



iRace INDEPENDENT RACE SERIES ROUND 1

www.irace.net.au Sydney Motorsport Park - GP South - February 1st

FRIDAY 1st February

Schedule issued 29 Jan 2013

V1.0

TIME	ID	SESSION	DURATION	START	GRID
7:00		Sign On and Scrutineering - RocketSports / Production Racing Cars		Scrutineering Bay	
7:15		Sign On and Scrutineering - Touring Car Challenge		Scrutineering Bay	
7:30		Sign On and Scrutineering - Muscle Division		Scrutineering Bay	
7:45		Sign On and Scrutineering - Formula Tasman / LeMans Sports		Scrutineering Bay	
8:30		Drivers Briefing - GP South Paddock Area			
9:00	Q1	Production Racing Cars / RocketSports - Qual 1	15 min		
	Q2	Muscle Division / Touring Car Challenge - Qual 1	15 min		
	Q3	Formula Tasman & LeMans Sports - Qual 1	15 min		
	Q4	Production Racing Cars / RocketSports - Qual 2	15 min		
	Q5	Muscle Division / Touring Car Challenge - Qual 2	15 min		
	Q6	Formula Tasman & LeMans Sports - Qual 2	15 min		
	R1	Production Racing Cars / RocketSports - Race 1	11 laps	Rolling	Scratch
	R2	Muscle Division / Touring Car Challenge - Race 1	11 laps	Standing	Scratch
	R3	Formula Tasman & LeMans Sports - Race 1	16 laps	Rolling	Scratch
	R4	Production Racing Cars / RocketSports - Race 2	14 laps	Standing	Progressive
	R5	Muscle Division / Touring Car Challenge - Race 2	11 laps	Standing	Progressive
	R6	Formula Tasman & LeMans Sports - Race 2	20 laps	Standing	Progressive
	R7	Production Racing Cars / RocketSports - Race 3	14 laps	Rolling	Progressive
	R8	Muscle Division / Touring Car Challenge - Race 3	14 laps	Time Release	Handicap
	R9	Formula Tasman & LeMans Sports - Race 3	11 laps	Rolling	Progressive
	R10	Production Racing Cars / RocketSports - Race 4	11 laps	Standing	Progressive
	R11	Muscle Division / Touring Car Challenge - Race 4	14 laps	Time Release	Handicap



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Scratch grid is based on each drivers best overall time from either qualifying session

Progressive grid is based on finishing positions in preceding race

Handicap grid is based on each driver's best time from either qualifying session, and is calculated to bring all cars together at 80% race distance, fastest cars may have a time, lap and grid position handicap to make up on slowest cars (achieved by time release start in groups)