



“BEYOND THE PINNACLE”

Championship fundamentals

Driver Hand-Out

V1.0

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CHANGE LOG

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1 BASIC INFORMATION

1.1 Championship 2023 "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 Race Calendar

Date	Day	Event	Track	Laps
21 April	Friday	Prologue	Nürburgring	19 laps
28/29 April	Fri/Sat	Race I	Silverstone	20 laps
26/27 May	Fri/Sat	Race II	Red Bull Ring	26 laps
09/10 June	Fri/Sat	Race III	Mugello	21 laps
23/24 June	Fri/Sat	Race IV	Imola	23 laps
28/29 July	Fri/Sat	Race V	Zurich Airport Circuit	15 laps
01/02 September	Fri/Sat	Race VI	Monza	22 laps
29/30 September	Fri/Sat	Race VII	Barcelona (Moto Layout)	22 laps
27/28 October	Fri/Sat	Race VIII	Spa-Francorchamps	17 laps
17/18 November	Fri/Sat	Race IX	Laguna Seca	30 laps
08/09 December	Fri/Sat	Race X/B4G	TBD Secret Track	xx laps

1.3 Leagues

1.3.1 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.

1.3.2 Challenger League

1.3.2.1 Maximum Entry slots (Baseline)

COUNTRY	RACING LOUNGE	Max ENTRY SLOTS
Switzerland	Cham	4
Switzerland	Kemptthal	9
Switzerland	Zurich	0
Germany	Munich	9
Spain	Madrid	5

1.3.2.2 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)

1.3.2.3 Qualification Phase

The participants are determined by the fastest 20 lap times during the relevant qualification time and in the respective RACING LOUNGE. There is no limitation in terms of the number of attempts. Each driver must register for participation upon arrival in a RACING LOUNGE so that the RACING LOUNGE RESPONSIBLE can configure the appropriate settings. Depending on the locally available slots, the top ranked drivers are chosen. There are also two (2) tokens available for guest drivers in the Challenger League.

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

DATE	EVENT	START Q-PHASE	END Q-PHASE	PUBLICATION
21 April	Prologue	10 April	19 April	20 April
28 April	Race I	17 April	26 April	27 April
26 May	Race II	15 May	24 May	25 May
09 June	Race III	29 May	07 June	08 June
23 June	Race IV	12 June	21 June	22 June
28 July	Race V	17 July	26 July	27 July
01 September	Race VI	21 August	30 August	31 August
29 September	Race VII	18 September	27 September	28 September
27 October	Race VIII	16 October	25 October	26 October
17 November	Race IX	06 November	15 November	16 November
08 December	Race X	27 November	06 December	07 December

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.

Discord invitation link: <https://discord.gg/jwAWetZPBD>

2 PROCEDURE/SCHEDULE

2.1 General timetable, Challenger League (Friday evening)

TIME	ACTIVITY	RESPONSIBILITY
18:20 – 18:45	Sign-up in Racing Lounge	Racing Lounge Responsible
ca. 18:45	Entry list final	Race Control
18:45 – 18:55	Briefing	Racing Lounge Responsible
19:00 – 19:20	Gear-up	Race Control
19:20 – 19:45	Knock-out	Race Control
19:45 – 20:20	Break	Racing Lounge Responsible
ca. 20:00	Knock-out results final	Race Control
ca. 20:00	Communication Knock-out penalties	Racing Lounge Responsible
20:25 – 20:30	Starting grid	Racing Lounge Responsible
20:30 – 21:00	Race	Race Control
ca. 21:10	Temporary Race Results (P1 - 3)	Race Control
21:10 – 21:15	Local Podium ceremony	Racing Lounge Responsible
ca. 21:20 or 20 minutes af- ter the race has finished	End of driver reporting period	Race Control / Protesting party
ASAP	Communication Race results & penal- ties (including penalty-points)	Race Control

2.2 General timetable, Racer League (Saturday morning)

TIME	ACTIVITY	RESPONSIBILITY
10:00 – 10:15	Sign-up in Racing Lounge	Racing Lounge Responsible
ca. 10:15	Entry list final	Race Control
10:15 – 10:25	Briefing	Racing Lounge Responsible
10:30 – 10:55	Gear-up	Race Control
11:00 – 11:25	Knock-out	Race Control
11:25 – 11:55	Break	Racing Lounge Responsible
ca. 11:45	Knock-out results final	Race Control
ca. 11:45	Communication Knock-out penalties	Racing Lounge Responsible
11:55 – 12:00	Starting grid	Racing Lounge Responsible
12:00 – 12:30	Race	Race Control
ca. 12:40	Temporary Race Results (P 1 - 3)	Race Control
12:40 – 12:45	Local Podium ceremony	Racing Lounge Responsible
ca. 12:50 or 20 minutes af- ter the race has finished	End of driver reporting period	Race Control / Protesting party
ASAP	Communication Race results & penal- ties (including penalty-points)	Race Control

2.3 Challenge

2.3.1 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 before the start of the BRIEFING. If a driver arrives late, the driver loses his right to participate in the CHALLENGE, unless determined otherwise.

2.3.2 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.

2.3.3 Gear-up

The GEAR-UP is practice time for a duration of 20-25 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 racing lane.

2.3.4 Knock-out qualifying

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.

2.3.4.1 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). The lead driver is allowed to control the pace before the start/finish line. 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.

2.3.4.2 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 on short racetracks.

RACETRACK	LENTGH	Warm-up	Guarded	Knock-out	Total
Nürburgring	5,148 km	1 lap	2 Laps	10 laps	13 laps
Silverstone	5,891 km	1 lap	2 Laps	10 laps	13 laps
Red Bull Ring	4,318 km	1 lap	3 laps	10 laps	14 laps
Mugello	5,245 km	1 lap	2 Laps	10 laps	13 laps
Imola	4,909 km	1 lap	2 Laps	10 laps	13 laps
Zurich Airport	7,614 km	1 lap	1 Lap	10 laps	12 laps
Monza	5,793 km	1 lap	2 Laps	10 laps	13 laps
Barcelona	4,655 km	1 lap	3 Laps	10 laps	14 laps
Spa-Francorchamps	7,004 km	1 lap	1 Lap	10 laps	12 laps
Laguna Seca	3,601 km	1 lap	4 laps	10 laps	15 laps
Battle for Glory	TBD	1 lap	TBD	TBD	TBD

2.3.4.3 Penalty communication (post knock-out)

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 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.

2.3.5 Race

The RACE is conducted approximately 35-45 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. Therefore, all drivers must be in the simulators no later than 5 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 lasts for a specific number of laps (see 1.2).

2.3.5.1 Steering wheel settings

MODE 2 (Challenger League)

MODE 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.

2.3.5.2 Start

Jumpstarts are possible. If a participant does a jumpstart, he or she will automatically be handed a drive-through 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.

2.3.5.3 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 (see 2.3.7). 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.

2.3.5.4 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.

2.3.5.5 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 move under braking.

2.3.5.6 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. If the rear and front tires are at the same level, the attacking car is regarded as being positioned beside another car.

2.3.5.7 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.

2.3.5.8 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. Conceivable reasons for a premature termination of a RACE can be:

- Massive technical issues
- Health concerns or immediate problems

2.3.5.9 Post-race interviews

After the RACE the top three (3) drivers need to be available for potential post-race interviews in the RACING LOUNGES. They may only leave their simulators 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.

2.3.5.10 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.

2.3.5.11 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.

2.3.6 Driver reporting & protests

All drivers involved in incidents themselves may submit reports about possible rule violations or incidents during the last few laps of the RACE of the CHALLENGE to RACE CONTROL within 20 minutes after the winner has crossed the finish line by using the DRIVER REPORTING FORM, which is available online / on Discord or in all RACING LOUNGES. Reportings reaching RACE CONTROL 20 min AFTER the winner has crossed the finish line will not be considered.

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

If drivers wish to contest the rulings issued by RACE CONTROL, they may respond and seek a subsequent review of the incidents via e-mail. RACE CONTROL and the STEWARDS will re-evaluate the matter before issuing the ultimate decision. The following timelines apply to a single protest:

- Challenger League, Saturday until 12:00 CET
- Racer League, Saturday until 17:00 CET

2.3.7 Penalty points

If a driver receives a penalty during a RACE, they will be subject to penalty points at the discretion of the RACE CONTROL. Once a driver reaches a total of 20 penalty points by the end of a challenge (after the RACE), they will be suspended for the next KNOCK-OUT. The PENALTY POINTS will then be reset to zero. If a driver accumulates 20 PENALTY POINTS more than once, they will be banned from participating in the next challenge. PENALTY POINTS are accumulated by the following penalties:

Knock-out:

- 2 place grid penalty = 5 penalty points
- 4 place grid penalty = 10 penalty points
- 6 place grid penalty = 15 penalty points

Race:

- 5 seconds time penalty = 5 penalty points
- 10 seconds time penalty = 10 penalty points
- 15 seconds time penalty = 15 penalty points

In the event that RACE CONTROL deems it necessary, more severe penalties may be imposed.

2.3.7.1 Rewards

By successfully completing events (both KNOCK-OUT and RACE) without receiving any penalties, drivers can decrease their PENALTY POINTS tally. This can be achieved through the accumulation of reward points, which are awarded as follows:

Knock-out:

- No penalties received = -2 penalty points

Race:

- No penalties received = -3 penalty points

2.4 Additional Features 2023

2.4.1 Push-to-Pass (P2P)

The Racing Unleashed's latest race car is outfitted with a technical feature known as P2P, designed to assist with overtaking. When the "K" button on the steering wheel is pressed, the car receives an additional boost for a predetermined duration (such as 5 seconds). The quantity of activations is restricted and decided by RACE CONTROL for each RACE. The P2P functionality is exclusive to the RACE and is not available for use in the GEAR-UP or the KNOCK-OUT.

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

3.2.2 Challenger League

RANK	POINTS	PRIZE MONEY (CHALLENGE)	PRIZE MONEY (BATTLE FOR GLORY)	PRIZE MONEY (SEASON)
1 st	25	CHF 750	CHF 1.500	CHF 3.000
2 nd	18	CHF 500	CHF 1.000	CHF 2.000
3 rd	15	CHF 300	CHF 600	CHF 1.500
4 th	12	CHF 200	CHF 400	CHF 1.000
5 th	10	CHF 150	CHF 300	CHF 800
6 th	8	CHF 100	CHF 200	CHF 600
7 th	6	CHF 80	CHF 160	CHF 400
8 th	4	CHF 60	CHF 120	CHF 300
9 th	2	CHF 40	CHF 80	CHF 200
10 th	1	CHF 30	CHF 60	CHF 100