2010 ATC 60 Lap GP League

Today is the first day of the ATC 60 lap GP. This league has been talked about a lot within ATC and has finally made it to the stage where we can now open up our doors to drivers.

Below, you should see a short summary of what is expected of you as a driver and what you should expect from us, the race organisers. All we ask is that you use your common sense and drive fair.

We are aware that contact in these cars (XFG) is unavoidable so we do not want to see race reports for every bit of paint that is swapped.

We (the organisers) will try to ensure that there is a marshal at the pit entry and exit to ensure that entrance and exit to the pits is adhered to. By doing this, we can issue the "simple" penalties during the race. Any drive through or stop-go penalties must be completed within 3 laps of the penalty being issued. Failure to do so will result in the driver receiving a BLACK FLAG (disqualified). If the offending driver fails to drive back (or telepit)to their garage after receiving a black flag will result in an admin using the spectate command within LFS. Penalties will now be handled AFTER the race and published with the race results.

We plan to have the results with points totals within 24 hours of the race being completed. This is the maximum time but you will all receive an email to inform you of the standings. If you have received a time penalty, this will be because of an issue that had not been spotted during the race. So if there was any major contact between yourself and another driver. Expect it to be investigated and an explanation of the incident included in this email.

The points table will look like this. As you can see, the top 5 are marked in red to indicate which driver has what ballast. As explained in the rules section of the league website, the only way not to have ballast is to not be in the top five of the championship. The only round where there will be no ballast used will be round 1.

Scrren Name	User Name	Team	Round 1	Round 2	Round 3	Round 4	Round 5	Round 6	Round 7	Round 8	Round 9	Round 10	Round 11	Round 12	Round 13	Points	Ballast
zeugnimod	[SR] zeugnimod	Sonicrealms Racing														0	45KG
Dadge	ATC Dadge	ATC Team														0	36KG
Franky500	ATC Franky500	ATC Team					ĺ									0	27KG
racer hero	CoRe K.O'Keefe	CoRe Racing													1	0	18KG
Neto_r	CRC Ne70	CRC														0	9KG
Rodolfo Chavarria	CRC R.Chavarria	CRC														0	
JayEyeBee	JayBee	Saltwater Racing					i				i				i	0	
z-ro 8	RSR.haVoc	RSR			i e		İ				İ					0	i
sidi	sidi	N/A					İ				i					0	i
de Souza	SRS:de Souza	Sim Racing Society														0	i
VoiD	Z30 VoiD	Zone 30														0	í
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The points will also be posted on the ATC 60 lap GP league website.

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We understand that there will be times when drivers will want to make some kind of report against another driver. At this stage, we would like to remind you that this league is meant to be fun and light hearted. But this doesn't mean that we will not investigate matters of a more serious matter. For example, Driver A is on lap 55 and is closing on a slow Driver B to lap him. Drivers A and B then have a crash. Although this may not be intentional, we can all imagine how upsetting this *could* be for Driver A.

Remember that there will be 13 rounds in this ATC 60 Lap GP which will take approximately 7 months to complete (1 race every 7 – 21 days with most races being every 14 days) So Even if you are not having a great start to the league, Stick with it and you never know, You might just have fun ©. Do not forget you will be able to drop any 2 rounds at the end of the league.

The server: "ATC 60 Lap GP" will be public at all times prior to each event running the track that will be used for the next round. Please feel free to use it for practice. (this server will then be locked on the day of each event for use by league racers only)

This is to serve as a summery, if you have not yet read the complete rules from http://www.atcteam.org/lfs/rules.html please make sure you do so BEFORE joining for your first qualification or race event.