



## MINI CHALLENGE Official eSeries

The terms & conditions for entering the “MINI CHALLENGE Official eSeries” (MCOe) are below. Failure to follow these will mean exclusion from the competition.

The MCOe will be run on the PC Version of [Assetto Corsa Ultimate Edition](#) (ACUE) by Virtual Reality Racing Club (VRRC). ACUE must be used by all entrants to ensure that you have access to all the content required to compete. You will also need to install the Apps listed below in ACUE to ensure your times and positions are recorded by the race server and to prevent any invalid entries or lap times. Failure to have Apps 1-5 installed and running during all sessions will result in times and race results being deleted. Apps 6-7 are optional but advised. VRRC will offer FOC technical support for any drivers having issues installing the software via [TeamViewer](#). (Maximum of 1 hour total per driver)

The Apps below are available via download from the VRRC OneDrive cloud resources on the link below. The link is password protected. This will be sent to you via email once payment is received for your entry fee.

### [OneDrive Link](#)

1. pTracker
2. Pit Lane Penalty
3. Car Radar
4. Ferito Blue Flag
5. Helicorsa
6. Map Display
7. Sidekick

**The Apps above are all from reputable sources. VRRC & MINI CHALLENGE take no responsibility for these downloads and you should ensure anything you download to your PC is virus checked.**

## Championship Entry

The MCOe will be run on the PC version of “Assetto Corsa Ultimate Edition” simulation software. The race car used is MINI CHALLENGE F56 and is available from the download link above.

Races will be held weekly starting 23<sup>rd</sup> May 2020 with a Free Practice server open from 18<sup>th</sup> May 2020.

The weekly format for races is below.

- Monday to Friday Free Practice
- Saturday
  - Server opens at 11.00am (all drivers must be in server by 11.30am)
  - Qualifying 1 starts 12.00am for 20 minutes (server is closed to entry at 12.00am)
  - Race 1 starts at 12.20am for 20 minutes
  - Race 2 starts at 12.40am for 20 minutes (reverse grid top 10 from race 1)
  - Qualifying 2 starts at 1.30pm for 20 minutes
  - Race 3 starts at 1.50pm for 20 minutes
  - Race 4 starts at 2.10pm for 20 minutes (reverse grid top 10 from race 3)
- Please note.
  - Failure to be in the server by 11.30am on race day may result in your exclusion from that race.
  - Drivers not in the server by 12.00am on race day will be excluded from that race weekend.
  - All drivers must complete 10 laps in the Free Practice server Monday to Tuesday to ensure there are no technical issues.
  - Technical support will not be provided for drivers after Tuesday each week that have not completed the above point.

Each race has an entry fee of £50, or you can pay for all eight races in one go, for a discounted £350. Payment will be through the VRRRC web shop and must be paid in advance to gain access to the Free Practice and Race server. Dates for your entry fee payment is included on the entry form. There will no refunds if you do not attend a race meeting. By paying your entry fee you agree to abide by these terms & conditions.

Global technical issues such as internet or server preventing entry to a race by entrants will result in a delay to Qualifying and Races to allow fixing. Individuals technical issues such as PC problems or internet issues will not delay the starting of Qualifying and Races. Except when the grid is reduced by 25% or more.

To enter you must complete the entry form and email to Rich Hayden [info@virtualrealityracingclub.com](mailto:info@virtualrealityracingclub.com) within 2 days of receiving it. Submission of an entry form does not guarantee entry to the series. Your entry and category will be reviewed and confirmed by the organisers by 5pm on Saturday 9th May. We will then email you with the decision on your entry.

If your entry is successful, VRRRC will email you giving details of how to pay your entry fee. Once payment is received your Steam ID number will be entered into the approved list for entry and you will then have access to the MCOe server for the rounds you have paid for.

## Calendar

- Sim Racer Qualifying events 11th - 15th May
- Donington Park National Saturday 23rd May
- Brands Hatch Indy Saturday 30th May
- Silverstone National Saturday 6th June
- Silverstone International Saturday 13th June
- Snetterton 300 Saturday 20th June
- Croft Saturday 27th June
- Knockhill Saturday 4th July
- Brands Hatch GP Saturday 11th July

## Communications

All communications on race day will be via the application [Discord](#) in a dedicated and private to MCOe drivers' channel. There will also be regular championship updates in this channel which you can access on this [INVITE](#).

## Getting in the server

1. The easiest way to find the server is through the Assetto Corsa online server list and searching "MINI CHALLENGE Official eSeries"
2. You do not need a password for entry as this is done via your Steam ID number.
3. Your times and race results will be recorded on pTracker. Only valid times will be recorded. Access to the results is via this [webpage](#).
4. Any times that do not have Apps 1-5 from the Apps list above installed and running will be deleted without discussion.

## Results

1. Each week's results will be notified to all competitors by the end of Sunday each week by email and then posted on the MINI CHALLENGE website on Monday.
2. Results will be the following
  - a. Qualifying 1 times
  - b. Race 1 results
  - c. Race 2 results
  - d. Qualifying 2 times
  - e. Race 3 results
  - f. Race 4 results
  - g. Championship standings

## Points

The following system is in place for all rounds

1st 50 Points	2nd 44 Points	3rd 40 Points	4th 37 Points
5th 34 Points	6th 32 Points	7th 30 Points	8th 28 Points
9th 26 Points	10th 25 Points	11th 24 Points	12th 23Points
13th 22 Points	14th 21 Points	15th 20 Points	16th 19 Points
17th 18 Points	18th 17 Points	19th 16 Points	20th 15 Points

Below 20<sup>th</sup> position drivers score 15 points.

Drivers that do not finish do not score points

Fastest Lap Qualifying            6 Points

Fastest Lap Race 1, 2, 4 & 4    6 Points

In the event of a tie in championship points between two or more Competitors, the number of wins achieved by the Competitors involved in the tie will be used to determine the overall final standing. Should a tie still exist, it will be resolved by

- I. By taking into account the number of second places achieved; then third places etc. etc.
- II. By taking into account the number of competitors (i.e. event finishers) beaten during the season by each Competitor

## Protests

All Protests should be submitted to VRRRC by email to [info@virtualrealityracingclub.com](mailto:info@virtualrealityracingclub.com) no later than the end of the following day after the alleged incident. Failure to submit in this timeline makes the protest null and void.

Protest MUST include the following information for review.

1. Subject Line "MCOe Protest (race date)"
2. Time & location on track
3. Competitor(s) involved
4. Nature of the protest – Rules breach/Foul play/Racing etiquette
5. Video replay of alleged issue
6. Why you believe there has been a breach of rules/foul play/racing etiquette

All issues will be dealt with in-house and not shared on any social media. Any competitors not abiding by the above rules will receive a points penalty and/or a ban depending on severity. VRRRC's decision is final and will always be fair, and in line with fair play for all competitors.

## Fairness Respect Equality Diversity and Dignity for all

VRRRC runs a zero-tolerance policy on any form of prejudice and/or bullying. We believe in basic and fundamental human rights for all and enforce this in all our competitions. Any forms of prejudice, abuse or bullying will result in a permanent ban. And in extreme cases reported to authorities.

In Partnership with



MSL Motorsport Consultancy is driven by the success of its partners and drivers, on and off the track, with a focus on delivering returns on investment in motorsport. MSL combines a passion for racing with proven experience in sponsorship acquisition, management of professional racing drivers and motorsport consultancy. At the heart of MSL is a tried and tested blend of resources and highly skill, leading motorsport professionals to achieve the results its clients, drivers and partners desire. In addition to its core services, MSL has experts in business development, marketing, research and analysis, and contract negotiations to support its drivers and clients. MSL believes in a personal, one-to-one approach with relationships based on mutual trust and delivering the best results. [MSL Motorsport](#)



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