TEW

THE ENDURANCE WEEKEND

Rules and Regulations TEW 2023

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2. General

2.1. About us

TEW (The Endurance Weekend) is arranging 24 hour simrace events. We strive to provide the best endurance simracing experience with focus on the social, friendly and competitive aspects of simracing.

2.2. The format

The TEW 24h format is a hybrid 24 hour race, which means that a teams can have drivers both onsite AND remote during the event. This opens up for international teams to compete without too much traveling costs. It is though required to have a minimum of 1 crewmember (not driver) to represent the team onsite during the entire event.

2.3. Game, Classes & Carpack

For the event, the game rFactor2 (developed by Image Space Incorporated) is used. The cars available for the event will be the native GT3 cars available within rFactor2. Registered teams are allowed to change their choice of car model at any time prior to the event, but keep in mind the deadline for custom skins of the car is no later than 60 days before the event.

Upon rFactor2 updates, including updates of the GT3 cars, these updates will take effect immediately.

2.4. Teams

A team may consist of any amount of entries/cars. Each car must consist of a minimum of 2 drivers, and a maximum of 5 drivers. A team is allowed to have any amount of pit crew members, which may be working for all cars running for the team.

Each entry/car is only allowed to have a single computer (i.e. race car) connected to the game server onsite (LAN). As the event is hybrid, the remote drivers may have their game PC connected as well. Only 1 instance of a teamcar on the track a one time is allowed. Teams are allowed to bring several computers for telemetry, TeamSpeak etc. The use of software like SimUtils, MoTeC and similar programs are both allow and recommended. The drivers will be seated in 1 or more separate rooms called the "Drivers' Rooms". There will be no possibility for the pit crew to be seated near the drivers while they are racing. All communication between teams, drivers and Race Control is to be through TeamSpeak. The teams are required to use TeamSpeak to monitor the messages from the Race Director to the teams. This applies during both qualification and race sessions and is recommended for open practice. We host a TeamSpeak server at the event, and each entry/car will be provided with their own channel.

3. Before the event

3.1. Entries limitations

At the event there is room for a maximum of 15 entries due to limited space at the location. This means that the first 15 cars to register are the ones who get to race!

3.2. Registration/Tickets

Registration and tickets are available at https://www.simracinglab.dk/the-endurance-weekend-2023-october-27-29/ and are free of charge.

3.3. Player profile-name

To reach a certain level of consistency, the way your teams' profile names in rFactor2 have to be set up is standardized. Note that this is a requirement and will be reinforced at the event (Only teams adhering will be allowed to join). We do this to benefit the quality and clarity of the live timing and live streaming.

You are free to choose any 3-digit number for your car (first come, first served). This is the way the team name must be formatted:

- Forename = #**chosen car number**
- Surname = Team name identical to the name used in Eventbrite / on the ticket.

Example: #24 Super-Computer Racing

4. During the event

4.1. Practice

The circuit will be running Open Practice both Friday evening and Saturday morning. During this time all teams are free to join and run on the server. While there are no requirements, we highly recommend all drivers to run a few laps on the server to become familiar with the venue, steering wheels, different settings on the computer etc.

4.2. Qualifying

Qualifying consists of a 2-hour online session in daylight 1 week before the event. There are no restrictions regarding laps or drivers during qualifying. If, for any reason, an entry must re-join the server during the session, they will keep their recorded laptime. When a car is on a hot-lap, please indicate this by switching on the headlights to warn other drivers to give way. A driver on his out-lap or in-lap, (i.e. a lap that will not count for a time on the starting grid), should always allow other drivers to pass without incurring any delay whatsoever upon the faster car. During an in/out-lap the driver must be cautious of his mirrors, looking out for any approaching cars that might be running a hot-lap.

4.3. Race

The race is run in a rejoinable race-session. Therefore the teams are able to re-join at any point during the race, without a restart of the game server. Please note that your car will be persistent, so disconnecting and reconnecting will not fix any damage on the car!

4.3.1. Grid Procedure

The grid is reordered according to the qualifying result, with the safety car in front during the warmup session. This is the sole purpose of the warmup session - do not drive during the session. Be ready to go racing instead!

4.3.2. Formation lap

Please note that start in the game is "standing", but the race is NOT green when the red lights go off! This instead marks the start of the formation lap, which will start approximately 5 minutes before the start of the race, so the pole-sitter can cross the start/finish-line exactly at 12:00 (Saturday). A safety car, driven by one from the judge's table, will lead the formation lap. During the formation lap cars are to drive in a "single-file" formation and keep 5 car lengths between them (approx. 20 meters). Overtaking is of course not allowed.

Please note that it is not allowed to warm up the tires by swerving! It is also not allowed to accelerate hard then brake hard to warm up tires and brakes! Drivers are required to drive as smoothly and steadily as possible, while on the formation lap! Drivers are however allowed to warm up their brakes by applying both throttle and brake pedal at the same time, but exercise caution if doing so!

The safety car will leave the track at the chicane in turn 16, using the extra asphalt to the right in the Casio Triangle. The green flag is given when the polesitting car exits the left-turn of the Casio Triangle chicane (turn 17) and all cars are allowed to accelerate at this point. "GREEN FLAG" will be written in the game chat and broadcast on TeamSpeak.

⚠️ | Overtaking is not allowed before the Start/Finish-line has been crossed!

4.3.3. Pit stops

A pit stop will be a normal pit stop in rFactor2. If another driver is going to take over the wheel of a car, this new driver is only permitted to enter the "Drivers' Room" when the car is on its in-lap. It is allowed to talk during the pit stop but do not disturb the other drivers! All participants are expected to be quiet in the "Drivers' Room", out of respect for the drivers. Drivers are encouraged to spend as little time as possible in the "Drivers' Room" when swapping seat.

Be aware, that if you overshoot your pit spot by more than a few meters, you will not be able to execute the pit stop (notice the "Wrench Icon" in the top left of your screen will disappear). You have to drive another lap - reversing will not work! Read the "Stopping or Reversing" section for more info.

4.3.4. Lights on the car

From 18:00 Saturday to 06:00 Sunday, the lights on the car must be turned on (front-left, front-right, rear-left & rear-right). If 1 or more lights are no functional, a pitstop must be executed to fix it. If a warning from the judge table about a missing light is ignored, a penalty will be given.

4.3.5. Re-joining

If a car experiences a disconnect or a technical problem of a similar kind, they are free to re-join the server at any time (as soon as they can). There is no time penalty related to rejoining, besides the time you naturally loose while standing still.

4.3.6. End of the race

The race is over when the leading car crosses the start/finish line for the first time after 11:00 Sunday. When finishing the race, all cars are to finish their current lap, then stop or press escape once crossing the finish-line. It is not allowed to drive a "celebratory lap" as this can influence the results in some cases. Cars will be classified after the number of laps driven and time gaps between cars.

4.4. Driving Behaviour

Each driver has the responsibility to understand and adhere to these driving behaviour rules! Any team is allowed to report other teams if the driving behaviour rules are not met.

4.4.1. Cutting corners

Always stay within the lane boundaries with at least 2 wheels. Lane boundaries are defined by the white lines, NOT by the edge of the kerbs. Cutting corners, or widening the track to gain an advantage is NOT allowed. If you are caught doing this, you will most likely get a penalty.

4.4.2. Pit

When entering and exiting the pit, stay within the white line. If you, by crossing the white line at the pit entrance or exit, cause a dangerous situation or trying to gain an advantage, you will most likely get a penalty.

4.4.3. Overtaking

From a standing point, the overtaking/faster car has the full responsibility of finding a safe way around the slower car. The two drivers are both to leave space enough for each other during the overtaking manoeuvre. This is required while the cars are side-by-side, which is defined as the

overtaking car's foremost point being in-line with or in front of the slower car's rearmost point.

Overtaking cars are not allowed to retake the racing-line and pull in front of a slower car, immediately after overtaking. This is especially true just before corners, as this will significantly increase the slower car's stopping distance, due to lacking downforce. This is likely to cause an accident!

Passing outside the track or on the apron is not allowed. A driver passing by such moves should let those who got passed immediately regain their position. A driver failing to do so will be penalized. Unsafe and "rushed" overtakes will not be tolerated.

4.4.4. Defending

When battling for position, a passing opportunity will almost always evolve. The driver in front is allowed to defend his position by altering his line once per straight. If the drivers are side by side, a line change is not advisable.

4.4.5. Lapping

In situations where a slower car is being overtaken by one or more laps the slower car is to keep its line and to stay as predictable as possible. Do not slow down in the race line, especially in an accelerating zone such as the exit of a turn. The faster car is expected to wait until a safe pass can be executed. Impatience will result in pointless shunts.

4.4.6. Stopping or Reversing

If a car for any reason has stopped on the track (e.g. out of fuel) it is not legal to be pushed by another car or by any other method move the car around the track! A car has to return to pit under its own power. It is strictly prohibited to drive against the direction of travel anywhere on the circuit, including in pit lane. The only exception to this rule is reversing a few meters into the pit box, in the event of overshooting or traffic in the pit lane. Note that if the "Wrench Icon" in the top left of your screen is no longer displayed, you have to drive 1 more lap and make a new pit stop attempt.

5. Additional Info

5.1. Server settings & password

Server name: The Endurance Weekend
Game: rFactor2
Cars: GT3 cars
Fuel consumption: Normal
Tyre wear: Normal
Weather: Random
Mechanical failures: Normal
Flag Rules: Black Only
Damage multiplier: 100%
Driving aids allowed: Auto clutch and low TC
Driving view: Free - cockpit, nosecam and chasecam are all allowed.
HDR: Is required to be on and only the standard TEW profile is allowed.
Password: Password for the server will be visible on the ticket received by email after registration

5.2. Judges' table

During the race, two judges will handle the judge-table at any given time. These judges will control the server, safety car and have the right to give penalties in cases of bad driving behaviour etc. If a team is victim of bad driving behaviour, has a complaint, or a question etc., the team can report to the judge-table. The judges will hereafter make their decision about the case in question and contact the teams involved with a recommendation, a warning or a penalty.

There are no dedicated judges at the event. All the judges are volunteers! All teams are encouraged to help out with staffing the judges' table, so as to spread out the workload on more people!

5.3. Server restarts

If for any reason, the server requires a restart during the event, the race will be restarted according to the normal procedure, identically to the beginning of the race. The decision to restart the server is on the discretion of the Race Director. Please note that the weather can change with a server restart.

These are the conditions in relation to a server restart:

- Driver change in the server downtime is allowed.
- All teams have 10 min. to re-join and get into position after the server is restarted.

5.4. Recommended Client Settings

- Start out with a clean installation of rFactor2.
- Enable loading of cars in multiplayer, to avoid seeing the "Temp-Car" if a team has to re-join.
- Use virtual mirrors, as they give you a much better view of what is going on behind your car.
- HDR is required to be turned on, and the TEW profile must be used. This is because it hugely affects how dark it is at night, and we want all teams to have an equal experience / environment.
- Turn off replays completely in rFactor2. The game will normally store a replay file in the game's memory. This file will become huge over 24 hours of racing and you risk causing the game to

crash!

- Make sure to turn off all software auto-updates! (Windows, antivirus, Java, Steam, iTunes, Dropbox etc.). We recommend using a new Windows installation, only for this event. We also recommend you to turn off automatic daylights-saving-time.

5.5. Extra software

SimUtils are providing the extra software required to run the race successfully. Race control, livetiming, driver prequalifying and telemetry are all taken care of with the help of the programs made by Alex Riis from SimUtils.

Teams are recommended to use the RaceManager PRO software from SimUtils. It is a tool that provides live telemetry for teams to keep track of everything happening with their race car. Temperatures, wear, averages, trackmap, timing and much more. An invaluable tool to the teams' pit crew members! www.simutils.dk

Most important of all: Enjoy the event and have fun! We wish you all a great race!

The TEW Organizers