



iRace INDEPENDENT RACE SERIES ROUND 1

www.irace.net.au Sydney Motorsport Park - GP North - June 14th

SATURDAY 14th June

Schedule issued 10 Jun 2014 V1.0

TIME	ID	SESSION	DURATION	START	GRID
7:00		Sign On and Scrutineering - RocketSports		Scrutineering Bay	
7:15		Sign On and Scrutineering - Production Racing Cars		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 - Jack Hinxman Room above garages, tower end			
9:00	Q1	V8 Superlaps @ MDTC RocketSports - Qual 1	15 min		
	Q2	Acuform Muscle Division / Production Racing Cars - Qual 1	15 min		
	Q3	Austbrokers Coast to Coast Formula Tasman & LeMans Sports - Qual 1	15 min		
	Q4	V8 Superlaps @ MDTC RocketSports - Qual 2	15 min		
	Q5	Acuform Muscle Division / Production Racing Cars - Qual 2	15 min		
	Q6	Austbrokers Coast to Coast Formula Tasman & LeMans Sports - Qual 2	15 min		
	R1	V8 Superlaps @ MDTC RocketSports - Race 1	9 laps	Rolling	Scratch
	R2	Acuform Muscle Division / Production Racing Cars - Race 1	9 laps	Standing	Scratch
	R3	Austbrokers Coast to Coast Formula Tasman & LeMans Sports - Race 1	12 laps	Rolling	Scratch
	R4	V8 Superlaps @ MDTC RocketSports - Race 2	12 laps	Rolling	Progressive
	R5	Acuform Muscle Division / Production Racing Cars - Race 2	9 laps	Standing	Progressive
	R6	Austbrokers Coast to Coast Formula Tasman & LeMans Sports - Race 2	15 laps	Standing	Progressive
	R7	V8 Superlaps @ MDTC RocketSports - Race 3	12 laps	Rolling	Progressive
	R8	Acuform Muscle Division / Production Racing Cars - Race 3	12 laps	Time Release	Handicap
	R9	Austbrokers Coast to Coast Formula Tasman & LeMans Sports - Race 3	12 laps	Rolling	Progressive
	R10	V8 Superlaps @ MDTC RocketSports - Race 4	9 laps	Rolling	Progressive
	R11	Acuform Muscle Division / Production Racing Cars - Race 4	12 laps	Time Release	Handicap



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<http://www.irace.net.au>

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)