



TRACK AND TEST E-SERIES

MISSIONV SPORTING CODE

1. RESPONSIBILITY

- 1.1. It is the responsibility of every competitor to familiarize themselves with their car and the track. They should abide by the following MissionV – Sporting Code.

2. CONDUCT

- 2.1. You must compete in a fair and honest manner.
- 2.2. You must drive responsibly, in a way that will not ruin the enjoyment for the other participants.
- 2.3. Offensive language, verbal abuse and any other kind of discrimination against drivers are strictly forbidden.

3. START PROCEDURE

- 3.1. Assetto Corsa Competizione provides with a unique virtual training programme that requires discipline from every driver!
- 3.2. Firstly, wait until the cars in front of you start rolling. Mixing up will lead into crashes when the car lining up starts. You will receive the sign when you have to line up at a controlled speed, which will be measured and penalised by the sim until the lights go green.
- 3.3. Take it easy and remember...You don't win a race on the first lap!

4. OVERTAKING

- 4.1. To obtain right of road position in a corner, the overtaking car must have a bigger substantial overlap than the car that is being overtaken, before they reach the corner's turn-in point. Should the overtaking car not have enough overlap, the leading car may resume its racing line without fear of contact.
- 4.2. The practice of going up the inside of an ahead car after that car has already turned in, and where there was no established substantial overlap before the turn-in point, is sometimes referred to as barge passing, (i.e. you barge your way past). Please understand that barge passing is a high-risk manoeuvre for both you and the other participants. You have no rights what-so-ever as a barge passer.
- 4.3. When entering the corner side-by-side, the drivers can still battle for the position of course, but respect must show while maintaining side room for the other driver.
- 4.4. Ahead drivers have the right to choose any line down a straight. The ahead driver can make one move to block the opposing car, and one move to return to the racing line before the next corner.
- 4.5. Ahead drivers have the right to take any line through a corner, unless an opposing car has to overlap.



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5. LAPPING

- 5.1. It is a fundamental rule of motorsport and sim racing that when a driver receives a blue flag, this is to let the driver know that a faster car is about to overtake, and it is absolutely prohibited to block the lapping car.
- 5.2. The driver that is overtaking or lapping the slower car must treat the situation as though a normal competitor is being overtaken - and not assume the lapped driver should leap out of the way at all costs.
- 5.3. The driver that is being lapped should let the lead driver pass and/or do not resist to be overtaken. Only move out of the way for the lead driver when you believe it is safe to do.

6. CONTACT

- 6.1. Even if the above rules are adhered to at all times, contact between cars is always a possibility.
- 6.2. If a driver has breached one of the MissionV – Sporting Code and has resulted in contact and/or a time or position advantage, that driver must return to the position behind the affected driver. If the affected driver is unable to continue, sufficient action can be taken by the Race Director. Be kind and apologize after the race!
- 6.3. If a driver who has breached one of the MissionV – Sporting Code is affected by the incident, this driver has no right to claim any form of position or compensation for this error.
- 6.4. Faster drivers are expected to anticipate the possibility that slower drivers may have longer braking zones and can make mistakes. Lapping drivers should drive accordingly, always maintaining separation.
- 6.5. Malicious or inappropriate driving or braking is strictly prohibited.

7. AFTER AN INCIDENT

- 7.1. Any driver re-joining the track after a spin/crash/off has the responsibility of not driving into other competitors - regardless of position or situation. On-track drivers at racing speed always have right of way over anyone returning to the track, even if the incident was not your fault.
- 7.2. Always use your mirrors, look at the buttons and mini map (if available) to check for oncoming traffic. Not doing so is highly dangerous.
- 7.3. If a driver's car is severely damaged, it is highly recommended that they retire as soon as possible, or if the driver attempts to return to the pitlane for repair, they should remain off the racing line at all times, and drive at a vastly reduced speed whilst being fully aware of approaching traffic.