iRace
www.irace.net.au

INDEPENDENT RACE SERIES ROUND 2
Sydney Motorsport Park - GP Circuit - May 3rd

FRIDAY 3rd May

Schedule issued 27 Apr 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 - Formula Tasman / LeMans Sports**	**Scrutineering Bay**			⬜
7:30		**Sign On and Scrutineering - Touring Car Challenge**	**Scrutineering Bay**			🟦
7:45		**Sign On and Scrutineering - Muscle Division**	**Scrutineering Bay**			
8:30		**Drivers Briefing**				
9:00	Q1	Production Racing Cars / RocketSports - Qual 1	15 min			🟨
	Q2	Formula Tasman / LeMans Sports - Qual 1	15 min			⬜
	Q3	Muscle Division / Touring Car Challenge - Qual 1	15 min			🟦
	Q4	Production Racing Cars / RocketSports - Qual 2	15 min			🟨
	Q5	Formula Tasman / LeMans Sports - Qual 2	15 min			⬜
	Q6	Muscle Division / Touring Car Challenge - Qual 2	15 min			🟦
	R1	Production Racing Cars / RocketSports - Race 1	6 laps	Rolling	Scratch	🟨
	R2	Formula Tasman / LeMans Sports - Race 1	10 laps	Rolling	Scratch	⬜
	R3	Muscle Division / Touring Car Challenge - Race 1	6 laps	Standing	Scratch	🟦
	R4	Production Racing Cars / RocketSports - Race 2	8 laps	Standing	Progressive	🟨
	R5	Formula Tasman / LeMans Sports - Race 2	14 laps	Standing	Progressive	⬜
	R6	Muscle Division / Touring Car Challenge - Race 2	6 laps	Standing	Progressive	🟦
	R7	Production Racing Cars / RocketSports - Race 3	8 laps	Rolling	Progressive	🟨
	R8	Formula Tasman / LeMans Sports - Race 3	10 laps	Rolling	Progressive	⬜
	R9	Muscle Division / Touring Car Challenge - Race 3	8 laps	Time Release	Handicap	🟦
	R10	Production Racing Cars / RocketSports - Race 4	6 laps	Standing	Progressive	🟨
	R11	Muscle Division / Touring Car Challenge - Race 4	8 laps	Time Release	Handicap	🟦

Facebook

Enter next round

facebook.com/iraceseries

admin.irace.net.au/2013round3

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)