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4TH ANNUAL SNOWBALL DERBY December 12th, 2009

HOST: American Sim Racing Series (www.americansimracing.com)

TRACK: Five Flags Speedway (<http://www.nr2k3tracks.com/SRCtracks.html>)
Be sure to download and install the patches as well.

REGISTRATION: Registration will take place via the ASRS forums, available through the ASRS website. Look under "Special Events".

Numbers will not be approved, until the "registration fee" is paid. **The DEADLINE to register for the Snowball Derby is December 8th.**

REGISTRATION FEE:

Free for current ASRS members, **\$3 for non-ASRS members**. **MUST be paid via Paypal!**

FILES: Carfiles will be uploaded to RPM (after registration). Mod links are posted on the ASRS "Files" page.

SERVER INFORMATION:

Will be posted on the ASRS website (www.americansimracing.com).

SCHEDULE OF EVENTS:

Saturday, December 12th:

6:00PM Drivers Meeting
6:30PM Practice (15 Minutes)
6:45PM Qualifying (1st Round)
6:50PM Last Chance Race (30 Laps)*
7:05PM Qualifying (2nd Round)*
7:10PM Snowball Derby (300 Laps)

SETTINGS:

ALL DIVISIONS:

Mod: LMPv2
Setup: Fixed (fast)
Cautions: ON
Restarts: Single File
Damage: Realistic
Wear: 1X
Lucky Dog: YES
Aids: Permitted
Driving View: Any
Weather: Clear, 70 degrees, No Wind
Max Starting Field: 24

Required Contingency Decals!! (see "Files page on ASRS website")



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DIVISION EXPLANATION:

Outlaw Paintshop All American Series (OPSAAS)

LMPv2 (Fixed setup)

Snowball Derby Line Up Format:

24 cars to start Snowball Derby:

18 from Time Trials

4 from Last-chance race

2 Promoter's Options

Snowball Derby Starting Grids:

1-20 Qualifying

21-24 Last Chance Race (Consi)

25-26 Promoters Option

Drivers Meeting: Any driver showing up tardy to the drivers meeting will automatically be entered into the B Main.

B-Main (Consi):

25 laps, All unqualified cars from time trials. Top 4 advance to the Snowball Derby. (Random Start, cautions turned off, full damage).

Rules (please refer to ASRS Rulebook for additional procedures):

COMMON Numbers: A "common number" system will be in place in all ASRS divisions. You **MUST** race with the same number in ALL divisions.

ALL ASRS DRIVERS will be expected to maintain control of their race vehicle under all conditions and at all times including caution periods. Drivers who drive erratically or are unable to hold a suitable line may be asked to leave the event and may be subject to disciplinary action by ASRS Officials.

Any and all problems between competitors will be handled **OUTSIDE OF THE RACING ENVIRONMENT** IN CHAT OR PRIVATE EMAIL. NO DISCUSSIONS OF RACING INCIDENTS WILL TAKE PLACE IN THE CHAT DURING THE RACE. Drivers who choose to debate guilt or fault via chat during an event will be subject to suspension regardless of where fault is found to lie in the racing incident in question.

Any driver who retaliates against another driver during any ASRS event in any sanctioned division will be suspended indefinitely without exception.

Under absolutely NO circumstance should a driver engage in flaming or derogatory chat. This includes, but is not limited to, ASRS racing events, ASRS practice sessions, ASRS driver's meetings, and the ASRS Mailing List. In case you were wondering, "WTF?", the three most famous letters in sim racing, is considered flaming. Seeing this during a racing event will land you squarely in the doghouse. We will all conduct ourselves as mature adults in this Series, or you will conduct yourself elsewhere. **NO EXCEPTIONS.**

During an event drivers may not have any contact with any ASRS Official via Teamspeak (without the official's prior permission) until after the event is completed. This includes whispers, entering the officials channel, etc. During the drivers meeting, as well as the post race show, ASRS officials will gladly take your questions and hear your concerns.



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Entering and Exiting Pits: Please signal your intent to enter the pit, on the backstretch of the lap you plan to pit, and carefully find your way to the apron of the track. When exiting pit, please signal your intent to exit when leaving your pit stall and merge on the backstretch (off of turn 2).

NO CHAT WHATSOEVER SHALL OCCUR DURING THE QUALIFYING SESSION. Any driver who disobeys this request will be asked to exit the event and will receive no Series points for their appearance.

LAPPED CARS have the right to race to stay on the lead lap. THIS DOES NOT EXCUSE a lapped car taking aggressive action to wreck the leader if they are passing you to place you a lap down. Once a lapped car is one or more laps down, they are expected to give way for cars on the lead lap to pass.

UNDER ALL RESTART CONDITIONS, all cars one or more laps down are required to enter pit road when it is opened for lapped cars (the second caution lap by). You ARE NOT required to enter your pit for service, although there is no penalty for doing so. You must proceed down the pit lane and wait for the attending official at the end of pit road to release you for return to the racing surface. CARS MUST ENTER PIT ROAD SINGLE FILE AND REMAIN IN ORDER UNTIL ENTERING THEIR PIT STALL.

Restart LEADER may take off anywhere from the green flag waving to the start finish line or whichever comes first.

There shall be NO PASSING before crossing the start/finish line. Obvious exceptions apply such as avoiding an accident, or if a car in front of you indicates you should pass via an autochat message. In this circumstance, you should be sure to pass to the outside or the sim will issue a black flag for passing to the inside before crossing the start/finish line.

Any competitor causing a caution to come out on the racing surface must use their Autochat to let everyone know "ALL ME". Any driver INVOLVED in a caution must use Autochat to say "ME" to let everyone know who was involved.

The competitor causing the caution flag (whoever claims "ALL ME") will be forced to take a MANDATORY drive through the pit lane when pit lane is opened for lapped cars and will be forced to drop to the rear of the field (by speeding on pit exit). Any driver failing to do so will be Disqualified at that point. In the event that nobody claims credit for the caution ALL cars involved in the initial incident will be forced to drop to the rear of the field (by speeding on pit exit). IT WILL BE AT THE DISCRETION OF THE ASRS OFFICIALS TO DISQUALIFY DRIVERS WHO CONSTANTLY FAIL TO ACKNOWLEDGE THEIR CAUSING AN ACCIDENT AND THE ASRS OFFICIALS WILL LEVY FURTHER PENALTIES IF NECESSARY.

Any driver causing a caution flag in the first 10 laps (or 10 miles on speedways, will be charged with DOUBLE caution credits.

Under ALL Caution conditions the field is expected to "stagger". Odd position (1,3,5,7,9) to the inside lane, even positions (2,4,6,8,10) to the outside lane. Lapped cars are expected to blend into the field (NOTE this means follow the car in front of you). DO NOT BLOCK ANOTHER DRIVER FROM GETTING INTO THE PIT AREA, and DO NOT FORCE A DRIVER INTO THE PIT LANE. Be respectful of people pitting.

Any driver causing their third caution must park their race car for the remainder of the event on pit road.

Should a driver be involved with any incident with a fellow driver where they feel circumstances are questionable, the driver is eligible to file a protest with the ASRS. The protest must be filed with the ASRS



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Series Director via email at racerfoose42@cox.net, or the Division director for your respective division, within 2 hours of the event in question. Any protest submitted after this time deadline will not be considered for action

Lapped cars will go HIGH!

We race back to the caution flag!

CARS MUST enter Pit Road SINGLE FILE, and remain SINGLE FILE until they enter their pit stalls. Racing OUT of the pits is allowed.

NOTE: Drivers who are registered with ASRS will have first chance at their car number please check the series driver roster. In the event of a conflict between non-members, the FIRST entry will get the number.

COMMON NUMBER SYSTEM STILL IN USE FOR SPECIAL EVENTS!
NUMBERS will be APPROVED or DENIED by an Admin!

SPONSORS: The ASRS reserves the right to deny any sponsorship at anytime. ANY SPONSORS THAT ARE DEEMED TO COMPETE WITH ASRS SPONSORS WILL NOT BE ALLOWED. Drivers under Eighteen (18) years of age are NOT permitted to have any sponsors that reflect the use of tobacco or anything that is not legal for a person under 18 to possess or use. Drivers under Twenty-One (21) years of age may not have any sponsors that reflect the use of alcohol or anything that is not legal for a person under 21 to possess or use. In addition, **Paint Schemes and sponsors must be suitable for a PG-13 Audience.** ANYTHING that reflects or promotes illegal activities will be denied.

LUCKY DOG:

The first vehicle off the lead lap must call for the Lucky Dog by calling "LD#--". In order to be eligible for the Lucky Dog, the driver must not have been involved in the causing of the caution flag. It is the option of the ASRS to give the Lucky Dog. **DRIVERS WHO ARE PENALIZED BY THE ASRS WILL LOSE THE OPPORTUNITY AT THE LUCKY DOG FOR THE REMINDER OF THAT EVENT!!!** Vehicles "CONSIDERABLY OFF THE PACE" will not be given the Lucky Dog. The Lucky Dog will not be given after 10 laps to go. Drivers who disconnect/reconnect multiple times will not be eligible the Lucky Dog. (Only one reconnect is permitted).

EVENT SPONSORS: AmericanSimRacing.com, Outlaw Paintshop, Speedway Action Images.