

## 1. General rules

1.1 Password on every round will be: FGRS

1.2 Car classes:

| Classes | Cars   |
|---------|--|
| Class 1 | RB4 GT; FXO Turbo; XR GT-Turbo   |
| Class 2 | XF GTi; XR GT; UF1000  |
| Open    | LX4; LX6; RAC; UF GTR; XF GTR; XR GTR; FXO GTR; FZ50 GTR<br>Maximum tyres width in GTR cars is 264mm!<br>Slick tires are prohibited!<br>Allowed top speed for GTR Cars is 180kph (112mph). If u reach more u gain a penalty! |

1.3 You can't change car between stages.

1.4 Saving and publishing layouts of stages is prohibited.

1.5 You must have passenger (co-driver) in the car.

1.6 Before every rally you can drive on the SHAKEDOWN (rally stage without timing) for small warm up and correct setup.

1.7 Rally will be splitted on loops.

1.8 Every loop will have max two stages.

1.9 First passing of the loop is reconnaissance and it is not counted to rally classification.

1.10 Before every stage you must do **STARTING PROCEDURE**, which will be shown on the futher part of the text.

1.11 In events we using Super Rally system which allow return to rally on next loop with TARIFF from previous stage/s and can't restart except hackers, DDoS etc.

1.12 When faster driver catch up slower driver in front of, slower driver must let to overtake for faster driver or he can get a time penalty.

1.13 On every stage first car on the road will be car of organizers ORG which will show the stage before first crew drive the stage. **Please make sure you follow the run closely.**

## 2. Starting procedure – how to start stage

2.1 Before every stage you must do **STARTING PROCEDURE**.

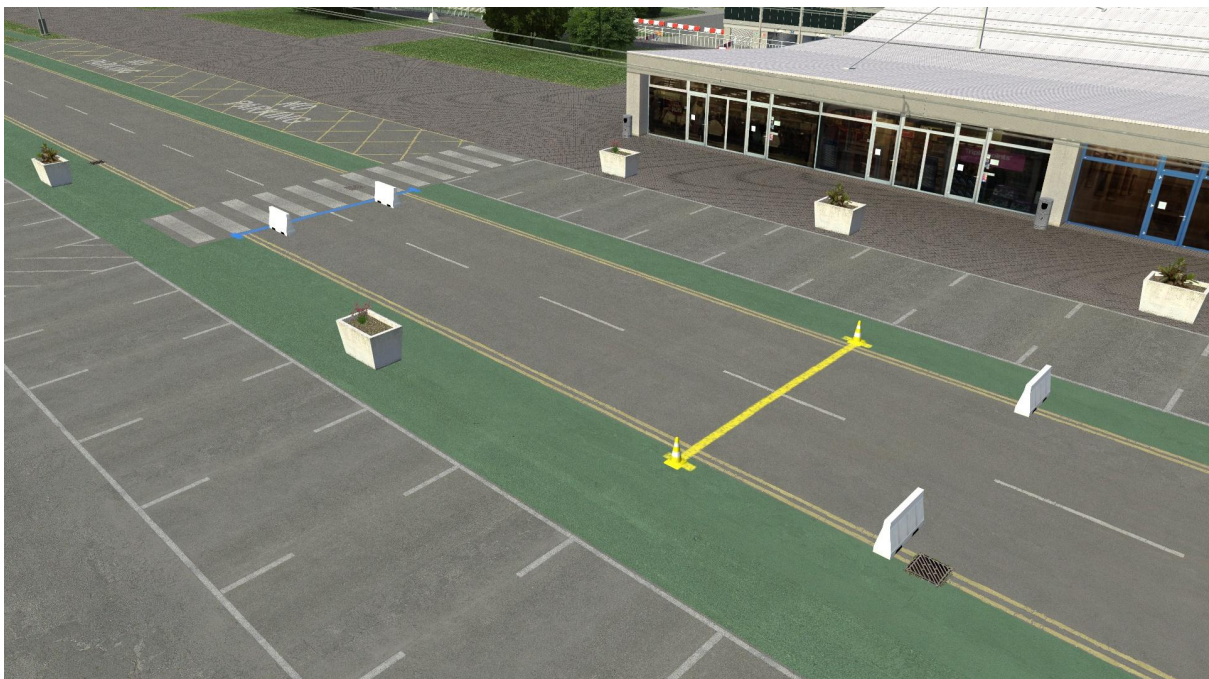
2.2 Everyone spawns in service pack after “/restart” command!

2.3 Starting procedure elements:

- a) Service park - place where game respawns you
- b) Time control 1A - place in front of yellow line where u need to stop and wait until the car in front of you starts
- c) Start 1 - stop before blue line and when game clock show your first stage starting time start the first stage
- d) Finish 1 - green, big tyre stacks in both sides of the road (do not use Shift + P / S)
- e) TC 1B - stop point
- f) TC 2A - place in front of yellow line where u need to stop and wait until the car in front of you starts
- g) Start 2 - stop before blue line and when game clock show second stage starting time start the second stage
- h) Finish 2 - green, big tyre stacks in both sides of the road (do not use Shift + P / S)
- i) TC 2B - stop point
- j) Go back to the service park. Use F12 to turn off tyre change and refueling. In the service park wait until repair is finished and for /restart command.

## 3. Stage elements:

Time Control A and Start



This shows where u can't cut the corner



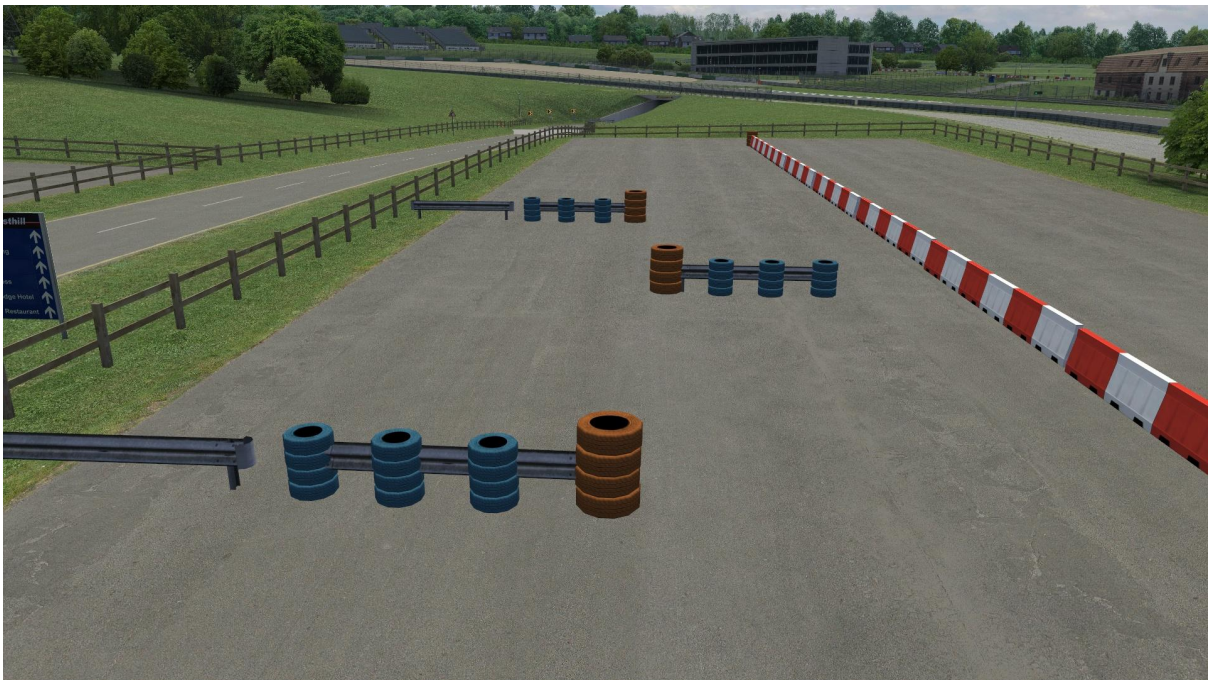
The red barrier at the end of long barrier always show you direction



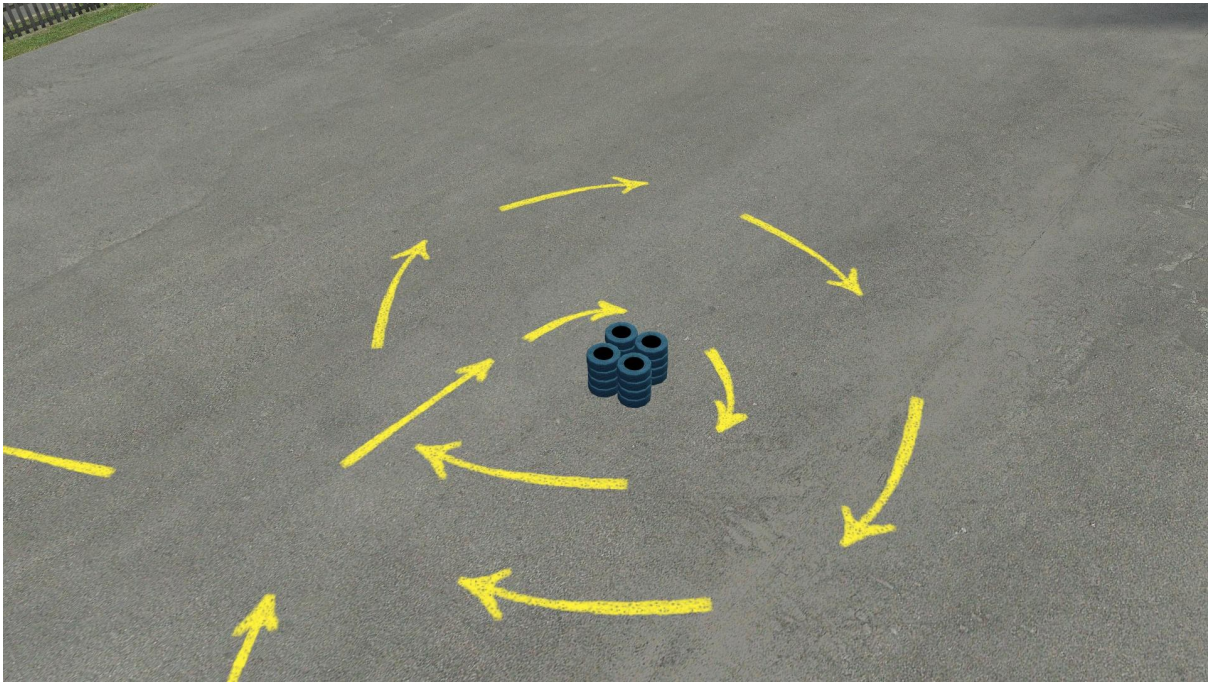
Big bales



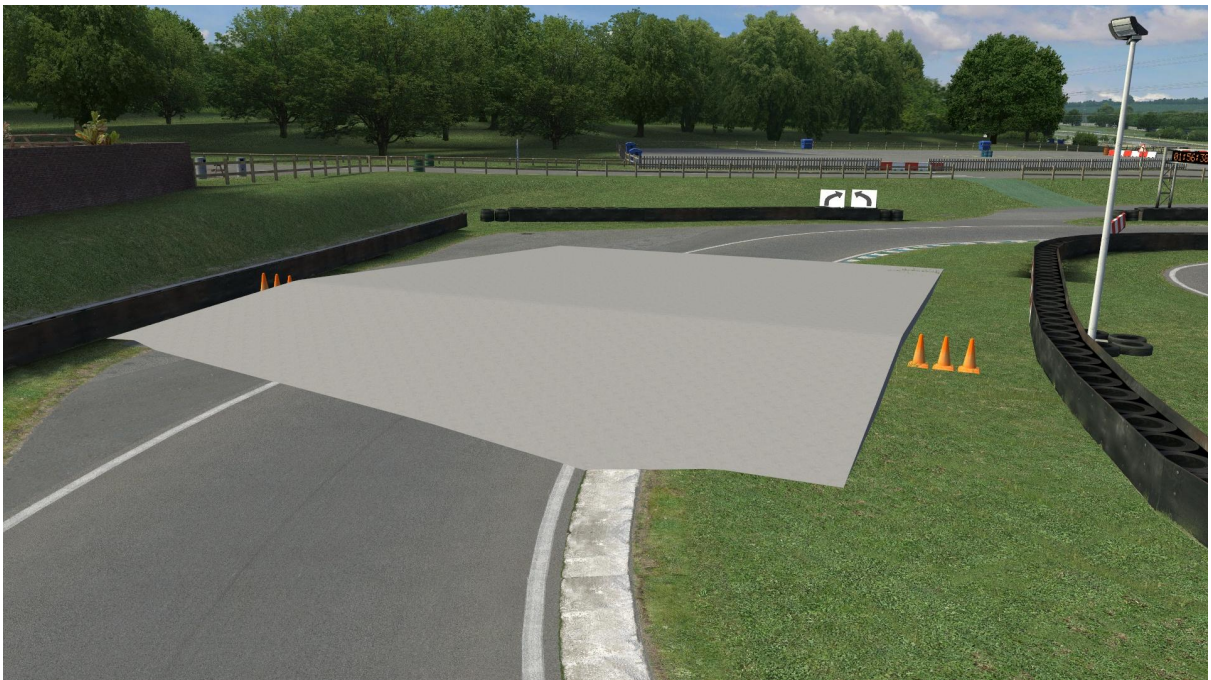
Chicane



Do donut here



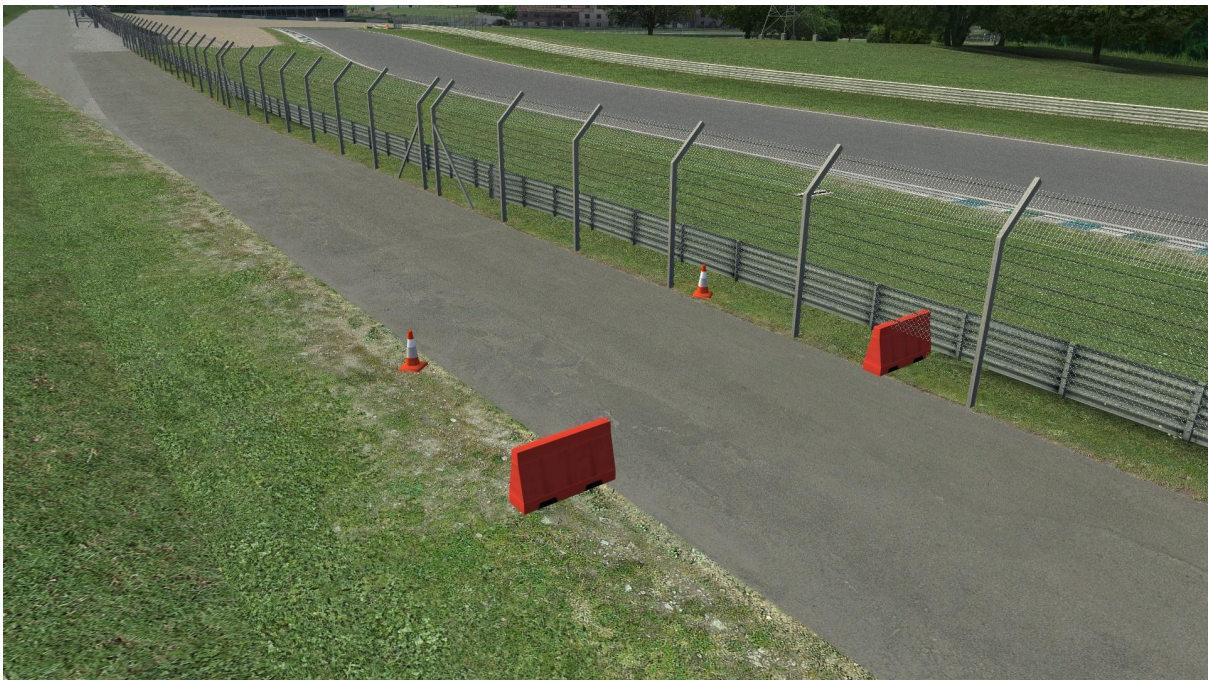
Jump



Finish



Stop point



## 4. Penalties

4.1 Joining without calling - kick, and next ban!

4.2 TARIFF is time penalty- the fastest class time +2 mins

4.3 Game penalties don't count until you reach 30 sec penalty, then u get 30 sec penalty

4.4 Excessive corner cutting punished by time penalty from 2 to 60 seconds.

4.5 Falstart

- start after 59sec - 10sec
- start before 59sec - 20sec
- start before 50sec - DSQ from stage and tariff

4.6 Penalties about wrong starting procedure:

- start before game green "Start" sign after joining on map- 30sec by game;
- do not stop on TC and start line- 30 sec;
- exceeding yellow line when previous car do not start - 30sec;
- crashing into car on start line - DSQ;
- reversing between start line and TC A – DSQ from the stage and tariff;
- avoiding start procedure elements - DSQ from the stage or loop and tariff;
- warming tires after yellow line - DSQ from the stage and tariff.

4.7 Unpredicted situation by this rules will be considered seperately and eventually punished.

5. Sign ups: <https://goo.gl/forms/OYdq5wX0VMRf3BuS2>

We will send back message with all informations u will need.

Please put your start number on registration plate without anything else.