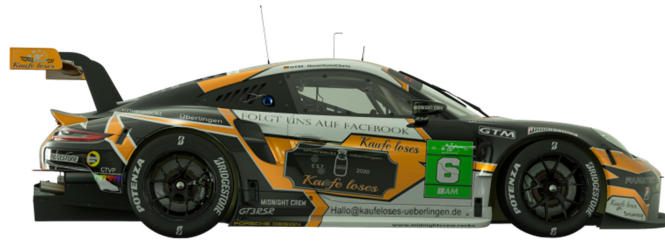


# AM League



## Event-Guide

| Action   | Time            |
|--|-----------------|
| Allocation of drivers to the lobbies <sup>1</sup>  | 03:00 PM (CEST) |
| Announcement of the racing conditions <sup>1</sup> | 09:00 PM (CEST) |
| Lobby opening                                      | 09:29 PM (CEST) |
| Warm-Up (Accession phase) <sup>2</sup>             | 09:30 PM (CEST) |
| Start of live broadcasts                           | 09:40 PM (CEST) |
| Qualifying (10 minutes)                            | 09:45 PM (CEST) |
| Race (30 minutes)                                  | 09:55 PM (CEST) |
| Finish   | 10:25 PM (CEST) |
| End of live broadcasts                             | 10:30 PM (CEST) |
| Lobby closure                                      | 10:31 PM (CEST) |

<sup>1</sup> Are determined with the help of a random generator

<sup>2</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)!



# AM League



## Lobbyeinstellungen

- Boost: Aus
- Windschattenstärke: Realistisch
- Sichtbarer Schaden: Ein
- mechanischer Schaden: Schwer
- Reifenverschleiß (ab 24.05.2020): 5 Mal (vorher 7 Mal)
- Benzinverbrauch: 1 Mal
- Treibstoffmenge: 100 Liter
- Bodenhaftungsverlust (Nass/Rand): Realistisch
- Leistungsbalance: Ein (BoP)
- Maximale Reifenbewertung: Ohne Beschränkung
- Setup: Verboten
- 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
- Stehender Start mit Fehlstartprüfung



# AM League



## Primary Points

| Fact   | Rating     |
|--|------------|
| Pole Position (Q)  | +1 point   |
| Position 1 with Performance Multiplier <sup>1</sup> 1 (R)  | +14 points |
| Position 2 with Performance Multiplier <sup>1</sup> 1 (R)  | +13 points |
| Position 3 with Performance Multiplier <sup>1</sup> 1 (R)  | +12 points |
| ...  | ...        |
| Position 12 with Performance Multiplier <sup>1</sup> 1 (R) | +3 points  |
| Position 13 with Performance Multiplier <sup>1</sup> 1 (R) | +2 points  |
| Position 14 with Performance Multiplier <sup>1</sup> 1 (R) | +1 point   |

<sup>1</sup> Places 1 to 14 in the overall ranking belong to Performance Level A. The Performance Multiplier of Performance Level A results from the number of possible race lobbies (depending on the number of registered drivers). For example, if 24 drivers are registered, two lobbies can be expected. The Performance Multiplier of Performance Level A is therefore 2. Places 15 to 29 in the overall ranking belong to Performance Level B. The Performance Multiplier of Level B is the number of possible race lobbies less 1. For example, if 24 drivers are registered (two lobbies expected) the Performance Multiplier of Level B is  $2-1 = 1$ . All registered driver (for the upcoming race) are assigned to the lobbies by chance (about six hours before the start of the event). If several lobbies are required, the drivers are distributed equally (maximum deviation is 1).



# AM League



## Secondary Points

### Point bonuses

| Fact   | Rating    |
|--|-----------|
| No damage to your own vehicle (R) <sup>1</sup>       | +5 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      |
| Reduction of panalties in the last lap (R)               | -5 points      |
| Leaving the lobby (R) <sup>5</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> The car may be parked in pit. - Connection problems remain unaffected by this regulation.

