



“BEYOND THE PINNACLE”

Championship fundamentals

Driver Hand-Out

V1

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CHANGE LOG

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1 BASIC INFORMATION

1.1 Championship 2022 "BEYOND THE PINNACLE"

BEYOND THE PINNACLE is the name of the championship held to determine the best drivers in all the different leagues. It consists of a total of ten CHALLENGES as well as an additional PROLOGUE and the BATTLE FOR GLORY event. The participants of the RACER LEAGUE are in a contractual agreement with Racing Unleashed, whereas the drivers of the CHALLENGER LEAGUE need to go through a qualification process for each CHALLENGE.

1.2 Leagues

1.2.1 Racer League

Currently there are twenty (20) drivers who have signed and are allowed to participate in the Racer League under the RU agreement. Furthermore, there are two (2) Tokens available per race for guest drivers. These Tokens can only be given out by Racing Unleashed and not by any separate Racing Lounge.

1.2.2 Challenger League

1.2.2.1 Entry slots (Baseline)

COUNTRY	RACING LOUNGE	ENTRY SLOTS
Switzerland	Cham	3
Switzerland	Kemptthal	4
Switzerland	Zurich	3
Germany	Munich	7
Spain	Madrid	5
	Total	22

1.2.2.2 Registration

Each driver of the CHALLENGER LEAGUE must register before setting his lap time. The registration form can be found on the Racing Unleashed website and contains the following:

- Full name
- Email address
- Phone number
- Challenge (dropdown)
- Photo of driver (if it is the first participation)
- Confirmation of acceptance at the time of registration valid version of the RACING UNLEASHED STANDARD REGULATIONS and the "BEYOND THE PINNACLE" Championship fundamentals.

1.2.2.3 Qualification Phase

The participants are determined by the fastest lap times during the relevant qualification time and in the respective Racing Lounge. There is no limitation in terms of the number of attempts. The location where the fastest lap has been set determines the location for participation in the CHALLENGE. Each driver requires registration in a RACING LOUNGE for participation and is only entitled to set his or her lap. Depending on the locally available slots the top ranked drivers are chosen.

The participants are figured out in the QUALIFICATION PHASE by the fastest valid lap times and only with respective steering wheel settings for challenger league (2-0-0-5) during the relevant time as follows:

DATE	EVENT	START Q-PHASE	END Q-PHASE	PUBLICATION
05 March	Race I	21 February	3 March	4 March
26 March	Race II	14 March	24 March	25 March
23 April	Race III	11 April	21 April	22 April
21 Mai	Race IV	9 Mai	19 Mai	20 Mai
11 June	Race V	30 Mai	9 June	10 June
30 July	Race VI	18 July	28 July	29 July
27 August	Race VII	15 August	25 August	26 August
24 September	Race VIII	12 September	22 September	23 September
22 October	Race IX	10 October	20 October	21 October
12 November	Race X	31 October	10 November	11 November

The qualified participants will be contacted individually by the RU championship responsible and informed about their qualifications.

Results will also be communicated on the RU Discord server and social media channels.

2 PROCEDURE/SCHEDULE

2.1 General timetable

TIME	ACTIVITY	RESPONSIBILITY
10:00 – 10:20	Sign-up in Racing Lounge	Racing Lounge Responsible
<i>10:30</i>	<i>Entry list final</i>	<i>Race Control</i>
10:30 – 10:50	Briefing	Racing Lounge Responsible
11:05 – 11:15	Gear-up	Race Control
11:20 – 11:50	Knock-out	Race Control
12:00 – 12:45	Lunch break	Racing Lounge Responsible
<i>ca. 12:30</i>	<i>Knock-out results final</i>	<i>Race Control</i>
ca. 12:30	Communication Knock-out penalties	Racing Lounge Responsible
12:50 – 13:00	Starting grid	Racing Lounge Responsible
13:00 – 13:30	Race	Race Control
<i>ca. 13:40</i>	<i>Temporary Race Results (P 1 - 3)</i>	<i>Race Control</i>
ca. 13:45 – 13:50	Local Podium ceremony	Racing Lounge Responsible
ca. 14:30 or one (1) hour after winner has crossed the finish line	<i>End of driver protest period</i>	<i>Race Control / Protesting party</i>
ASAP	Communication Race penalties	Race Control

2.2 Challenge

2.2.1 Sign-up

Each permitted driver must sign-up in the respective period at the respective RACING LOUNGE and – if applicable – pay the entrance fee. The drivers must report upon arrival to the RACING LOUNGE RESPONSIBLE. The participants will need to hand in their personal information for the payment of the prize money. The sign-up procedure must be completed no later than 10 minutes before the start of the BRIEFING. If a driver arrives late, the driver loses his right to participate in the CHALLENGE, unless determined otherwise.

2.2.2 Briefing

The BRIEFING takes place before the start of the CHALLENGE where the most important rules are explained. Following this, all drivers can ask the RACING LOUNGE RESPONSIBLE questions. If the RACING LOUNGE RESPONSIBLE does not know how to answer a specific question, the query is forwarded to RACE CONTROL.

2.2.3 Gear-up

The GEAR-UP is practice time for a duration of 10 (+5) minutes and starts as communicated in the race day schedule. All drivers must be ready to drive no later than 5 minutes before the start of the session. All virtual cars are loaded onto the track simultaneously and can start driving at their discretion.

During the GEAR-UP all participants are allowed to drive freely on the racetrack and train whatever they deem helpful for the CHALLENGE. This includes start practices, overtakes or other maneuvers. However, the order on track must always be maintained by all drivers. This means that all maneuvers where others could be impaired must be performed on open areas of the track and next to the ideal lane.

2.2.4 Knock-out

The KNOCK-OUT starts immediately after the GEAR-UP. The drivers are not allowed to leave their simulator between the two sessions. The KNOCK-OUT session starts with loading all cars into the virtual track.

2.2.4.1 Knock-out mode

The KNOCK-OUT MODE consists of the following elements:

- Line-up: The virtual cars follow the safety car from the respective grid position in reverse order of the current championship standings (installation lap). During the installation lap practice starts are forbidden and the formation must be kept as tight as possible. The maximum distance between consecutive virtual cars must not exceed ten (10) car lengths.
- Start: The KNOCK-OUT race starts after the installation lap (rolling start). All drivers are allowed to overtake opponents after crossing the start/finish line for the first time.
- KNOCK-OUT: After the track-specific number of guarded laps, the last two drivers of the field are “eliminated” on each full lap and sent back to the pits. Their position at elimination is the starting position for the RACE. The last two drivers on the track fight for the pole position.

2.2.4.2 Guarded laps (No eliminations)

Depending on the racetrack driven, the first few laps will be driven without elimination of any drivers, however, overtaking is already allowed. This is a measure to ensure that gaining positions is also possible also on short racetracks.

RACETRACK	LENTGH	Warm-up	Guarded	Knock-out	Total
Red Bull Ring	4,318 km	1 lap	-	11 laps	12 laps
Nürburgring	5,148 km	1 lap	2 Laps	11 laps	14 laps
Monza	5,793 km	1 lap	2 Laps	11 laps	14 laps
Mugello	5,245 km	1 lap	2 Laps	11 laps	14 laps
Brands Hatch	3,908 km	1 lap	3 Laps	11 laps	15 laps
Silverstone	5,891 km	1 lap	2 Lap	11 laps	14 laps
Spa-Francorchamps	7,004 km	1 lap	1 Lap	11 laps	13 laps
Barcelona	4,655 km	1 lap	2 Laps	11 laps	14 laps
Zurich Airport	7,614 km	1 lap	1 Lap	11 laps	13 laps
Imola	4,909 km	1 lap	2 Laps	11 laps	14 laps
Battle for glory	TBD	1 lap	TBD	TBD	TBD

2.2.4.3 Post Knock-out penalty communication

After the Knock-out is finished, RACE CONTROL will have a look into incidents that have happened during the KNOCK-OUT and – if deemed necessary – will hand these incidents over to the STEWARDS which will investigate and take a decision. The resulting penalties and the consequent starting grid for the RACE will be communicated to the RACING LOUNGES within MS Teams as soon as possible

The RACING LOUNGES are responsible for informing the participants driving in the respective Racing Lounges about these penalties and the resulting starting positions for the RACE. If drivers wish to protest against these decisions, they can do so using the PROTEST FORM available online / on Discord or in the RACING LOUNGES. However, the decisions taken will not lead to a change of grid positions and the RACE result but can only affect future decisions by the STEWARDS.

2.2.5 Race

The RACE is conducted approximately ninety (90) minutes after the KNOCK-OUT. The exact start time is set according to the race day schedule. Before the start of the RACE there will be a presentation of the starting grid including interviews with certain drivers. Therefore, all drivers must be in the simulators no later than 15 minutes before the start.

The RACE starts from the starting positions that have been awarded during the knock-out procedure. Each driver must doublecheck the settings on the steering wheel to meet the needs of the respective League.

The RACE starts as soon as the starting lights go off and last for a specific number of laps (see 4.1).

2.2.5.1 Steering wheel settings

MODE: 2 (Challenger League) / 4 (Racer League)

ABS: Level 0, Traction Control: Level 0, Break Balance: Level 5

If the steering wheel position and the tire position don't match, the participants can reset the default by pressing both gearshifts at the same time for + 1 second.

2.2.5.2 Start

Jumpstarts are possible. If a participant does a jumpstart, he or she will automatically be handed a drive-thru penalty. This penalty must be served within the first three laps. However, if there is a gross violation at the start, the STEWARDS can also disqualify a participant immediately.

2.2.5.3 First lap

To avoid a chaotic first lap, all penalties handed out regarding infringements during the first lap will be doubled. This is not only regarding the penalty that must be served immediately but also regarding the penalty points. The car tires and brakes are relatively colder during the first lap, which adds to the danger of an already tight race start. The participants must pay attention to this fact.

2.2.5.4 Track limits

The track limits must always be respected. If participants leave the track and gain an advantage, automated penalties are activated. 5 warnings for the Challenger League. 3 warnings for the Racer League. If all warnings are exhausted, the driver then receives a 60% reduced air inflow for 1 lap (called restrictor). However, if any participant conducts a gross violation of the track limits, STEWARDS can hand out additional penalties.

2.2.5.5 Change of lines

The participants are not allowed to change the line they have chosen more than once when at risk of being overtaken. Furthermore, the drivers are not allowed to change lines under braking.

2.2.5.6 Overtaking

If a driver is trying to overtake, the car in front must leave at least one car width space between himself and track limits. The space must be given no later than when the front wing of the car behind is parallel to the car in front. Should the car in front already turn into a corner, the car in the back has no right to overtake.

2.2.5.7 End of the race

After the end of the race all cars must return to the pits in a proper manner. This means that the drivers are not allowed to leave the track or the simulator early or perform any unnecessary maneuvers such as donuts or others. This measure allows the broadcasting to stay on the track for a longer period and creates still images of all drivers.

2.2.5.8 Quitting early

Because Racing Unleashed has a high number of drivers who would like to participate in both the Racer and the Challenger League, discontinuing a race due to a non-technical reason is no longer allowed. If any driver decides to give up his or her race early without any acceptable reason, the driver will be excluded from the following Challenge. Exactable reasons to terminate a race early could be:

- Massive technical issues
- Health concerns or immediate problems

2.2.5.9 Podium ceremony

The podium ceremony marks the end of each CHALLENGE. The top three (3) drivers of the CHALLENGE are awarded a medal or trophy. The celebration takes place in the respective RACING LOUNGES and is organized by the RACING LOUNGE RESPONSIBLES in cooperation with the Racing Unleashed events responsible. The individual ceremonies must be conducted at the same time to ensure the ability to broadcast these events.

2.2.5.10 Post-race interviews

After the podium ceremony the top three (3) drivers need to be available for potential post-race interviews in the RACING LOUNGES. They may only leave after confirmation that their presence is no longer required by RACING LOUNGE RESPONSIBLES. Other drivers must remain available after the CHALLENGE if requested to do so by RACING LOUNGE RESPONSIBLES for potential interviews or PR activities.

2.2.5.11 Penalty communication (Post Race)

After the RACE is finished, RACE CONTROL will have a look into incidents that have happened during the RACE and – if deemed necessary – will hand these incidents over to the STEWARDS which will investigate and take a decision. The resulting penalties and the consequent preliminary results for the RACE will be communicated to the RACING LOUNGES within MS Teams as soon as possible.

Furthermore, Race Control will inform all penalized drivers individually and include the Racing Lounges in this communication.

2.2.6 Driver protests

All drivers involved in incidents themselves may submit formal protests about possible rule violations during the CHALLENGE to RACE CONTROL within one (1) hour after the winner has crossed the finish line by using the DRIVER PROTEST FORM, which is available online / on Discord or in all RACING LOUNGES. Protests reaching RACE CONTROL 1 hour AFTER the winner has crossed the finish line will not be considered.

These DRIVER PROTESTS do not replace the possibility to report a maximum of three (3) incidents already during the CHALLENGE by radio to the RACE CONTROL by using their “Talk” button on the steering wheel.

The STEWARD(S) - if he deems it necessary after consultation with the SPORTING DIRECTOR - will make all decisions regarding the DRIVER'S PROTESTS and will announce the official results of the RACE asap after the end of the protest period.

3 ADDITIONAL INFORMATION

3.1 Standard Regulations

The STANDARD REGULATIONS are contained in a separate document and are not replaced by this document. The respective valid version of the STANDARD REGULATIONS can be viewed or downloaded on the RU Website.

3.2 Points and Prize money

3.2.1 Racer League

RANK	POINTS	PRIZE MONEY (CHALLENGE)	PRIZE MONEY (SEASON)	PRIZE MONEY (BATTLE FOR GLORY)
1st	25	CHF 3.500	CHF 15.000	CHF 7.000
2nd	18	CHF 2.500	CHF 9.000	CHF 5.000
3rd	15	CHF 1.500	CHF 6.000	CHF 3.000
4th	12	CHF 1.000	CHF 4.000	CHF 2.000
5th	10	CHF 750	CHF 3.000	CHF 1.500
6th	8	CHF 600	CHF 2.000	CHF 1.200
7th	6	CHF 450	CHF 1.500	CHF 900
8th	4	CHF 350	CHF 1.250	CHF 700
9th	2	CHF 250	CHF 1.000	CHF 500
10th	1	CHF 200	CHF 750	CHF 400

3.2.2 Challenger League

RANK	POINTS	PRIZE MONEY (CHALLENGE)	PRIZE MONEY (SEASON)	PRIZE MONEY (BATTLE FOR GLORY)
1 st	25	CHF 500	CHF 2.500	CHF 1.000
2 nd	18	CHF 250	CHF 1.500	CHF 500
3 rd	15	CHF 200	CHF 1.000	CHF 400
4 th	12	CHF 150	CHF 750	CHF 300
5 th	10	CHF 100	CHF 500	CHF 200
6 th	8	CHF 75	CHF 375	CHF 150
7 th	6	CHF 50	CHF 250	CHF 100
8 th	4	CHF 25	CHF 125	CHF 50
9 th	2	CHF 15	CHF 75	CHF 30
10 th	1	CHF 10	CHF 50	CHF 20

4 CALENDAR

4.1 Race calendar

Date	Day	Event	Track	Laps
11 February	Friday	Prologue	Zurich Airport Circuit	14 laps
05/06 March	Weekend	Race I	Red Bull Ring	26 laps
26/27 March	Weekend	Race II	Nurburgring	19 laps
23/24 April	Weekend	Race III	Autodromo di Monza	22 laps
21/22 Mai	Weekend	Race IV	Circuito de Mugello	21 laps
11/12 June	Weekend	Race V	Brands Hatch	27 laps
30/31 July	Weekend	Race VI	Silverstone Circuit	20 laps
27/28 August	Weekend	Race VII	Spa Francorchamps	17 laps
24/25 September	Weekend	Race VIII	Circuit de Barcelona	22 laps
22/23 October	Weekend	Race IX	Zurich Airport Circuit	15 laps
12/13 November	Weekend	Race X	Imola	23 laps
11 December	Sunday	Battle for Glory	TBD Surprise race track	TBD