



**ELITE RACING FEDERATION
GETTING STARTED IN RACING**

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ERF RACING TECHNOLOGY DIVISION

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ELITE RACING FEDERATION LEADERSHIP DIVISION
ELITE RACERS COMMUNITY c. 3301**

TL;DR - Join our [Discord Server](#), post to the subreddit, fly fast

Step 1: Strip your ship of nonessential modules and reduce overall weight by equipping entirely D-Rated modules. D is the lightest, B is the heaviest. Keep your Distributor and Thrusters A-rated.

Step 2: Lay out a course, like this: <http://i.imgur.com/4Sve69t.png>

Step 3: Full pips to ENG and Fly Dangerously!

INTRO

Rules 1 & 2 - Rule 1: Turn off "Report Crimes Against Me" in the right-hand panel. This is under the "Functions" tab. If this isn't turned off and you collide with another racer while in the no-fire zone *they* will be charged with a fine or bounty. The latter will make it difficult to continue participating in the event. Rule 2: Don't be a dick. We're all here to have fun, don't get caught up in the competition or generally cause drama.

COST

Minimum cost - The absolute minimum race build is a stock sidewinder, just go out and fly dangerously in whatever you've got! Realistically, however, if you want to be competitive, you will need an Eagle Mk.II, Viper Mk.III, Imperial Eagle, or a Courier.

Builds - The general rule when building a racing ship is to reduce weight and increase speed. Keep in mind that all D-rated modules are the lightest in weight and B-rated modules are the heaviest. Thus, a racing ship will have entirely D-rated modules except for the Thrusters and Power Distributor which should be of maximum Rating and Class.

The following ships are eligible to race: <http://i.imgur.com/7ErJEAB.png>

COURSES

Official Types

Zero Gravity: Also known as "Station Racing", detailed below

- 1) Starting Line: Start in the rear of the docking bay at any Orbis or Ocellus station.
 - 2) Exit the mailslot and fly around towards the rear of the station.
 - 2a) The Ring Loop: If the station has large rings, pull a turn around one of them on your way to the back-end turn (we call this the Ring Format).
 - 3) Back-End Turn: Finally, Turn around the back of the station and race back to the docking bay (if using the ring format, pull another ring loop on your way back).
 - 4) Mailslot 180: When you pass through the mailslot, you have completed one lap. Pull a 180° turn as fast as possible and exit the mailslot a second time
 - 5) Finish Line: The finish line is the *outermost* shield in the mailslot.
- Follow steps 2-4 as many times as desired, we usually do 2 laps.

SRV Rally: Endurance Races over large distances between planetary settlements.

SRV-Cross: Tight and fast SRV racing within planetary settlements.

Stadium: Ship Racing within the large planetary settlements.

Interstellar: Not usually our style, but these events involve waypoints and supercruise as well as intersystem jumps and route-plotting. Best time wins.

OFFICIAL EVENTS

Sign ups

Sign ups will be posted at least 1 week in advance of every event. Join our discord to stay in direct communication but subscribe and keep an eye on the subreddit to be notified of upcoming events.

Participants must sign up for each individual race. Comment with your CMDR name and which racing class you'd like to participate in.

Instancing

Use wings to drop in at the event location. It's very important that everyone is in the same instance as the track official so they can properly determine finishing positions.

RACING TIPS - CMDR Bodmans ["How to become an el33t racer"](#) Guide (paraphrased)

- 1) Make your ship as light as possible by equipping D-rated modules and reducing onboard fuel tank size. Your ship also becomes lighter as you burn fuel.
- 2) Flying without shields will make you even lighter, but will put you at risk of wrecking completely from even small collisions. Depending on the size of the ship, you can opt to fly with weaker/lighter shields or heavier/stronger ones.
- 3) Every track is different, take some time to acquaint yourself with the layout and get a feel for how your ship handles around each turn.
- 4) Determine your optimal racing line and try to stick to it every lap, sometimes other racers are in your way and you have to adjust, sometimes you're just not positioned correctly in time and have to adapt on the fly. Think in 3 dimensions!
- 5) Keep your vector in mind, not just your orientation. More often than not, your ship is not going the direction you're looking. Tight corners in zero gravity send you drifting away from the track, even with flight assist.
- 6) Make your line choice reasonable and know your ships limitations.
- 7) Use boost wisely. Every thrusters gains more juice when you boost including the vertical and horizontal. Use this to your advantage, but don't get caught with no distributor energy when you need it most!
- 8) Sometimes a tight turn slows you down more than keeping your momentum up. Don't get caught without boost and without momentum at the same time.
- 9) Use roll and lateral thrust to corkscrew instead of pulling loops, sometimes this lets you maintain momentum much more effectively.
- 10) Advanced: Deploy your cargo hatch to rapidly cut your speed in half
- 11) Advanced: Lean forward slightly and apply vertical thrust to maintain your top speed for longer during boosts. This varies heavily with ship weight.

GET INVOLVED

Subreddit

Subscribe to /r/EliteRacers to stay up to date and post cool content from Elite!

We accept and appreciate any content with the racing spirit.

Discord - <https://discordapp.com/invite/0cBzmDzaVf8GKKJZ>

Join our discord and contact us directly if you have any questions or suggestions

Race Anywhere. Race with Friends. Fly Dangerously.

WANT TO HOST YOUR OWN?

-Host Manual Coming Soon™-