

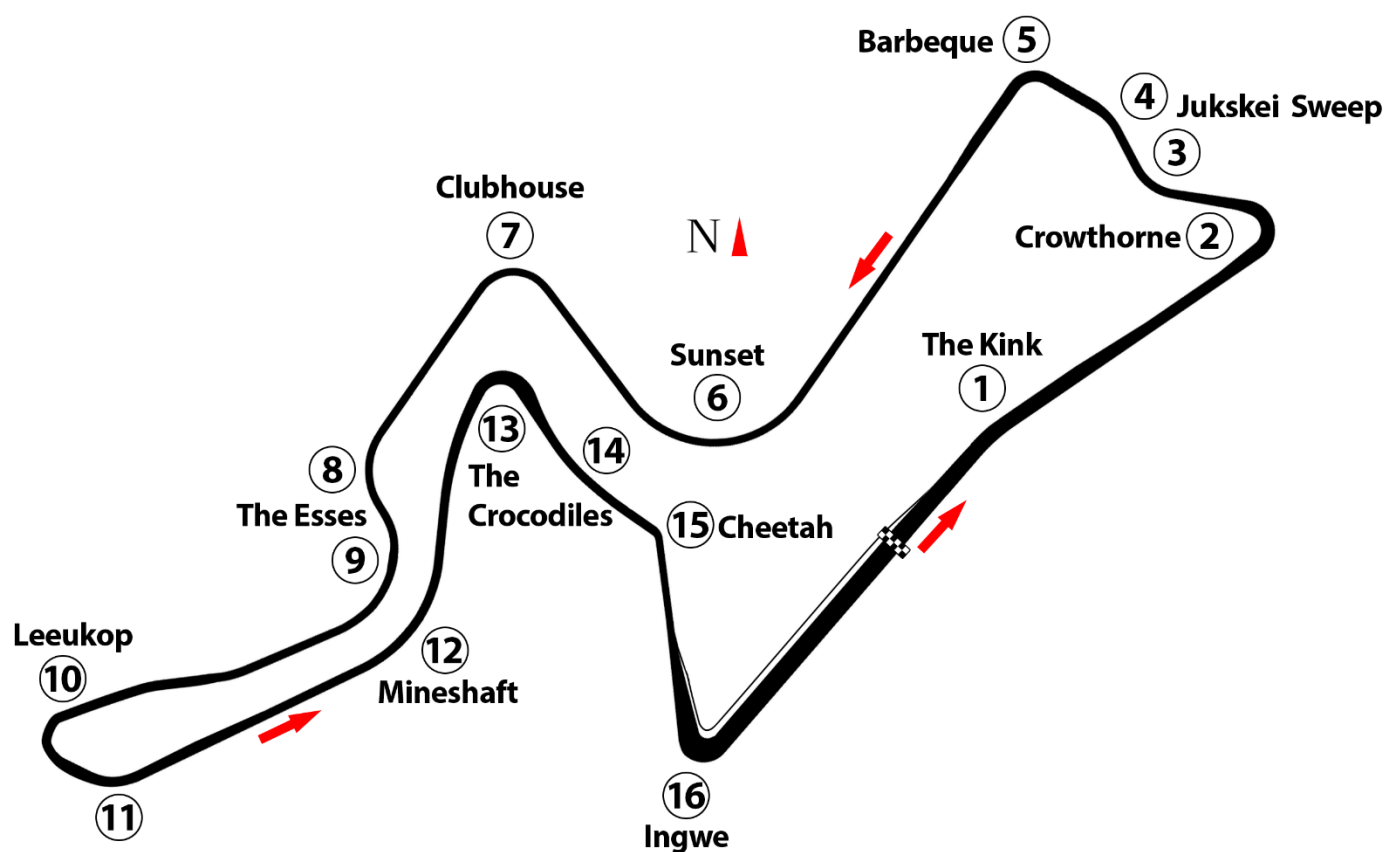
EPP ETCC 2023

Round 1&2 Race of South Africa

DRIVER & COMPETITOR BRIEFING NOTES

1. EVENT INFO:

- i) Date: 9th June, 2023
- ii) Start Time: 21:00 p.m. (HKT)
- iii) Venue: Kyalami Grand Prix Circuit, South Africa.
- iv) Approved track Map:



2. RACE FORMAT:

- i) Class: ETCC 2023 TCR
- ii) Tyres Limitation: Unlimited
- iii) Tyre Blankets: Available
- v) Damage: 100%
- vi) ABS: Unavailable
- vii) Race Schedule for the event:
 - 1) Qualify 20 Minutes: 21:30 - 21:50 (HKT);
 - 2) Track Walk Section 8 Minutes: 21:50 - 21:58 (HKT);
 - 3) Race 1 (14 Laps): 22:00 - 22:25 (HKT);
 - 4) Break and driver interview before Race 2 - 8 Minutes: 22:25 - 22:33 (HKT);
 - 5) Race 2 (14 Laps): 22:35 – 23:00 (HKT).
- Viii) Weather and Race Time:
 - a) Start time of the Race Day: 12:00 p.m.
 - B) Weather of the Race Day: Clear, 20°C

3. GENERAL INFO:

- a) To receive the official documents, please join EPP discord: <https://discord.gg/QCP3beCQcp>
- b) This Briefing note and all verbal statement from EPP Officials are effective sporting document from EPP, if incident occurred in the event affecting the competition fairness, Team representative may issue protest by using articles below in this document.;
- c) All Drivers, Team Managers or Team representatives MUST FOLLOW all instructions from EPP Officials;
- d) Real Time Chat Box is only for the Race Control giving instruction and information to drivers ingame, during the start of the race to the end of the race, only RACE CONTROL, GEOFREDO ROSARIO and JERRY YU may announce message in the Chat Box. In a situation if listed party giving instruction to any drivers, driver may use the chat box to answer, other than that, no drivers are permitted to use the Real Time Chat Box during the race;
- e) Drivers MUST join EPP's Discord and staying in Discord during the race for possibility of live interview.

4. QUALIFYING:

- a) When a Blue Flag is shown, meaning a faster car which is doing the Timing Lap is approaching, driver who got the blue flag should be caution and be ready to give room and get passed by the faster car in safety situation;
- b) When a driver would like to return to the pit, driver MUST drive the car back. If the driver pressing ESC to return to the pit, the ingame system will impend Disqualifying Penalty and Driver will be kicked from the server and not able to get into server again;
- c) When a driver is entering into the pit in any situation, driver must keep his/her car on the left side after the exit of turn 15 as known as CHEETAH;
- d) When a driver is exiting the pit in any situation, any part of a tyre of a car exiting the pit lane must NOT touch or cross the yellow line painted on the track for the purpose of separating cars leaving the pit lane from those on the track. For the avoidance of doubt, crossing means that the outside of any tyre should not go beyond the outside, with respect to the pit lane, of the relevant line painted on the track.

5. STARTING PROCEDURE:

- a) Start Format: Standing Start
- b) Track Walk Section: Before the start of the race, the server has been set 8 minutes of COUNT DOWN waiting time, drivers MUST join the grid for broadcast team to work on the track walk section.
- c) False Start: For any false start situation, Drive Through Penalty will be given to drivers by the system, driver must server the penalty within 3 laps.

6. RACE

- A) When a Blue Flag is shown, meaning a faster car is approaching. Driver who got the blue flag should remain cautious and be ready to give room and get passed by the faster car as soon as possible in safe condition. The faster car ensure that the car in front of you is aware of your intentions especially if you are intending to do it in the middle of a corner.
- B) More than one change of direction to defend a position is not permitted. Any driver moving back towards the racing line should leave at least one car width between his own car and the edge of the track on the approach to the corner. However, manoeuvres liable to hinder other drivers, such as deliberate crowding of a car beyond the edge of the track or any other abnormal change of direction, are strictly prohibited.
- C) It is not permitted to drive any car unnecessarily slowly, erratically or in a manner deemed potentially dangerous to other drivers at any time.
- D) When a car is damaged, driver MUST drive the car back to pit. In a situation if the car is non-drivable using Hotkey <ESC> to return to the pit are permitted, but the ingame system will impend Disqualifying Penalty to the driver, also the driver must stop the car as close as track barriers (NOT BLOCKING THE RACING LINE) and make sure not affecting other drivers to do so.
- E) When a driver is entering into the pit in any situation, driver must keep his/her car on the left side after the exit of turn 15 as known as CHEETAH;
- F) When a driver is exiting the pit in any situation, any part of a tyre of a car exiting the pit lane must NOT touch or cross the yellow line painted on the track for the purpose of separating cars leaving the pit lane from those on the track. For the avoidance of doubt, crossing means that the outside of any tyre should not go beyond the outside, with respect to the pit lane, of the relevant line painted on the track.