



Gran Touring Motorsports Club Virtual Racing League Rule Book

This document was created for **Virtual Racing League Drivers**
by Gran Touring Motorsports Club on Tuesday, 24 October 2017
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GTM

Gran Touring Motorsports Club
202-630-1770

gtmotorsports.org/members/forza-league/

Welcome to the GTM Virtual Racing League!

GTM has been running a Forza Motorsports Virtual Racing League (VRL) since 2016 and has evolved through several exciting series and versions. We've developed this rulebook to try and cover different types of scenarios we've encountered throughout our experiences running the various series. These rules help us keep our racing clean and fun. We look forward to your participation in the next upcoming series.

The VRL is designed around Microsoft/Turn-10's Forza Motorsports series. **We support both the XBOX and PC versions.** There are no restrictions surrounding controller type: Standard Dual Joystick Controller, Steering Wheel, Racing-Sim Rig, Keyboard/Mouse, etc., are all driver preference.

Please remember to visit: <https://www.gtmotorsports.org/members/forza-league/> for additional series specific details and information.

1. Staff

Commissioners: Brad Novack (brad@gtmotorsports.org) and Eric Monterastelli (eric@gtmotorsports.org) -- if you have any questions, comments or suggestions about this League and it's rules, please don't hesitate to reach out.

Incident Review and Rules Board: Brad N, Eric M, Dave S, Tania M, Tom W and Don C. This group will be responsible for reviewing any racing incidents and amendments to the VRL rules. See **Section 6** for details.

Senior Tuners: Eric M, Dave S, Peter B or Tania M. Always happy to help you build/tune your vehicle(s).

Timing & Scoring: Eric M.

**Special thanks to all of our GTM members and guests that participate in our League
-- Thank you ALL, without you, this wouldn't be possible!!!**

2. Base League Rules

- **Race Length:** 4-20 lap races (approximately 10-20 minute races, depending on track length); race length is determined using a “base car” and single driver - the target lap times are posted to the schedule. In the case of bracket racing, past data and algorithms were used to determine the brackets. Bracket information can be found in (**Section 7**) and will also be made available in the schedule.
- **PI:** We now use an open classing system and have moved to multi-tier / bracket racing. Grid order will be arranged by PI from High-to-Low; allowing the faster tiers to clear Turn-1 with little-to-no incidents. Please remember that there are multiple races going on at the same time.
- **Racing Numbers:** Now that Forza has been updated to display GamerTags over the vehicles during a race, numbers are no longer necessary, however drivers still have the option to disable GamerTags, so we still encourage drivers to add numbers to the back of their vehicle. **Note:** If you are using a locked racing livery from the Marketplace, please be sure to choose a design that includes numbers. A list of drivers/reserved numbers can be found here: <https://www.gtmotorsports.org/members/forza-league/vrl-roster/>
- **Passing:** The overtaking driver (**passer**) will be required to make their presence known by announcing themselves and side of the vehicle they wish to pass on. In the absence of flaggers this will be treated by the leading car (**passee**) as a standing blue flag, which indicates “a faster car is approaching” this should NOT be regarded as “*I will pass now, move over.*”

The Passee must either verbally acknowledge or waive off the Passer before the pass can be started. The Passer must remain visible before starting a pass. Passing is recommended in locations where the wheels are perceived straight, those areas are considered: Braking Zones, Straightaways and end of Track Out from the Apex of a Corner. It is recommended that the Passee retain drivers’ line and the Passer remain on the offline until the pass has been completed. The passer shall allow enough room to not affect the Passee's lap or race. (Which means move up when clear of Passee). The offline driver’s line must be within the track boundaries. Passing from a position outside of the track limits is grounds for a penalty. A Double-Pass or “leap-frogging” is allowed with enough space, but it is recommended that the Passer should not be already in the process of passing another vehicle when the Passer calls out another pass. Passing / Diving into an Apex, especially resulting in contact also warrants a Penalty. The Passer is always considered the responsible party in any resulting incidents. **Review Penalties (Section 8) for additional details.**

Calling out passes: as a VRL driver you **must** call out passes. Passes can be called out multiple ways. As most of us have our gamertags above the cars the Passer will

need to call out the gamertag (or car number) and which side of the Pässe they are on and then wait for the Pässe to acknowledge intent. The Passer cannot divebomb or force the pass, the Passer must complete the pass in a manner that doesn't interfere with the Pässe. If the Pässe isn't comfortable with the pass or the passing zone they can ask the Passer to wait. (aka the "You're gonna have to wait" clause). The Passer will then need to acknowledge. As long as you both parties communicate clearly, issues should be at a minimum, and passing will be clean/easy. Note: The Pässe must give up position by the third turn after the Passer's original request to pass was made.

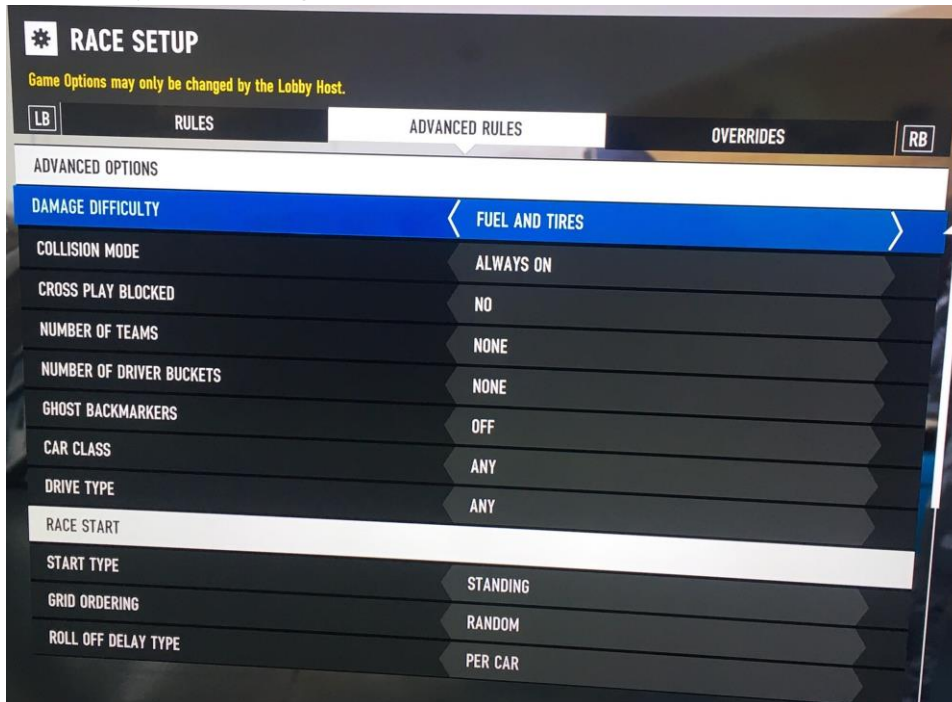
- **Tuning** of vehicles by the driver will be permitted so long as the **scheduled race does not specify differently** (ie: IROC); **Note:** You are not obligated to go "nUtZ-cRaZy" as some folks like to when tuning their vehicles. Tuning is purely **optional**. If you need assistance with tuning or need some sample tunes, please look through the [League Races](#) pages for examples or reach out to **Eric M, Dave S, Peter B** or **Tania M** for help.
- **Audio:** We will be defaulting to "Party Chat" during a race as Microsoft/Turn-10 continues to fix issues with the Game Chat system in the software. If the audio system were to fail, we will use the GTM con-call system at www.uberconference.com/grantouring - you will be notified via email or SLACK if we switch over to this system.
- **Communications** - Communicating with other racers is an important aspect of the VRL. Other drivers need to be able to hear when a faster driver is approaching and when the pass has been acknowledged or "message received." Because of this, muting your microphone is not recommended. However, if you need to mute for any reason, you will notify the group prior to going on mute. The responsibility will be yours to un-mute yourself when you are calling out your own passes and communicating with the race group. If for whatever reason you are in an incident and you were unable to communicate with the other driver because you were on mute, your "mute" defense will be inadmissible before the Incident Review Board and you could be deemed automatically at fault. The Incident Review Board will review every incident and make a ruling after the race.

3. Multi-player Session Parameters

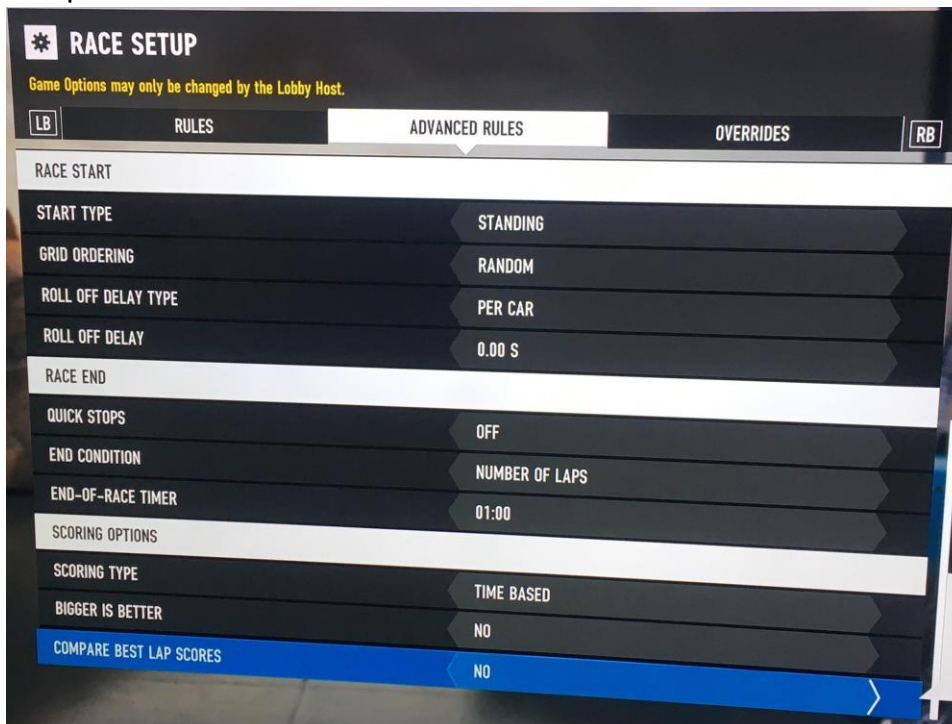
- Assists:** The multiplayer session will have the following assists **disabled** for all participants: TCS (Traction Control), STM (Stability Management), Racing+Braking Lines, Assisted Braking, Assisted Steering, Force Friction and Collision Assist. Any remaining assists will be customizable by the driver. Collision will be set to Normal + Always On (no ghosts). All races will be defaulted to “Fuel & Tire Wear” damage-level unless otherwise stated in the schedule.
- The following pictures show the default settings used when establishing the VRL lobby. Personal “assists” can always override the session settings *IF* they are “more difficult” than the race, for example: Simulation Damage, ABS OFF, Manual+Clutch, etc



- **Restrictions on Assists** like: TCS, STM, Driving Lines, etc have been **reenabled**. The following images depict the standard settings used in “most cases” (see *Race Types, Section 4*) as session parameters for races. Variations are made for weather, or special event.



- **End of Race Timer** will be set to an **additional 90 seconds** to allow all drivers to complete the race.



4. Race Types (Explained)

- **Practice:** (aka Test & Tune) Practice event, ad-hoc, not scheduled and no points are awarded.
- **Exhibition:** (aka Scrimmage) is a scheduled event lasting about 1-to-1.5 hrs, where participation is voluntary. It is designed as an advanced Test/Tune where races are chosen randomly by the participants and are to be run like a regular competitive round with all settings (See Section 3) matching an actual race. A flat +2 pts is awarded to each driver that participates in an Exhibition night.
- **Regular:** Any car modified/tuned up to PI maximum of the series (ie: B-600)
- **IROC:** "International Race of Champions" -- All drivers must participate with the SAME vehicle; these cars will be left complete OEM/Stock.
- **Showcase:** Drivers can use any vehicle modified/tune to the SERIES max; however, there is a bonus for using either a specific vehicle or set of vehicles.
- **Challenge:** All drivers must use a modified / tuned vehicle for the specific race
- **Drift:** All drivers must prepare their vehicles for DRIFT MODE!
- **Drag:** Go as fast as you can in a straight line, it's just that simple. Best of 3 or Best of 5 style
- **Black Rose:** A rabbit/hound style race where a select type of car is singled out to be chased by another group of like vehicles; bonus points are awarded for catching/passing the "Black Rose"
- **Championship:** Final Race.

5. Important changes from previous Series

- **Series 12 is designed around Spec-Racing** in two categories: Formula Mazda (FM) which is an S-787 vehicle and Spec Miata (SSM) which is a D-381/382 vehicle. These vehicles will be forced to comply with a “No Upgrades” rule via the Multiplayer Settings. However, **Tuning is allowed** using parts that allow that function within the OE build, ie: Tire Pressures, Wings, Gearing, etc. A pre-race inspection will be completed to make sure that any tune used belongs to either the driver, or someone participating in the VRL. Outside (internet, leaderboard, etc) downloaded tunes are not permitted.
- New policing/rules enforcement through the use of the Forza Multiplayer Regulations (known as **the FRR**) mechanism introduced to FM7 in fall of 2019. See **Section 7** (Track Boundaries) for details.
- **“Phone It In”** drivers will no longer be able to **stockpile missed races**. You must complete and submit your missed races before the next race kicks off.
- All results are calculated by the **VRL “online scoring system”** which runs on gtmotorsports.org - questions about the algorithms/logic/code used can be directed to the Timing & Scoring chair. If you feel a race has been scored improperly, please bring it to the Staff’s attention immediately. Series scores and races are automatically re-reviewed by the system after each race’s results have been uploaded.
- A **VRL Leaderboard** is now available on the GTM website located at: <https://www.gtmotorsports.org/members/forza-league/vrl-laptime-leaderboards/> - All recorded results will be uploaded to the Leaderboard after the end of the race night. A backup copy of the results will be uploaded to the league archive and will be made accessible to all drivers through the VRL area of the website.
- **Exhibition Races** will be held on alternate nights to race nights. Participating in Exhibition Races (in the case of S12, NASCAR IROC races) will earn each driver +2 pts for completing the race(s). Any open practice after that does not qualify for the +2 pts. The additional 2 pts will be credited/added to the drivers next official race for consideration in the championship points tally.

6.VRL Committee

VRL Committee members are part of the decision-making process for GTM's VRL and are responsible for organizing and coordinating the VRL Series. This includes creating the schedule, designing themed races (IROC, showcase, etc), choosing qualifying vehicles, etc.

Additionally, the committee is responsible for

1. Developing or refining existing VRL rules and rules of conduct.
2. Deliberating on rule changes during the off Series time.
3. Reviewing questions, comments, suggestions and complaints from the Drivers
4. Are members of the Incident Review Board; and establishing the Incident Review Process.
5. Issuing Penalties (post-Race for in-race Incidents); See **Section 8**
6. Reviewing Scores and the scoring engine mechanics to ensure no bugs or miscalculations.

Incident Review Process

One of the functions of the VRL Committee is to review incidents post-race. This is done by saving replays from each race and re-reviewing any questionable events during the race. Priority incidents are those raised by other drivers and will be reviewed first. Races are often reviewed regardless of whether a formal complaint has been issued by any of the drivers.

The Committee is charged with identifying the following types of incidents:

1. Unsportsman-like conduct
2. Track limit infractions (Yas Marina Clause, etc)
3. Issues with Safe/Clean Passing
4. Enforcing any other Rules/Penalties outlined in this rule book

Your 2020 Incident Review board is:

- Tania M
- Tom W
- Dave S
- Don C.

Your 2020 VRL Committee is:

- Brad N, Eric M, Tania M, Tom W, Dave S and Don C.

7. Track Boundaries

Formerly known as: **The Yas Marina Clause** -- “Where there is pavement, there is traction.” This applies to circuits like: Yas Marina, Sebring, Indy GP, COTA and others. Vehicles can navigate a corner with any line so long as the tires remain on the paved part of the track. However, the limit at which a “*racing line can be exaggerated*” must not exceed the cars ability to keep its tires on the outer edge of the track (painted edge line on most tracks). This would in effect keep “**two wheels on track**” at all times when executing a “Yas-type” corner.

IMPORTANT: As part of Series 12, in order to help enforce better sportsman-like conduct we’ll also be exercising the **Forza Multiplayer Regulations**. On the lowest setting, this will consider “*track limits*” (*Yas Clause*) and monitor abuse of corner cutting, track width, aggressive behaviors, car-to-car contact, etc.

Because this system does combine “*penalty points*” to the drivers final score automatically, it has the ability to change a driver’s overall/final position. Meaning, just because you finished 1st if you carry enough penalty points, you could be dropped to 5th place (theoretically); This new system implemented by Turn-10 is designed to level the playing field and encourage clean racing. Our scoring will be based on the determined output of the Regulations System findings/determination.

The system is also designed to enforce an automatic Driver Disqualification after accumulating 12 points in a session. The driver’s sessions will be automatically terminated without warning if 12 points is reached or exceeded.

“WHEELS OFF” – In the case of a “4 wheels off” (4WO) situation, the driver (and their car) is now considered off track, and temporarily out of the race. The driver must remain off track until the course is clear and announce that they are “coming back on” before reentering the race. Because Forza has no flaggers this is the only way to ensure that none of the active racers suddenly become involved in an unforeseen incident. The off-track vehicle must yield to active racers, and is ultimately responsible for reentering the track safely, and is also subject to penalties if an incident does occur as a result of reentering the race at the wrong time.

In the event of a “2 wheels off” (2WO) situation, a driver is encouraged to attempt to maintain control of their vehicle by any means, however, if another driver is within proximity or mid-pass, the driver of the 2WO vehicle should not, jerk the vehicle back on track – this could result in a spin or possible collision. The recommendation is to stabilize the car by maintaining a line or driving 4 wheels off. The driver of the 2WO vehicle is ultimately responsible for any incidents and could incur penalties as a result.

8. Penalties

Penalties are assigned by the VRL Committee. Incidents are brought to the Review Board's attention after a race has been completed and will be reviewed using available tools (ie: eyewitness accounts, confession of wrongdoings, video replays, etc).

Outside of the penalties awarded to drivers through the Forza Multiplayer Regulations system, the Review board can award additional penalties for un-sportsmanship-like conduct (via Chat system), passing rule violations, and any other specific offensives outlined in the rules for this league. If an incident involves one or both commissioners that incident will be reviewed by an independent group using the same available tools mentioned above

If a driver is penalized 3 times or more (over races or rounds) they will receive a 1-week suspension. Suspended drivers can continue to race however will earn 0 points (and no bonuses) for that entire round (an average loss of 30 points) If the suspended driver continues to create incidents they will receive -10 points for the race that the incident occurred, thereby doubling the effect.

There is no process for "appeals" once the Review Board has reached a consensus.

Passing Penalties: Any passing infraction or shunt to the leading car (Passee) will result in a deduction in earned points from the race based on the overtaking driver's final position.

Drivers are encouraged to raise incidents to the Review Board's attention, however "*crying wolf or flopping*" will be ignored. Additionally, Drivers can opt to settle without review and waive off an incident. ALL raised Incidents will be reviewed by the VRL committee.

Rage Quitting: Though rare, if you "*Rage Quit*" during a race it will be considered a DNF and 0 points will be awarded.

As of Series 12, there are now 4 types of Penalties which can awarded in the scoring system:

- **Standard** – When the penalty flag is set, an automatic 50% deduction is calculated based on the earned points from the drivers final position at the end of the race.
- **Tiered** – For each 1 second of accumulated penalty time over 6 seconds (max 12) using the FRR, the driver is deducted 1 penalty point. Ie: 7.000 = 1, 8.000 = 2, etc. 12 pts = DNF.
- **Flat** – For any penalty time over 50% FRR (6 pts); an automatic 50% deduction is calculated based on the earned points from the drivers final position at the end of the race.
- **Committee Override** – VRL committee members can issue a -5 pts for unsportsmanlike conduct, up to -10 pts for multiple infractions.

9. Points System

- Championship points will be awarded for 1st - 8th place (using 2009 Formula-1 based scoring) and tallied throughout the season. 10-pts for 1st, 8-pts for 2nd, 6-pts for 3rd, 5-pts for 4th, 4-pts for 5th, 3-pts for 6th, 2-pts for 7th, 1-pt for 8th-Nth, 0-pts for DNF/DNS**.
- Bracket points will be calculated using the same scale as the Championship points, using the drivers best lap time will determine which bracket, and which position within bracket they have scored points. Additionally, a ****DNF with a recorded lap** time will count toward bracket points at full value based on the lap time but will only net a +1 for championship points.
- **Double points for finale/championship race** has been discontinued. The finale will be scored like all other races in the series.
- **Penalty points** will not be awarded to other drivers (victims); penalties will be direct deductions (aggressor). Penalties will be deducted from championship and bracket points via the scoring system.
- **For bracket racing, a **DNF with a recorded lap** time will count toward bracket points at full value based on the lap time but will only net a +1 for championship points.
- The **VRL “online scoring system”** uses a “Rules Engine” which defines the parameters for each race (not season) individually, an entire season is re-reviewed by the scoring system after each race’s results have been uploaded. But each race’s results are scored individually and then compiled as standings. Season standings can be found on the landing page of Series. (2020, Series 12) For example:
<https://www.gtmotorsports.org/members/forza-league/series-results/?series=12>

10. Phone It In! (PITs)

How does this work? ... Like a lot of other leagues, there is always an option to “make up” an event so that participants don’t lose points over the course of the season. We have implemented the same type of option, with the following details:

The driver must replicate the original race settings/limits as detailed on the schedule where they earned a ZERO for being absent that week. No redoes or mulligans for races already completed. The driver should run against 11 other Drivetars (total 12 cars) -- and we would prefer the drivetars be set to “above average” skill level. Send us a picture of your race results - via email to: crewchief@gtmotorsports.org - and if everything checks your lap time will be calculated into your tier.

IMPORTANT: Please make sure that your PIT submission (picture) is taken with decent resolution, especially if using a camera phone in dim lighting. We don’t need 4k quality pixs, but they do need to be legible.

PIT scoring system explained:

PIT uses two different types of scoring algorithms, **1)** Is what is known as “Code 99” which uses a default driver position of “99” and awards the driver +5 pts for completing their PIT. **2)** Is known as “POS25+” which appends each PIT submission to the end of the live results in FIFO order, assigning drivers positions starting with 25...26...27...etc. Each PIT is awarded +1 pts and is then evaluated using the *#couldhavebeenacontender* Bonus.

#couldhavebeenacontender Bonus (OPTIONAL) - for PIT drivers if the submitted results (lap time) is within the Top-5 live drivers lap times, then an additional +3 pts will be awarded as a bonus to the PIT submission. This means that “POS25+” option for PITs is either +1pt, or +4pts.

PIT is understood to be a way to make up races, as well as incentivizing drivers to be available for the live races. We don’t want PITs to be seen as a chore or a penalty, but a way for competitors to not fall too far back during the season if they miss an event.

Note: We are also allowing this sort of make-up for anyone that suffers a technological glitch / internet fault / Xbox live failure, etc. and was forced into a DNF situation.

Drivers have until 24 hours before the next scheduled race, to complete the race you missed.

11. Brackets (by Track)

Track	B1	B2	B3	B4	B5	B6
Bathurst	1:59 <	2:00 - 2:08	2:09 - 2:16	2:17 - 2:22	2:23 - 2:28	> 2:29
Brands Hatch	1:19 <	1:20 - 1:28	1:29 - 1:39	1:40 - 1:45	1:46 - 1:51	> 1:52
Catalunya	1:37 <	1:38 - 1:46	1:47 - 1:57	1:58 - 2:03	2:04 - 2:09	> 2:10
COTA	2:03 <	2:04 - 2:12	2:13 - 2:23	2:24 - 2:29	2:30 - 2:35	> 2:36
Daytona (Rolex)	1:31 <	1:32 - 1:40	1:41 - 1:51	1:52 - 1:57	1:58 - 2:03	> 2:04
Hockenheim	1:28 <	1:29 - 1:37	1:38 - 1:48	1:49 - 1:54	1:55 - 2:00	> 2:01
Homestead	1:16 <	1:17 - 1:25	1:26 - 1:36	1:37 - 1:42	1:43 - 1:48	> 1:49
Indy GP (Classic)	1:16 <	1:17 - 1:25	1:26 - 1:36	1:37 - 1:42	1:43 - 1:48	> 1:49
Laguna Seca	1:15 <	1:16 - 1:24	1:25 - 1:35	1:36 - 1:41	1:42 - 1:49	> 1:50
LeMans (Bugatti)	1:26 <	1:27 - 1:35	1:36 - 1:46	1:47 - 1:52	1:53 - 1:58	> 1:59
LeMans (LeSarthe)	N/A	N/A	N/A	N/A	N/A	N/A
Lime Rock	0:41 <	0:42 - 0:50	0:51 - 1:01	1:02 - 1:07	1:08 - 1:13	> 1:14
Long Beach (Full)	1:09 <	1:10 - 1:18	1:19 - 1:29	1:30 - 1:35	1:36 - 1:41	> 1:42
Monza	1:33 <	1:34 - 1:42	1:43 - 1:53	1:54 - 1:59	2:00 - 2:05	> 2:06
Mugello	1:35 <	1:36 - 1:46	1:47 - 1:57	1:58 - 2:03	2:04 - 2:09	> 2:10
Road America	1:59 <	2:00 - 2:08	2:07 - 2:17	2:18 - 2:23	2:24 - 2:29	> 2:30
Road Atlanta	1:07 <	1:08 - 1:16	1:17 - 1:27	1:28 - 1:33	1:34 - 1:39	> 1:40
Sebring	1:49 <	1:50 - 1:58	1:59 - 2:09	2:10 - 2:15	2:16 - 2:21	> 2:22
Silverstone (GP)	1:54 <	1:55 - 2:03	2:04 - 2:14	2:15 - 2:20	2:21 - 2:26	> 2:27
Sonoma (Full)	1:20 <	1:21 - 1:29	1:30 - 1:40	1:41 - 1:46	1:47 - 1:52	> 1:53
SPA	2:14 <	2:15 - 2:23	2:24 - 2:34	2:35 - 2:40	2:41 - 2:46	> 2:47
Suzuka	1:45 <	1:46 - 1:54	1:55 - 2:05	2:06 - 2:11	2:12 - 2:17	> 2:18
The Ring	N/A	N/A	N/A	N/A	N/A	N/A
The Ring GP	1:50 <	1:51 - 1:59	2:00 - 2:10	2:11 - 2:16	2:17 - 2:22	> 2:23
VIR (Full)	1:35 <	1:36 - 1:44	1:45 - 1:55	1:56 - 2:01	2:02 - 2:07	> 2:08
Watkins Glen	1:30 <	1:31 - 1:39	1:40 - 1:50	1:51 - 1:56	1:57 - 2:02	> 2:03
Yas (Full)	1:55 <	1:56 - 2:04	2:05 - 2:15	2:16 - 2:21	2:22 - 2:27	> 2:28

12. Awards

The winner will be recognized at the GTM Annual Awards night; prizes are TBD until closer to that event. Prizes are not guaranteed. -- results are kept on

<https://www.gtmotorsports.org/members/forza-league/> and awards can be found at:
<https://www.gtmotorsports.org/members/forza-league/league-award-winners/>

Note: League commissioners are disqualified from winning awards.

13. Vehicle Tech Inspections

Brad will be holding tech, please make sure your turn signals are in proper working order.



14. Archived & Deprecated Rules (Series Specifics)

- **Series 11: The Reunion Tour**

- **[AMENDED] Passing:** The overtaking driver will be required to make their presence known by announcing car number + side. This will be treated by the leading car as a blue flag. This should NOT be regarded as "*I will pass now, move over*" -- Passing is recommended in locations where the wheels are perceived straight. The leading (passee) car will retain drivers' line and the overtaking car (passer) must remain on the offline until the pass has been completed. The passing car is considered the responsible party in any resulting incidents. Review **Penalties (Section 5)** for additional details.
- **[AMENDED] Passing Penalties:** Any passing infraction or shunt to the leading car will result in an automatic 50% deduction in earned points from the race based on the overtaking driver's final position.
- **[AMENDED]** Please try to keep the "in race chatter" down to a minimum so that passes (aka "blue flags") can be announced quickly.
- **[NEW]** A new **race type** called "**Exhibitions**" has been added to the series; Review Section 4 for details
- **[SERIES ONLY] Assists:** The multiplayer session will have the following assists **disabled** for all participants: Assisted Braking, Assisted Steering, and Force Friction. All other assists will be customizable by the driver. Collision will be set to Normal + Always On (no ghosts). All races will be defaulted to "*Fuel & Tire Wear*" damage-level unless otherwise stated in the schedule.

[SERIES ONLY] Restrictions on Assists like: TCS, STM, Driving Lines, etc have been **lifted**.
- **[SERIES ONLY] Bonus** races have been **restored**; but are a "**class based**" IROC format; for example: "*Exotic GTs, S-Class*" - this is a pre-filter that can be used in the Multiplayer lobby to restrict the type/class of vehicle being used. Drivers can choose from their garage or rent a vehicle. Tuning/Mods will be **disabled** via the Lobby settings.
- **[AMENDED]** Exceeding the boundaries to gain an advantage will result in a penalty. If a driver is reported to have abused the track boundaries, after review, that driver will be **penalized -10 points** for that race (from their championship total); **Note:** If bracket racing is being used an **additional -5 pts** will be removed from the drivers bracket points as well.
- **[NEW] 2019+ Season** - Forza Motorsports has added "out of bounds" and "sportsman-like conduct" (penalty) features to the Multiplayer engine. We will not be enabling these features (yet) but may experiment with their abilities during Exhibition races. Rules will be amended when a final decision has been reached by the Staff.
- **[AMENDED]** Penalties can be awarded for: Yas clause violations, un-sportsmanship-like conduct, passing rule violations, and any other specific offensives outlined in the rules for this league. If an incident involves one or both of the commissioners that incident will be reviewed by an independent group using the same available tools mentioned above.

- **[REMOVED] Tuning:** The simple and effective "quick upgrade" to your desired PI from within FM system will suffice for this series, as will downloading tunes from the marketplace.
- **Series 10: The EPIC Enduros**
 - **[SERIES ONLY]** All races will be **as close to the ACTUAL race length. Each race will be the closest Tuesday to the actual event date.** - @ 8:30pm. (See Schedule [below] for details)
 - **[SERIES ONLY]** We will be using **DRIVER points only** to determine the overall winners and bracket winners.
 - **[SERIES ONLY] NOTE:** You will be restricted to no-mods; full sim; pit stops and only the cars that qualify for that particular race.
 - **[SERIES ONLY]** These races will follow the actual races and will be considered IROCs; please review each race individually for details.
 - **[AMENDED]** Cars will be required to have numbers placed on the rear of the car, visible for other drivers. Recommended locations are hatch, license plate or bumper. **Note:** If you are using a locked racing livery from the Marketplace, please be sure to choose a design that includes numbers.
- **Series 9: Multi-Class Bracket Racing**
 - **[SERIES ONLY]** IROC, Challenge and Showcase races have been **removed**
 - **[SERIES ONLY] PI:** We now use an open classing system and have moved to multi-tier / bracket racing. Grid order will be arranged by PI from High-to-Low; allowing the faster tiers to clear Turn-1 with little-to-no incidents. Please remember that there are multiple races going on at the same time.
 - **[AMENDED] Assists:** The Multiplayer Session will have the following assists disabled for all participants: Assisted Braking, Assisted Steering, and Forced Friction. All other assists will be customizable by the driver. Collision will be set to Normal + Always On (no ghosts). All races will be defaulted to "Fuel & Tire Wear" damage-level unless otherwise stated in the schedule.

Restrictions on Assists like: TCS, STM, Driving Lines, etc have been **lifted**.
 - **[NEW] End of Race Timer** will be set to an **additional 90 seconds** to allow all drivers to complete the race.
 - **[REMOVED] Parity and Reverse Party** System has been **removed** and replaced by Multi-Tier Bracket Racing.
 - **[SERIES ONLY] Bonus** races have been **removed**.
 - **[AMENDED] Penalty points** will not be awarded to other drivers; penalties will be direct deductions. Penalties will be deducted from championship and bracket points.
 - **[NEW]** For bracket racing, **a DNF with a recorded lap** time will count toward bracket points at full value based on the lap time but will only net +1 for championship points.

- **[REMOVED]** Double points for finale/championship race has been discontinued. The finale will be scored like all other races in the series.
- **[AMENDED]** “Phone It In” no longer have a “**5th place or better**” limit. Lap times will determine where the driver scored within their brackets. Bracket standings will be considered final 24 hrs before the next race, allowing people to catch up during the week if they missed the event. Additionally, drivers will no longer be able to **stockpile missed races**. You must complete and submit your missed races before the next week kicks off.
- **Series 8: Ultimate Motorsports Series**
 - **[REMOVED]** Parity and Reverse Parity System (Series 7) has been **removed** and replaced with Multi-Tier Bracket Racing (where applicable).
 - **[SERIES ONLY]** The multiplayer session will have the following assists disabled for all participants: TCS (Traction Control), STM (Stability Management), Assisted Braking, Assisted Steering, Racing Line and Braking Line. Steering (Normal/Sim), ABS (On/Off) and Transmission Type (Auto/Manual) will be customizable by the driver. Collision will be set to Normal. All races will be defaulted to “Fuel & Tire Wear” unless otherwise stated in the schedule.
 - **[REMOVED]** Awards: The winner** will be awarded a gift certificate to something of their choice, ie: OGRacing, XBOX Live, BlipShift (**this excludes Commissioners) – has been replaced by Awards Night recognition.
 - **[SERIES ONLY]** We recommended that cars come from the "Qualified Multi-Class Car List" found in the spreadsheet below ("Classing Tab"). Drivers may participate with any car they choose; However, if the vehicle is NOT on the "Qualified Multi-Class List" it is automatically scored as part of "Tier X" - Cars can be modified/updated/tuned to fit Tier 1 (PI 999-900), Tier 2 (PI 899-801), Tier 3 (PI 800-700), Tier X (Unlimited). Drivers are encouraged to choose a Tier to participate in throughout the series; drivers may opt to switch Tiers (per round, or per race) and points will be kept track of accordingly in each of the three Tiers.
 - **[AMENDED]** There will be no bonuses except Reverse PI Parity - by Tier. There is no parity for Tier X.
 - **[AMENDED]** PHONE IT IN: you will earn +5 toward the overall championship, +2 Tier points, and you will earn Tier parity points (up to 5 points max); don't leave those points on the table if you miss a race!
- **Series 7: FM7 SuperBowl Series**
 - **[SERIES ONLY]** PI Parity Changes: Because FM7 uses “homologation” and other techniques to quickly upgrade vehicles for a race (rather than MAX PI); Any driver who utilizes a vehicle SIGNIFICANTLY UNDER the MAX PI of a scheduled race qualifies for a Parity balance. For example: in a B-600 race, the driver chooses to enter with a B-525 vehicle. At the end of the race additional parity points would be calculated as such: *(MAX PI minus VEHICLE PI) multiplied by 0.125 (rounded) minus DRIVERS END POSITION equals POINTS*; ie: **600-525 = 75 * 0.125 = 9.375 (rounded to 9 pts) – 4th Place (4) = +5 points**. We understand this is an uncommon scenario but there are occasions where it makes sense to campaign a vehicle in this manner.
 - **[SERIES ONLY]** Drivers are **not obligated** to run the same vehicle in any race, except for IROCs. You are permitted to run **ANY** B-600 vehicle (or class as specified by the schedule

- below). In a **showcase race**, the driver will be awarded **+2** points for using the showcase specified vehicle and **+3** points for the overall win in a showcase car. Additional bonus points will be awarded for defeating “Black Rose” vehicles as well, see details below.
- **[AMENDED]** All **black rose** cars will have a BR on the rear of the car somewhere for easier identification during a race. The entry of BR cars into a race will be random and unannounced.
 - **[AMENDED]** “**The Yas Marina Clause**” – *where there is pavement, there is traction*. This applies to circuits like: Yas Marina, Sebring, Indy GP, COTA and others. Vehicles are able to navigate a corner with any line so long as the tires remain on the paved part of the track.
 - **[NEW]** All races will be defaulted to “*Fuel & Tire Wear*” unless otherwise stated in the schedule. **For FM7 ONLY:** Forced Friction [new] will also be disabled. We are also allowing drivers to use “Driving Lines” if they feel they need them.
 - **[AMENDED]** Tuning of the **R-SPEC** cars by the driver will be permitted so long as the **PI of the vehicle remains unchanged from original**. This should provide an interesting dynamic to the racing as drivers will be able to adjust the car to their driving style and to each track. The MAX PI for R-SPEC cars remains **R-832**.
 - **[NEW]** FM7 introduced the ability to “downtune” vehicles, if there is an option to add upgrades that result in a drop to the vehicle’s PI to the designated R-SPEC max (restrictors, additional weight, etc), that type of change is allowed. Acceptance of a “downtuned” vehicle needs to be reviewed by the commissioners before the race.
 - **[NEW]** For FM7: We will be defaulting to “Game Chat” during a race as Microsoft/Turn-10 continues to fix issues with the Party Chat system in the software. Please try to keep the “in race chatter” to a minimum so that passes (aka “blue flags”) can be announced quickly.
 - **[AMENDED]** **Vintage Vehicles: all cars 1975 or older**, limited to **B-600**; Engine Swaps in vintage vehicles are NOT permitted; however, Aspiration Conversions (turbo, supercharger, etc) are permitted. Drivetrain Conversions (ie: RWD to AWD, etc) are NOT permitted; unless the Vintage vehicle is a Truck.
 - **[NEW]** Keep up-to-date on patches to FM7:
https://forums.forzamotorsport.net/turn10_postsm783516_FM7-Release-Notes.aspx
- **Series 6: International Race of DE Champions**
 - **[SERIES ONLY]** End condition will be “distance traveled” with the driver going the furthest as the winner; the FM6 system will show the results in reverse order (farthest, last place)
 - **[SERIES ONLY]** We will be using **DRIVER points only** to determine the overall winners.
 - **[SERIES ONLY]** After Race #4, See PARITY PI ADJUSTMENTS section.
 - **[SERIES ONLY]** After Race #4, Rolling Starts instead of Standing starts will also be used.
 - **[SERIES ONLY]** We will be using classic passing rules, (full) simulation damage; NO restarts.

- **[AMENDED] Black Rose:** Team “Black Rose” was developed during the Tudor/ALMS (Series 4) series and is designed to add some additional flavor to the series. For this series, we’ve decided to re-enlist the help of Team Black Rose as well as contribute some bonus points to the field. For every race where the Black Rose is present, each driver that finishes ahead of a designated Black Rose car (either #31 or #666) they will receive an additional +1 point, with a maximum of +2 points for finishing ahead of a Black Rose car. It’s just that simple 😊
- **[AMENDED] Passing Rules:** Any infraction or shunt to the leading car will result in an automatic 50% deduction in earned points from the race based on the overtaking driver’s final position. The points taken away from the overtaking driver will be award to the leading car who was put off track. Results will be highlighted **RED** for the Penalty Received, and **GREEN** for Penalty Awarded. ALL incidents will be reviewed by the commissioners.
- **[SERIES ONLY] PI Parity System (aka “Driver Handicapping System”)** – based on statistical information and qualifying times, drivers in the lower 50% of the standings will be able to enter races using a vehicle that meets the restrictions of the scheduled race at the next highest PI level until that driver has met or exceeded 50% of the total points available to a driver in the series. The ONLY applies to “regular” races as described below. For example: a “regular” race is limited to PI B-600, drivers utilizing the handicap will be able to campaign a qualifying vehicle at a maximum PI of A-700. If the series maximum points for a 1st place driver is 100 points, then a driver using the handicap can continue to use that A-700 vehicle until they have earned 50 or more points. After 50 points have been awarded the driver will fall back to B-600.
- **[SERIES ONLY] Parity PI Adjustments:** Throughout the series, points will be scored and accumulated and posted to the results spreadsheet. We have developed a system for adding parity to the racing using a Tiered PI system as follows:

Tier 1: 95+ points: B600; **Tier 2:** 31-94 points: A650; **Tier 3:** 0-30 points: A700

This system kicks in **after Race #3** (where the theoretical max base points earned would be 30); therefore drivers with 30 pts or less will be allowed to campaign vehicles up to PI **A700**; drivers with less than 95 points (50% of the maximum 190 series points) will be allowed to campaign vehicles with a PI of **A650**; once a driver has reached the next tier their PI continues to adjust until reached **B600**.

- **Series 5: ERMAHGERD! LeMons Series**

- **[SERIES ONLY]** This will be a full-contact, no passing rules, full damage series -- A true LeMons race and survival of the fittest!
- **[SERIES ONLY]** Drivers are **not obligated** to run the same vehicle in any race, except for IROCs. You are permitted to run **ANY** B-600 vehicle, however, selecting vehicles from the predefined list of qualified LeMons cars (See Spreadsheet [below] for details) does yield bonus points: **+1** for each LeMons car used; **+2** for the overall win if a LeMons car was used. In the a **showcase race**, the driver will be awarded **+2** points for using the showcase specified vehicle and **+3** points for the overall win in a showcase car. Additional bonus points will be awarded for defeating “Black Rose” vehicles as well, see details below.

- **[SERIES ONLY]** For **Race #9**, an additional bonus point (+1) will be added to the drivers score, for using a "Delivery Livery" 😊
- **[SERIES ONLY]** This is a Driver series, *Team points will NOT be used, Driver points will be used to determine the overall (prize) winners.*
- **Series 4: American LeMans (ALMS) R-Spec Series**
 - **[SERIES ONLY]** All races will be **around 15 laps including a championship race** (See Schedule [below] for details) Same points structure (2009 F1 rules) and base rules [as the original series](#).
 - **[SERIES ONLY]** Participants in this series will be partnered up into Four Teams (**Red, Blue, Green and Yellow**) and will compete for individual driver points as well as Manufacturers (Team) Points. Each Team will select from a predefined list of <R-832 PI R-Spec Race cars. (See Lottery Section below for details) This is a Team series, *Manufacturer (Team) points will be used in addition to Drivers Points to determine the overall (prize) winners.*
 - **[SERIES ONLY]** Since the FM6 system limits us to a maximum of 4 Teams, we have learned that the best option is to use the **Average** points calculation method that the system offers -- this will allow us to stretch/shrink teams from 1 (solo) or 3 players per team, each team will have a minimum of 2 drivers assigned to it. **Manufacturer (Team) points** will be awarded as follows: **5 pts for 1st, 3 pts for 2nd, 2 pts for 3rd, 1 pts for 4th.** If a team happens to run with a solo driver for an event, they will be awarded +1 constructor points regardless of the teams finishing position. Team points will not be affected by the [passing penalty rule](#) only individual drivers.
 - **[NEW]** Tuning of the R-SPEC cars by the driver will be permitted so long as the **PI of the vehicle remains unchanged from original.** This should provide an interesting dynamic to the racing as drivers will be able to adjust the car to their driving style and to each track.
- **Series 3: '90s @ 9 "Tuner Challenge" Series**
 - **[SERIES ONLY]** 6 part mini-series with Championship Race -- **all cars a from a predefined list (below)**, limited to **B-600** unless otherwise specified in the schedule. All races will be **9 laps including championship**. Same points structure (2009 F1 rules) and rules [as the original series](#). There will be a predefined list of cars from the 1990s for 6 lucky **tuners** to choose from, those are:
 - 1995 VW Corrado VR6
 - 1997 Mazda RX-7
 - 1995 Ford Cobra SVT
 - 1995 BMW M5
 - 1999 Mitsubishi Lancer EVO VI GSR
 - 1998 Eagle Talon TSi
 - **[SERIES ONLY]** Each of the tuners will "own" one of these cars and tune it to **B-600** for a **track from the list below**, as well as the championship race. Once the car is tuned, we'll make arrangements to have the tune available on the FM6 marketplace (special searchable keywords in the build **description text: GTM90STC**), this will allow all of the other drivers to download your tune. Download tunes are locked and we would hope that the tune you give the group is the same one you're going to run. At each race, we will run an IROC of the car assigned to the track; this will alternate as we go through the race schedule. During the championship race the "owner" will be racing the car that they tuned for this series. Note: This event is open to anyone that would like

to participate, if you are not on the "tuners list", you will be required to download the available tune for each car/race pairing and participate as a standard IROC driver.

- **Series 2: Vintage @ VIR Mini-Series**

- **[SERIES ONLY]** 5-part mini-series with Championship Race -- all cars 1975 or older, limited to B-600 unless otherwise specified in the schedule. All races will be 8 laps, Championship race will be 12 laps. Same points structure (2009 F1 rules) and rules as the original series. To be eligible for this mini-series you must have already purchased the FM6 Porsche expansion pack which includes: VIR.
- **[NEW] Vintage Vehicles:** all cars **1975 or older, limited to B-600**; Engine Swaps in vintage vehicles are NOT permitted; however, Aspiration Conversions (turbo, supercharger, etc) are permitted. Drivetrain Conversions (ie: RWD to AWD, etc) are NOT permitted; unless the Vintage vehicle is a Truck.
- **[SERIES ONLY]** The Willys-Jeep is not eligible for the Championship race as it has been decided that it is neither a Convertible nor an Open-Top vehicle. It is a Jeep.
- **[SERIES ONLY]** The Top 4 spots (drivers) from the previous series will be limited to a PI of 555 [B-555]. ONLY: Brad N, Eric M, Dave S & Ben S will be affected by this rule change.

- **Series 1: FM6 Regular Season + Pre-Season**

- **[NEW] Race Length:** 4-20 lap races (approximately 10-20-minute races, depending on track length); race length is determined by using a "base car" and single driver hose target lap times are posted to the schedule.
- **[NEW] PI:** Restricted to B-SPEC (PI = B600 or lower) cars only unless otherwise stated in the Schedule.

15. Showcase Restrictions (Qualifying Cars List)

The following lists are designed as a “Qualifying Cars List” for specific types of Showcase (and sometimes Challenge) races.

“Hot Hatch” Vehicles

2013 Abarth Punto SuperSport	1977 Holden Torana A9X	2003 Renault Sport Clio V6
2010 Abarth 500 esseesse	2007 Honda Civic Type-R	1993 Renault Clio Williams
2002 Acura RSX Type-S	2004 Honda Civic Type-R	1980 Renault 5 Turbo
2001 Acura Integra Type-R	1997 Honda Civic Type-R	2012 Scion Tc
2011 Alfa Romeo Giulietta Quadrifoglio Verde	1991 Honda CR-X SiR	2008 Subaru Impreza WRX STI
1990 Alfa Romeo SZ Sprint Zagato	1986 Honda Civic Si	2003 Toyota Celica
1986 Alfa Romeo GTV-6	2013 Hyundai Veloster Turbo	1994 Toyota Celica GT-Four ST205
2015 Audi TT Coupe	1992 Lancia Delta HF Integrale EVO	1992 Toyota Celica GT-Four RC ST185
2015 Audi S1	1986 Lancia Delta S4	1985 Toyota Sprinter Trueno GT Apex
2011 Audi RS3 Sportback	2010 Mazda Mazdaspeed 3	1969 Toyota 2000GT
2010 Audi TT RS Coupe	1985 Mazda RX-7 GSL-SE	2013 Vauxhall Astra 1.6 Tech Line Top Gear Edition
2011 BMW Z4 sDrive35is	2013 Mercedes-Benz A45 AMG	2012 Vauxhall Astra VXR
1998 Eagle Talon TSi Turbo	2012 Mini John Cooper Works GP	2009 Vauxhall Corsa
2014 Ford Fiesta ST	2009 Mini John Cooper Works	2014 VW Golf R
2013 Ford Focus ST	1995 Mitsubishi Eclipse GS Fast & Furious Edition	2011 VW Scirocco R
2009 Ford Focus RS	1995 Mitsubishi Eclipse GSX	2010 VW Golf R
2003 Ford Focus RS	1993 Nissan 240SX SE	2003 VW Golf R32
1993 Ford SVT Cobra R	1969 Nissan Fairlady Z 432	1998 VW GTI VR6 Mk3
1992 Ford Escort RS Cosworth	2011 Peugeot 308 GTI	1995 VW Corrado VR6
1987 Ford Sierra Cosworth RS500	1984 Peugeot 205 Turbo 16	1992 VW Golf GTI 16v Mk2
1981 Ford Fiesta XR2	2013 Renault Clio RS 200	1998 VW Scirocco 16v
1978 Ford Mustang II King Cobra	2010 Renault Megane RS 250	1984 VW Rabbit GTI
1973 Ford Capri RS3100	2010 Renault Clio RS	1981 VW Scirocco S

“LeMons” Vehicles

1992 Alfa Romeo 155 Q4 **	1983 GMC Vandura **	1996 Subaru SVX
1992 Alfa Romeo Milano QV	1986 Honda Civic SI **	1990 Subaru Legacy
1957 BMW Isetta **	2006 Hummer H1 Alpha **	1980 Subaru Brat **

2013 Cadillac XTS Limo	1991 Jeep Grand Wagoneer **	1989 Toyota MR2 SC
2012 Cadillac Escalade ESV	1945 Jeep Willys MB **	1974 Toyota Corolla SR5 **
1990 Chevy Camaro IROC-Z	1986 Lambo LM002 **	1998 VW GTI VR6 MK3
1979 Chevy Camaro Z28	1997 Land Rover Defender 90 **	1963 VW Beetle **
1970 Chevy El Camino **	1997 Lexus SC 300	1963 VW Type 2 DeLuxe **
1964 Chevy Impala SS 409 **	1985 Mazda RX-7 GSL-SE	1997 Volvo 850 R
1957 Chevy Bel Air **	1973 Mazda RX-3	1967 Volvo 123 GT **
1952 Fiat 8v SuperSonic **	1972 Mazda Cosmo 110S Series 2	
2011-2017 Ford F-150 Raptor (ALL) **	1949 Mercury Coupe **	
2011 Ford Transit **	1992 Mitsubishi Galant VR4	
1981 Ford Fiesta	1994 Nissan Fairlady Z VS TT	
1978 Ford Mustang II KC	2000 Plymouth Prowler	
1975 Ford Bronco **	1958 Plymouth Fury **	
1966 Ford Country Squire **	2005 Pontiac Aztek **	
1956 Ford F-100 **	2013 Ram Ram Runner **	
1940 Ford DeLuxe Coupe **	2014-2016 Rolls Royce ALL	

“HPDE Champion” Vehicles

2010 Abarth 500 esseesse	2014 Honda Civic Si	2012 Scion tC
2002 Acura RSX Type-S	2009 Honda S2000 CR	2015 Subaru WRX STI
2001 Acura Integra Type-R	2007 Honda Civic Type-R	2013 Subaru BRZ
2014 Alfa Romeo 4C	2004 Honda Civic Type-R	2011 Subaru WRX STI
2015 Audi S3 Sedan	1997 Honda Civic Type-R	2008 Subaru Impreza WRX STI
2004 Audi S4	1994 Honda Prelude Si	2005 Subaru Impreza WRX STI
2014 BMW M4 Coupe	1991 Honda CR-X SiR	2004 Subaru Impreza WRX STI
2011 BMW Z4 sDrive35is	1986 Honda Civic Si	1998 Subaru Impreza 22B STI
2011 BMW 1 Series M Coupe	2013 Hyundai Genesis Coupe 3.8 Track	2013 Toyota GT86
2005 BMW M3	2009 Lexus IS F	2003 Toyota Celica
2003 BMW M5	2005 Lotus Elise 111S	1995 Toyota MR2 GT
2000 BMW 323ti Sport	2006-2016 Mazda Miata NC / ND	1989 Toyota MR2 SC
1997 BMW M3	2011 Mazda RX-8	2014 VW Golf R
1991 BMW M3	2010 Mazda Mazdaspeed 3	2010 VW Golf R
1973 BMW 2002 Turbo	1997 Mazda RX-7	2003 VW Golf R32
2011 Cadillac CTS-V Coupe	2005 Mazda (NB) Mazdaspeed MX-5	1998 VW GTI VR6 Mk3
2016 Chevy Camaro Super Sport	1994 Mazda Miata (NA)	1995 VW Corrado Vr6
2002 Chevy Corvette Z06	1985 Mazda RX-7 GSL-SE	1992 VW Golf GTI 16v Mk2
2002 Chevy Camaro	Modern MINI ALL	
1995 Chevy Corvette ZR-1	2008 Mitsubishi Lancer Evo X GSR	

2005 Dodge SRT4 ACR	2006 Mitsubishi Lancer Evo IX MR	
1999 Dodge Viper GTS ACR	2004 Mitsubishi Lancer Evo VIII MR	
1998 Eagle Talon TSi Turbo	1995 Mitsubishi Eclipse GSX	
2017 Ford Focus RS	2010 Nissan 370Z	
2015 Ford Mustang GT	2003 Nissan Fairlady Z	
2014 Ford Fiesta ST	1994 Nissan Fairlady Z Version S TT	
2013 Ford Focus ST	1993 Nissan 240SX SE	
2009 Ford Focus RS	2009 Pontiac Solstice GXP	
2007 Ford Shelby GT500	2002 Pontiac Firebird Trans Am Ram Air	
2003 Ford Focus RS	2015 Porsche Cayman GTS	
2000 Ford SVT Cobra R	1989 Porsche 944 Turbo	
1995 Ford SVT Cobra R	1982 Porsche 911 Turbo 3.3	
1993 Ford SVT Cobra R	1970 Porsche 914/6	

TIER Classing (for UMS / Series 8 ONLY)

TIER X	TIER 1	TIER 2	TIER 3
PI RANGE	PI RANGE	PI RANGE	PI RANGE
X999	P998-P900	R899-R801	S800-A700
0	98	98	100

*** = MUST BE UPGRADED TO A700 MIN

X999 2017 Chevrolet IndyCar	R8xx 201x Chevrolet Corvette C7.R	S800 1981 Ford Capri Turbo
X999 1990 Ferrari 641	R8xx 201x Ford GT	S799 1986 Audi Sport quattro S1
X999 2017 Honda IndyCar	R893 1978 Porsche 935/78	S796 2016 Audi Rotek Racing TT RS
X999 1988 McLaren MP4/4	R890 2011 Radical SR8 RX	S794 2015 VW Global RallyCross Beetle
X999 1991 Nissan R91CP	R886 199x Ferrari F40 Competizione	S792 1982 Ferrari NART 512 BB/LM
X999 1993 Peugeot 905 EVO 1C	R881 2006 Aston Martin DB9R	S785 2017 Ford Falcon FG X
X999 2017 Porsche 919 Hybrid	R855 1969 Lola Special T163	S785 2016 Ford Falcon FG X
X999 2017 Renault R.S.17	R854 1979 Datsun 280ZX Turbo	S785 2015 Ford Falcon FG X
X999 1992 Toyota Eagle MKIII	R854 1969 McLaren M8B	S785 2017 Holden VF Commodore
P998 2011 Peugeot 908	R848 2014 Ferrari 458 Italia GTE	S785 2016 Holden VF Commodore
P998 2009 Peugeot 908	R848 2014 Ferrari 458 Italia GTLM	S785 2015 Holden VF Commodore

P997 2014 Audi R18 e-tron quattro	R848 2015 Nissan GT-R	S785 2015 MB E63 AMG V8 Supercar
P992 2012 Audi R18 e-tron quattro	R841 1966 Chaparral 2E	S785 2017 Nissan Altima
P985 1998 Ferrari F333 SP	R836 1969 Nissan R832	S780 1967 Brabham BT24
P983 2011 Audi R15++ TDI	R834 2014 Audi R8 LMS ultra	S779 2014 Maserati MC Trofeo
P982 1988 Porsche 962 C	R834 1990 Mercury Cougar XR-7	S777 1979 BMW M1 Procar
P981 1988 Jaguar XJR-9	R833 2017 Chevrolet NASCAR	S775 1967 Lotus Type 49
P979 1991 Mazda 787B	R833 2017 Ford Fusion NASCAR	S772 2013 Formula Ford EcoBoost 200
P973 1999 BMW V12 LMR	R833 2015 Lamborghini Huracan LP620-2 Super Trofeo	S767 1967 Honda RA300
P971 1989 MB Sauber C 9	R833 1991 Mazda RX-7	S766 1975 BMW 3.0 CSL
P964 2008 Porsche RS Spyder Evo	R833 2017 Toyota Camry NASCAR	S766 1967 Eagle-Weslake T1G
P949 2014 Mazda Lola B12/80	R833 2017 Aston Martin V12 Vantage GT3	S766 1985 Lancia Delta S4 Group B
P941 1983 Jaguar Group 44 XJR-15	R832 2014 Jaguar GT3 XK	S759 2017 Formula E
P939 2010 Mazda B09/86	R832 1994 Nissan 300 ZX	S751 2014 Volvo S60 STCC
P934 2010 Chevrolet Oreca FLM09	R831 2017 Bentley Continental GT3	S750 2014 Chevrolet Cruze TC1 WTCC
P932 2015 Chevrolet Corvette Daytona Prototype	R831 2017 Porsche 911 RSR	S750 2014 Honda Civic WTCC
P927 2015 Ford MK XXVI Daytona Prototype	R830 1971 Ferrari 312 P	S748 2015 Formula E
P924 1976 Ferrari 312 T2	R827 2009 BMW M3 GT2	S748 1966 McLaren M2B
P924 1976 McLaren M23	R825 2014 Audi 90 quattro IMSA GTO	S743 2014 Audi Rotek Racing S3 Saloon
P922 1977 Brabham BT45B	R825 2011 Chevrolet Corvette Racing ZR1	S742 2014 BMW 125i M Sport
P921 1976 Lotus 77	R825 2014 Dodge Viper GTS-R	S737 2017 MB A-Class A45
P915 2015 McLaren P1 GTR	R825 2013 SRT GTS-R	S727 1967 Ferrari 330 P4
P914 2015 Radical RXC Turbo	R825 1988 Nissan "Bob Sharp Racing" 300 ZX	S714 1964 Ferrari F-158 F1
	R824 2011 Ferrari 458 Italia GTC	S714 2015 Mazda Formula Mazda
	R819 2011 McLaren GT 12C GT3	S705 1966 Ford GT40 MK II Le Mans
	R816 2017 BMW M6 GTLM	A668*** 2016 Subaru WRX STI VT15r Rally Car
	R816 2014 Lamborghini LP570-4 Super Trofeo	A667*** 1962 Porsche 804
	R814 2014 BMW Z4 GTE	A624*** 1950 Alfa Romeo 158
	R814 2011 Porsche 911 GT3 RSR	A624*** 1934 Alfa Romeo P3
	R813 2014 McLaren 12C GT3	A623*** 1952 Ferrari 375
	R813 1984 Nissan Bluebird Super Silhouette	A612*** 1939 MB W154

	R811 1969 Lola T70 MKIIIB	A602*** 1939 Auto Union Type D
	R808 2014 MB SLS AMG GT3	B598*** 1957 Maserati 250F
	R808 2011 MB SLS AMG GT3	B598*** 1939 Maserati 8CTF
	R806 1980 Lancia Beta Montecarlo Turbo	B586*** 2015 MB Racing Truck
		B584*** 1967 Nissan R380-II
		B567*** 2012 Bowler EXR S
		B558*** 1955 MB 300 SLR
		B555*** 2016 RJ Anderson Pro 2 Truck
		B532*** 1984 Opel Manta 400
		C482*** 2014 Ford F-150 Trophy Truck
		C443*** 2015 Honda Ridgeline Trophy Truck
		D395*** 1993 Toyota T100 Baja Truck
		D382*** 2013 Mazda MX-5 Cup
		D340*** 2014 Ford Ranger T6 Rally Raid
		D338*** 2014 Mini ALL4 Racing-X-Raid
		D319*** 1948 Ferrari 166MM Barchetta
		E288*** 2013 Ram Runner
		E254*** 2011 Ford Transit SuperSportVan
		E253*** 1926 Bugatti Type 35 C
		E236*** 1970 Volkswagen Desert Dingo Racing Stock Bug