

# III PRO League



## Event-Guide

Action	Time
Lobby opening	09:29 PM (CEST)
Warm-Up (Accession phase) <sup>1</sup>	09:30 PM (CEST)
Start of live broadcast	09:40 PM (CEST)
Qualifying (15 minutes)	09:45 PM (CEST)
Top3-Qualifying	10:05 PM (CEST)
Race (40 minutes) <sup>2</sup>	10:15 PM (CEST)
Finish	10:55 PM (CEST)
End of live broadcast	11:00 PM (CEST)
Lobby closure	11:01 PM (CEST)

<sup>1</sup> The Warm-Up serves as an accession phase and doesn't oblige to participate.

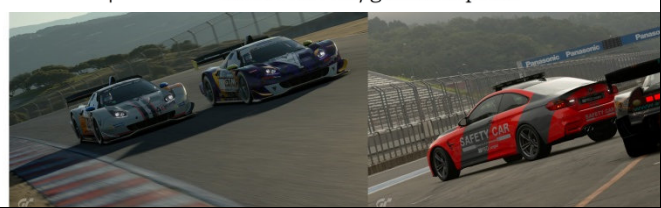
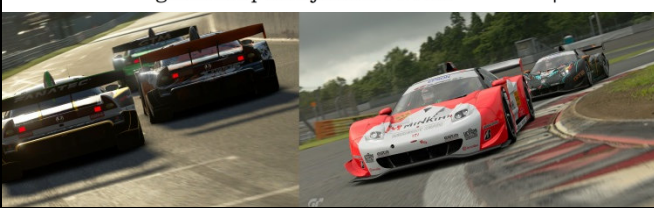
Caution: The last secure entry is possible at 09:44 PM (CEST)!

<sup>2</sup> Includes the formation lap

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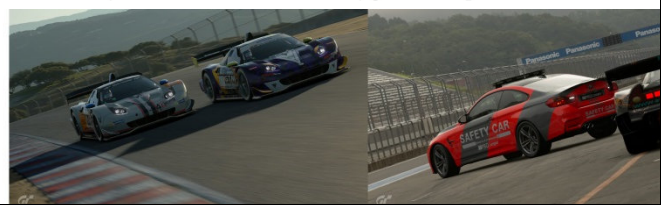


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## Lobbyeinstellungen

- Boost: Aus
- Windschattenstärke: Realistisch
- Sichtbarer Schaden: Ein
- mechanischer Schaden: Schwer
- Reifenverschleiß (ab 31.05.2020): 5 Mal (vorher 7 Mal)
- Benzinverbrauch: 1 Mal
- Treibstoffmenge: 100 Liter/42 Liter (Qualifying/Rennen)
- Bodenhaftungsverlust (Nass/Rand): Realistisch
- Leistungsbalance: Ein (BoP)
- Maximale Reifenbewertung: Ohne Beschränkung
- Setup: Erlaubt
- Ghosting während des Rennens: Aus
- Abkürzungsstrafe: Schwach
- Wandkollisionsstrafe: Keine
- Seitenkontakt-Strafe: Aus
- Fahrzeug nach Wand-Kollision wieder ausrichten: Aus
- Fahrzeug beim Verlassen der Strecke neu platzieren: Aus
- Flaggen-Regeln: Ein
- Ghosting überrundeter Autos: Aus
- Gelenkhilfe: Verboten
- Ideallinienhilfe: Verboten
- ABS: Ohne Beschränkung
- Aktive Stabilitätskontrolle: Ohne Beschränkung
- ESP: Ohne Beschränkung
- Autopilot: Verboten
- Fliegender Start in Formation



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## Primary Points

Fact	Rating
Pole Position (Q) <sup>1</sup>	+1 point
Fastest Lap (R)	+1 point
Position 1 (R)	+14 points
Position 2 (R)	+13 points
Position 3 (R)	+12 points
...	...
Position 12 (R)	+3 points
Position 13 (R)	+2 points
Position 14 (R)	+1 point

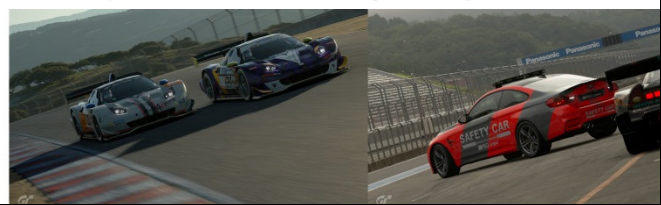
<sup>1</sup> Pole after TOP3-Qualifying

The lobby will only be restarted when at least three drivers have left the lobby (loss of connection). If the lobby crashes after the tenth minute of the race, the race is not counted (no restart).

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## Secondary Points

### Point bonuses

Fact	Rating
No damage to your own vehicle (R) <sup>1</sup>	+5 points
No ingame-panalties <sup>1</sup>	+3 points
Compliance with all rules: no point deductions (Q+R)	+2 points

### Point deductions

Fact	Rating
Ignoring blue flag (R) <sup>1,2</sup>	-1 point/curve
Blocking another driver on his fast lap (Q) <sup>1</sup>	-2 points
Slight damage to another car (Q+R) <sup>1,3</sup>	-2 points
Heavy damage to another car (Q+R) <sup>1,4</sup>	-5 points
False start (R) <sup>5</sup>	-5 points
Ignoring the pit window (R) <sup>6</sup>	-5 points
Reduction of panalties in the last lap (R)	-5 points
Leaving the lobby (R) <sup>7</sup>	-10 points
Ignoring istructions (Q+R)	DSQ

<sup>1</sup> A report is required! Safe the records as evidence.

<sup>2</sup> "Ignoring blue flag"-penalty is activated as soon as the "faster" lapping car is about 100 meters away and the car to be lapped does not leave the racing line and slows down slightly after three curves.

<sup>3</sup> Avoidable slight damages (no engine damage)

<sup>4</sup> Avoidable engine damage

<sup>5</sup> Leaving the formation or accelerating too early

<sup>6</sup> Pit window is open between minute 25 and 15

<sup>7</sup> The car may be parked in pit. - Connection problems remain unaffected by this regulation.

