

Dear Drivers, Teams, Partners.

We thank all drivers and teams for their participation in the fourth round of the BMW SIM GT CUP, held on the iRacing platform at Watkins Glen International. This document provides a brief stewards report, standings for BMW SIM LIVE 2022 qualification, as well as any upcoming points to note.

Stewards Report & Distribution of Penalties

Following a review of the race, there are a number of incidents which have been reviewed by stewards, and the following penalties / notes have been issued:

Car #	Team	Description of Incident	Penalty Issued
14, 15, 19	Astro Racing Official Switch It - Obsidian 100% Alien	3 car incident at Bus Stop Chicane, Lap 1. Deemed to be a racing incident.	NFA
90	BS+ Competition	Impeding drivers with damaged race car. However all opportunities were taken to ensure car was not in the way of others.	NFA
90	BS+ Competition	Incident with Williams Esports Razer (Car #3) due to car losing rear end at Turn 8. Incident was accidental, and there are no re-join issues.	NFA
89	BS+ Competition	Connection issues causing distraction to other drivers. Incident to be reviewed post race.	PENDING
1	Team Redline Purple	Contact with backmarker (Car 21) in Turn 1 of Lap 13. Lapped driver was on the racing line, but arced car further into the apex than necessary in centre of corner, so Car 1 could not do anything further after committing to the corner.	NFA
1	Team Redline Purple	Blocking at conclusion of Lap 12. TRL Purple car clearly did a double move defending from R8G Car 888, and although predicated by the bunching up on cars, caused R8G car 888 to brake briefly.	WARNING
69	Team Redline Orange	Incident with Arnarge Competition Car 5 on lap 17. Car was just alongside at the point of committing to Turn 1, and both cars were tracking at the same point. Sufficient horizontal space was left upon entering the corner, however Car 5 began tracking into the corner whilst Team Redline Orange tracked less into the corner at the initial point of entry, but was clearly aiming for the inside curb as normal. Arnarge Car 5 is deemed to have moved more to the corner than Team Redline Orange causing the incident.	NFA
420	Pass Me The Bag	Inappropriate team name / car combination, especially as one driver is below the age of 18. Car livery sponsor is legal, however name has reference to drug connotations.	DQ FROM SCORING POINTS
14	Astro Racing Official	Car spins after bus stop chicane. Other cars had to slow down to pass, but car held brakes and could not have done anything further.	NFA
72	Team Redline Red	There are two incidents to consider on Lap 47. The first is immediately after the exit of the Bus Stop Chicane, then there was a second 3 seconds later. Reviewing the R8G Esports 88 car's speed the point of contact, R8G were 1MPH slower than on previous laps, but this should not excuse the front - rear impact by Car 72. This generates a warning. The second incident is when both drivers were working through the Carousel, and again whilst there was a small speed difference, it is deemed to be unacceptable to just run into the rear of a car, which it is known to be going slower because of the previous incident. This warrants a penalty.	5 SECOND PENALTY

88	R8G Esports	Car looked to the inside into the penultimate corner on lap 53, however DID NOT cause contact with Car 707. There was clear collision code between the two cars, and evidence that Car 88 was attempting to back off on corner entry before the apex of the corner.	NFA
7	Monaco Esports #SimCup	Late move on Lap 58 on the inside of Car 777. Was earlier on the brakes than Car 777, and was turning into the corner at the point of entry, and 777 car moved across alongside at the point of apex. Determined to be a racing incident.	NFA
242	Schaller Racing	Not providing enough room when being lapped. Although driver is laps down, noted as it impacted on a driver who was battling inside the Top 10.	10 SECOND PENALTY
770	KOVA	Aggressive move on lapped traffic. As incident caused self inflicted removal from the points, no further action will be taken.	NFA

No appeals were submitted by the deadline, and therefore the stewards report from the event stands. A request was made to review the incident between cars #88 and #707. The stewards have determined that their outcome of the incident is valid, and therefore is not changed.

Revised Results After Round 5x

Following the application of penalties, the final race results from Round 4 are as follows.

Finish Pos	CF Pos	Name	Drivers	Interval	Penalties	Total Interval
1	1	Team Redline Red	Patrik Holzmann Maximilian Benecke	0	-5	-5
2	2	Team Redline Blue	Chris Lulham Gianni Vecchio	-8.869		-8.869
3	3	R8G Esports \$88	Valentin Mandernach Florian Lebigre2	-9.066		-9.066
4	4	BS+COMPETITION #89	Rainer Talvar Phil Denes	-9.35		-9.35
5	5	URANO eSports	Alexey Nesov Luca Kita	-9.983		-9.983
6	6	R8G Esports \$8	Andre Melchers Thibault Cazaubon	-12.892		-12.892
7	7	Williams Esports BenQ	Lois Nahser Daniel Pasztor	-15.03		-15.03
8	8	Team Redline Purple	Luke A Bennett Diogo C. Pinto	-17.598		-17.598
9	9	Monaco Esports #SimCup	Arturo Melgar Jaidyn J Ladic	-19.806		-19.806
10	10	KOVA \$777	Matti Sipilä Valtteri Alander	-24.457		-24.457

Standings After Round 4

The confirmed qualification standings after Race 3 are below. Please note the following:

- Where there is a team identifier in a team (Car number, colour etc), this has been removed, as there is the chance that a driver may compete for one or more 'cars' within a team over the course of the season.
- Only the driver who sets the fastest lap will receive a bonus point. This is not issued to all drivers in a team.
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Pos	Name	Team	R1	R2	R3	R4	R5	BP	Total
1	Phil Denes	BS+COMPETITION		25	25	15	12	1	78
2	Rainer Talvar	BS+COMPETITION		25	25	15	12		77
3	Chris Lulham	Team Redline	25	15	4	12	18	1	75
4	Gianni Vecchio	Team Redline	25	15	4	12	18		74
5	Diogo C. Pinto	Team Redline	18	18	2	18	4		60
6	Luke A Bennett	Team Redline	18	18		18	4		58
7	Maximilian Benecke	Team Redline	1		18		25	1	45
8	Patrik Holzmann	Team Redline	1		18		25		44
9	Jamie Fluke	Apex Racing Team	12	12	15				39
10 =	Matti Sipilä	KOVA		4	8	25	1		38
10 =	Valteri Alander	KOVA		4	8	25	1		38
12 =	Florian Lebigre2	R8G Esports			12	10	15		37
12 =	Valentin Mandernach	R8G Esports			12	10	15		37
14	Alejandro Sanchez	Apex Racing Team	15		15	2		1	33
15	Andre Melchers	R8G Esports	8			8	8		24
16	Thibault Cazaubon	R8G Esports		10	1		8		19
17 =	Elvis Rankin	Apex Racing Team	12		6				18
17 =	Yohann Harth	Apex Racing Team		12	6				18
19 =	Hugh Barter	R8G Esports	6	10					16
19 =	Vlad Khimichev	R8G Esports	8			8			16
21	Kevin Ellis Jr	Apex Racing Team	15						15
22 =	Dani Elgarbay	MSi Esports		8		6			14
22 =	Gabi Montoro	MSi Esports		8		6			14
24 =	Antti Ahola	KOVA	4	6		1			11
24 =	Tuomas Tähtelä	KOVA	4	6		1			11
26 =	Alexey Nesov	URANO eSports					10		10
26 =	Gaël VALERO	Apex Racing Academy			10				10
26 =	Kenny Roosen	Valkyrie esport X	10						10
26 =	Luca Kita	URANO eSports					10		10
26 =	Simeon Lynch	Valkyrie esport X	10						10
26 =	Thijs J Simons	Apex Racing Academy			10				10

32 =	Alexander Thiebe	Team Redline		2		4			6
32 =	Christopher Dambietz	Team Redline		2		4			6
32 =	Daniel Pasztor	Williams Esports BenQ					6		6
32 =	Lois Nahser	Williams Esports BenQ					6		6
32 =	Mario Vartanian	R8G Esports	6						6
37 =	Arturo Melgar	Monaco Esports #SimCup					2		2
37 =	Bruno do Carmo	Full Time Esports by TK	2						2
37 =	Gustavo Ariel	Full Time Esports by TK	2						2
37 =	Jaidyn J Ladic	Monaco Esports #SimCup					2		2
37 =	Luke McKeown	Team Redline			2				2
37 =	Maxime Brient	Apex Racing Team				2			2
43 =	Przemyslaw Marek Lemanek	R8G Esports			1				1
43 =	Sergio Ignacio2	Zennith Esports		1					1
43 =	Yago Martinez	Zennith Esports		1					1

Notes for upcoming races

Please find some information for upcoming races below. These detail potential considerations relating to participation, and ensuring fair competition.

Brake Dragging

Although iRacing release notes imply that this has been eradicated, the rule remains in place until software changes are proven to be effective against brake dragging.

We are aware of accusations made by teams about brake dragging, and saw some evidence of this ourselves when reviewing qualifying during the first round of the championship at Daytona. As it was not made clear previously, and not all drivers had read the stewards report due to it being in the wrong location, it was not possible for us to police, however moving forward:

1. NO CAR will be allowed to brake drag on their qualifications lap for BMW SIM GT CUP (Top Split).
2. We have requested that qualifying scrutiny be upgraded to strict to support this.
3. Any car seen to be brake dragging to gain an advantage will be DISQUALIFIED from earning qualification points for BMW SIM LIVE 2022 for the race in question.
4. In the event of car(s) being disqualified from the race from earning qualification points, these will be distributed further down the field as needed.
5. Persistent brake dragging by teams will see them DISQUALIFIED for participating in BMW SIM LIVE 2022. In these cases, invitations will be given to teams further down the field as needed.

We thank you in advance for your co-operation in this matter. If you have any questions, please do not hesitate to contact me on Discord.

Telemetry & Replays

Teams are requested to keep a replay file of their race, and a copy of their telemetry files to support race stewards in their investigations and decision making. These should be kept for 2 weeks, to allow for stewards to consider investigations that may be initiated during the race, or as part of a post race review.

Discord, Live Timing, Webcams & Interviews

The BMW SIM RACING channel is now open to all. Please visit <https://racespot.wtf/BMWSIMRACING>.

Live Timing for each race can be found at <https://racespot.wtf/BMW>. We thank our partners at Timing 71 for updating their software so we can once again use it.

The TeamSpeak for post race interviews is ts.racespot.tv. No port number or password needed to join. Drivers are also invited to share their webcams for races via a Zoom meeting which will be publicised on the BMW SIM RACING Discord, and these will be used in the race when doing onboards.

We hope you enjoyed the racing at the Nürburgring, and we look forward to seeing you at the next BMW SIM GT CUP event at Watkins Glen International in June.

With kindest regards,



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