

DYNAMIC EVENTS

1. General Rules

1.1 Drivers eligible to participate

Each driver participating must be enrolled as degree seeking undergraduate or graduate students in any university. Team members who have graduated within the seven month period prior to the competition remain eligible to participate.

Drivers will have to provide a video connection for identification purposes via a video conference platform which will be announced to the teams prior to the event.

Each team will have to take part in the main events on the 4th of December with 2 drivers.

1.2 Drivers registration

Each team has to name 2 drivers who will take part in the events on the 4th of December. The teams have to register their drivers by the 27th of November 11am.

Both drivers will take part in the Autocross event and the FSO Super Special event.

Registration form: https://bit.ly/fso_2021_driver_reg

1.3 Bandwidth

It is each driver's responsibility to have a stable internet connection. During the autocross event, in case of lagging, if a driver hits a cone due to lag, the penalty will be assigned whether it was due to a connection issue or not.

Drivers with repeated connection issues can be excluded from the event.

1.4 Cheating and use 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 event will be excluded from all parts of Formula Student Online.

In case no use 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.

1.5 Accounts

You have to enter your real name in your rFactor 2 ingame account in order to participate. Each driver has to have an original rFactor 2 account.

1.6 Decisions by the Staff

The decisions made by the FSO staff are binding. If a situation is not covered by the rules, the FSO staff will have the final decision on it. Any statements made by the FSO staff 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.

1.7 Communication

We created a Discord server, which will serve both as a hotline during the dynamic event and we hope will serve as a community channel as well where all teams can connect with each other. Please use your full name and your car number on Discord. e.g.: **Driver Name – CV99**

To join the Discord server simply click on the following link:

<https://discord.gg/tP9qaWGBPt>

2. Points System

Autocross		FSO Super Special	
1st	50 points	1st	100 points
2nd	42 points	2nd	85 points
3rd	37 points	3rd	75 points
4th	33 points	4th	65 points
5th	30 points	5th	60 points
6th	27 points	6th	55 points
7th	25 points	7th	50 points

3. Event formats

3.1 Pre-qualifying (Time attack)

Each driver will have the chance to compete in the pre-qualifying session prior to the main event. A server will be set up where the drivers will have the chance to try and achieve the best possible lap time. This will set the starting order of the Autocross event and the teams will be assigned to the FSO Super Special Groups according to the pre-qualifying results as well.

3.2 Autocross event

On the 4th of December the main Autocross event will be held. 2 drivers of each team will have the opportunity to set the fastest time. The results will be determined by aggregate times from the 2 single lap runs of the teams' the 2 drivers. Drivers will take to the track in revised order of pre-qualifying, completing a single flying lap before returning to the pits.

For every driver a race will be started in rFactor 2, it is important that the drivers follow the instructions of the organizers and only those enter the race who are the next in line.

3.3 FSO Super Special (RoC style)

In the FSO Super Special event, the individual drivers compete head-to-head in one race around a parallel track, which has one crossover to ensure both drivers have to complete the same distance.

Teams will be assigned to groups based on their pre-qualification results. Each group race will consist of maximum 3 runs with the team that achieves two victories winning the duel. Both drivers have to compete in one run of each group race.

In the CV category, 2 drivers from each group will advance to the Finals and the 3rd placed teams will race against each other to determine who will finish the event in 5th place.

The final result of the EV category will be determined by the group stage results.

In the CV category Finals, 4 teams of 2 drivers will compete to determine the final results. 2 semi-final races, and a race for 3rd place and 1st place will be held. Each race will consist of maximum 3 runs with the team that achieves two victories winning the duel.

4. Penalties

4.1 DOO penalty (Autocross Event)

A cone is Down or Out (DOO) if the cone has been knocked out of place by the car. a judge will be observing all runs and will evaluate if any penalty has to be applied.

The DOO penalty during the live event is added for each DOO between the start and after the finish line, that occur on that particular run.

Penalty for DOO is **1 second**.

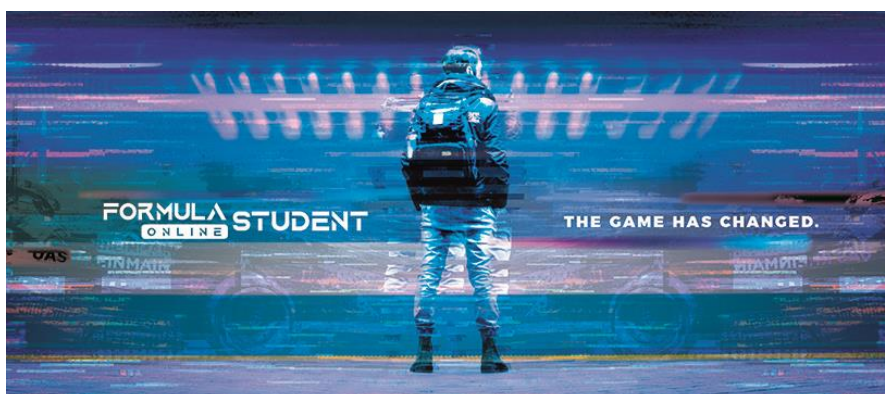
4.2 Off-course (OC)

- An OC occurs when the vehicle has all four wheels outside the track boundary as indicated by the white lines.
- When an OC occurs, the driver must re-enter the track at the next possible point.

Penalty for OC is **10 seconds**.

5. Provisional Timetable

Date	Event	Track
23 th of November	Simulator mod release	
25 th of Nov – 1 st of December	Pre-qualifying (Time Attack)	ZalaZone
30 th of November – 6pm	Team livery submission deadline	
4 th of December – 10:30 am	Autocross	ZalaZone
4 th of December – 12 am	FSO Super Special (Group Stage)	RoC
4 th of December – 1:30 pm	FSO Super Special (Finals)	RoC



6. Game settings

The simulation settings will be as follows:

Difficulty	Server settings	Rules	Server settings
Steering help	OFF	Fuel usage	Normal
Opposite lock	OFF	Tire wear	Normal
Braking help	OFF	Mechanical failures	Normal
Stability control	OFF	Race length type	2 laps
Spin recovery	OFF	Replay Fridge	Optional
Invulnerability	OFF	Record Replays	ON
Auto Shifting	OFF	Fixed setups	No
Traction control	OFF		
Anti-Lock brakes	OFF		
Auto pit lane	OFF		
Auto clutch	ON		
Auto reverse	OFF		
Damage multiplier	100%		
Display	Required setting		
Message center	ON		
Default view	Cockpit		
Flag rules	Full		