	Traction Control	No limit
Race Finish Delay	180 sec.	ABS	No limit
Nitrous/	Default	Auto-Drive	Prohibited

ROOM SETTINGS		QUALIFYING SETTINGS	
Room Mode	Practice / Qualif / Endurance	Time Limit	5 min.
Room Privacy	Friends Only	Qualifying Resumption Time	120 sec.
		Tyre Wear Rate (qualifying)	X1
Race Type	Race for Real	Fuel (qualifying)	X1
Max. Number of Participants	16	Initial Fuel	20 Litres
TRACK SETTINGS		REGULATION SETTINGS	
Auto-Start	Off	Filter by Category	Gr.1
Track	Tokyo Expressway - East Clock.	PP Limit	No limit
Race Duration	- -	Max. Power Output	No limit
Time Limit	40 min.	Minimum Weight	No limit
TIME/WEATHER SETTINGS	R07 / R07 / R06 / R06 / S10 / S09 / S16		
Weather Selection Method	Custom Weather	Tyre Type	Racing
Preset Weather	- -	Useable Tyres	All
Equal Conditions Mode	- -	Required Tyres	None
Time of the Day	Early Morning	Nitrous	Cannot be Fitted
Variable Time Speed Rate	X1	Kart Usage	Off
		Engine Swap	Prohibited
RACE SETTINGS		Tuning Parts	Unrestricted
Start Type	Grid Start - False Start Check	PENALTY SETTINGS	
Grid Order	Fastest First	Shortcut Penalty	Weak
BoP/Tuning Forbidden	On	Wall Collision Penalty	Off
Tuning	- -	Correct Vehicle Course	Off
Settings Options	Brake Balance / Downforce	Car Collision Penalty	Off
Boost	Off	Pit Lane Line-Cutting Penalty	On
Slipstream Strenght	Real	Ghosting During Race	Off
Visible Damage	On	Flag Rules	On
Mechanical Damage	Heavy	DRIVING OPT. LIMITATIONS	
Tyre Wear Rate	X3	Countersteering Assist	Prohibited
Fuel Consumption Rate	X10	Active Stability Management	Prohibited
Refuelling Speed	6 Litres/sec	Driving Line Assist	Prohibited
Initial Fuel	Default	Traction Control	No limit
Grip Reduction Off Track	Real	ABS	No limit
Race Finish Delay	180 sec.	Auto-Drive	Prohibited
Nitrous/	Default		



The qualifying sessions for Round 4 will take place on the Nürburgring Grand Prix version. Make sure to familiarize yourself with the track and its specifics before participating in this round.

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QUALIFYING SETTINGS	
Time Limit	5 min.
Qualifying Resumption Time	120 sec.
Tyre Wear Rate	X1
Fuel Consumption Rate	X1
Initial Fuel	32 Litres
Equal Conditions Mode	On
Time of the Day	Afternoon
Variable Time Speed Rate	X1
Tyre Type	Racing
Useable Tyres	All

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QUALIFYING SETTINGS	
Time Limit	5 min.
Qualifying Resumption Time	120 sec.
Tyre Wear Rate	X1
Fuel Consumption Rate	X1
Initial Fuel	20 Litres
Equal Conditions Mode	On
Time of the Day	Afternoon
Variable Time Speed Rate	X1
Tyre Type	Racing
Useable Tyres	All

ROOM SETTINGS		QUALIFYING SETTINGS	
Room Mode	Practice / Race	Time Limit	--
Room Privacy	Friends Only	Qualifying Resumption Time	--
		Tyre Wear Rate (qualifying)	--
Race Type	Race for Real	Fuel (qualifying)	--
Max. Number of Participants	16	Initial Fuel	--
TRACK SETTINGS		REGULATION SETTINGS	
Auto-Start	Off	Filter by Category	No limit
Track	Nürburgring 24h	PP Limit	No limit
Race Duration	6	Max. Power Output	No limit
Time Limit	--	Minimum Weight	No limit
TIME/WEATHER SETTINGS	R04 / R04 / S10 / S11 / S11 / S11 / S05 / S05 / S05		
Weather Selection Method	Custom Weather	Tyre Type	Racing
Preset Weather	--	Useable Tyres	Soft, Medium
Equal Conditions Mode	--	Required Tyres	Soft, Medium
Time of the Day	Dawn	Nitrous	Cannot be Fitted
Variable Time Speed Rate	X3	Kart Usage	Off
RACE SETTINGS		Engine Swap	Prohibited
Start Type	Rolling Start	Tuning Parts	Unrestricted
Grid Order	Fastest First	PENALTY SETTINGS	
BoP/Tuning Forbidden	On	Shortcut Penalty	Weak
Tuning	--	Wall Collision Penalty	Off
Settings Options	Brake Balance / Downforce	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	Heavy	Flag Rules	On
Tyre Wear Rate	X2	DRIVING OPT. LIMITATIONS	
Fuel Consumption Rate	X2	Countersteering Assist	Prohibited
Refuelling Speed	6 Litres/sec	Active Stability Management	Prohibited
Initial Fuel	Default	Driving Line Assist	Prohibited
Grip Reduction Off Track	Real	Traction Control	No limit
Race Finish Delay	180 sec.	ABS	No limit
Nitrous/	Default	Auto-Drive	Prohibited

ROOM SETTINGS		QUALIFYING SETTINGS	
Room Mode	Practice / Race	Time Limit	--
Room Privacy	Friends Only	Qualifying Resumption Time	--
		Tyre Wear Rate (qualifying)	--
Race Type	Race for Real	Fuel (qualifying)	--
Max. Number of Participants	16	Initial Fuel	--
TRACK SETTINGS		REGULATION SETTINGS	
Auto-Start	Off	Filter by Category	Gr.1
Track	24 heures du Nürburgring	PP Limit	No limit
Race Duration	6	Max. Power Output	No limit
Time Limit	--	Minimum Weight	No limit
TIME/WEATHER SETTINGS	S05 / S10 / S11 / S05 / C02 / C01 / S02 / S01		
Weather Selection Method	Météo personnalisée	Tyre Type	Racing
Preset Weather	--	Useable Tyres	Soft, Medium
Equal Conditions Mode	--	Required Tyres	Soft, Medium
Time of the Day	Sunrise	Nitrous	Cannot be Fitted
Variable Time Speed Rate	X3	Kart Usage	Off
RACE SETTINGS		Engine Swap	Prohibited
Start Type	Rolling Start	Tuning Parts	Unrestricted
Grid Order	Fastest First	PENALTY SETTINGS	
BoP/Tuning Forbidden	On	Shortcut Penalty	Weak
Tuning	--	Wall Collision Penalty	Off
Settings Options	Brake Balance / Downforce	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	Heavy	Flag Rules	On
Tyre Wear Rate	X3	DRIVING OPT. LIMITATIONS	
Fuel Consumption Rate	X5	Countersteering Assist	Prohibited
Refuelling Speed	7 Litres/sec	Active Stability Management	Prohibited
Initial Fuel	Default	Driving Line Assist	Prohibited
Grip Reduction Off Track	Real	Traction Control	No limit
Race Finish Delay	180 sec.	ABS	No limit
Nitrous/	Default	Auto-Drive	Prohibited

ROOM SETTINGS		QUALIFYING SETTINGS	
Room Mode	Practice / Qualif / Endurance	Time Limit	10 min.
Room Privacy	Friends Only	Qualifying Resumption Time	180 sec.
		Tyre Wear Rate (qualifying)	X1
Race Type	Race for Real	Fuel (qualifying)	X1
Max. Number of Participants	16	Initial Fuel	32 litres
TRACK SETTINGS		REGULATION SETTINGS	
Auto-Start	Off	Filter by Category	No limit
Track	24H du Mans Racing Circuit	PP Limit	No limit
Race Duration	--	Max. Power Output	No limit
Time Limit	50 min.	Minimum Weight	No limit
TIME/WEATHER SETTINGS	S02 / S02 / S01 / S01 / S07 / S07 / S13 / S04 / S10		
Weather Selection Method	Custom Weather	Tyre Type	Racing
Preset Weather	--	Useable Tyres	Soft, Medium
Equal Conditions Mode	--	Required Tyres	Soft, Medium
Time of the Day	Late Morning	Nitrous	Cannot be Fitted
Variable Time Speed Rate	X2	Kart Usage	Off
		Engine Swap	Prohibited
RACE SETTINGS		Tuning Parts	Unrestricted
Start Type	Grid Start - False Start Check	PENALTY SETTINGS	
Grid Order	Fastest First	Shortcut Penalty	Weak
BoP/Tuning Forbidden	On	Wall Collision Penalty	Off
Tuning	--	Correct Vehicle Course	Off
Settings Options	Brake Balance / Downforce	Car Collision Penalty	Off
Boost	Off	Pit Lane Line-Cutting Penalty	On
Slipstream Strenght	Real	Ghosting During Race	Off
Visible Damage	On	Flag Rules	On
Mechanical Damage	Heavy	DRIVING OPT. LIMITATIONS	
Tyre Wear Rate	X3	Countersteering Assist	Prohibited
Fuel Consumption Rate	X2	Active Stability Management	Prohibited
Refuelling Speed	6 Litres/sec	Driving Line Assist	Prohibited
Initial Fuel	Default	Traction Control	No limit
Grip Reduction Off Track	Real	ABS	No limit
Race Finish Delay	180 sec.	Auto-Drive	Prohibited
Nitrous/	Default		

ROOM SETTINGS		QUALIFYING SETTINGS	
Room Mode	Practice / Qualif / Endurance	Time Limit	10 min.
Room Privacy	Friends Only	Qualifying Resumption Time	180 sec.
		Tyre Wear Rate (qualifying)	X1
Race Type	Race for Real	Fuel (qualifying)	X1
Max. Number of Participants	16	Initial Fuel	32 litres
TRACK SETTINGS		REGULATION SETTINGS	
Auto-Start	Off	Filter by Category	Gr.1
Track	24H du Mans Racing Circuit	PP Limit	No limit
Race Duration	- -	Max. Power Output	No limit
Time Limit	50 min.	Minimum Weight	No limit
TIME/WEATHER SETTINGS	S02 / S03 / S09 / R06 / R08 / R06 / C02 / S05 / S01		
Weather Selection Method	Custom Weather	Tyre Type	Racing
Preset Weather	- -	Useable Tyres	All
Equal Conditions Mode	- -	Required Tyres	None
Time of the Day	Afternoon	Nitrous	Cannot be Fitted
Variable Time Speed Rate	X2	Kart Usage	Off
		Engine Swap	Prohibited
RACE SETTINGS		Tuning Parts	Unrestricted
Start Type	Grid Start - False Start Check	PENALTY SETTINGS	
Grid Order	Fastest First	Shortcut Penalty	Weak
BoP/Tuning Forbidden	On	Wall Collision Penalty	Off
Tuning	- -	Correct Vehicle Course	Off
Settings Options	Brake Balance / Downforce	Car Collision Penalty	Off
Boost	Off	Pit Lane Line-Cutting Penalty	Off
Slipstream Strenght	Real	Ghosting During Race	Off
Visible Damage	On	Flag Rules	On
Mechanical Damage	Heavy	DRIVING OPT. LIMITATIONS	
Tyre Wear Rate	X3	Countersteering Assist	Prohibited
Fuel Consumption Rate	X5	Active Stability Management	Prohibited
Refuelling Speed	7 Litres/sec	Driving Line Assist	Prohibited
Initial Fuel	Default	Traction Control	No limit
Grip Reduction Off Track	Real	ABS	No limit
Race Finish Delay	180 sec.	Auto-Drive	Prohibited
Nitrous/	Default		

