

Dear Drivers, Teams, Partners.

We thank all drivers and teams for their participation in the sixth round of the BMW SIM GT CUP, held on the iRacing platform at Spa Francorchamps. 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:

<u>Car(s) Investigated</u>	<u>Car(s) Involved</u>	<u>Description of Incident and Penalty</u>
Multiple	Multiple	NFA for any incidents at Bus Stop chicane in first 10 minutes. Not a part of Top 10 battles.
Team Redline Orange	FLAVIO SATURNINO E-SPORTS	NFA: Incident not relevant to Top 10, and seen as part of a racing incident, unavoidable contact.
BS+ Competition	KOVA 707	NFA: BS+ Competition moved across more on phase 2 of Les Combes, but was impacted most by incident and no longer battling inside Top 10.
Team Redline White Orange	URANO Esports	Late dive by Team Redline White Orange. URANO Esports did move across the track late to further defend the position, however was entitled to the corner. Incident did not occur inside top 10, however noted how Team Redline White Orange are progressing forward towards Top 10. Therefore stewards will re-review the impact of this incident after the race.
Team Redline Purple	FYRA RED	Entrance into Les Combes was fair by each driver. On the second phase of the corner, Team Redline Purple placed unnecessary racing line pressure on FYRA red, causing them to have to run over the kerb and lose two places: WARNING TO TEAM REDLINE PURPLE.
FYRA RED	Multiple	After incident described above FYRA ran through Malmady corner in such a way that they impacted on two Apex Racing cars. WARNING: FYRA RED
KOVA 707	Biela Racing Team EURONICS 451	NFA: Racing incident. It's always difficult to assess these situations, not helped by netcode, so stewards believe that there is not enough evidence to punish any driver.
Visceral Esports 1	Arnarge Competition #5	Although incident outside of the Top 10, this is a very unacceptable rejoin. Incident can not be penalised, however would have been if inside of the Top 10.
Team Redline Ice Blue	Apex Racing Team 99	NFA: Team Redline Ice Blue held line through corner (Although missing apex a tad), and Apex Racing Team went aggressive into corner.

Multiple	Multiple	Lap 31 - P 5 - P9 will be re-visited after the race. No penalties yet applied.
BS+COMPE TITION 89	Team Redline White Orange	BS+ Competition was bump drafting another driver up the straight after Radillion. Driver appears to move across, and into the side of Team Redline White Orange. No penalty can be given as BS+ Competition is outside of the Top 10, however would have ben a 5 second penalty for side to side unnecessary contact.
URANO eSports HP	R8G Junior 188	NFA as incident is outside of Top 10

The incident between Team Redline White Orange and URANO Esports HP initially occurred as both drivers were outside of the Top 10. As Team Redline White Orange subsequently finished inside of the Top 10, the incident was reviewed. Whilst specific praise can be afforded to gaining so many positions in the race, it is the view of the stewards that this incident at least proved to be too aggressive, and caused a lasting impact to URANO Esports' race, costing them 8 positions. As the race stewards deemed Team Redline White Orange to be at fault, by rule they are afforded a 5 second penalty, as URANO Esports HP was able to continue the race, yet were negatively impacted.

No appeals were submitted by the deadline, and therefore the stewards report from the event stands.

Revised Results After Round 6

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

Fin Pos	CF Pos	Name	Drivers	Interval	Penalties	Total Interval
1	1	Team Redline Red	Maximilian Benecke Patrik Holzmann	0		0
2	2	Apex Racing Team #98	Kevin Ellis Jr Alejandro Sánchez	-9.746		-9.746
3	3	Team Redline Blue	Chris Lulham Gianni Vecchio	-12.226		-12.226
4	4	Team Redline Purple	Luke A Bennett Diogo C. Pinto	-12.571		-12.571
5	5	KOVA \$707	Tuomas Tähtelä Antti Ahola	-23.216		-23.216
6	6	Team Redline Red	Jeff Giassi Shane van Gisbergen	-23.796		-23.796
7	7	Team Redline White Orange	Max Verstappen Alex Palou	-27.546	-5	-32.546
8	8	Apex Racing Team #97	Maxime Brient Gaël VALERO	-32.981		-32.981
9	9	Altus Esports Blue	Jordan Caruso Simone Maria Marcenò	-34.512		-34.512
10	10	URANO eSports HEINEKINGMEDIA	Luca Kita Alexey Nesov	-37.119		-37.119

Standings After Round 6

The confirmed qualification standings after Race 6 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.
-

Pos	Name	Team	R1	R2	R3	R4	R5	R6	B P	Total
1	Chris Lulham	Team Redline	25	15	4	12	18	15	1	90
2	Gianni Vecchio	Team Redline	25	15	4	12	18	15		89
3	Phil Denes	BS+COMPETITION		25	25	15	12		1	78
4	Rainer Talvar	BS+COMPETITION		25	25	15	12			77
5	Diogo C. Pinto	Team Redline	18	18	2	18	4	12		72
6	Luke A Bennett	Team Redline	18	18		18	4	12	1	71
7	Maximilian Benecke	Team Redline	1		18		25	25	1	70
8	Patrik Holzmann	Team Redline	1		18		25	25		69
9	Alejandro Sanchez	Apex Racing Team	15		15	2		18	1	51
10	Jamie Fluke	Apex Racing Team	12	12	15					39
11 =	Matti Sipilä	KOVA		4	8	25	1			38
11 =	Valtteri Alander	KOVA		4	8	25	1			38
13 =	Florian Lebigre2	R8G Esports			12	10	15			37
13 =	Valentin Mandernach	R8G Esports			12	10	15			37
15	Kevin Ellis Jr	Apex Racing Team	15					18		33
16	Andre Melchers	R8G Esports	8			8	8			24
17 =	Antti Ahola	KOVA	4	6		1		10		21
17 =	Tuomas Tähtelä	KOVA	4	6		1		10		21
19	Thibault Cazaubon	R8G Esports		10	1		8			19
20 =	Elvis Rankin	Apex Racing Team	12		6					18
20 =	Yohann Harth	Apex Racing Team		12	6					18
20 =	Hugh Barter	R8G Esports	6	10						16
20 =	Vlad Khimichev	R8G Esports	8			8				16
24 =	Dani Elgarbay	MSi Esports		8		6				14
24 =	Gabi Montoro	MSi Esports		8		6				14
24 =	Gaël VALERO	Apex Racing Academy			10			4		14
27 =	Alexey Nesov	URANO eSports					10	1		11
27 =	Luca Kita	URANO eSports					10	1		11
29 =	Kenny Roosen	Valkyrie esport X	10							10
29 =	Simeon Lynch	Valkyrie esport X	10							10

29 =	Thijs J Simons	Apex Racing Academy			10					10
32 =	Jeff Giassi	Team Redline						8		8
32 =	Shane van Gisbergen	Team Redline						8		8
34 =	Alexander Thiebe	Team Redline		2		4				6
34 =	Christopher Dambietz	Team Redline		2		4				6
34 =	Daniel Pasztor	Williams Esports BenQ					6			6
34 =	Lois Nahser	Williams Esports BenQ					6			6
34 =	Mario Vartanian	R8G Esports	6							6
34 =	Maxime Brient	Apex Racing Team				2		4		6
34 =	Alex Palou	Team Redline						6		6
34 =	Max Verstappen	Team Redline							6	6
42 =	Arturo Melgar	Monaco Esports #SimCup					2			2
42 =	Bruno do Carmo	Full Time Esports by TK	2							2
42 =	Gustavo Ariel	Full Time Esports by TK	2							2
42 =	Jaidyn J Ladic	Monaco Esports #SimCup					2			2
42 =	Luke McKeown	Team Redline			2					2
42 =	Jordan Caruso	Altus Esports						2		2
42 =	Simone Maria Marcenò	Altus Esports						2		2
49 =	Przemyslaw Marek Lemanek	R8G Esports			1					1
49 =	Sergio Ignacio2	Zennith Esports		1						1
49 =	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.

Communication, Messaging & Respect

BMW Events on iRacing have always been based around fair competition and respect of others. Whilst there is prize money involved for each race, and the nature of the series acting as the iRacing qualifier BMW SIM LIVE 2022, this does not mean that drivers can share vitriol with each other, either in sim, in private messages, or on the BMW SIM LIVE DISCORD.

Some of the comments made towards event stewards and other drivers following the conclusion of this event were totally unacceptable, especially where individuals and teams were called out for actions. Drivers and teams are reminded that where they feel that a team is in breach of the rules, this should be protested via the usual channels. Regardless of the legitimacy of complaints, incidents will not be reviewed because of Discord posts, and we do not condone any driver who attempts to use a public forum to share long established hatred / issues with drivers.

We have also received messages from some teams with indications of potential retaliatory actions against other teams. We take this very seriously, and any such actions may result in the disqualification of drivers and teams from the series and BMW SIM LIVE 2022. This series should be a safe space for outright competition, and there is no place for insinuating or acting upon threats towards others.

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.

Grass Cutting

Grass cutting is far more difficult to enforce than brake dragging, especially as this happens frequently during races. To monitor every driver on every lap would be a near impossible feat, as would it be communicating warnings / penalties to drivers due to the fact that there is no way to have direct in game communication with drivers / teams. It is also worth noting that because of the fact that this is an official and not hosted race, some participants may be unaware of the stipulations.

Our position is that we expect drivers to race fairly, and abide by track limits in the sim. Where grass cutting provides a driver with a 1x, this will go towards their incident limit. As enabling this to be a protested action will likely see every team protest every other team, we request that this is followed up via the iRacing protest

system. We will work to co-ordinate with iRacing's FIRST stewards, and where protests towards drivers are upheld, this may impact on their ability to partake in future BMW SIM GT CUP races.

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 Spa Francorchamps, and we look forward to seeing you at the next BMW SIM GT CUP event at Hockenheim International in July.

With kindest regards,



Wil Vincent MA BSc (Hons) FHEA
CEO – RaceSpot Live Events Limited
RaceSpot Project Co-Ordinator – BMW SIM GT CUP & SIM LIVE 2022