Best Time	2.026	2.013	2.036	2.016
Last Time	2.107	2.191	2.095	3.212
Previous	2.159	2.344	2.036	2.335
Lap Times	2.098	2.219	2.372	2.259
	2.373	2.266	2.097	2.029
2:21	2.351	2.159	2.167	2.125
	2.364	2.059	3.007	2.186
1 of 24	2.027	2.013	2.358	2.207
Heats	2.323	2.381	2.141	2.195
	2.178	3.202	2.142	2.423
Laps	16	16	16	16
F12 - Clear All	F1 - Clear Lane	F2 - Clear Lane	F3 - Clear Lane	F4 - Clear Lane

The lines from Custom.json.practice file must be included into the custom.json file
This setup works for either of the 4, 6 or 8 lane XAML files.

The group that I race in, configures the practice session to restart every 3 minutes.
This is to allow ALL drivers some time on the track.
At the end of each 3 minutes, ALL drivers move to their right and the right most one, exits this practice session.

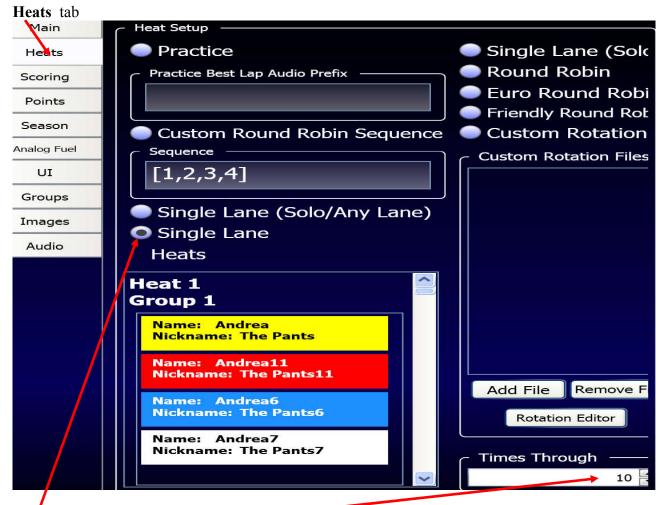There is nothing to stop this driver from re-entering at the end of the queue.

This stops lane hogs !

The suggested setup follows on the next pages.

Practice setup for 'AUTOMATIC' continuation
Main tab - this is where you set the 'Auto Start' and 'Auto Advance' times

Heats tab

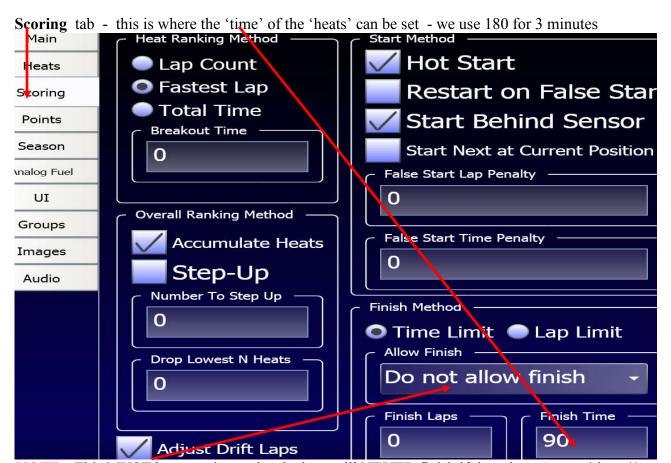This is the 'clue'   together with this….(gives 'STRANGE' number of heats…
On a 4 Lane track and when this is set to 10, and ,
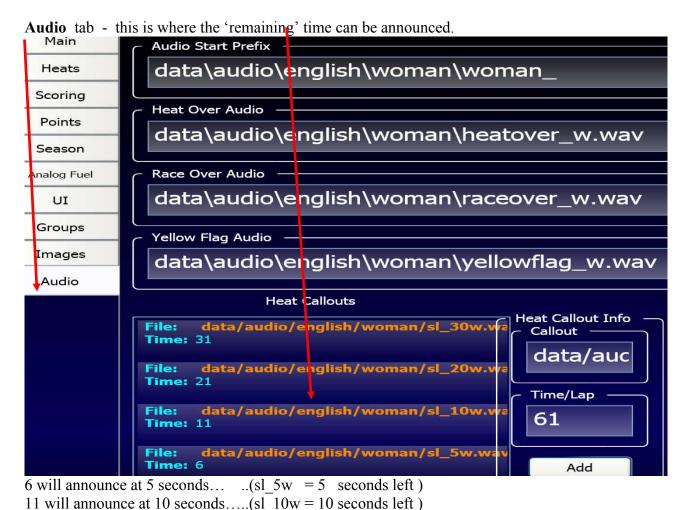with 1 to 4 drivers, there are 10 heats !!
with 5 to 8 drivers, there are 20 heats !!
with 9 to 12 drivers, there are 30 heats !!
with 13 to 16 drivers, there are 40 heats !!

Scoring tab - this is where the 'time' of the 'heats' can be set - we use 180 for 3 minutes

NOTE – This MUST be set as is, or else the heat will NEVER finish if there is an 'empty' lane !!

Audio tab - this is where the 'remaining' time can be announced.

6 will announce at 5 seconds… ..(sl_5w = 5   seconds left)
11 will announce at 10 seconds…..(sl_10w = 10 seconds left)
21 will announce at 20 seconds…..(sl_20w = 20 seconds left)
etc….