Tab 1

VMS | CONTENDER SERIES
Virtual Motorsport Series

1 Application

Applications will open on December 10th 2024 at 18:00 GMT and Close December 27th 2024 at 23:59 GMT

Fill out an Application post in the forum with the tag Challenger:

Your application should include,

- Your Name
- Your LMU DR and SR.
- A Motec file from a 10 lap Hot Stint in a Hypercar of your choice in the following Conditions:
    - Track - Spa
    - Time - 14:00
    - Ambient temperature in every slot - 17C
    - Weather in every slot - Clear
    - Track grip preset - Saturated
    - Realroad wetness - 0%

There is a total of 38 Hypercar Entries available

2 Season Structure

The season will consist of 7 rounds with 1 drop rounds. Therefore your best 6 races will contribute to your championship points total. There are 5 Sprint and 2 Endurance Rounds

Calendar:

24/1/25 - Portimao (Sprint)

31/1/25 - Fuji (Sprint)

7/2/25 - Monza (Sprint)

14/2/25 - Sebring (Endurance)

21/2/25 - Spa (Sprint)

28/1/25 - Bahrain (Sprint)

7/3/25 - Le Mans (Endurance)

3 Race Weekend Format

Servers will open at 6:30PM GMT and will consist of a the following sessions
Sprint:
Practice - 30 Minutes
Qualifying - 25 Minutes 25:00 - 15:00 LMGT3 10:00 - 0:00 Hypercar
Race - 40 Minutes
Endurance:
Practice - 30 Minutes
Qualifying - 25 Minutes 25:00 - 15:00 LMGT3 10:00 - 0:00 Hypercar
Race - 1 Hour 40 Minutes

4 Pit Lane

4.1 | If you cross the pit entry line you must commit to entering pitlane, Force majeure will be in effect if it is to avoid an incident
4.2 | Fast Lane will always have priority over cars leaving their pit box
4.3| If the fast lane is stationary you must wait for cars in the fast lane before joining, no jumping the queue
4.4 | Crossing the Pit Exit line is prohibited
4.5 | Speeding in Pit Lane is up to the game, Stewards will not intervene
4.6 | As the pitlane in LMU is non colliable, you are unable to exit the fast lane until roughly 8 pit boxes out from your pitbox

5 Qualifying

5.1 | No exiting pitlane before the session begins
5.2 | You must enter your pitbox before returning to the garage. If for whatever reason you do not return to your pitbox before returning to your garage you will be unable to participate for the rest of qualifying
5.3 | After the session timer has ended you are allowed to finish the lap you are on, Rule 5.2 does not apply if you have crossed the timing line after the session timer has reached 0
5.4 | Cars are not allowed to queue at the end of pitlane until all cars from the previous session have returned to their respective garage

6 Formation lap

6.1 | VMS will use the LMU Short Formation Lap, Cars are to follow instructions of LMU
6.2 | Race Stewards will review the start to ensure everyone is in accordance, and to prevent any questionable penalties handed by the game
6.3 | No car is allowed to weave or drive erratically once the grid assumes grid formation
6.4 | There is no overtaking in your column before the LMU Green flag

7 Flags

7.1 | There is no overtaking allowed under yellow flags on any car in the same class, Doing so will result in a post race time penalty
7.2 | Blue flags in qualifying require you to get out of the way of the person who is on a lap, you will receive ingame blue flags if you are on an outlap or invalidated a lap. If you are deemed to be going unnecessarily slowly you may receive a penalty
7.3 | Blue flags in race interclass require you to help the driver behind (Who is coming to lap you) pass at the earliest safe opportunity. Failure to do so may result in a penalty.
7.4 | Blue Flags in race multiclass do not require the slower car to move over however battling a car in a different class is not acceptable. Purposely Blocking a faster class will result in a Penalty

8 Racing

8.1 | All drivers will receive 3.00 Ingame track limit points for Sprint Races
8.2 | All drivers will receive 5.00 Ingame track limit points for Endurance Races
8.3 | All drivers are to follow the VMS Racing Guidelines with regards to wheel to wheel racing

9 Incident reporting

9.1 | When reporting an incident please create a ticket in the discord with a description of what happened and the ingame replay time the incident occurred, any additional evidence will be greatly appreciated
9.2 | The stewards decisions are final and will be carried out using VMS Racing Guidelines
9.3 | All Stewarding Decisions will be posted in the relevant stewards decisions with a guide on how they reached the outcome

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10 Points Structure

Points will be on offer to the top 10 drivers in each class as follows

Sprint	Endurance
P1 - 25	P1 - 38
P2 - 18	P2 - 27
P3 - 15	P3 - 23
P4 - 12	P4 - 18
P5 - 10	P5 - 15
P6 - 8	P6 - 12
P7 - 6	P7 - 9
P8 - 4	P8 - 6
P9 - 2	P9 - 3
P10 - 1	P10 - 2

All Drivers who finish an endurance event will receive 1 point as well
At the end of the season a drivers worst results will be dropped, No redistribution of points will occur

11 Future Season Entries

The Top 3 in the each class at the end of the season will be granted Pro Series Entries
Positions 4 through to 12 in each class will be granted places for the next season of Contender Series