

1st Annual Halloween Festival of Speed

2009 Cavalcade Weekend schedule, rules, and procedures

Registration is required to attend this event. You can register in LFS Forum, or simply by joining [raceway33]GTR server and typing in chat “!rep event”. your information will be stored and retrieved for you, and posted on the roster. Verbal intent-to-participate notifications are also accepted, but must be made to RSR.havoc.

Schedule: Day 1 will start at 20:00 UTC (16:00 EST).

Day 2 will start at 14:00 UTC (10:00 EST).

Day 3 will start at 16:00 UTC (12:00 EST).

Each race day should last approx. 120 minutes or less, but once you have completed whichever race you are placed in, you may leave server.

Day 1 will consist of three 45 lap races, approx. thirty minutes each in length. Day 2 will consist of two 45 lap races, approx 30 minutes each. Day three will consist of one 15 lap consolation race, approx. 10 minutes, and one 100 lap Main Event, approx. 75 minutes.

Format: Qualifying will be done on the [raceway33]Qual server the entire week prior to event weekend.

Qualifying laps will be recorded as server PB's. To qualify, you may join server anytime and make one outlap and one hot lap. Airio will auto-spectate you after your hot lap is completed. You may make as many attempts to improve your time as you like.

There will be only one car allowed on track at any time. **Any attempt to override the Race is Full specification, allowing two cars on track, will have your time disallowed, and you will be banned from this and possible future events.** If you enter server while someone is qualifying, please respect their time on track. Server will also auto-save MPR's, and the top ten qualifiers' replays will be checked for authenticity. Qualifying cutoff time will be **Midnight (EST) Thursday Oct. 29th**, and the Pole Winner will be declared.

Qualifiers will be grouped together evenly to fill the three races on Day 1. Any registered participant that is not able to submit a qualifying lap will be placed at the back of the field in Pool1,2 or 3(in order of registration). If any registered participant is not available to race in their respective Day1 race, they may enter the Consolation Race on Day 3.

Day1 (Friday) will utilize 3 pools, staggering the entries according to qualifying times (see chart). A list will be posted showing which Pool you are in, and estimated time of race start. If you cannot be in server at the time of your race, you will be able to join the Consolation race on Day3 (Sunday). You may NOT switch between Pools on Friday.

Friday	Qualifying Positions
Pool 1	1,4,7,10,13,16,19,22,25,28,31,34,37,40,43,46,49
Pool 2	2,5,8,11,14,17,20,23,26,29,32,35,38,41,44,47,50
Pool 3	3,6,9,12,15,18,21,24,27,30,33,36,39,42,45,48,51

Only the top 10 finishers in each race will be eligible to advance to Day2 events (excluding the top 2 qualifiers, i.e. if top qualifier finishes in top 10, then the top 11 finishers will transfer).

Day2, Race1 will include the odd finishers transferred in from Day1, Race2 will include the even finishers transferred in from Day1, starting in order of the fastest qualifying time. Only the top 10 finishers in each race will transfer into Main Event (excluding the top 2 qualifiers).

Day3 will have a 15 lap consolation race for those who did not transfer in on Day1, Day2, or were not able to post a qualifying lap prior to event weekend. The top 5 finishers in the Consi will be eligible to start the 100 lap Main Event, starting from the rear of the field in the order they finished.

Day3 race lineup will be as follows:

Top 2 qualifiers will start on front row. Winners from Day2 will start in row 2. Remaining entries from Day2, Race1 will line up on inside lane, in finishing order, Race2 will line up on outside lane in finishing order. Transfers from Consolation Race will line up at rear of field, in the order they finished the Consi.

In the event a Top Qualifier wins a Day2 race, the next finisher will be given the respected Row2 starting position in the Main Event.

Race Procedure: Day1 race lineups will be posted in LFS forum and at raceway33.com by **Midnight (EST) Friday Oct. 30th**, in order to give ample time for replay verification.

Day2 lineups will be posted following the days' events.

You may join server at any time after start time of event on Day1. In the event there are more than 45 registries, please refrain from joining server too soon if you are not in Race1. You can spectate the event via LFS Remote.

Upon completion of Race1, the winner will be asked to drive to the parc ferme for a photo op. Remaining competitors from Race1 will be asked to remove themselves from the server to allow room for those in Race2. The same procedure will be used for Race3.

Event Rules: The event rules are simple;

- 1) Do not join track until you are asked to do so.

Repeated joining or disruption of event will result in removal from event.

- 2)** No Chat means No Chat. The timeliness of the event depends on keeping it moving, and chat interrupts the proceedings. There will be zero tolerance when chat is closed for race lineups.
- 3)** Standing starts in all races. Be careful at start, you only need to finish in the top 10 in the preliminary races, top 5 in the Consi race.
- 4)** Each race will have **one** opportunity for a restart if a major crash happens on lap 1. You cannot win if you do not finish. Be smart, and give others room.
- 5)** If you crash out of bounds, you will have **one** opportunity to rejoin the race. **If you spin, do not shift-s. you will not be able to rejoin if you shift-s or shift-p.**
- 6)** Server specific "Gentleman Rules" apply. You can read these rules by joining server and typing "!opt", then click "Server Rules".
- 7)** Restrictions will be enforced to promote close racing with all 3 GTR cars. Whichever car you use for official qualification is what you **MUST** use for entire race weekend.
- 8)** Post race celebrations are encouraged, winners will be allowed to reset and drive to parc ferme for photo op (parc ferme will be just before turn 2).
- 9)** By registering for this event, you are agreeing to these and server rules. Any breach of these rules can result in removal from this event , and any future events might they arise. Please be sure that you understand the rules regarding lag and keyboard usage(posted in Server Rules).
- 10)** Amendments to these rules may be applied, relative to the amount of registrants.
- 11)** You may use any tire/fuel combo for Qualification. R3's mandated for races.

Results: Weekend race results will be posted in LFS Forum, at raceway33.com, and also will be entered into the spdo database.

Communication: It is **HIGHLY** recommended you join [FM] ventrilo for in-race communication, though not mandatory. Details are as follows: vt.fragmaster.net, port 3922. There will be a channel named raceway33 event. You may communicate freely, with exception to race lineups. Any typed or verbal chat during race lineups will result in a kick from the server (Special thanks to [FM]Failure for allowing use of ventrilo).