



SUPER RACER 2019/20 – RaceRoom Online Qualifier

SPORTING REGULATIONS

VERSION 1.0

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A. GENERAL INFORMATION

§1 Introduction

From virtual to the real cockpit!

We are looking for one SUPER RACER, who will compete the whole 2020 season in the Porsche Sprint Challenge Central Europe in a Porsche GT4 by Team Lechner Racing.

In addition, there will be a separate competition, only for female simracers, called SUPER RACER KART. We are looking for 5 drivers in the German Team Championship (GTC) for Schnitzelalm Racing.

This year, no one needs to have a racing license ahead!

The campaign will consist of

- 1) the RaceRoom online qualifier
- 2) a parallel event qualifier, hosted by Upracer
- 3) a semi final called the Joker Challenge, held at Essen Motor Show
- 4) a bootcamp with fitness and simracing challenges

RaceRoom is hosting the online qualifier for the bootcamp.

§2 Glossary

- Driver: Person that drives in the competition.
- Livery: 'Paint job' of a car. Also referred to as 'skin'.
- Race Server: In-game room drivers join to participate in an event.
- Staff: Person(s) organising the leagues for RaceRoom.
- Text Chatting: Use of the in-game chat function which drivers can use to send text messages to other competitors and/or staff.
- Voice Chatting: Speech between two or more persons, usually via Discord, but refers to contact through any other software.

§3 Staff List

Robert Wiesenmüller
Georg Ortner
Thomas Bienert
Michael Bell

The „RaceRoom“ and „Sector3“ accounts on the forum forum.sector3studios.com also count as staff.
The Staff can be contacted via e-Mail at competition@raceroom.com

§4 General rules

4.1 Reading and understanding the rules

Every driver participating in any event of the SUPER RACER – RaceRoom Online Qualifier is agreeing to having understood the rules, and is agreeing to obeying to the rules. By entering, you are bound to the rules. Failure to understand the rules is not an excuse.

If you have questions about certain rules, ask the staff via e-Mail.

4.2 General Behaviour

Every driver participating in any event of the SUPER RACER – RaceRoom Online Qualifier must always show good behaviour. Any discriminatory or offending actions, words, posts or contents are forbidden and can lead to permanent exclusion of the events.

4.3 Cheating and usage of external software

It is not allowed to use external programs or data that alter the functions of the simulation in order to gain a competitive advantage. Drivers caught cheating in any part of the championship will be excluded from all parts of the SUPER RACER – RaceRoom Online Qualifier.

In case no usage of software can directly be proven in the files, but due to video evidence, it is still obvious that the driving behaviour of the car cannot be explained with normal game functions, a ban on video evidence is also possible.

4.4 Accounts

You have to enter your real name in your RaceRoom ingame account in order to participate. Fake names or names with clan tags are not allowed and if you use them, you will not be invited to the online multiplayer races and you are not eligible for prizes.

Multiple accounts and ban evasion are not allowed and will result in a permanent exclusion from all RaceRoom events.

4.5 Decisions by the Staff

The decisions made by the RaceRoom staff are binding. If a situation is not covered by the rules, the RaceRoom Staff will have the final decision on it. Any statements made by the RaceRoom Staff on the Forums, at Events, in Text Chatting or in Voice Chatting, that are specified as rules, also count as rules and have to be accepted by all drivers.

§5 Organiser

5.1 Organiser of Super Racer

upgraded Automotive GmbH
Goßholz 8
88161 Lindeberg

5.2 Organiser of the Super Racer – RaceRoom Online Qualifier

RaceRoom Entertainment GmbH
Aspachweg 14
74427 Fichtenberg

§6 Declaration of Consent

The winners agree that their names will appear in live streams and press releases handled by RaceRoom, Upgraded and Motor Presse.

The winners agree, that Upgraded respectively their business partners within the finale of the Super Racer make and broadcast photographs and movie recordings (e.g. internet stream), on which the winners are identifiable as well as statements, interviews and similar captured on audio and video. RaceRoom are entitled to use these recordings.

§7 Data Privacy

All personal data is collected and processed in accordance with the statutory provisions governing data protection in Germany. Only the personal data that is required to handle the competition and prize is collected and forwarded onto partners of RaceRoom. All employees and partners of RaceRoom are obliged by RaceRoom to maintain data secrecy. Data is only transferred to state agencies or authorities within the framework of legal regulations. The participant agrees to this. The data is deleted after the competition has been carried out.

§8 Premature Termination of the Competition

RaceRoom has the right to terminate or cancel the online qualifier at its discretion at any time. No claims can be derived from any premature termination.
RaceRoom has the right to exclude one or more participants from taking part in the competition in the event of any manipulations or attempted or suspected manipulation.

§9 Changes

RaceRoom explicitly reserves the right to amend or modify these conditions at any time, with effect for the future. The competitors shall be notified about this at a suitable point.

§10 Disclaimer/ Jurisdiction/ Severability clause

Questions or complaints connected to the tournament have to be directed towards RaceRoom Entertainment GmbH regarding the online qualifier, and upgraded GmbH regarding the bootcamp.

For providing the main prizes and answering questions or handling complaints regarding the main prizes, the responsibility lies at Motor Pre.

Recourse to the courts is not permitted. The law of the Federal Republic of Germany applies exclusively. By participating, the user automatically accepts the conditions of entry.

B. SPORTING REGULATIONS ONLINE QUALIFIER – SUPER RACER**§11 Calendar**

Circuit:	Start of qualifying competition:	End of qualifying competition:	Multiplayer race live:
Slovakiaring	11.06.2019	11.09.2019	17.09.2019
Salzburgring	11.06.2019	18.09.2019	24.09.2019
Nürburgring GP	11.06.2019	25.09.2019	01.10.2019
Autodrom Most	11.06.2019	02.10.2019	08.10.2019
Hungaroring	11.06.2019	09.10.2019	15.10.2019

§12 Participation**12.1 Eligibility**

RaceRoom staff has the right to deny any entries without giving reasons.

To receive an invitation for the multiplayer races, you need to be 18 years of age on 01.02.2020 and be in possession of a legal driving license. You do NOT need to have a racing license.

You have to use the e-Mail address with which you registered on RaceRoom for official e-Mail correspondence.

If you apply to the conditions listed above, as long as you have read and agreed to the rules of this rulebook, and there are no outstanding bans, you are allowed to enter the championship.

Uneligible for participation in the Super Racer are all persons that are involved in the conception and execution of Super Racer, employees of RaceRoom, Upgraded as well as employees of media partner Motor Presse Stuttgart GmbH & Co. KG and their family members.

12.2 Entry fees

There are no entry fees for the championship.

12.3 In-game content

All drivers will participate in the Porsche Cayman GT4.

You have to own the track in order to participate in this championship. The car is free.

12.4 Qualifying for the online multiplayer events

Qualifying sessions will be accessible via the following link:

<http://game.raceroom.com/championships/30>

Each race has its own qualifying competition. You need to qualify for each event individually.

After the end of the respective qualifying competition, the 30 best online drivers will be invited by e-mail to participate in the live multiplayer race and must confirm their participation in writing by no later than the Friday, 12 noon (CEST) before the multiplayer race. If the commitment is not given by the deadline, the qualifier may be replaced by the next participant from the respective ranking list. It shall be up to the organiser to decide whether a replacement is made.

If you are placed in the top 30 but did not receive an e-mail up to 24 hours after the end of qualifying competition, contact competition@raceroom.com

If you cannot participate, and you know so during the confirmation period, please tell us that you cannot attend and your spot will be allocated to another driver. There are no negative consequences to this.

Once you have confirmed your presence, you are expected to show up for the event.

If you miss one event for which you have confirmed your presence, you will receive a warning. If you miss a second event, you will be excluded from any further events from the championship. Late absence reports are not possible and will be ignored.

12.5 Liveries

In the time attack qualifier, you have to use the Super Racer livery.

Liveries for the multiplayer races will be assigned by the race direction via e-mail.

12.6 Team and Community

When you qualify for your first Online Multiplayer Race, you can specify a team or a community that you will be representing during the Championship in your RaceRoom driver profile. There are no point tables for teams or communities; however the names will be used for promotional materials and the broadcast commentary. It is not necessary to specify a team or a community. Any offending or discriminatory names will be rejected by the Staff.

§13 Race Format, Championship and Points

13.1 Race Format

17:30 GMT	19:30 CEST	Free Practice	35 minutes	
18:00 GMT	20:00 CEST	Stream Start		
18:05 GMT	20:05 CEST	Qualifying	15 minutes	Open session
18:20 GMT	20:20 CEST	Race 1	25 minutes	Standing start
18:45 GMT	20:45 CEST	Race 2	25 minutes	Standing start, top 10 reversed

13.2 Server settings

Difficulty: GetReal
Fuel Usage: Normal
Tyre Wear: Normal
Mechanical Damage: On
Damage: Realistic
Qualifying: Unlimited laps, open session
Formation Lap: No
Type of Start: Standing
Fixed Setups: No
Flag Rules: Disabled
Cut Rules Penalties: In-Game, slowdown penalties
Mandatory Pitstop: Off
Automatic Clutch: Allowed
Automatic Gears: Allowed
Game time: Noon
Weather: Default

13.3 Server information

Server information and passwords will be distributed via e-Mail.

13.4 Joining and leaving the server

Joining the server has to be done in the practice session at the beginning of the event.
Leaving the server before the session swaps over is not allowed. If your name is missing from the server result file because you left the server too early, it is your personal problem and you will not score points.
It is recommended to save the results files, and to take a screenshot of the race results ingame, in case complications with the results occur.

13.5 Race Results

The finishing order of the race, which is displayed on the results screen ingame, is provisional.
The results are only official after the official penalty report has been released by the stewards here: <https://forum.sector3studios.com/index.php?forums/Esports/>
Points tables and race results will be updated subsequently.

13.6 Drop Scores

There will be **one drop score**. The worst event score of each driver will not count towards the Multiplayer championship. Penalty points are counted as a separate entity and cannot be dropped.

13.7 Point Allocation and Championship

The points scored will be added to form a championship table.

Position	Points each race
1	50
2	40
3	34
4	29
5	26
6	24
7	22
8	20
9	18
10	16
11	14
12	13
13	12
14	11
15	10
16	9
17	8
18	7
19	6
20	5
21	4
22	3
23	2
24	1

The championship standings can be viewed at

<http://game.raceroom.com/championships/30#standings>

In case of a points tie, the following factors are deciding:

- Amount of multiplayer wins
- Amount of 2nd places, then 3rd places, 4th places etc.
- Amount of penalty strikes received (less = better)
- Leaderboard time in Round 5

In order to receive points, the game has to count you as a finisher.

Penalty points will be subtracted from the score of the driver.

Drop scores will be calculated into the standings after round 4.

§14 On-Track Etiquette

14.1 General sportsmanship

This is a simracing competition, and drivers must respect the sport, the competition and their competitors. Drivers must always aim to achieve the best result for themselves in each race, while driving within the rules and obeying to fairplay.

14.2 Important basics

First of all, make sure that you are always in control of your car. This is the most important rule. Inability to control your car is not an excuse if you cause an accident.

Remember at all times that you are driving with other humans. So stay humble, and race with respect.

Also remember, you are in an official competition, competing with your real name. You do not want to make a fool out of yourself.

14.3 Start phase

In the start phase, you have to be extra careful. It is very easy to cause an accident affecting many cars. Start phase accidents will be penalized more harshly.

14.4 Overtaking and defending

Overtaking is one of the most crucial parts of racing. All drivers involved in an overtaking move must show respect and drive with care. Do not force a chasing car off the track by leaving too little room. Do not change your line in the braking zone. If the attacking car is alongside going into a corner, drivers must adjust their line to avoid contact. Blocking a car that has an overlap is not allowed. An overlap is defined that the front of the attacker's car is at least next to the rear tyres of the defender's car. When you exit a corner and the car on the outside has an overlap, you have to leave enough space for the car so that it does not have to leave the track. Excessive divebombing is also not allowed.

14.5 Track Boundaries

The track boundaries are following the ingame penalties. In general, they are as follows: 2 wheels always on track, kerbs count as track. Track-specific exceptions will be explained in the gridmail. When you exceed the track boundaries, you will see a black and white flag on your screen and you are expected to give back the time gained.

Exceeding the track boundaries is not allowed and will be automatically penalized with a slowdown penalty. You will see a time on your display. This time signals how much you actually have to slow down compared to the racing speed. Therefore, simply using a braking zone to solve the penalty will not work. If you ignore the slowdown penalty for 60 seconds, you receive a drive through penalty. If you finish the race with a pending slowdown, you will receive a 90 second time penalty. You have to move off the racing line in order to serve a slowdown. Keeping a car which has received a slowdown penalty on the racing line is a penalizable offense.

14.6 Race Line

In terms of race line participants can protect their position by changing line once. Excessive weaving and blocking is not allowed. If you re-enter the track, you have to be extremely careful and should not defend against the cars on track that are approaching with higher speed.

14.7 Qualifying

In qualifying, it is your own responsibility to find free space on the track when starting a hot lap. A car on a hot lap does not have to yield for a faster car approaching from behind. If you are on an in- or out-lap, however, you have to let faster cars pass you without blocking them. If you are on a fast lap approaching a slow car, flashing your lights is a way of notifying them that you're on a fast lap. You are allowed to press escape during qualifying to return to the pits.

14.8 Lapping

When being lapped, a participant needs to have a predictable trajectory and keep a regular trajectory and speed. Excessive maneuvers such as braking earlier/harder or changing lines to try and facilitate the lapping usually end up in misunderstandings. Participants need to be aware of their surroundings and yield to a car lapping them by simply not fighting for position. Blue flags will be signalled in game. Ignoring blue flags can lead to a penalty.

14.9 Retirement

You are allowed to press escape during the race to return to the pits. It will end your race.

14.10 Connection

It is your responsibility to make sure that you have a stable internet connection. Gaining an advantage due to a bad connection is not allowed. Incidents caused by lag will be deemed to be the fault of the lagging driver. Drivers with a repeatedly bad connection can be excluded from the competition.

14.11 In-Game Chat

Using the in-game chat during qualifying and race is not allowed.

§15 Flag signals and their meaning

15.1 Yellow flag

A yellow flag indicates an accident. Please be extra careful when you see a yellow flag on your screen.

15.2 Blue flag

A blue flag indicates a faster car approaching from behind, and is typically shown on your out lap or when being lapped. Let the driver pass safely to avoid a penalty. Ignoring blue flags will result in a penalty.

15.3 Black and white diagonal flag

A black and white diagonal flag signals when you go off the racing surface. You have to slow down to give back any advantage gained by cutting the track.

15.4 Black flag

A black flag indicates a disqualification.

§16 Incidents and Penalties

16.1 Definition of Incidents

"Incident" means any occurrence or series of occurrences involving one or more drivers, or any action by any driver, which is reported to the stewards by other drivers which include (but is not limited to):

- Causing a collision which disadvantages competitors.
- Forcing a driver off the track.
- Illegitimately preventing a legitimate overtaking manoeuvre by another driver.
- Illegitimately impeding another driver during overtaking.
- Dangerous driving.
- Using in-game text chat during qualifying or race sessions
- Lack of respect, foul language or bad attitude towards other drivers, staff, or the spectators
- Violations of track boundaries
- Unsafe track entry

16.2 Reporting Incidents

16.2.1 Report procedure

If you feel like another driver has disadvantaged your race, you can report him to the stewards by sending an E-Mail to competition@raceroom.com . The report has to be written according to the following template:

Your name:

Offending driver:

Event and race:

Lap and corner:

Short description of the incident:

Separate incidents have to be covered in separate reports. You do not have to send in a video of your incident. Videos will be ignored. If you don't know on which lap the incident happened, you can open an overlay in the replay section of RaceRoom. In order to do that, you need to assign a key for "Cycle

Replay HUD Elements" (in Secondary Controls) and then press the key once you have loaded up the replay.

The staff will not investigate without a report, unless there were extreme forms of misbehaviour by the drivers.

16.2.2 Rules for reports

You can only report incidents which have affected *your* race. Also, incident reports have to be sent in by *you*, with the e-Mail address that you have registered with on RaceRoom. Reporting incidents for your teammate, or reporting scenes that have no influence on your race, is not allowed and the reports will be ignored.

Make sure that you have Replays enabled in your game. You do not have to send in your replay, unless the stewards explicitly ask you to send it.

16.2.3 Deadline for reports

Incident reports have to be sent in between the Wednesday after the race, 00:01 CET and Thursday, 23:59 CET. Please note that there is a *cool-down-period* directly after the race. Reports sent in before or after will be ignored.

16.2.4 Appealing penalties

Appealing penalties after the fact is not possible.

16.2.5 Conduct with report and defence statements

Any reports that contain disrespectful or discriminatory comments towards the race direction or other competitors will be ignored, and the offender will be excluded from future events of the ADAC GT Masters Esports Championship presented by RaceRoom and/or RaceRoom Competitions.

16.2.6 False reports

If a driver repeatedly reports incidents that have not happened, he will be penalized himself.

16.3 Penalties

16.3.1 Introduction to penalties

In this championship, you can receive time penalties.
In addition, you can receive strikes for unfair driving.

16.3.2 Penalty point catalogue

A regular penalty in server 1 is 10 points + 1 strike.

In cases where no driver is disadvantaged, but the offending driver still broke the rules, such as (but not limited to) careless driving, contact with no position loss, track limit infringements with no advantage gained or unintentional contact with small time loss, the penalty may be reduced to a warning or the point penalty may be halved. No strike is given.

In cases such as (but not limited to) disadvantaging a large group of drivers due to contact, very careless driving, repeated track limit infringements to gain an advantage, the penalty points maybe doubled and 2 strikes may be given.

In severe cases, such as (but not limited to) extremely careless driving, constant track limit infringements to gain an advantage, the penalty may be multiplied by 4, and 4 strikes may be given.

Extreme cases, such as (but not limited to) cheating or deliberately wrecking another driver will lead to a disqualification and to an instant ban from ALL events of Super Racer and 6 strikes. His points score of the championship will be reset to 0 (with no other drivers moving up in previous rounds).

Repeat offenders may have to face a harsher penalty.

This penalty point catalogue is not complete. If you find a new way to break the rules which is not covered here, you will still receive a penalty. Also, the stewards can adjust these penalties according to the circumstances.

16.3.3 License points system

When you receive 4 strikes, you will be banned from participating in the next race. You can qualify on the leaderboard, but you will simply not receive an invitation e-Mail.

When you receive 6 strikes, you will be banned from the remainder of the season, including the final event.

License points cannot be dropped, removed or taken back.

16.3.4 Announcement of penalties

Full descriptions of the stewards decisions will be released here:

<https://forum.sector3studios.com/index.php?forums/Esports/>

§17 Other rules

As stated in 4.3, usage of external software that alters the game functions is not allowed.

For clarification, the usage of certain programs is allowed, as long as they are used in their intended function.

Programs that are allowed:

- Crewchief
- Wheel software, such as Logitech Profiler
- Dashboard apps
- Setup and telemetry tools, such as Motec or Justrace
- Similar software that doesn't alter the game functions

If you are unsure about a program, you should ask the staff before using it.

§18 Broadcasts

The multiplayer races of the first server will be streamed live on the Facebook page of Auto Motor und Sport, as well as the YouTube and Twitch Channel of RaceRoom, with German commentary by Sebastian Gerhart, Robert Wiesenmüller and/or Thomas Bienert.

If you want to stream the races in a local language, please contact competition@raceroom.com

§19 Advancing into next rounds

19.1 Advancing directly into the bootcamp

The drivers in first, second and third place in the overall multiplayer standings will advance straight into the bootcamp.

19.2 Joker Challenge at Essen Motor Show

The drivers in Positions 4-9 of the overall multiplayer standings will have the chance to compete against 6 further drivers, coming from the Event qualifiers on the Upracer.

This event, called the “Joker Challenge”, will take place at the Essen Motor Show 2019. The provisional dates are December 7th and 8th (to be confirmed).

The “Joker Challenge” will consist of one or more simracing challenges.

Out of the 12 contestants, the best 6 players will advance into the bootcamp.

Travel and accommodation has to be paid by the contestant. Upgraded will provide a free entrance ticket to the Essen Motor Show, and participating in the event itself is free as well. The drivers who have finished 1-3 will also be provided with a ticket, if they like to attend, however it is not mandatory.

19.3 Confirming Attendance

After the results of the multiplayer championship are official, you will receive an invitation mail for the bootcamp, or the Joker Challenge.

You will have 5 days in order to reply and confirm your spot.

If you cannot attend, please inform us, so we can let a reserve driver in. This has no negative consequences.

If you confirm your spot, you are expected to attend all subsequent parts of the competition. Failure to do so will result in a 3 month ban from RaceRoom Competitions.

§20 Bootcamp

The bootcamp will be organized by upgraded Automotive GmbH. All information that is provided here has purely illustrational character and is not legally binding. The ruleset for the bootcamp can be found here: <http://www.super-racer.me/teilnahmebedingungen>

The Bootcamp will be held in late 2019 or early 2020 in Germany, the exact date, location and duration will be announced 4-6 weeks before it happens. Travelling has to be paid by the contestant,

accommodation to be confirmed, the participation in the bootcamp itself is free, and food and drinks will be provided over the course of the event.

The bootcamp will consist of a mixture of various fitness related tests, and simracing challenges. A good preparation and general fitness level is highly recommended.

The bootcamp will go over two days. From the 12 attendands, 9 will be eliminated after the first event day.

Information about the prizes can also be found at <http://www.super-racer.me/teilnahmebedingungen>

C. SPORTING REGULATIONS ONLINE QUALIFIER – SUPER RACER KART

§21 Participation

21.1 Eligibility

RaceRoom staff has the right to deny any entries without giving reasons.

You need to be 16 years of age on 01.02.2020 and be in possession of a legal driving license. You do NOT need to have a racing license.

Drivers of all genders are welcome to participate in SUPER RACER. However, the SUPER RACER KART campaign is reserved to female drivers. All other drivers are eligible to compete in the regular SUPER RACER campaign, which is explained on page 7 of this rulebook.

You have to use the e-Mail address with which you registered on RaceRoom for official e-Mail correspondence.

If you apply to the conditions listed above, as long as you have read and agreed to the rules of this rulebook, and there are no outstanding bans, you are allowed to enter the championship.

Uneligible for participation in the Super Racer are all persons that are involved in the conception and execution of Super Racer, employees of RaceRoom, Upgraded as well as employees of media partner Motor Presse Stuttgart GmbH & Co. KG and their family members.

21.2 Registration

Participation consists of two steps: Setting a time on the leaderboard competition, and entering the registration form which can be found here: <https://www.raceroom.com/en/super-racer-kart-registration/>

With this registration, you confirm that you are eligible, and interested in participating in the competition beyond the leaderboard qualifier.

21.3 Entry fees

There are no entry fees for the championship.

21.4 In-game content

All drivers will participate in the Porsche Cayman GT4.

You do not have to own the track in order to participate in the championship. The car is free.

§22 Calendar

Circuit:	Start of qualifying competition:	End of qualifying competition:
Hockenheim	11.06.2019	15.10.2019

§23 Format

23.1 Race Format

The SUPER RACER KART Qualifier consists of a single time attack round. The best lap time will count.

The time attack is accessible here: <http://game.raceroom.com/competitions/926/leaderboard>

23.2 Server settings

Difficulty: GetReal

Qualifying: Unlimited laps, open session

Fixed Setups: No

Cut Rules Penalties: In-Game

Automatic Clutch: Allowed

Automatic Gears: Allowed

Game time: Noon

Weather: Default

23.3 Final results

After the end of the qualifying competition, RaceRoom will create a list of all drivers, which have registered according to 21.2, and participated in the time attack round, and sort it by laptime.

The list of drivers will be published here:

<https://forum.sector3studios.com/index.php?forums/Esports/>

§24 Advancing into next rounds

24.1 Advancing directly into the bootcamp

The drivers in first, second and third place in the final results will advance straight into the bootcamp.

24.2 Joker Challenge at Essen Motor Show

The drivers in Positions 4-9 of the final results will have the chance to compete against 6 further drivers, coming from the Event qualifiers on the Upracer.

This event, called the “Joker Challenge”, will take place at the Essen Motor Show 2019. The provisional dates are December 7th and 8th (to be confirmed).

The “Joker Challenge” will consist of one or more simracing challenges.

Out of the 12 contestants, the best 6 players will advance into the bootcamp.

Travel and accommodation has to be paid by the contestant. Upgraded will provide a free entrance ticket to the Essen Motor Show, and participating in the event itself is free as well. The drivers who have finished 1-3 will also be provided with a ticket, if they like to attend, however it is not mandatory.

24.3 Confirming Attendance

After the results of the multiplayer championship are official, you will receive an invitation mail for the bootcamp, or the Joker Challenge.

Potentially, you will be asked to provide additional information.

You will have 5 days in order to reply and confirm your spot.

If you cannot attend, please inform us, so we can let a reserve driver in. This has no negative consequences.

If you confirm your spot, you are expected to attend all subsequent parts of the competition. Failure to do so will result in a 3 month ban from RaceRoom Competitions.

§25 Bootcamp

The bootcamp will be organized by upgraded Automotive GmbH. All information that is provided here has purely illustrational character and is not legally binding. The ruleset for the bootcamp can be found here: <http://www.super-racer.me/teilnahmebedingungen>

The Bootcamp will be held in late 2019 or early 2020 in Germany, the exact date, location and duration will be announced 4-6 weeks before it happens. Travelling has to be paid by the contestant, accommodation to be confirmed, the participation in the bootcamp itself is free, and food and drinks will be provided over the course of the event.

The bootcamp will consist of a mixture of various fitness related tests, and simracing challenges. A good preparation and general fitness level is highly recommended.

Information about the prizes can also be found at <http://www.super-racer.me/teilnahmebedingungen>