

Dear Drivers, Teams, Partners.

We thank all drivers and teams for their participation in the seventh round of the BMW SIM GT CUP, held on the iRacing platform at the Hockenheimring. 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(s) Investigated	Car(s) Involved	Description of Incident and Penalty
Altus Esports 43	Altus Esports 83	NFA: Netcode, and same team.
Arnarge Competition 23	Williams Esports BenQ	Moved across before SF line, hits TRL Orange, who in turn hits Williams Esports BenQ. 10 Second Penalty by rule.
Zennith Esports Red	URANO Esports DATAGROUP	Zennith car overshoots corner and hits URANO Esports. 2 Second Penalty, as Zennith also lost out because of contact.
Monaco Esports #Finest White	Team Redline Red	<p>This LOOKS like a technical failure for Monaco Esports, however car should have been removed from track quicker, though there are times where this would not be possible (CPU Freeze for example). It is noted at the point of contact, the car had been on the brakes for at least 1 second, and had stopped on track, and whilst other cars were able to go round the outside, this was not possible for Team Redline Red due to where the car had stopped on track..</p> <p>It is impossible to apply an in race penalty, but incident is noted in case of any additional issues later on in this championship. Whilst sympathy is held towards Team Redline, this is also a case of sometimes stuff just happening.</p>
KOVA 770	Team Redline Purple	<p>At the corner before, KOVA was pushed slightly wide onto the kerb, which MAY have upset the balance of the racecar.</p> <p>On the following corner, Team Redline Purple had moved completely to the inside kerb, ready to take the corner. The KOVA car was within 1/2 of a car width the entire time, and the two made contact at the point that the KOVA car was still turning left at the point where the Team Redline car was already towards the kerb and wanting to turn into the corner.</p> <p>5 Second Penalty for Kova 770. both cars resumed the race, with TRL Purple ahead at the time of investigation, however 2 positions were lost as a consequence.</p>
BS+ Competition 89	RSR By Butt kicker 10	<p>Late brake and turning of RSR Butt kicker by BS+ Competition 89.</p> <p>5 Second penalty as RSR by Butt kicker lost position.</p>
Williams Esports Chillblast	URANO Esports HUAWAI	NOTE: It is worth noting that it is the responsibility of all teams to ensure they meet the incident point limit for a race. This incident alone did not cause the DQ, however of course contributed to

		<p>the number of incident points.</p> <p>Williams Esports Chillblast moved the URANO car off the track and onto the kerb, and whilst there is asphalt on the outside of the corner, it is assumed that URANO wanted to avoid incident points. The two have a secondary contact after URANO runs over the kerb, which causes the DQ.</p> <p>On balance, this is a racing incident, accentuated by the DQ for Incident Points. Therefore no penalty will be issued.</p>
Apex Racing Academy 198	URANO Esports HP Altus Esports Blue	<p>Late lunge by Apex Racing Academy 198, which caused side on contact with Altus Esports Blue.</p> <p>As there is now distance between the cars, there will be a 2 second penalty for the Apex Racing Academy Car</p>
URANO Esports HP	R8G Esports 8	<p>Late lunge by URANO Esports HP, which caused side on contact with R8G Esports</p> <p>Although URANO place P11 at the line, they could have benefited to P10 as a result of the Apex Racing Academy Penalty. Therefore a 2 second penalty for URANO Esports HP</p>

A number of appeals were received after the race:

Arnarge Competition 23:

Although this did not impact the Top 10, it was reviewed as a matter of courtesy. The stewards have determined that whilst Arnarge are correct that Team Redline Orange caused the first contact, this was due to start infringements by Arnarge, which precipitated the issue.

R8G Esports:

Every team inside the Top 10 were protested for Grass cutting. Stewards note that:

1. In the last writeup of the race, the following was provided:

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.

2. Per rules, and per the Appeals page which was used to upload these protests, the following text applies on the relevant webpage:

Appeals may only be submitted for incidents that were reviewed by Race Control AND where a penalty was issued. Appeals will only be accepted where it will change the Top 10 of the race, and therefore the qualification point standings for BMW SIM LIVE 2022. All other appeals will be ignored, and teams may receive a warning for constantly submitting invalid appeals.

Therefore, stewards have no case to respond to in relation to these protests. Furthermore, teams are reminded that submitting repeated, invalid requests may result in further action.

Revised Results After Round 7

Following the application of penalties, the final race results from Round 7 are as follows.

Fin Pos	CF Pos	Team Name	Drivers	Interval	Penalties	Final Interval
1	1	KOVA \$707	Tuomas Tähtelä Antti Ahola	0		0
2	2	URANO eSports HEINEKINGMEDIA	Alexey Nesov Luca Kita	-8.202		-8.202
3	3	Apex Racing Team #98	Kevin Ellis Jr Alejandro Sanchez	-8.495		-8.495
4	4	KOVA \$777	Matti Sipilä Valtteri Alander	-13.095		-13.095
5	5	Williams Esports Chillblast	Louis Nahser Daniel Pasztor	-13.209		-13.209
6	6	R8G Esports \$88	Florian Lebigre2 Valentin Mandernach	-14.348		-14.348
7	7	Apex Racing Team #99	Jamie Fluke Elvis Rankin	-17.038		-17.038
8	8	Team Redline Purple	Diogo C. Pinto Luke A Bennett	-17.096		-17.096
9	9	KOVA \$770	Oskari Rinne Lassi Juurinen	-23.254	-5	-28.254
10	10	Apex Racing Academy #198	Yani Stevenheydens Mathias Stokbæk Jensen	-29.657	-2	-31.657
11	11	R8G Esports \$8	Andre Melchers Thibault Cazaubon	-31.791		-31.791
12	12	URANO eSports HP	Dylan B Scrivens Yoep de Ligt	-32.481	-2	-34.481
13	14	URANO eSports DATAGROUP	Daniel Alves Lourenco Ole Steinbraten	-43.528		-43.528
14	13	Arnage Competition	Nicolás Rubilar Jimmy Antunes	-41.048	-10	-51.048
15	15	Arnage Competition #100	Ricardo Ferreira Nuno Henriques	-51.316		-51.316

Standings After Round 7

The confirmed qualification standings after Race 7 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	R7	BP	Tot
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	4		76
6	Luke A Bennett	Team Redline	18	18		18	4	12	4	1	75
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	15	1	66
10	Matti Sipilä	KOVA		4	8	25	1		12	1	51
11	Valtteri Alander	KOVA		4	8	25	1		12		50
12	Kevin Ellis Jr	Apex Racing Team	15					18	15		48
13 =	Antti Ahola	KOVA	4	6		1		10	25		46
13 =	Tuomas Tähtelä	KOVA	4	6		1		10	25		46
15 =	Florian Lebigre2	R8G Esports			12	10	15		8		45
15 =	Jamie Fluke	Apex Racing Team	12	12	15				6		45
15 =	Valentin Mandernach	R8G Esports			12	10	15		8		45
18 =	Alexey Nesov	URANO eSports					10	1	18		29
18 =	Luca Kita	URANO eSports					10	1	18		29
20 =	Andre Melchers	R8G Esports	8			8	8				24
20 =	Elvis Rankin	Apex Racing Team	12		6				6		24
22	Thibault Cazaubon	R8G Esports		10	1		8				19
23	Yohann Harth	Apex Racing Team		12	6						18
24 =	Daniel Pasztor	Williams Esports BenQ					6		10		16
24 =	Hugh Barter	R8G Esports	6	10							16
24 =	Lois Nahser	Williams Esports BenQ					6		10		16
24 =	Vlad Khimichev	R8G Esports	8			8					16
28 =	Dani Elgarbay	MSi Esports		8		6					14
28 =	Gabi Montoro	MSi Esports		8		6					14
28 =	Gaël VALERO	Apex Racing Academy			10			4			14

31 =	Kenny Roosen	Valkyrie esport X	10							10
31 =	Simeon Lynch	Valkyrie esport X	10							10
31 =	Thijs J Simons	Apex Racing Academy			10					10
34 =	Jeff Giassi	Team Redline						8		8
34 =	Shane van Gisbergen	Team Redline						8		8
36 =	Alex Palou	Team Redline						6		6
36 =	Alexander Thiebe	Team Redline		2		4				6
36 =	Christopher Dambietz	Team Redline		2		4				6
36 =	Mario Vartanian	R8G Esports	6							6
36 =	Max Verstappen	Team Redline							6	6
36 =	Maxime Brient	Apex Racing Team				2		4		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 =	Jordan Caruso	Altus Esports						2		2
42 =	Luke McKeown	Team Redline			2					2
42 =	Simone Maria Marcenò	Altus Esports						2		2
42 =	Lassi Juurinen	KOVA							2	2
42 =	Oskari Rinne	KOVA							2	2
51 =	Przemyslaw Marek Lemanek	R8G Esports			1					1
51 =	Sergio Ignacio2	Zennith Esports		1						1
51 =	Yago Martinez	Zennith Esports		1						1
51 =	Mathias Stokbæk Jensen	Apex Racing Academy							1	1
51 =	Yani Stevenheydens	Apex Racing Academy							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.

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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.

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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 onboarders.

We hope you enjoyed the racing at Hockenheim, and we look forward to seeing you at the next BMW SIM GT CUP event at Barber Motorsports Park in August.

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