

1. General rules

1.1 Events will obligated by main LFS forum rules <https://www.lfs.net/forum/rules>

1.2 Password on every round will be like for e.g. round1WERC (for first round).

1.3 Car classes:

| Classes | Specification (Firssen Gaming homologation) | Cars |
|------------|---|--|
| RC1 | N4, Open 2WD | RB4 GT FXO Turbo XR GT Turbo FZ50 |
| RC2 | N3, N1, N0 | XF GTi XR GT UF1000 |
| UF1000 Cup | - | UF1000 |
| GT Cup | GT | FXO Turbo XR GT Turbo FZ50 |
| Open WERC | Open (Tweak) | UF 1000, UF GTR XF GTi, XF GTR XR GT, XR GT-T FXO Turbo RB4 GT LX cars RACEABOUT FZ50 |

Firssen Gaming LFS rally homologation: <http://docdro.id/6rOJrNj>

1.4 You can,t change car between stages or loops but you can change between rounds.

1.5 Tweaks, mods or other hacks typu Vtec are **STRICTLY PROHIBITED**.

1.6 Week before we will annonce itinerary and links to clips from stages for reconnaissance which shows how stage goes through Westhill roads etc.

1.7 Day before will be carried reconnaissance on stages for round (two runs per stage).

1.8 Recce car must be different than your rally car or your rally car with these restrictions-30%/200kg.

1.9 To join reconnaissance you can only after organizers call you!

1.10 Saving and publishing layouts of stages is prohibited.

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

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

1.13 Rally will be splitted on loops. That lets seperate rally between 2 days for less persistent drivers by loops (saturday-sunday).

1.14 Every loop will have some number of stages.

1.15 If you begin loop but exit before end of this loop, it will be considered like DNF rest of the loop.

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

1.17 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**.

1.18 Every stage has FLYING FINISH. designated by green big tire stack 4, after which will be TC B (finish-stop) where you can correct setup and test it.(PIT BOX and F12).

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

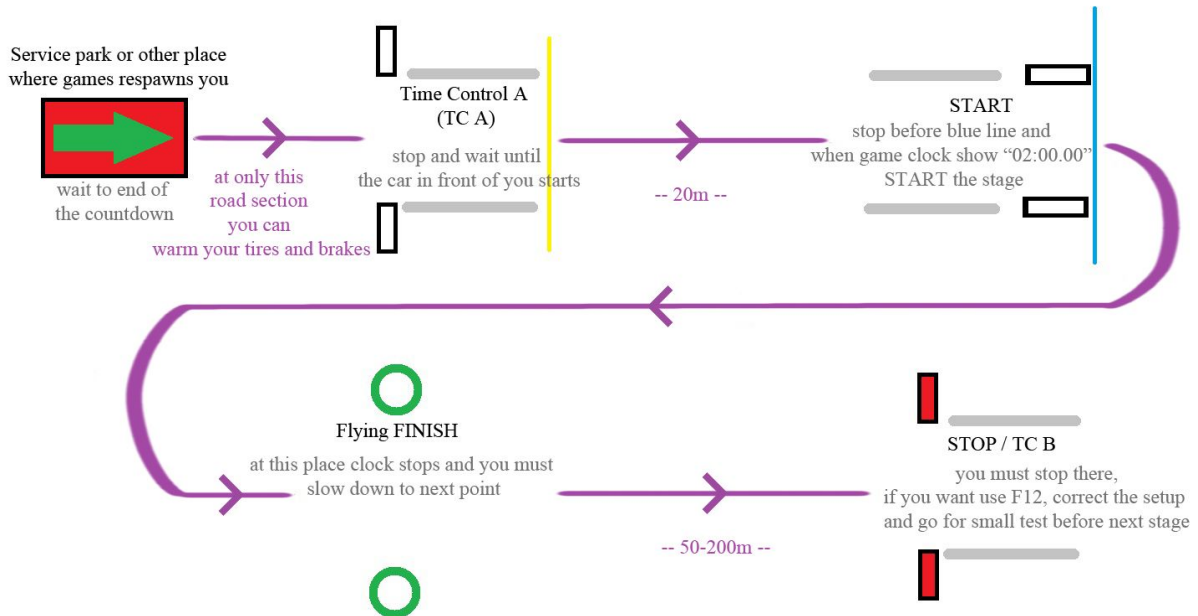
1.20 Driver who do not start to stage is moved at the end of the list and have 30sec to drive after all or we use Super Rally system.

1.21 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.

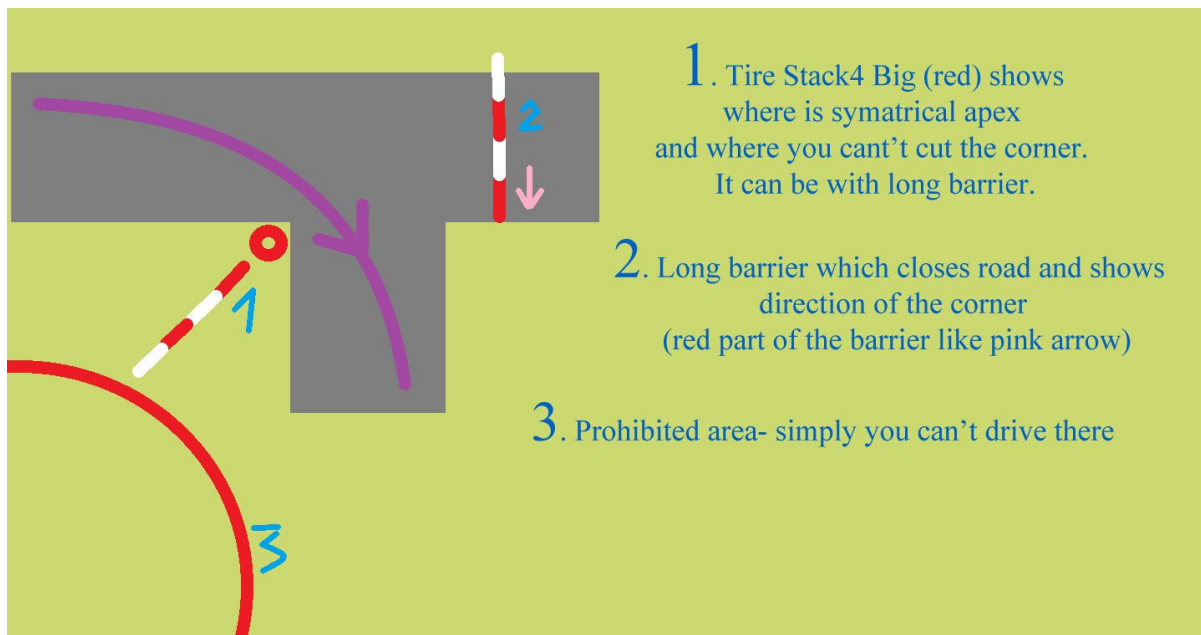
1.22 On every stage first car on the road will be car of organizers ORG which will show the stage before first crew drive he stage.

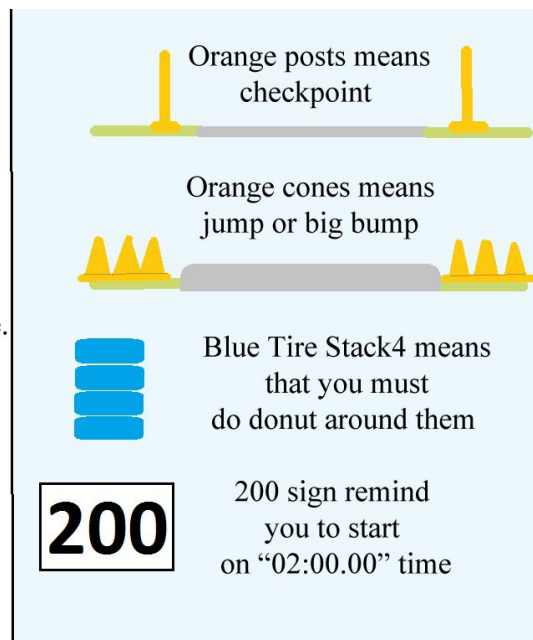
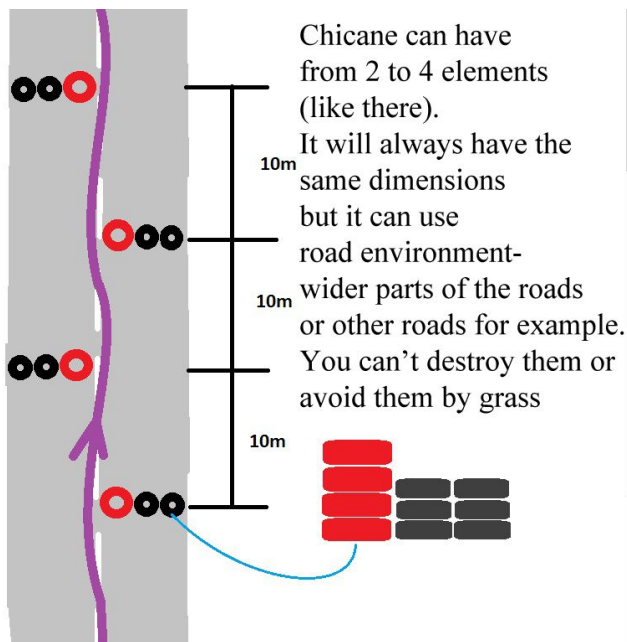
2. Starting procedure – how to start stage

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



3. Stage elements:





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 fastest driver in RC1 and fastest RC2 of the team.

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 Excessive corner cutting punished by time penalty from 2 seconds (for one object) to 60sec

5.4 Falstart

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

5.5 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.

5.6 Unpredicted situation by this rules will be considered separately and eventually punished.

6. Car skin scheme (organizers stickers):

<http://www60.zippyshare.com/v/a4s3q0sw/file.html>



- ☐ on door sticker - about $\frac{2}{3}$ door length,
- ☐ bonnet sticker - about $\frac{1}{3}$ bonnet width,
- ☐ rear number – on a visible place and in a color that differs from the skin.

6.1 Numbers can be on any font!

7. Sign form:

License (login):

Nick in game:

Car / class:

Team (optional):

Applications on e-mail: firssalen@gmail.com or Facebook:

<https://www.facebook.com/Firssen-Gaming-Events-Server-717989878357944/>

