

**LFS France regulations: 4h of Westhill
24H for Anna**

REGULATIONS

Version 1.2.2 – September 23, 2023

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1. Historical

August 24, 2023	First version of the regulations
September 06, 2023	Updating and Accuracy
September 10, 2023	Version finale
September 23, 2023	Minor update
October 19, 2023	Update link

2. Organisation

2.1. Introduction

The 4h of Westhill for Anna are organized by LFSFrance on the licence Live For Speed video game. Any driver registering for the event accepts these regulations, undertakes to respect them and must have read all the points.

2.2. Unanticipated situation

Any situation not provided for in these regulations, as well as any dispute that may arise regarding their interpretation, will be judged by the organizers of the championship and will therefore be able to modify the regulations to avoid a case similar up to 72 hours before the race.

2.3. Team the organization

The organizers have full powers to organize this event. The team of administrators is made up of:

- TX3_DLV (Baptiste Heuzé)
- FSR_System (Alexis Georg)
- NFR_Nanex (Alexandre Fleury)

3. Participation

3.1. Participation rights

The event is open to all, free of any cost of participation fees..

3.2. Participant limitation

The server can contain 32 drivers excluding Safety Car, Caster and commissioner

3.3. Team compositions

For this race, teams can consist of a minimum of one driver and a maximum of three drivers. Teams can compete in the following 2 categories:

- LMPANna (1/4):
 - LMP2 (Prototypes~017)

- GTAnna (2/4):
 - Fera 488 GT3 (Fera 488 GT3~008)
 - Pochette 118 GT3 (Pochette 118 GT3~037)
 - Ardo G8 GT3 LSM (Ardo GT3 LSM~012)

The BOP will be clarified in the future, if necessary.

3.4. Driver/team registrations

Registration will take place at the following address:

<https://simmanagementsystem.com/evenement/172/#generalInfo>

Don't forget that you have to create a Team before register for the event itself !

The choice of number is free, avoid duplicates if possible.

3.5. The paintings

The paints must remain in the spirit of motor racing. Thus, the Évin law applies, meaning that no sponsor of alcohol, tobacco or drugs is authorized. We encourage you to make the liveries public to allow them to be in good quality for audiovisual broadcasting..

The lThe right place to drop off your paintings is here:https://drive.google.com/drive/folders/1yLUUz1sUGUPYfuy9qiJL_HoKh_zrHmDeT?usp=sharing

The Link for templates in PSD and PNG format of the numbering plates can be found here:https://drive.google.com/drive/folders/1th1qmv3RaYsQmu173axNzpcGS92vC99V?usp=share_link

The colors of the number plates are as follows:

- **LMPAnna**: Red
- **GTAnna** : Rose

Deliveries must be sent in DDS format. The logos linked to the event will be inserted on the car

Teams have until 12.01.2024 (CET) deadline to share their paintings. Uploading skins to the LFSWorld platform is also necessary.

4. Progress of the act

4.1. Cgeneral server configuration:

- Circuit : Westhill International
- Climatic condition : Cloudy sunset

4.2. Calendar

Date	Time (CET)	Type de session	Duration	Live
xx/xx/xxxx	xxh	Start of qualifying		
xx/xx/xxxx	xxh - xxh	Test race	1h	LIVE
xx/xx/xxxx	xxh	Fin qualification		
13/01/2024 - 14/01/2024	20h55 - 1h	Race	4h	LIVE

4.3. Briefing

The briefing will begin at 20:30 p.m. CET sharp as indicated in the course of the race. It is mandatory for at least 1 representative per team.

During this briefing, we will give instructions, remind you of certain rules, andc.

Drivers will also be able to ask questions at the end of the briefing and the organizers will answer them.with great pleasure.

Any pilot unable to show up during the briefing can report it on the event Discord.

This will be done on the **dedicated discord server**.

Address:

<https://discord.com/channels/648981323855298563/116466070301416250>

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4.4. Qualification

Qualifications begin when the practice server launches and end the day before the race. The number of possible spins is unlimited during this time. LQualifying defines the starting grid for the race and the latter will be recalled in the oral and written briefing.

4.5. Test Race

The Test Race will take place on xx.xx.xx **from 8:30 p.m.** It will allow a test to be carried out in racing conditions with the same rules as the 4 hour race. We advise all crews to hire at least one pilot.

- 8:30 p.m. (xx/xx/xxxx) - Oral briefing for all pilots on Discord (15 min) and Warm Up opening
- 20h55(xx/xx/xxxx) - Grid setting and training tour with Safety Car
- 9 p.m00 (xx/xx/xxxx) - Green flag (start of the race) (1h)
- 22h00(xx/xx/xxxx) - End of endurance and group photo

4.6. Race (4h)

- 00p.m. - Free practice (until 7:30 p.m.)
- 8:30 p.m. - Oral briefing for all pilots on Discord (15min) and Warm Up opening
- 8:55 p.m. – Grid setting and formation lap with Safety Car
- 21h00 (xx/xx/xxxx) - Green flag (start of the race) (4h)
- 01h00 (xx/xx/xxxx) - End of endurance and group photo
- 01h20 (xx/xx/xxxx) - Interview of the winners
- 01h40 (xx/xx/xxxx) - Shutdown of the server

5. Claim

5.1. Spontaneous analysis of the organization

The race management will be able to analyze and judge a fact without any complaint being filed.

5.2. Claims

At least one organizer will be present as a commissioner on discord. Drivers or teams feeling wronged during an incident can file a complaint on the discord channel provided for this purpose. The organization may use this textual means of communication to request further information. The commissioner(s) will analyze the incident and will apply a sanction if necessary after the race.

6. Broadcast

Broadcasting will be provided by NanexTV (https://www.twitch.tv/nanex_tv), you are asked not to do anything on the track and to act as close as possible to reality. For people wishing to broadcast their point of view, we can give you the graphic files concerning the different diffusion masks (Overlay).

When the race ends and you cross the finish line, it is forbidden to crash your car into the wall or into other cars. We ask you to join the stands manually. This will allow you to perform a parade trick to finish the act in style. At the end of the race, the first 3, if they wish, are expected to be interviewed in

the
channel <https://discord.com/channels/648981323855298563/1164661441752739891>.

7. Discipline

7.1. Stands

The speed limiter is mandatory in the pits; once the drivers leave the garage, they must drive on the lane which is between the wall and the central white line.

Cars leaving the pit lane are prohibited from driving or crossing the white line which demarcates your launch strip except in cases of force majeure (the crossing is effective as soon as no wheel no longer touches the line).

Cars on track may cross the white pit exit line if no car is there.

7.2. Defense of your position/overtaking

1/ An attempt to overtake is valid from the moment the front wheel (central nut) is level with the rear wheel (central nut) of the other car. When this condition is met, drivers must leave sufficient space equal to at least the width of the other driver's car on the track. Otherwise, the pilot in front is authorized to keep his trajectory. It is up to the driver who has attempted or wishes to attempt to overtake to avoid any contact..

2/ There is however an exception to the rule, a pilot making a "kamikaze" attack with a large difference in speed or launching his attack from too far away and who despite this fulfills the above condition, will be the pilot at fault in case of contact.

3/ It is prohibited to push or force a driver to go off-track by not giving him sufficient space on the track, the fact of being slightly in front or on the inside does not give you priority.

4/ It is strictly forbidden to zigzag in order to prevent another pilot from taking the slipstream, pilots are authorized to change lines only once

during of a defense, returning to or towards the trajectory is authorized, taking care to leave sufficient space if the 2 cars are side by side.

5/ You can only defend your position if the driver attacking you is in the same lap as you, therefore behind you in the ranking. The late driver must not change lines and only the driver who will take a turn must do the maneuver.

7.3. Back on track

There is a return to the track from the moment the car has more than 4 wheels beyond the limits of the track set by the organization.

After leaving the track, you must return to the track parallel to and in the direction of travel, the cars on the track have priority and therefore you cannot hinder them.

It is forbidden to force passage and take the track perpendicularly if there is traffic.

During a spin, the driver must stop his car, and cannot go backwards on the track, he will have to get back in the direction of the race off the track in order to be able to return to the track safely .

7.4. Reconnection

During the race from the formation lap, a driver being disconnected has the possibility of reconnecting and resuming the race.

A driver who has not been disconnected and therefore arrives late will not be able to join the racing session.

The team whose driver is disconnected must MANDATORY reconnect the same driver EXCEPT in cases of force majeure agreed with the organization on Discord

7.5. In-game chat

In-game chat is reserved for the Race Director only. Any violating this rule will be punished.

7.6. Grid/Training Lap/Start

- **Grid phase:**

After clicking the ready button on behalf of all participants, you will be teleported to the starting grid at your starting place.

If you click on the race after this countdown, you will start from pit.

The Safety Car will be put in 1st position to complete the formation lap

- **Training tour:**

During the formation lap, all drivers must follow each other in a single file for at least the first two sectors.

After sector 2, Safety will leave to join the pits. LThe entire field will have to keep pace with the pole-sitter leader which will impose a pace between 100 km/h and 120 km/h for the rest of the lap, the leader is asked to cross the starting line around 8 p.m.

The drivers reform the grid on the 2 lines in the line before the last turn and must respect the injunctions of the game in order not to be penalized or downgraded by the game.

You can heat yourbrakesfor the departure. To warm up the brakes, press the accelerator and the brakes simultaneously, but it is strictly forbidden to apply heavy braking, otherwise there is a risk of an accident during the training lap.

It is prohibited to enter the pit lane during or at the end of the formation lap.

- **Departure :**

The starting sequence is as followsafter the training round. The start is given when the pole sitter crosses the starting line,at this moment all the other drivers in the category can accelerate simultaneously without waiting to cross the line in their turn.

7.7. Tire regulations

The tire regulations consist of tires supplied by the mods. There is no obligation to change tire compounds during the race.

7.8. Damage

In the event of significant damage, and the car can still reach the pits, it is authorized to return to the pits at a reduced speed, outside the lines, or even outside the limits of the track if possible to go to the pits for repairs, you will have to be careful not to disturb anyone and not create an additional incident.

7.9. Respect of the route

The track is demarcated by white lines, the vibrators are part of the track, so you are allowed to put two wheels on the curb and two wheels beyond the curb. (+ two wheels beyond the vibrator = cut).

- If there is no curb on the outside of a turn then the white or yellow line will act as the limit.
- The best qualifying time of each driver may be analyzed; if a driver does not respect the track limits in his best lap, his time will be canceled.
- There is no tolerance so if you are out for 1mm you will be penalized (don't play with the limits if you don't want to be penalized).
- If during the race a driver does not respect the limits of the track during the race, repeatedly or/and that there is a saving of places and that they are not returned, the commission will therefore be responsible for judging the incident during the race and apply a penalty.

7.10. [Escape] on track

During the session test race and race, you will be strictly prohibited from doing [Escape] outside the pit lane, [Escape] is authorized in the pit lane.

During the race: if your car is destroyed, and you are unable to reach the pit lane to repair, you cannot do so. [scarf] but do a reset which will give you a DT.

We remind you that if another driver is responsible for your abandonment/[scarf], you must still respect the rule, and you can, if you wish, file a complaint against the driver you consider at fault.

7.11. Blue flag and yellow flag

The blue flag : latecomers will be shown a blue flag when they are taken a lap by other drivers, if it is a driver in the same category, they will therefore have to facilitate the passage to the car behind them at the first opportunity

If it is a car from another category, the blue flag is only indicative and there is therefore no obligation.

Despite everything, it is prohibited to deliberately block a driver when the blue flag is present.

(Example: move to the inside of a turn to delay overtaking).

The yellow flag : He reports an accident, it is therefore asked to slow down, and it is strictly forbidden to overtake in the yellow flag zone, you can overtake the drivers involved in the incident (stopped on the track or idling). Yellow flags are reported in 3 ways when they are incorporated into the circuit:

Via your screen by the yellow flag message

Via the illuminated signs at the side of the track

Via the track marshals who wave the flag when the incident is directly located on the track and hold it fixed when the incident is located outside the limits of the track

Any driver creating an additional accident due to non-compliance with the yellow flag will be heavily penalized.