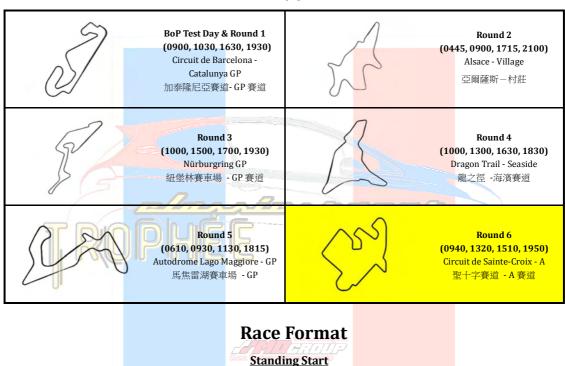


Date & Time

	BoP Test Day	
	Thursday 23 December @ 2200	
Round 1	Round 2	Round 3
Thursday 30 December @ 2200	Thursday 13 January @ 2200	Thursday 27 January @ 2200
Round 4	Round 5	Round 6
Thursday 10 February @ 2200	Thursday 24 February @ 2200	Thursday 10 March @ 2200

Track



Qualify: 15 minutes
(Release Car from Pit Exit in 10sec Intervals)

 $As \, SSMDG \, currently \, has \, more \, than \, 16 \, drivers, if \, any \, round \, has \, more \, than \, 16 \, drivers \, signed \, up, \, and \, better \, than \, 16 \, drivers \, signed$

the Stewards will assign drivers to one of the 3 Lobby rooms for qualification race.

The Top 16 drivers will be entered to the main race.

Qualification Result for Round 1 will be calculated by

combining of 10% BoP Test Day time trial and 90% from Round 1 Qualification lap time.

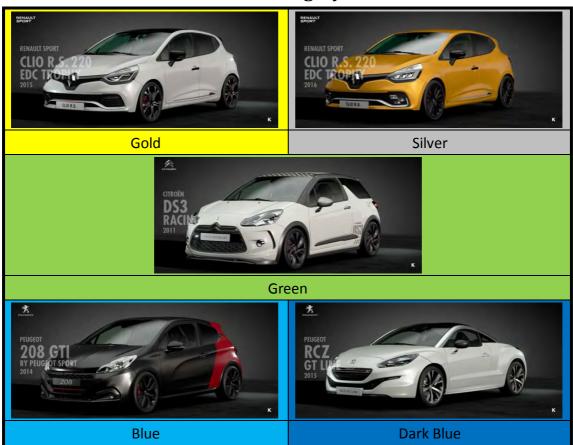
Race 1: 6 Laps

Race 2: 6 Laps

Race 3: 6 Laps



Car Category



Car Tuning, Setting & Wheel Size

Power, Weight and Transmission MUST APPLY as Official Data listed below,

unless it was requested by the Race Stewards.

Suspension and LSD adjustment are **FREE**.

The Race Stewards may ask drivers to provide proof of tuning after each race.

Wheel size must use +1 Size. Default and +2 size are prohibited, wheel model has no limit.



Car Preparation

Car Weight

Race cars weight are allocated to drivers according to the ASPAR rating colour group as below,

	SSMDG Classicsracer Trophée Sportive 2022									
	Car, Power, Weight and Sponsors Allocation									
Driver	Gametag	ASPAR	Team	Make	Model	PWR	WGT%	BLS%	TWGT%	Sponsor
Stanford C.	ZCR_BOSSCHAUFSR	14.25	Α	Renualt	Clio RS '15	109	95	13	108	Z-Challenger
Leo L.	R4m_R4mborghini	12.03	В	Renualt	Clio RS '15	109	95	12	107	Classicsracer
Winson W.	WMBimmer	11.78	Α	Renualt	Clio RS '15	109	95	11	106	Rocket
Ka Hei C.	GodFoot_R34GTR	10.85	В	Renualt	Clio RS '15	109	95	9	104	Classicsracer
Alan T.	X_MrTaipa_X	11.85	Α	Renualt	Clio RS '16	109	95	7	102	ThunderX3
Kris L.	GodHand_S2000	11.44	В	Renualt	Clio RS '16	109	95	6	101	Goodyear
Kenneth T.	Lafite1983	11.37	Α	Renualt	Clio RS '16	109	95	6	101	Rocket
Kokyo C.	FSR_Kok	8.33	В	Renualt	Clio RS '16	109	95	4	99	Z-Challenger
Franco W.	rocket_franco	10.30	Α	Citroen	DS3 Racing	116	95	3	98	Rocket
Fai C.	no9nathan-road	9.82	В	Citroen	DS3 Racing	116	95	2	97	ThunderX3
Ray T.	Jafitzz_2nd	9.71	Α	Citroen	DS3 Racing	116	95	1	96	Silkolene
Bem H.	Panda_Specialist	9.29	В	Citroen	DS3 Racing	116	95	1	96	Castle
Mickey L.	mic_evo	8.25	Α	Citroen	DS3 Racing	116	95	0	95	Musketeers
Karl H.	bibiffkaka	7.67	В	Peugoet	208 GTI	116	95	0	95	Goodyear
Billy C.	s3audi	6.86	Α	Peugoet	208 GTI	116	95	-1	94	Castle
Dominic C.	nic315nic315	6.53	В	Peugoet	208 GTI	116	95	-2	93	Sim Race Product
Kelvin H.	hoo12241224	6.33	Α	Peugoet	208 GTI	116	95	-2	93	Gtech
Kit T.	KAGA_OGRE	5.19	В	Peugoet	208 GTI	116	95	-3	92	Oasis Eat Company
Kay Y.	ykyu15	6.90	Α	Peugoet	RCZ	154	95	-4	91	P&P Garage
Peter F.	YummyAaron	4.95	В	Peugoet	RCZ	154	95	-4	91	Koo Sport
Criss W.	JustinCNYiu	3.20	Α	Peugoet	RCZ	154	95	-4	91	Classicsracer
Ben S.	Ferrarihk	1.33	В	Peugoet	RCZ	154	95	-5	90	Musketeers
Archie Y.		0.00	Α	Peugoet	RCZ	154	95	-5	90	Classicsracer

Car Settings 2015 Renault Clio RS

		nault Clio RS	
	Car Sett	ng - 汽車設定	
Power Ratio	馬力比	10	9%
Weight -			
Weight Reduction	減重比	See Car Alloc	ation Listing
	Suspe	nsion - 悬吊	
		Front/前	Rear / 後
Ride Height	車高		
Natural Freq.	自然頻率		
Anti-Roll Bars	防滾桿		
Compression	壓縮		ee
Rebound	回彈		
Camber	外傾角		
Toe Angle	束角		
	Aerody	namics -	
Downforce	下壓力	0	0
LSD - 差速器		Rear	:/後
LSD Initial	LSD 初始		
LSD Accel.	LSD加速		
LSD Braking	LSD 煞車		
	Transmi	ssion - 豐寶書	
Top Speed (AS)	最高速度	2!	50
1st	74	2.5	02
2nd	112	1.6	68
3rd	137	1.3	58
4th	165	1.1	
5th	196	0.9	52
6th	242	0.7	94
Final Gear	終傳齒輪	4.2	50

	car setti	ng·汗(羅睺)症	
Power Ratio	馬力比	10	9%
Weight -			
Weight Reduction	減重比	See Car Alloc	ation Listing
	Suspe	nsion - 🎆	
		Front / 前	Rear / {
Ride Height	車高		
Natural Freq.	自然頻率		
Anti-Roll Bars	防滾桿	E.	re.
Compression	壓縮		ee
Rebound	回彈		
Camber	外傾角		
Toe Angle	束角		
	Aerody	namics - ্ 接 流	
Downforce	下壓力	0	0
LSD - 差速器		Rea	:/後
LSD Initial	LSD 初始		
LSD Accel.	LSD加速		
LSD Braking	LSD煞車		
		ssion - 豐惠器	
Top Speed (AS)	最高速度	2	50
1st	74	2.5	02
2nd	112	1.6	68
3rd	137	1.3	58
4th	165	1.1	30
5th	196	0.9	52
6th	242	0.7	94
Final Gear	終傳齒輪	4.2	50

	2011 C	itroen DS3			
	Car Setti	ing - 汽車設定			
Power Ratio	馬力比	11	6%		
Weight -	:				
Weight Reduction	減重比	See Car Alloc	ation Listing		
	Suspe	nsion - 悬吊			
		Front / 前	Rear / 後		
Ride Height	車高				
Natural Freq.	自然頻率				
Anti-Roll Bars	防滾桿				
Compression	壓縮				
Rebound	回彈				
Camber	外傾角				
Toe Angle	束角				
		namics - 三流			
Downforce	下壓力	0	0		
LSD - 差速器		Rear	:/後		
LSD Initial	LSD 初始				
LSD Accel.	LSD 加速				
LSD Braking	LSD 煞車				
		ssion - 🖳 📆			
Top Speed (AS)	最高速度		90		
1st	74	2.3			
2nd	112	1.5			
3rd	137	1.2			
4th	165	1.0			
5th	196	0.8			
6th	242	0.8			
Final Coar	6女 (自) (公主公	4.2	50		

2	2014 Peugeot 208 GTI								
	Car Setting - 汽車設定								
Power Ratio	馬力比	11	6%						
Weight -	Weight -								
Weight Reduction 減重比 See Car Allocation List									
	Suspe	nsion - 😹 🛱							
		Front/前	Rear / 後						
Ride Height	車高								
Natural Freq.	自然頻率								
Anti-Roll Bars	防滾桿								
Compression	壓縮		ee						
Rebound	回彈								
Camber	外傾角								
Toe Angle	束角								
		namics - 📆							
Downforce	下壓力	0	0						
LSD - 差速器		Rear	:/後						
LSD Initial	LSD 初始								
LSD Accel.	LSD加速								
LSD Braking	LSD 煞車								
		ssion - 🌉 🚒							
Top Speed (AS)	最高速度	-	00						
1st	74	2.2							
2nd	112	1.5							
3rd	137	1.2							
4th	165	1.0							
5th	196	0.8							
6th	242	0.7							
Final Gear	終傳齒輪	4.2	50						

	2015 P	eugeot RCZ		
	Car Sett	ing - 汽車設定		
Power Ratio	馬力比	15	4%	
Weight -	=			
Weight Reduction	減重比	See Car Allo	cation Listing	
	Suspe	nsion - 😹 📆		
		Front / 前	Rear / 後	
Ride Height	車高			
Natural Freq.	自然頻率			
Anti-Roll Bars	防滾桿			
Compression	壓縮			
Rebound	回彈			
Camber	外傾角			
Toe Angle	束角			
	Aerody	namics - 🌉 🛣		
Downforce	下壓力	0	0	
LSD - 差速器		Rea	r/後	
LSD Initial	LSD初始			
LSD Accel.	LSD加速			
LSD Braking	LSD煞車			
	Transmi	ission - 重要器		
Top Speed (AS)	最高速度	2	10	
1st	74	2.	163	
2nd	112		542	
3rd	137		336	
4th	165	1.	112	
5th	196	0.	937	
6th	242	0.	796	
Final Gear	終傳齒輪	4.	250	



Team Championship

Two teams will be formed with Colour, Green and Blue drivers (Refer to Page 2). Each team will be led by a Gold driver, with equal number of Colour, Green and Blue driver. The Team Championship points will be calculated based on each driver's championship points and with multiplication according to their level status. Colour Driver x1.00, Green Driver x1.25, Blue Drivers x1.50

The points will be added in team and averaged using Central Limit Theorem to ensure the final points are calculated fair and accurate. The team with the highest score wins the Round. The team has the most wins will consider Team Champion. If two teams win the same amount of rounds, which team has the highest total score will consider the winner.

eam	Name	Game Tag	Div	Pt.	Х	Pt. X	Drivers	Points	CLT	Total Wins
Α	Stanford C.	BOSSSSCHAU	1	34	1.00	34.00				
Α	Winson W.	WMBimmer	1	39	1.00	39.00				
Α	Kenneth T.	Lafite1983	1	31	1.00	31.00	9			
Α	Alan T.	X_MrTaipa_X	1	18	1.00	18.00				
Α	Ray T.	Jafitzz_2nd	2	16	1.25	20.00		20105		2
A	Mickey L.	mic_evo	2		1.25	0.00		284 25	2.97	
Α	Franco W.	rocket_franco	2	43		53.75		201.23		
Α	Kelvin H.	hoo12241224	3	2	1.50	3.00				
Α	Billy C.	s3audi	3	10	1.50	15.00				
Α	Criss W.	JustinCNYiu	3		1.50	0.00				
Α	Kay Y.	ykyu15	3	47	1.50	70.50				
В	Leo L.	R4m_R4mborghini	1	34	1.00	34.00				
В	Ka Hei C.	GodFoot_R34GTR	1		1.00	0.00				
В	Kokyo C.	FSR_Kok	1		1.00	22.00				
В	Kris L.	GodHand_S2000	1	0	1.00	0.00				
В	Fai C.	no9nathan-road	2		1.25	0.00	0	205 25	12 07	2
В	Bem H.	Panda_Specialist	2	27	1.25	33.75	8	205.25	-13.9/	3
В	Karl H.	bibiffkaka	3	24	1.50	36.00				_
В	Kit T.	KAGA_OGRE	3	25	1.50	37.50				
В	Dominic C.	nic315nic315	3	24	1.50	36.00				
В	Ben S.	Ferrarihk	3		1.50	0.00				
В	Peter F.	YummyAaron	3	4	1.50	6.00 489.50				



Race Settings

Boost: Off, **Visible Damage:** On, **Mechanical Damage:** Heavy, **Tire Wear:** x1, **Fuel Consumption:** None

Slipstream Strength: Real, Grip Red. on Wet Track/Track Edge: Low

Mechanical Damage

If a race car received heavy damage and required to pit for repair, the car is allowed to change tires but must use the same tire compound as he starts the race with. If incoreect tire compound is used,

the race result will be disqualified with race reprimand imposed.

The driver must not abort during a race without valid reason,

his race result will be consider as DNF and a race reprimand will be imposed.

Regulation Settings

Balance of Performance: Off, **Tire Rating:** See Tires Regulations

Livery Restrictions: Allowed, Racing Number Type: See Race Number,

Apply Car Numbers Automatically: Standard Number, Tuning: No Limit

Tire Regulations

All drivers will use RS (Racing Soft) for Qualify with no tire wear.

Drivers must use 'Option' RSS (Racing Super Soft) in one of the race in each Round.

Each Driver must nominate their tire compound before start of the race.

Penalty Settings

Ghosting During Race: None, Shortcut Penalty: Strong, Wall Collision Penalty: Off,

Side Contact Penalty: Off, Correct Vehicle Course After Wall Collision: Off, Flag Rules: Off

Limit Driving Options

Counter steering Assist: No Limit, Active Stability Management: No Limit, Driving Line Assist: On,

Traction Control: Prohibited, ABS: No Limit, Auto-Drive: No Limit

Racing Number

All drivers must use the **SSMDG Number Plate**

with Type 7 numbers in GT Sport. You can search

"SSMDG" in the Discover section of GT Sport.





Car Livery

All driver must apply main sponsor according to the Sponsor Allocation Listing on Page Sponsors Logo must be shown according to instruction below.



















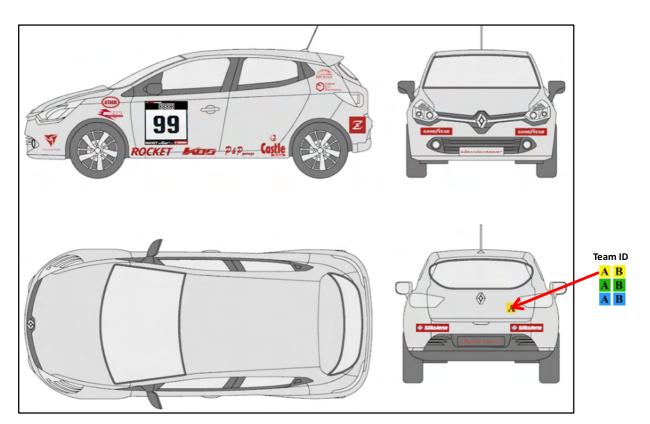












Driver Race Suit Livery

There is no restriction with Driver Race Suit livery. Sponsors Logo must be shown on both sides of the sleeves as shown.





BoP Test Day Awards

Points will be awarded to the drivers with the fastest average laptime after the three timed sessions,

1st = 8 points	2nd = 7 points	3rd = 6 points	4th = 5 points	5th = 4 points
6th = 3 points	7th = 2 points	8th = 1 point	9th = 0 point	10th = 0 point
11th = 0 point	12th = 0 point	13th = 0 point	14th = 0 point	15th = 0 point

Points will be awarded to the drivers listed as classified finishers in the Final Result at the race session

1st = 8 points	2nd = 7 points	3rd = 6 points	4th = 5 points	5th = 4 points	
6th = 3 points	7th = 2 points	8th = 1 point	9th = 0 point	10th = 0 point	
11th = 0 point	12th = 0 point	13th = 0 point	14th = 0 point	15th = 0 point	

Race Awards

Points will be awarded to the drivers listed as classified finishers in the Final Result at each Race,

1st = 20 points	2nd = 17 points	3rd = 15 points	4th = 13 points	5th = 11 points
6th = 10 points	7th = 9 points	8th = 8 points	9th = 7 points	10th = 6 points
11th = 5 points	12th = 4 points	13th = 3 points	14th = 2 points	15th = 1 point

Bonus Awards

	Fastest (Qualifier in Qualifying= 1	Point	
	Fastes	st Lap in Each Race = 1 Po	oint	
	Leading a Lap	During Races = 1 Point ([Maximum]	

Championship Awards

The championship will be based on the drivers total points gained in the <u>6 rounds</u> of the championship

In the event of a tie between two or more competitors, the driver who had the most win shall be declared the winner.



ASPAR Rating

ASPAR (Average Score per Attended Race) Rating is calculated by average the race point per race. It is a rating to distinguish the performance of drivers in order to assist the Race Stewards to introduce better balance of performance in order to provide closer and fairer racing.

SSMDG Classicsracer Trophée Sportive 2022 ASPAR - Round 5										
Pos	Car	Driver	Game Tag	AR	ASPAR					
1	21	Franco W.	rocket_franco	15	13.87					
2	76	Leo L.	R4m_R4mborghini	15	12.07					
3	47	Winson W.	WMBimmer	15	11.40					
4	92	Stanford C.	ZCR_BOSSCHAUFSR	15	11.00					
5	49	Ray T.	Jafitzz_2nd	15	10.80					
6	85	Kokyo C.	FSR_Kok	15	10.67					
7	6	Kit T.	KAGA_OGRE	15	9.67					
8	22	Bem H.	Panda_Specialist	15	9.27					
9	13	Alan T.	X_MrTaipa_X	15	7.87					
10	7	Dominic C.	nic315nic315	15	7.53					
11	24	Kay Y.	ykyu15	15	6.87					
12	86	Ka Hei C.	GodFoot_R34GTR	11	6.73					
13	10	Karl H.	bibiffkaka	15	5.47					
14	517	Kenneth T.	Lafite1983	15	4.67					
15	27	Kris L.	GodHand_S2000	12	2.83					
16	23	Billy C.	s3audi	15	2.53					
17	9	Kelvin H.	hoo12241224	13	1.77					
18	81	Peter F.	YummyAaron	12	1.58					

SSMDG Classicsracer Trophée Sportive 2022 Success Ballast - Round 6								
Car	Driver	Game Tag	SB					
21	Franco W.	rocket_franco	5%					
76	Leo L.	R4m_R4mborghini	4%					
47	Winson W.	WMBimmer	3%					
92	Stanford C.	ZCR_BOSSCHAUFSR	2%					
49	Ray T.	Jafitzz_2nd	1%					

Success Weight Ballast

A system of "Success Weight Ballast" handicap will be applied to drivers in the SSMDG Classicracers Italia Cup. For races with **8 cars or more**, Weight Ballast will be added to the Base Weight (BW) of

the <u>Top 5 ASPAR</u> drivers in the following allocations:

1st	2nd =	3rd	4th	\// 5th
B <mark>W</mark> + 5%	BW + 4%	BW + 3%	BW + 2%	BW + 1%

For races with less than 8 cars, Weight Ballast will be will be added to the Base Weight (BW) of

the Top 3 ASPAR drivers as follow,

1st	2nd,	3rd
BW + 3%	BW + 2%	BW + 1%

Between events, Weight Ballast is allocated according to championship positions and is carried

in ${\bf Qualifying}$ and ${\bf Race}~{\bf 1}$

For Race 2 and 3, Weight Ballast is allocated according to the finishing positions in

Race 1 and 2 respectively

Any drivers who did not attend the BoP Session, he will begin Round 1 with BW +3%

Any drivers joining the championship after Round 1 or absent from previous race round,

he will begin their **Qualifying** and **Race 1** with **BW +3%**.



Qualification Maxima (QM)

For drivers who allocated Success Ballast (SB) from previous race round, they will be granted a Qualification Maxima (QM) for a wider qualification window during qualifying. Base on the fastest qualification lap time (Pole Position), the following SB drivers will receive the following QM:

SB + 5% = 103.0%, SB + 4% = 103.0%, SB + 3% = 102.5%, SB + 2 = 102.5%, SB + 1% = 102.0%

Example

The fastest qualification time of this race is 1:13.574. 103.0% = 1:15.782, 102.5% = 1:15.414, 102.0% = 1:15.046

Drivers with SB <mark>5% and 4%</mark> have to qualify within 1:15.782,

3% and 2% have to qualify within 1:15.414,

Reference Lap Time

Qualification Maxima

1% has to qualify within 1:15.046.

to receive priority entry to the main race.

QM within Top 16

If QM is within the Top 16 qualification time, the driver with SB m<mark>ust qualify within the T</mark>op 16.

Situation 1

Car 24 carries SB +4%, his qualification time is within the QM. He will have the priority entry to the main race and replace Car 85 of Position 16.

Situation 2

Car 24 carries SB +4%, Car 49 carries SB +5%, and Car 7 carries SB +1%, their qualification time is within the QM to receive priority entry to the main race. The position will be placed according to their qualification time, Car 24 will replace Car 85 of Position 16, Car 49 will replace Car 7 of Position 15 and Car 7 will replace Car 9 for Position 14.

Situation 3

Car 19 carries SB +3%, his qualification time is outside the QM. Therefore, he will not have entry to the main race.

01:13.586 GodHand S2000 Kris L. 01:13.897 01:13.933 6 Alan T X MrTaipa X 01:13.936 Franco W. rocket franco 01:14.013 8 01:14.486 9 Bem H. Panda Specialist 01:14.516 10 01:14.528 11 01:14.558 12 Mickey L. mic_evo 01:14.608 13 01:14.626 14 ic315nic315 01:14.640 15 01:15.024 16 01:15.095 17 01:15.153 18 01:15.270 19

> Note: Qualification Maxima (QM) does not apply to any drivers who received SB, when joining the championship after Round 1 or absent from previous race round



Balance of Performance (BoP)

ASPAR BoP for Round 1 is according to the averaging of qualifying and race lap time in BoP Session. However, if the average lap time in Round 1 is 1% or more, faster than the time in BoP, extra ballast will be applied accordingly.

From Round 2 onwards is set according to the averaging of qualifying lap time from of the previous race round. All drivers must apply the race Base Weight and Base Power to their car as listed

Delta	Car	Driver	Game Tag	Q	Tire	Race 1	Tire	Race 2	Tire	Race 3	Tire	BoP Avg.	OBP	OBW	P+/- W	1+/-	NBP	NBW	Avg. Dif
	85	Kokyo C.	FSR_Kok	02:12.307	2RS	02:14.035	2RS	02:13.062	RS	02:12.876	RSS	02:13.324	10996	99		2	109%	101	00:00.44
	7	Dominic C.	nic315nic315	02:12.092	RS	02:13.457	RS	02:13.322	R5	02:13.516	RSS	02:13.432		92		1	116%	93	00:00.33
	21	Franco W.	rocket_franco	02:12.277	5RS	02:14.208	5RS	02:12.777	RS	02:13.467	5RSS	02:13.484		101		1	116%	102	00:00.28
	24	Kay Y.	ykyu15	02:12.249	RS	02:13.403	RS	02:13.799	4RSS	02:13.411	RS	02:13.538		91		1	154%	92	00:00.23
	22	Bem H.	Panda_Specialist	02:11.763	RS	02:13.220	RSS	02:13.419	RS	02:14.006	3RS	02:13.548		102		1	116%	103	00:00.2
	47	Winson W.	WMBimmer	02:12.077	1RS	02:13.626	1RS	02:13.645	2RS	02:13.424	1RSS	02:13.565		108		1	109%	109	00:00.20
	76	Leo L.	R4m_R4mborghini	02:12.273	4RS	02:13.875	4RS	02:13.546	RS	02:13.446	4RSS	02:13.622		109			109%	109	00:00.14
	517	Kenneth T.	Lafite1983	02:11.816	RS	02:13.361	RS	02:14.083	1RS	02:13.792	RSS	02:13.745		97			109%	97	00:00.0
:13.771	23	Billy C.	s3audi	02:12.265	RS	02:13.315	RS	02:14.127	RS	02:13.958	RSS	02:13.800		93			116%	93	00:00.07
	10	Karl H.	bibiffkaka	02:12.220	RS	02:13.685	RS	02:13.802	3RS	02:14.020	RSS	02:13.836		93			116%	93	00:00.0
	92	Stanford C.	ZCR_BOSSCHAUFSR	02:12.367	RS	02:13.895	RS	02:13.748	RS	02:13.899	2RSS	02:13.847		108			109%	108	
	13	Alan T.	X_MrTaipa_X	02:12.258	RS	02:13.443	RS	02:14.852	RS	02:13.505	RSS	02:13.933		100			109%	100	00:00.10
	49	Ray T.	Jafitzz_2nd	02:11.642	3RS	02:14.883	3RS	02:13.926	RS	02:13.390	RSS	02:14.066		103			116%	103	00:00.2
	81	Peter F.	YummyAaron	02:12.519	3RS	02:14.709	3RS	02:14.268	RS	02:14.239	RSS	02:14.405		88			15496	88	
	6	Kit T.	KAGA_OGRE	02:11.697	RS	02:13.739	RS	02:14.951	5RS	02:14.557	RSS	02:14.416		93			116%	93	00:00.6
	9	Kelvin H.	hoo12241224	02:12.895	RS	02:15,409	RS	09:00.000		09:00,000		06:45.136		89			116%	89	
	27	Kris L.	GodHand_S2000	02:13.093	3RS	09:00.000		09:00.000		09:00.000		09:00.000		99			109%	99	

	SSMDG Classicsracer Trophée Sportive 2022 Power & Weight - Round 6												
Car	Driver	Game Tag	BP%	BP	CW%	SB%	TCW%	CW+SB0%	CW+SB1%	CW+SB2%	CW+SB3%	CW+SB4%	CW+SB5%
10	Karl H.	bibiffkaka	116%	237	93	0	93	2,461	2,487	2,514	2,540	2,567	2,593
85	Kokyo C.	FSR_Kok	109%	237	101	0	101	2,681	2,707	2,734	2,760	2,787	2,813
86	Ka Hei C.	GodFoot_R34GTR	109%	237	103	3	106	2,677	2,703	2,729	2,755	2,781	2,807
27	Kris L.	GodHand_S2000	109%	237	99	0	99	2,627	2,654	2,681	2,707	2,734	2,760
9	Kelvin H.	hoo12241224	116%	237	89	0	89	2,355	2,381	2,408	2,434	2,461	2,487
49	Ray T.	Jafitzz_2nd	116%	235	103	1	104	2,645	2,671	2,696	2,722	2,748	2,773
6	Kit T.	KAGA_OGRE	116%	237	93	0	93	2,461	2,487	2,514	2,540	2,567	2,593
517	Kenneth T.	Lafite1983	109%	237	97	0	97	2,574	2,601	2,627	2,654	2,681	2,707
7	Dominic C.	nic315nic315	116%	237	93	0	93	2,461	2,487	2,514	2,540	2,567	2,593
22	Bem H.	Panda_Specialist	116%	235	103	0	103	2,645	2,671	2,696	2,722	2,748	2,773
76	Leo L.	R4m_R4mborghini	109%	237	109	4	113	2,833	2,859	2,885	2,911	2,937	2,963
21	Franco W.	rocket_franco	116%	235	102	5	107	2,619	2,645	2,671	2,696	2,722	2,748
23	Billy C.	s3audi	116%	237	93	0	93	2,461	2,487	2,514	2,540	2,567	2,593
47	Winson W.	WMBimmer	109%	237	109	3	112	2,833	2,859	2,885	2,911	2,937	2,963
13	Alan T.	X_MrTaipa_X	109%	237	100	0	100	2,654	2,681	2,707	2,734	2,760	2,787
24	Kay Y.	ykyu15	154%	236	92	0	92	2,738	2,768	2,797	2,827	2,857	2,887
81	Peter F.	YummyAaron	154%	236	88	0	88	2,619	2,649	2,678	2,708	2,738	2,768
92	Stanford C.	ZCR_BOSSCHAUFSR	109%	237	108	2	110	2,807	2,833	2,859	2,885	2,911	2,937
		Please take note of your car	Base Power	(BP), <u>Car W</u>	eight (CW), St	occess Ballas	t (SB) Total	Car Weight (TCW) used in	Qualificatio	n and Race 1		

Final Race Round Qualification

Due to the close competition of the championship, the final race round is often the championship-deciding round. Therefore, to provide the best opportunity to the competitors, the Top 16 drivers will be eligible for the final race round. If there are two or more drivers have the same championship points for the 16th entry, the Race Steward will determine the entry with the number races participated and results of the races.



Wildcard Qualification Race

With the increasing SSMDG members, the championship now has more than 30 drivers to qualify for 16 car grids in each round. For those that are outside the qualification maxima, SSMDG is considering to allow a second chance by organizing a Wildcard Qualification Race.

The 20 minutes race is under qualification settings and grid according to the qualification position 17th onwards, with minimum of 3 drivers. If there are less than 3 drivers, the race will consider as cancelled.

The winner will receive Wildcard entry to the next round and grid according to the qualifying result. If there is no Race Stewards able to qualify for the main race, the 15th grid position will be allocated for race management purposes, and this driver enters into the Wildcard race. Vise Versa, if there is no race stewards entered in the Wildcard race, it will be run by a volunteer driver with replay recorded for reference.

All race regulations and penalties applied as the main race. Any protests are to be submitted as regulations required.

Exceeding Track Limit

All drivers must adhere to the track limit rule as shown as below. Although there is AI penalty system in GT Sport, but it may not give out time penalty to drivers for exceeding track limit. However, the Race Stewards will follow up with race replay and issue reprimands with penalty to drivers found abusing track limit during the race. Minimum penalty deducting 5 seconds to race result.

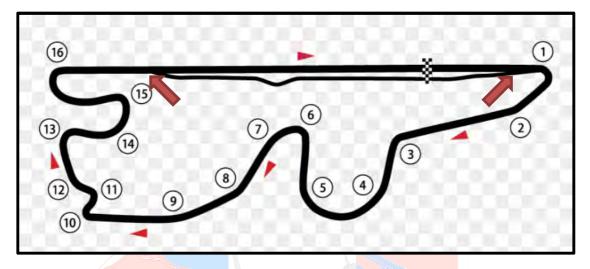






Stopping on Course

When any driver needed to stop on course during a practice or qualification session. All car must only stop at the pit enterance or exit area, any other position on the track are forbidden. Driver who found stopping outside the designated area will have 5% added to their qualification time with driver reprimand.



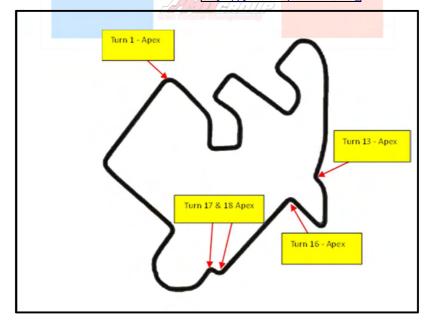
Example: Stopping Area at Fuji International Speedway

Track Limit

All drivers must respect the SSMDG track limit rules. Also, the race stewards would monitor the higher occurrence corners pointed below. If race stewards find driver abusing the track limit and gain advantage,

reprimands with penalty will be issued.

Track Limit Guide video: https://youtu.be/0b0PLf Rdig





Overtaking

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 B Pillar of the defender's car. Excessive divebombing is also not allowed. More information at Section 25.4 of NASA Club Codes and Regulations https://nasa-assets.s3.amazonaws.com/document/document/282/2022.1.3_pdf

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.

Penalty

All drivers are expected to obey with the basic race manners above. If there is any racing misconduct, the

Race Stewards will apply penalty according the severity of the incident.

Minor Penalty - 5 seconds deduction to final race result

Definition of Minor Penalty can be but no limit to track limit and incident that caused your opponent to lost control (on track) and lost position.

A relatively minor but straightforward on-track incident, involving and affecting only two cars, that can be simply rectified by swapping their finishing positions post-race (within five seconds).

Major Penalty - 10 seconds deduction to final race result

Definition of Major Penalty can be but no limit to incident that caused your opponent to lost control (off track) and lost position.

Serious Penalty - Disqualify of Race

Definition of Serious Penalty can be but no limit to incident that included serious driver misbehavior and not comply with the car and race settings.



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, Race Stewards, or the spectators
 - Violations of track limit

Does not comply to any race and car settings

Method of Protest

Drivers are required to submit race protest request after each race. Race official will review the race replay and execute any penalty before the start of next race.

For each protest, driver will incur "one" championship point as protesting fee. This fee may only be returned if the protest is upheld. If the protest is rejected, no part of the fee will be returned.

Addition Championship Penalty

Any driver who has received three reprimands will, on receiving the third reprimand be given the additional penalty of starting the next available race from the rear of the grid and a deduction of three points from their Championship tally in the Drivers Championship. Any such reprimand will remain valid and on a Driver's record for 6 months from the date applied.

On a fourth reprimand the driver will receive a one - race ban to be taken at the next available Race, on the fifth reprimand the driver will receive a two - race ban to be taken at the next available Races and on the sixth reprimand the driver will receive a three - race ban to be taken at the next available Races. On the seventh reprimand the driver will be excluded from the Championship for the remainder of the Season.

Every reprimand from and including the third reprimand will also receive a deduction of three points from their Championship tally in the Drivers Championship. Drivers must carry the appropriate Championship/Success Ballast for the race in which they would normally have started prior to the



application of any such penalty.

A relatively minor but straightforward on-track incident, involving and affecting only two cars, that can be simply rectified by swapping their finishing positions post-race (within five seconds) (or which has already been fully redressed within one lap by the offending driver) will not necessarily constitute a reprimand

To further promote a proper racing manner, drivers will be able to cancel out their reprimand after two rounds of clean races. The Race Stewards will delete the reprimand from the oldest of the driver record.

	SSMDG GT Sport - Reprimand Record										
Date	Driver	Game Tag	Event	RIN	Record	Penalty					
10/02/2022	Ray T.	Jafitzz_2nd	CTS	2201CTSR4R2L02T02	R4 - R2, L2, T2 - Sporting Regulations	Reprimand + 10 Seconds					
10/02/2022	Dominic C.	nic315nic315	CTS	2201CTSR4R2L08T16	R4 - R2, L8, T16 - Sporting Regulations	Reprimand + 13th Place					

Use of Radar Function During Racing





In Race Communication

All drivers must use Zello app on your phone for easy communication during race.

Link to SSMDG channel https://zello.com/ssmdg2018



Sponsorship

SSMDG has acquired sponsorship from





























to support the Classicsracer Italia Cup

with total prize worth over HK\$40,000!!





Awards

































The Champion of the Classicsracer Trophée Sportive 2022 will be awarded

Classicsracer Trophy, Cash Prize HK\$3,000, Castle Dish Washing Liquid x6, Goodyear Gift Pack

Fuchs Silkolene 40% Discount Coupon, Musketeers Service Coupon HK\$3,000,

, **Z-Challenger** Coupons 2 sets, **Koo Sport** Suspension HK\$3,000 Discount Coupon, **P&P Garage** 30%

Discount Coupon, SIM RACE Product Fanatec \$300 Discount Coupon

SSMDG Prize Pack, ParknShop Coupon HK\$500



Awards

































2nd Place will be awarded,

Classicsracer Trophy, Cash Prize HK\$2,000, Castle Dish Washing Liquid x6, Goodyear Gift Pack

Fuchs Silkolene 30% Discount Coupon, Musketeers Bodyshop Coupon HK\$3,000,

Z-Challenger Coupons 2 sets, , Koo Sport Suspension HK\$2,000 Discount Coupon, P&P Garage 20%

Discount Coupon, $SIM\ RACE\ Product$ Fanatec \$200 Discount Coupon, $SSMDG\ Prize\ Pack$, $ParknShop\ Coupon\ HK\$300$



Awards

































3rd Place will be awarded,

Classicsracer Trophy, Cash Prize HK\$1,000, Castle Dish Washing Liquid x3, Goodyear Gift Pack,

Fuchs Silkolene 20% Discount Coupon, Z-Challenger Coupons 2 sets, Musketeers Service Coupon HK\$1,000,

Koo Sport Suspension HK\$1,000 Coupon, P&P Garage 10% Discount Coupon, SIM RACE Product Fanatec

\$100 Discount Coupon, SSMDG Prize Pack, ParknShop Coupon HK\$200



Awards































4th Place will be awarded,

Classicsracer Trophy, Cash Prize HK\$500, Castle Dish Washing Liquid x2,

Gtech Oil Additives 20% Discount Coupon, Z-Challenger Coupons 2 sets, Koo Sport Suspension HK\$500

Coupon, P&P Garage 5% Discount Coupon, SIM RACE Product Merchandise,

SSMDG Prize Pack, ParknShop Coupon HK\$100



Awards

















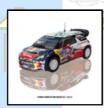














5th Place will be awarded,

Classicsracer Trophy, Cash Prize HK\$300, Castle Dish Washing Liquid x2,

Gtech Oil Additives 20% Discount Coupon, Z-Challenger Coupons 2 sets, Koo Sport Suspension HK\$500

Coupon, P&P Garage 5% Discount Coupon, SIM RACE Product Merchandise,

SSMDG Prize Pack, ParknShop Coupon HK\$100



Awards































6th Place will be awarded

Classicsracer Trophy, Cash Prize HK\$200, Castle Dish Washing Liquid x2, Gtech Oil Additives 20% Discount Coupon, Z-Challenger Coupons 2 sets, Koo Sport Suspension HK\$500 Coupon, P&P Garage 5% Discount Coupon, SIM RACE Product Merchandise, SSMDG Prize Pack, ParknShop Coupon HK\$100





Team Championship winner will be awarded Team Championship Trophy





















Castle Pole Position Award winning will be awarded Castle Trophy, Castle Washing Liquid x 12,

Goodyear Gift Pack, SSMDG Prize Pack



















Goodyear Fastest Lap Award winner will be awarded

Goodyear Trophy, Goodyear Gift Pack, SSMDG Prize Pack.



Best Race Livery winner will be awarded Best Race Livery Trophy,

Reflection HK Gift Pack, SSMDG Prize Pack.



















OEC Most Hardcore Driver will be awarded *OEC Most Hardcore Driver Trophy, Oloiya Product,* Goodyear Gift Pack, ParknShop Coupon HK\$50 and SSMDG Prize Pack.

















Z-Challenger Most Improved Driver will be awarded Z-Challenger Most Improved Driver Trophy, **Z-Challenger** Coupon 3 sets, **Goodyear** Gift Pack, ParknShop Coupon HK\$50 and SSMDG Prize Pack.













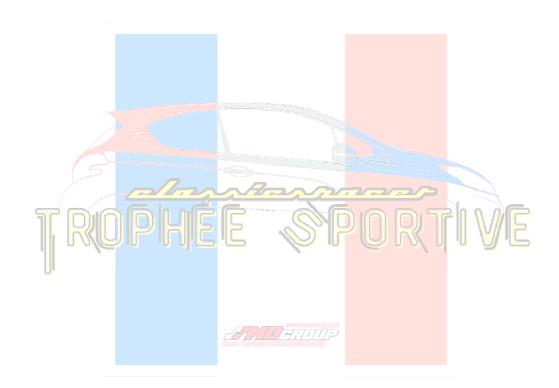






Musketeers Trophy

The Blue Division 1st Place will be awarded the **Musketeers** Trophy, Musketeers Service Coupon \$1,000, Goodyear Gift Pack and SSMDG Gift Pack

























The Blue Division 2nd Place will be awarded the Musketeers Trophy,

Musketeers Service Coupon \$800, Goodyear Gift Pack and SSMDG Gift Pack



















The Blue Division 3rd Place will be awarded the **Musketeers** Trophy,

Musketeers Service Coupon \$500 and SSMDG Gift Pack





SSMDG has acquired Rocket Battery in sponsoring grand prizes

to the top 3 drivers with the highest combined score of the 2021-2022 SSMDG GT Sport Championships.







Winner HK\$800 Power Award

2nd Place HK\$600 Power Award

3rd Place **HK**\$400 Power Award

(Coupon applies to regular price items with expiration to 30 December 2022)

