**Also teams must use at least two different compounds during the race, meaning there is one mandatory pitstop to be made during the race.**

**Tyre**

e.g. Soft: 2.0, 0.02, 1.8, 1.55

Init = 2.0

Loss per lap = 0.02

If grip-point <= 1.8 then

loss \* 1.55

**Lap time**

90 sec \* 60 laps

1 pitstop = +24sec

**Fuel**

Total = 105kg

1 lap = 1.72kg

**How much fuel is in the car will have an effect on the tyre degradation. The less fuel on board means less wear.**

To calculate **the fuel effect**, you take the **current fuel on board** and **divide it** by **six** times the **total fuel at the start** of the race. You will then **add 0.83 to this** number.

**Fuel effect = (Current fuel / (6 \* total fuel)) + 0.83 = 0.83 <= Answer =<1.0**

**Init function**

Accept four parameters (manually type in or use these values?)

**• Soft: 2.0, 0.02, 1.8, 1.55**

**• Medium: 1.5, 0.015, 1.3, 1.3**

**• Hard: 1.0, 0.01, 0.8, 1.25**

**Equality function**

Check initial parameters for both tyres are the same (So we need two tyres to check whether it is equal or not?)

**addLap (current\_fuel)**

*In the linear phase, grip should be reduced by the deg scaled by the fuel effect*

Total grip = total grip – fuel effect

*– In the high wear phase (where grip is above 0.2) the degradation should be multiplied by the switch deg. The grip should then be reduced by this deg scaled by fuel effect.*

If (Grip > 0.2) then

isHighWear = True

Total grip = total grip – (switch deg \* fuel effect)

*– when grip falls below 0.2 it should be set to zero*

Else if (total grip < 0.2)

Total grip = 0