



NEW RACER CHECKLIST

TEST DRIVE

After configuring your settings, load into a Test Drive with the following car and track selections, and complete the specified laps.

Session 1: Don't worry about making mistakes during this session - this is for confirming your wheel, keyboard, and graphics settings are correct and feel comfortable! If the controls or force feedback settings do not feel right at first, exit the car at any time, and make adjustments in the Options screen as needed.

- Oval: Street Stock - Charlotte (Oval) - 3 Laps
- Road: Formula Vee - Lime Rock Park (Classic) - 2 Laps

Session 2: Load into a Test Drive with the following car and track selections and complete the required laps without incidents. Test your ability to keep the car on the track, and try to avoid any off-tracks or wall collisions. Any incidents will clear your current lap time.

- Oval: Legends Car - Lanier (Asphalt) - 10 LAPS
- Road: Ray FF1600 - Tsukuba (2000 Full) - 3 LAPS

Session 3: Load into a Test Drive with the following car and track selections and complete the required laps consecutively without incidents. Do your best to keep the car clean and safe the entire time.

- Oval: Street Stock - Lanier (Asphalt) - 15 LAPS
- Road: Global Mazda MX-5 - Laguna Seca - 3 LAPS

TIME ATTACK

Select the following Time Attack Competitions, and set your best time in-sim. Take as many laps as you desire, and click Quit within the session to record your best time to the Standings leaderboard for that track.

Session 1: For Time Attack, we're going to focus on Street Stocks for Oval, and the Formula Vee for Road. Use the "Search" box at the top of the page to quickly filter for each car name. For this session, you can choose any track on the list in the Time Attack Competition window to start with.

- Oval: Street Stock Time Attack - Any Track
- Road: Formula Vee Time Attack - Any Track

Session 2: Continue recording times, but at different tracks. You're now working towards your Overall rank for this competition.

- Oval: Street Stock Time Attack- Any Track, but different than Session 1!
- Road: Formula Vee Time Attack - Any Track, but different than Session 1!

Session 3: Continue recording times, but at different tracks. You're still working towards your Overall rank for this competition. When you finally record a time for each track within a competition, you will be given an Overall time, and a ranking based on your placement in the Overall Standings. Feel free to continue beating your times, and aim to score the best Overall time you can!

- Oval: Street Stock Time Attack - Any Track, but different than Session 1 and 2!
- Road: Formula Vee Time Attack - Any Track, but different than Session 1 and 2!



AI RACING

Using AI Single Race, use the Setup Wizard to create AI races using these specified car and track selections, number of AI Drivers, and race length settings. You can freely adjust any other settings to your liking.

Session 1: As a recommendation for this first session, on the AI Opponents Step, set the AI Driver "Skill Spread" to the range of 0-25% (Rookies). If the competition does not match your skill, be sure to adjust the range by 5-10% before launching your next race. Do your best, and try for a win!

- Oval: Street Stocks - USA International - 15 Opponents - 15 Laps
- Road: Formula Vee - Oran Park Raceway (South) - 12 Opponents - 8 Laps

Session 2: How was the competition in your previous AI Race? Consider adjusting the AI Driver "Skill Spread" range.

- Oval: Legends Ford '34 Coupe - Charlotte Motor Speedway (Legends Oval) - 15 Opponents - 20 Laps
- Road: Ray FF1600 - Virginia International Raceway (North Course) - 12 Opponents - 6 laps

Session 3: How was the competition in your previous AI Race? Consider adjusting the AI Driver "Skill Spread" range.

- Oval: Street Stocks - Charlotte Motor Speedway (Oval - 2018) - 15 Opponents- 15 Laps
- Road: Global Mazda MX-5 - Summit Point Raceway (Summit Point Raceway) - 12 Opponents - 8 Laps

GHOST RACING

Ghost Racing is a great tool to help better your racecraft without any risk of collision with your fellow drivers. Follow other drivers, learn their lines, and try to make passes without driving through them. Access the Spectate Sessions menu under the Go Racing header, and click View Sessions, then Watch on the preferred series you'd like to Ghost Race in.

Session 1

- Oval: PickUp Cup
- Road: Formula Vee Series

Session 2

- Oval: Rookie Legends Cup
- Road: Formula 1600 Rookie Series

Session 3

- Oval: Street Stock Series
- Road: Global Mazda MX-5 Cup

TIME TRIALS

In Time Trials, you can record clean solo laps in a certain series while improving Safety Rating and working towards license promotion. You can find Time Trials by clicking on a Ranked Series in the Series List in the UI, and click Time Trial under the Go Racing dropdown in the bottom right of the Series Info window.

Session 1

- Oval: Rookie Legends Cup
- Road: Formula Vee Series

Session 2

- Oval: Street Stock Series
- Road: Formula 1600 Rookie Series

Session 3

- Oval: Street Stock Series
- Road: Global Mazda MX-5 Cup

UNRANKED RACING

PickUp Cup is a popular entry-level Unranked Series for iRacers with both Oval and Road aspirations. This Series uses the [Legacy] Chevrolet Silverado - 2008, a free truck that is provided with your subscription, and Races start every hour. Remember to race clean and respect your fellow drivers, and most importantly, have fun!

Session 1

- Oval & Road: PickUp Cup

Session 2

- Oval & Road: PickUp Cup

Session 3

- Oval & Road: PickUp Cup

RANKED RACING

Time to start racing and working towards license promotion. These races will affect your iRating and Safety Rating, so do your best to keep it clean, respectful, and try to get the best finishes you can. Remember to participate in open practice sessions before registering for races to get comfortable with each car and track combination.

Session 1

- Oval: Rookie Legends Cup
- Road: Formula Vee Series

Session 2

- Oval: Street Stock Series
- Road: Formula 1600 Rookie Series

Session 3

- Oval: Street Stock Series
- Road: Global Mazda MX-5 Cup