

## 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; FZ50
Class 2	XF GTi; XR GT; UF1000

1.3 You can't change car between stages or loops but you can change between rounds.

1.4 One day before we will announce itinerary and links to clips from stages for reconnaissance which shows how stage goes through map roads etc.

1.5 Saving and publishing layouts of stages is prohibited.

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

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

1.8 Rally will be splitted on loops. That lets separete rally between 2 days for less persistent drivers by loops (friday-saturday).

1.9 Every loop will have max two stages.

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

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

1.12 Every stage will preceded by road section from service park or finish-stop (Time Control B) of previous stage to TC A (Time Control A), and next do **STARTING PROCEDURE**.

1.13 Every stage has FLYING FINISH. designated by green big tire stack 4, after which will be TC B (finish-stop).

1.14 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.

1.15 Driver who do not start to stage is moved at the end of the list and have 30sec to drive after all or we use Super Rally system.

1.16 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.

1.17 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.

## **2. Starting procedure – how to start stage**

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

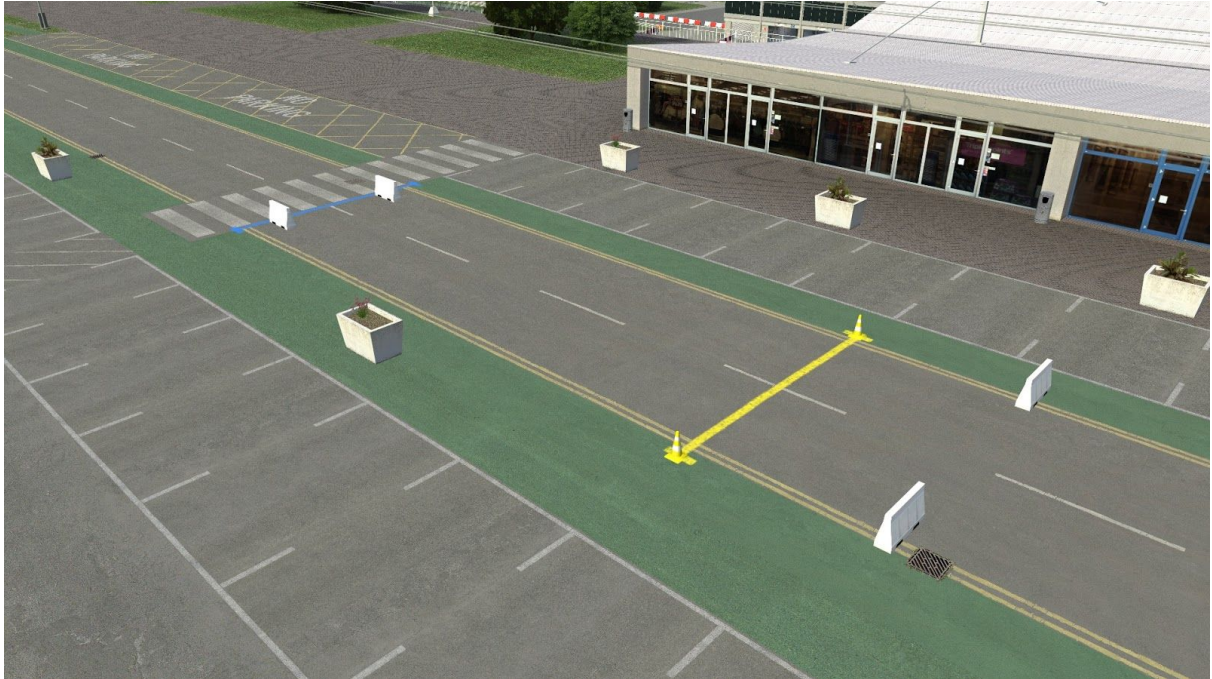
2.2 Everyone spawns in service pack after “/restart” command!

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
- 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
- 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 now u can use Shift + P / S

### 3. Stage elements:

Time Control A and Start



This shows where u can't cut the corner

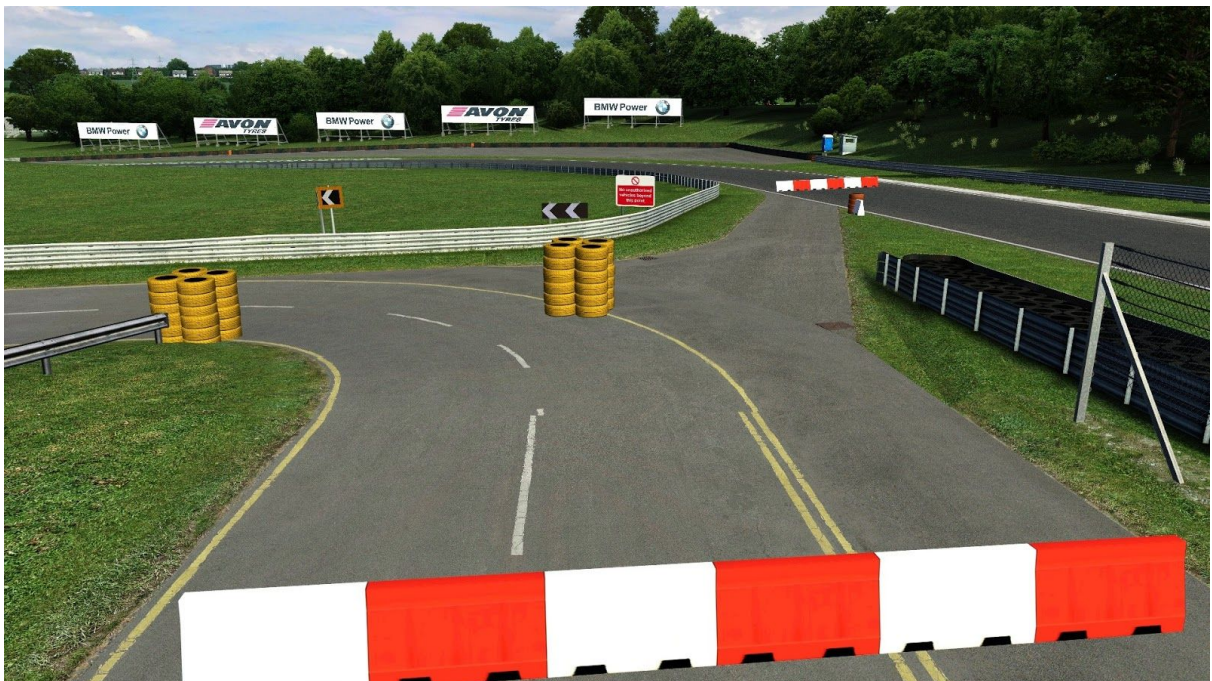




The red barrier at the end of long barrier always show you direction

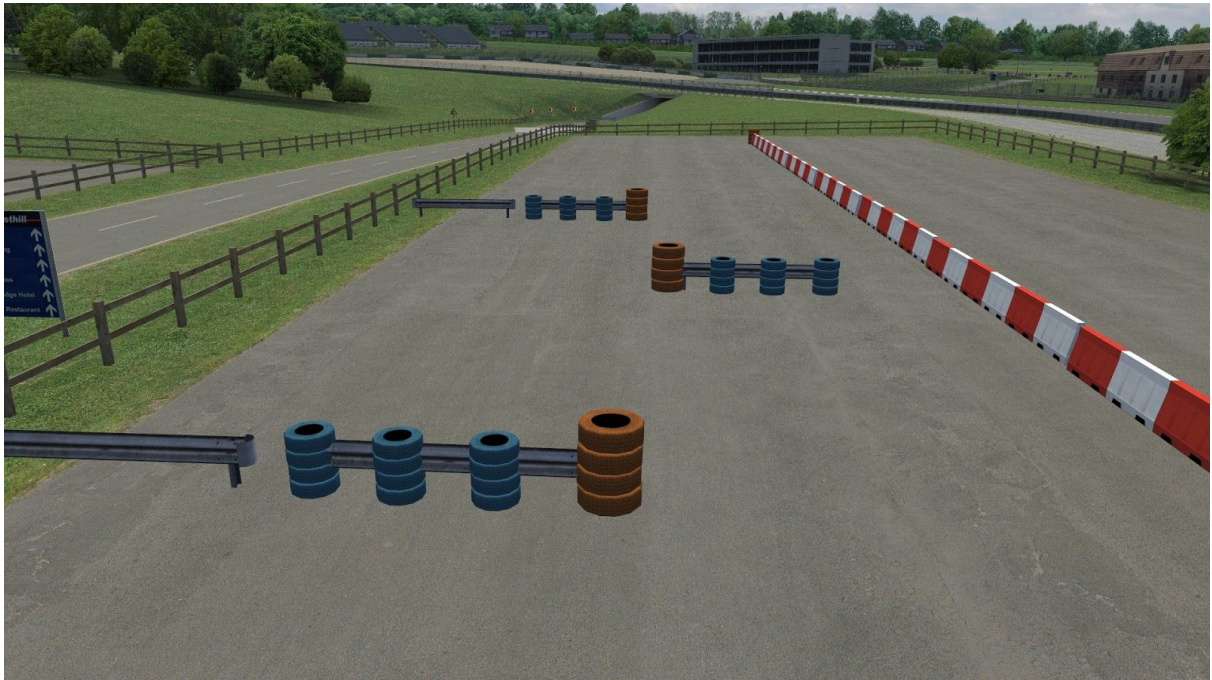


Big bales

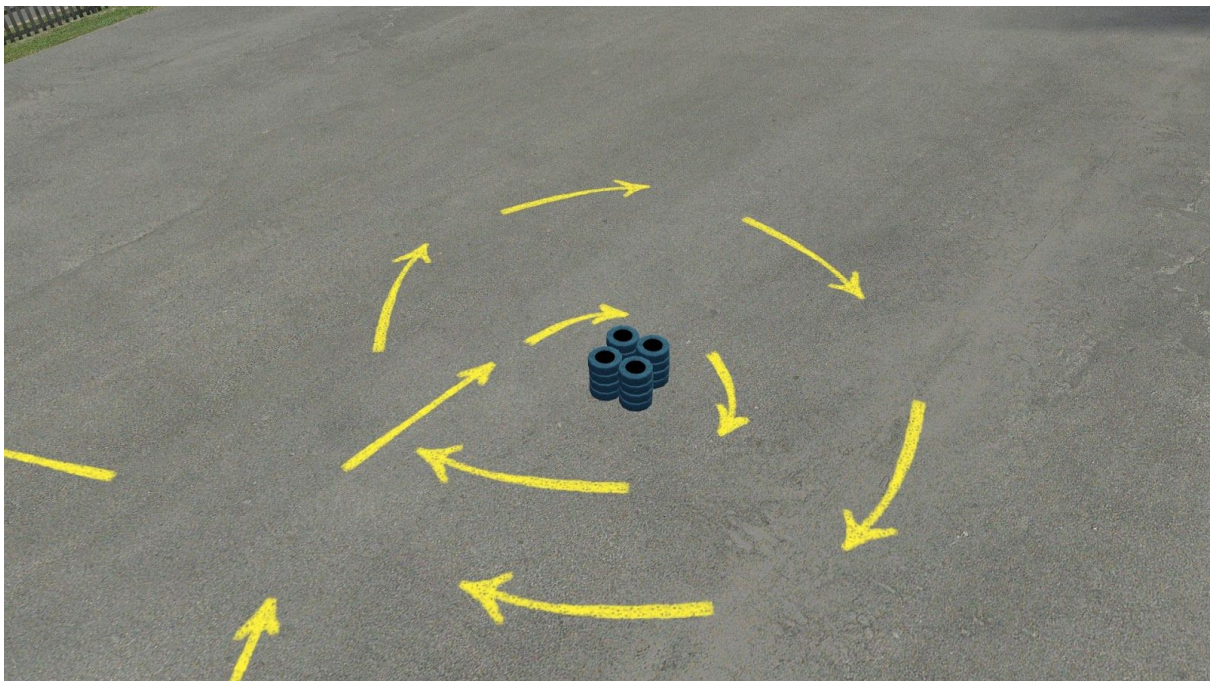




Chicane

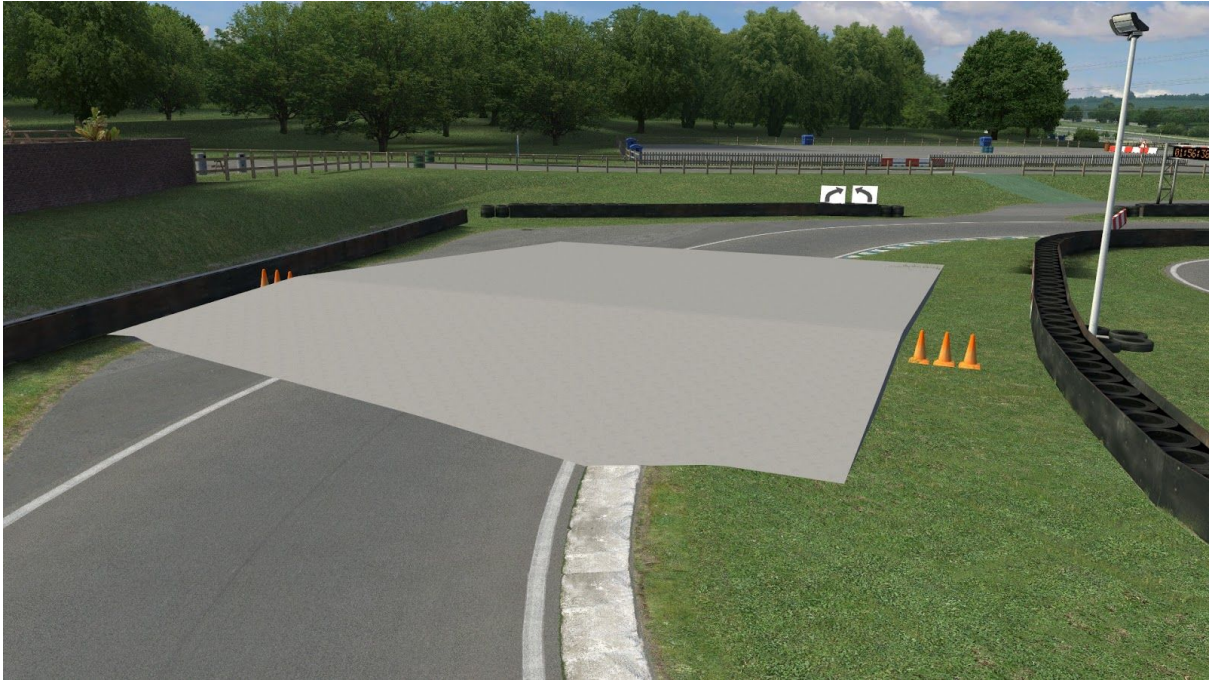


Do donut here





Jump

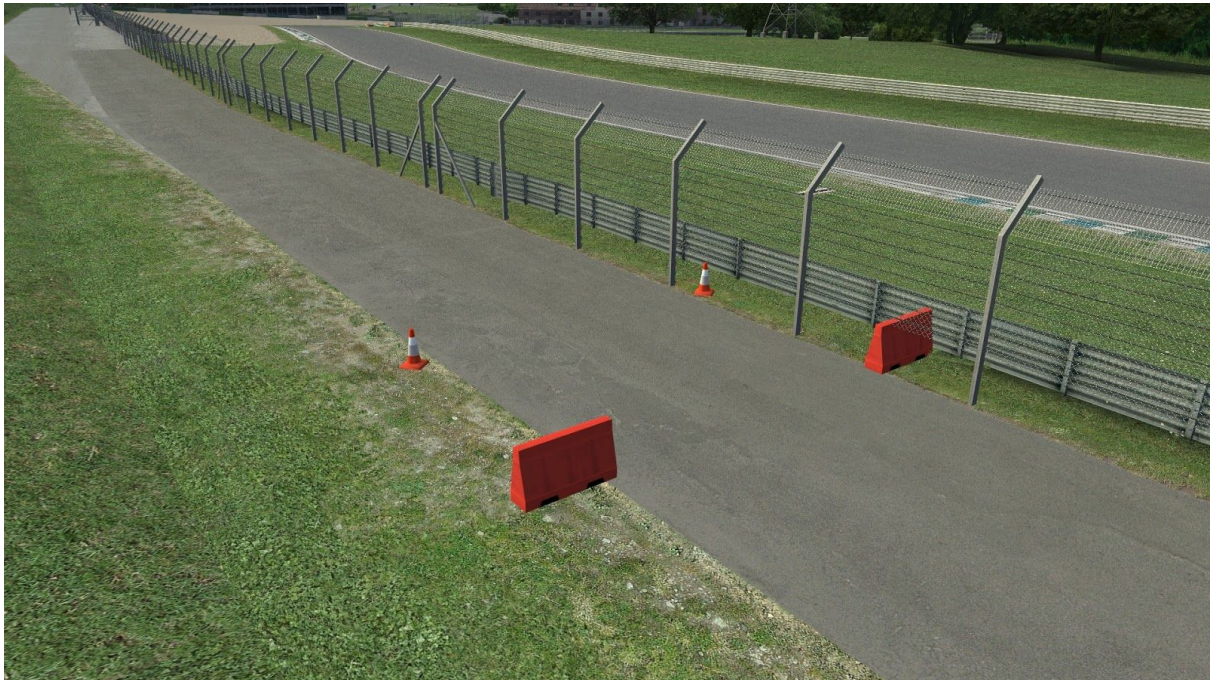


Finish





## Time Control B



### 4. Punctuation

#### 4.1 General classification:

- 1st - 10p
- 2nd - 8p
- 3rd - 6p
- 4th - 5p
- 5th - 4p
- 6th - 3p
- 7th - 2p
- 8th - 1p

#### 4.2 Classification in classes:

- 1st - 5p
- 2nd - 4p
- 3rd - 3p
- 4th - 2p
- 5th - 1p

4.3 Additional points for general classification and team classification can be gained by first 3 of drivers on Power Stage (last stage of every rally):

- 1st - 3p
- 2nd - 2p
- 3rd - 1p

4.4 Points for team get the fastest drivers in their classes.

## 5. Penalties

5.1 Joining without calling - kick, and next ban!

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

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

5.4 Excessive corner cutting punished by time penalty from 2 seconds to 60sec

5.5 Falstart

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

5.6 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 and tariff;
- warming tires after yellow line - DSQ from the stage and tariff.

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

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

We will send back message with your start number and roadbook to rally.  
Please put your start number on registration plate without anything else.