

Date & Time

	BoP Test Day	
	Thursday 16 September @ 2200	
Round 1	Round 2	Round 3
Thursday 23 September @ 2200	Thursday 7 October @ 2200	Thursday 21 October @ 2200
Round 4	Round 5	Round 6
Thursday 4 November @ 2200	Thursday 18 November @ 2200	Thursday 2 December @ 2200

Track



Race Format

Standing Start

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,

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: 10 Laps

Race 2: 10 Laps

Race 3: 10 Laps



Car Category



Ferrari 458 Italia Gr. 4

Car Tuning, Setting & Wheel Size

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

unless it was requested by the Race Stewards.

Areodynmic, Suspension and LSD adjustment are FREE.

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

Wheel size must use **Default.** +1 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 GT Sport Championship Driver ASPAR Rating							
Driver	Gametag	ASPAR	Team	Power	Weight	Ballast	Weight	Sponsor
Stanford C.	ZCR_BOSSCHAUFSR	14.41	Α	100%	90%	15%	105%	Z-Challenger
Winson W.	WMBimmer	12.83	В	100%	90%	13%	103%	Rocket
Leo L.	FSR_R4mborghini	12.78	Α	100%	90%	13%	103%	Classicsracer
Alan T.	X_MrTaipa_X	11.86	В	100%	90%	9%	99%	ThunderX3
Kris L.	GodHand_S2000	11.78	Α	100%	90%	9%	99%	Goodyear
Ka Hei C.	GodFoot_R34GTR	10.77	В	100%	90%	11%	101%	Classicsracer
Kokyo C.	FSR_Kokyo	8.59	Α	100%	90%	7%	97%	Z-Challenger
Franco W.	rocket_franco	10.15	В	100%	90%	5%	95%	Rocket
Fai C.	no9nathan-road	10.00	Α	100%	90%	5%	95%	ThnuderX3
Ray T.	Jafitzz_2nd	9.84	В	100%	90%	5%	95%	Silkolene
Bem H.	Panda_Specialist	9.37	Α	100%	90%	4%	94%	Castle
Mickey L.	mic_evo	9.04	Α	100%	90%	4%	94%	CarPlus
Kelvin H.	Hoo12241224	-	В	100%	90%	1%	91%	Gtech
Karl H.	bibiffkaka	7.44	Α	100%	90%	1%	91%	Goodyear
Billy C.	s3audi	7.05	В	100%	90%	1%	91%	Castle
Calvin K.	calvinkkc32	6.71	Α	100%	90%	0%	90%	Musketeers
Dominic C.	nic315nic315	6.54	В	100%	90%	0%	90%	Sim Race Product
Kit T.	KAGA_OGRE	5.11	Α	100%	90%	0%	90%	Oasis Eat Company
Kay Y.	ykyu15	7.28	В	100%	90%	-1%	89%	P&P Garage
Peter F.	YummyAaron	5.41	Α	100%	90%	-1%	89%	Koo Sport
Ben S.	Ferrarihk	1.78	В	100%	90%	-2%	88%	Musketeers
Jason Y.	YingCFoo	1.50	Α	100%	90%	-2%	88%	Sim Race Product



Car Settings

Car Setting - 汽車設定					
Power Ratio	馬力比	10	0%		
Weight - 重	量				
Weight Reduction	減重比	See Car Allocation Listing			
	Suspensio	n - 懸吊			
		Front/前	Rear / 後		
Ride Height	車高				
Natural Freq.	自然頻率				
Anti-Roll Bars	防滾桿	Free			
Compression	壓縮	FI	ee		
Rebound	回彈				
Camber	外傾角				
Toe Angle	束角				
A	erodynam	iics - 擾流			
Downforce	下壓力	Fr	ee		
LSD - 差速器		Rear	·/後		
LSD Initial	LSD 初始				
LSD Accel.	LSD加速	Fr	ee		
LSD Braking	LSD煞車				

Transmission - 變速器					
Top Speed (AS)	最高速度	210			
1st	89	2.875			
2nd	111	2.315			
3rd	136	1.882			
4th	167	1.537			
5th	198	1.294			
6th	235	1.092			
7th	273	0.962			
Final Gear	終傳齒輪	4.550			

Transmission Setting Procedure - 變速調節方法
1. 調節 "最高速度"
2. 調節 "齒輪比"
3. 調節 "終傳齒輪"

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. <mark>Co</mark>lo<mark>ur</mark> Driver x**1.00**, <u>Green</u> Driver x**1.25**, <u>Blue</u> Drivers x**1.50**

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.	X	Pt. X	Drivers	Points	CLT	Total Wins
Α	Stanford C.	BOSSSSCHAU	1	40	1.00	40.00				
Α	Leo L.	R4m_Ramborghini	1	35	1.00	35.00				
Α	Kokyo C.	FSR_KoK	1		1.00	0.00				
Α	Kris L.	GodHand_S2000	1	32	1.00	32.00				
Α	Fai C.	no9nathan-road	2		1.25	0.00	_	100 50	0 74	
Α	Bem H.	Panda_Specialist	2	12	1.25	15.00	/	189.50	-() /4	1
Α	Calvin K.	calvinkkc32	3		1.50	0.00		103.30	0.7 1	-
Α	Kit T.	KAGA_OGRE	3	14	1.50	21.00				
Α	Dominic C.	nic315nic315	3	24	1.50	36.00				
Α	Kay Y.	ykyu15	3	7	1.50	10.50				
Α	Ben S.	Ferrarihk	3		1.50	0.00				
В	Winson W.	WMBimmer	1		1.00	0.00				
В	Ka Hei C.	GodFoot_R34GTR	1	40	1.00	40.00				
В	Alan T.	X_MrTaipa_X	1	35	1.00	35.00				
В	Ray T.	Jafitzz_2nd	2	47	1.25	58.75				
В	Mickey L.	mic_evo	2		1.25	0.00				
В	Franco W.	rocket_franco	2	21	1.25	26.25	8	298.00	27 00	1
В	Karl H.	bibiffkaka	3	48	1.50	72.00	O	230.00	47.99	- 4
В	Criss W.	JustinCNYiu	3	15	1.50	22.50				
В	Kelvin H.	Hoo12241224	3	24	1.50	36.00				
В	Billy C.	s3audi	3	5	1.50	7.50				
В	Peter F.	YummyAaron	3		1.50	0.00				
B	Jason Y.	YingCFoo	3		1.50					



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.





















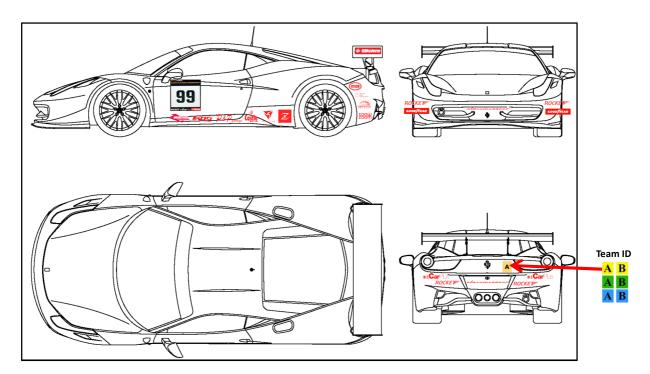












Driver Race Suit Livery

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

Gran Turismo Chamaionshia	
Fastest Qualifier in Qualifying= 1	Point
Fastest Lap in Each Race = 1 Po	pint
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 Italia Cup 2021 ASPAR - Round 5						
Pos	Car	Driver	Game Tag	AR	ASPAR		
1	92	Stanford C.	ZCR_BOSSCHAUFSR	15	14.07		
2	47	Winson W.	WMBimmer	9	12.89		
3	86	Ka Hei C.	GodFoot_R34GTR	15	12.53		
4	13	Alan T.	X_MrTaipa_X	15	12.40		
5	21	Franco W.	rocket_franco	15	11.73		
6	27	Kris L.	GodHand_S2000	15	10.20		
7	10	Karl H.	bibiffkaka	15	9.87		
8	76	Leo L.	R4M_Ramborghini	15	9.07		
9	49	Ray T.	Jafitzz_2nd	15	7.67		
10	22	Bem H.	Panda_Specialist	15	7.27		
11	85	Kokyo C.	FSR_KoK	12	6.17		
12	6	Kit T.	KAGA_OGRE	15	5.87		
13	7	Dominic C.	nic315nic315	14	5.64		
14	23	Billy C.	s3audi	15	4.53		
15	9	Kelvin H.	Hoo12241224	15	4.27		
16	3	Fai C.	no9nathan-road	6	4.17		
17	48	Criss W.	JustinCNYiu	5	3.20		
18	97	Mickey L.	mic_evo	6	2.33		
19	24	Kay Y.	ykyu15	12	1.83		
20	81	Peter F.	YummyAaron	9	1.67		
21	19	Ben S.	Ferrarihk	6	0.00		

:	SSMDG Classicsracer Italia Cup 2021 Success Ballast - Round 6						
Car	Driver	Game Tag	SB				
92	Stanford C.	ZCR_BOSSCHAUFSR	5%				
47	Winson W.	WMBimmer	4%				
86	Ka Hei C.	GodFoot_R34GTR	3%				
13	Alan T.	X_MrTaipa_X	2%				
21	Franco W.	rocket_franco	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 Top 5 ASPAR drivers in the following allocations:

1st	2nd	3rd	4th	5th		
BW + 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 Qualifying and Race 1

For $\pmb{Race}~\pmb{2}$ and $\pmb{3},$ 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%**.



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

SSMDG Classicarsor Talia Cup - Round 5 Best Lao Time Analysis																			
Delta	Car	Driver	Game Tag	Q	Tire	Race 1	Tire	Race 2	Tire	Race 3	Tire	BoP Avg.	OBP	OBW	P+/-	W+/-	NBP	NBW	Avg. Diff
	23	Billy C.	s3audi	02:23.479	RS	02:24.208	RS	02:24.106	RSS	02:23.677	RS	02:23.997	100	91		2	100	93	00:00.877
	7	Dominic C.	nic315nic315	02:23.598	RS	02:24.453	RS	02:24.319	1RS	02:24.304	RSS	02:24.359	100	91		1	100	92	00:00.515
	13	Alan T.	X_MrTaipa_X	02:23.923	2RS	02:25.152	2RS	02:24.353	RS	02:24.334	RSS	02:24.613	100	99		1	100	100	00:00.261
	48	Criss W.	JustinCNYiu	02:24.135	RS	02:24.894	RS	02:24.478	RS	02:24.783	RSS	02:24.718	100	86		1	100	87	00:00.156
	6	Kit T.	KAGA_OGRE	02:23.487	RS	02:24.032	RS	02:24.505	RS	02:25.640	RSS	02:24.726	100	90		1	100	91	00:00.148
	49	Ray T.	Jafitzz_2nd	02:23.644	RS	02:24.051	RS	02:25.007	4RS	02:25.485	5RSS	02:24.848	100	91		1	100	92	00:00.026
	10	Karl H.	bibiffkaka	02:23.434	RS	02:24.239	RS	02:25.683	5RSS	02:24.631	RS	02:24.851	100	90		1	100	91	00:00.023
02:24.874	86	Ka Hei C.	GodFoot_R34GTR	02:23.975	1RS	02:24.538	1RS	02:24.836	2RS	02:25.389	4RSS	02:24.921	100	102		1	100	103	00:00.047
	76	Leo L.	R4m_Ramborghini	02:24.524	RS	02:24.799	RS	02:25.136	RS	02:25.166	3RSS	02:25.034	100	102			100	102	00:00.160
	27	Kris L.	GodHand_S2000	02:23.871	RS	02:25.784	RS	02:24.526	RS	02:25.046	2RSS	02:25.119	100	101			100	101	00:00.245
	92	Stanford C.	ZCR_BOSSCHAUFSR	02:24.967	5RS	02:25.722	5RS	02:24.724	RS	02:25.028	1RSS	02:25.158	100	106			100	106	00:00.284
	22	Bem H.	Panda_Specialist	02:23.971	RS	02:24.723	RS	02:25.274	RS	02:25.855	RSS	02:25.284	100	92			100	92	00:00.410
	21	Franco W.	rocket_franco	02:24.277	4RS	02:24.950	4RS	02:25.338	RSS	02:25.602	RS	02:25.297	100	96			100	96	00:00.423
	9	Kelvin H.	Hoo12241224	02:23.718	RS	02:24.636	RS	02:25.763	3RS	02:25.555	RSS	02:25.318	100	85			100	85	00:00.444
	24	Kay Y.	ykyu15	02:25.991	RS	02:26.417	RS	02:25.684	RS	02:27.074	RSS	02:26.392	100	85		-1	100	84	00:01.518

	SSMDG Classicsracer Italia Cup 2021 Power & Weight - Round 6												
Car	Driver	Game Tag	BP%	BP	BW%	SB%	TW%	BW	1%	2%	3%	4%	5%
10	Karl H.	bibiffkaka	100	375	91		91	2,708	2,738	2,768	2,797	2,827	2,857
19	Ben S.	Ferrarihk	100	375	84	3	87	2,500	2,530	2,559	2,589	2,619	2,649
85	Kokyo C.	FSR_KoK	100	375	98	3	101	2,916	2,946	2,976	3,006		
86	Ka Hei C.	GodFoot_R34GTR	100	375	103	3	106	3,065	3,095	3,125	3,155	3,184	3,214
27	Kris L.	GodHand_S2000	100	375	101		101	3,006	3,036	3,065	3,095	3,125	3,155
9	Kelvin H.	hoo12241224	100	375	85		85	2,530	2,559	2,589	2,619	2,649	2,678
49	Ray T.	Jafitzz_2nd	100	375	92		92	2,738	2,768	2,797	2,827	2,857	2,887
48	Criss W.	JustinCNYiu	100	375	87		87	2,589	2,619	2,649	2,678		2,738
6	Kit T.	KAGA_OGRE	100	375	91		91	2,708	2,738	2,768	2,797	2,827	2,857
97	Mickey L.	mic_evo	100	375	92	3	95	2,738	2,768	2,797	2,827	2,857	2,887
7	Dominic C.	nic315nic315	100	375	92		92	2,738	2,768	2,797	2,827	2,857	2,887
3	Fai C.	no9nathan-road	100	375	95	3	98	2,827	2,857	2,887	2,916	2,946	2,976
22	Bem H.	Panda_Specialist	100	375	91		91	2,708	2,738	2,768	2,797	2,827	2,857
76	Leo L.	R4m_Ramborghini	100	375	102		102	3,036	3,065	3,095	3,125	3,155	3,184
21	Franco W.	rocket_franco	100	375	95	1	96	2,827	2,857	2,887	2,916	2,946	2,976
23	Billy C.	s3audi	100	375	93		93	2,768	2,797	2,827	2,857	2,887	2,916
47	Winson W.	WMBimmer	100	375	106	4	110	3,155	3,184	3,214	3,244	3,274	3,303
13	Alan T.	X_MrTaipa_X	100	375	100	2	102	2,976	3,006	3,036	3,065	3,095	3,125
24	Kay Y.	ykyu15	100	375	84		84	2,500	2,530	2,559	2,589	2,619	2,649
81	Peter F.	YummyAaron	100	375	87	3	90	2,589	2,619	2,649	2,678	2,708	2,738
92	Stanford C.	ZCR_BOSSCHAUFSR	100	375	106	5	111	3,155	3,184	3,214	3,244	3,274	3,303
		Please take note of your	car Base P	ower (BP) a	nd Base W	eight (BW), <u>Total W</u>	eight (TW) is	used in Qua	lification and	Race 1		



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.

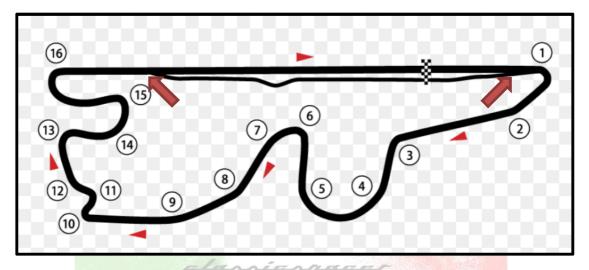






Stopping on Course

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.

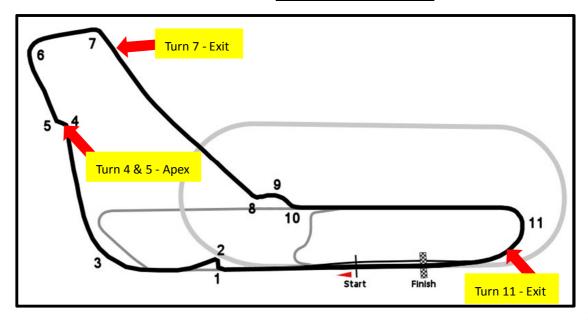


Example: Stopping Area at Fuji International Speedway

Track Limit at Autodromo Nazionale Monza

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/ivgKi7AfdzM





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 rear tyres 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/282/2021.8.2.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, from SSMDG MX-5 Cup Round 5 onwards, 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				
24/06/2021	Jason Y.	YingCFoo	V8C	2102V8CR1R2L01T07	R1 - R2, L1, T7 - Sporting Regulations	Reprimand + 10 Seconds				
22/07/2021	Calvin K.	calvinkkc32	V8C	2102V8CR3R1L01T06	R3 - R1, L1, T6 - Sporting Regulations	Reprimand + 10 Seconds				
21/10/2021	Kelvin H.	hoo12241224	CIC	2103CICR3R2L03T01	R2 - R2, L3, T1 - Sporting Regulations	Reprimand + 10 Seconds				
04/11/2021	Karl H.	bibiffkaka	CIC	2103CICR4R3L01T02	R4 - R3, L1, T2 - Sporting Regulations	Reprimand + 10 Seconds				

Use of Radar Function During Racing



All drivers must control their distance between other cars on the track and the cornering speed. Also, utilise the radar fuction during their race to reduce the chance of accident.



In Race Communication

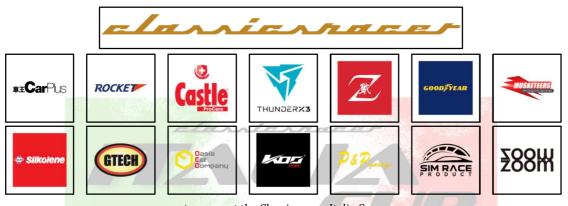
All drivers must use Zello app on your phone for easy communication during race.

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





























rismo Championship

The Champion of the Classicsracer Italia Cup 2021 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,

ThunderX3 TC3 Gaming Chair, Z-Challenger Coupons 2 sets,

SSMDG Watch and Prize Pack, ParknShop Coupon HK\$500



Awards

























2nd Place will be awarded,

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

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

Z-Challenger Coupons 2 sets, Goodyear Gift Pack, 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,

Fuchs Silkolene 20% Discount Coupon, Z-Challenger Coupons 2 sets, Goodyear Gift Pack,

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, 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,

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,

SSMDG Prize Pack, ParknShop Coupon HK\$100





The Champion of the Classicsracer Italia Cup will be awarded Koo Sport Suspension Coupon at HK\$3,000

2nd Place will be awarded Koo Sport Suspension Coupon at HK\$2,000

3rd Place will be awarded Koo Sport Suspension Coupon at HK\$1,000

4th - 6th Place will be awarded Koo Sport Suspension Coupon at HK\$500

(Coupon applies to regular price items with expiration to 30 December 2021)



The Champion of the Classicsracer Italia Cup will be awarded
P&P Garage 30% Discount Coupon

2nd Place will be awarded P&P Garage 20% Discount Coupon

3rd Place will be awarded P&P Garage 10% Discount Coupon

4th - 6th Place will be awarded P&P Garage 5% Discount Coupon

(Coupon applies to regular price items with expiration to 30 December 2021)



The Champion of the Classicsracer Italia Cup will be awarded SIM RACE Product Fanatec CSL Elite \$300 Discount Coupon

2nd Place will be awarded SIM RACE Product Fanatec CSL Elite \$200 Discount Coupon

3rd Place will be awarded SIM RACE Product Fanatec CSL Elite \$100 Discount Coupon

 4^{th} – 6^{th} Place will be awarded SIM RACE Product Merchandise

(Coupon applies to regular price items with expiration to 30 December 2021)





Team Championship winner will be awarded Team Championship Trophy







 $\textbf{Castle Pole Position Award} \ \text{winning will be awarded} \ \textit{Castle Trophy, Washing Liquid} \ x \ 12 \ \textit{and SSMDG Prize Pack}.$











ThunderX3 Fastest Lap Award winner will be awarded ThunderX3 Trophy, TC3 Gaming Chair and SSMDG Prize Pack.











Best Race Livery winner will be awarded Best Race Livery Trophy and SSMDG Prize Pack







OEC Most Hardcore Driver will be awarded *OEC Most Hardcore Driver Trophy, Oloiya Product, and SSMDG Prize Pack.*









Z-Challenger Most Improved Driver will be awarded

 $Z-Challenger\ Most\ Improved\ Driver\ Trophy,\ \textbf{Challenger}\ Coupon\ 3\ sets,\ ParknShop\ Coupon\ HK\$50\ and\ SSMDG\ Prize\ Pack.$







Musketeers Trophy

 $The \ Blue \ Division \ 1^{st} \ Place \ will \ be \ awarded \ the \ Musketeers \ Trophy, \ 1:43 \ Ferrari \ 458 \ Discast \ and \ SSMDG \ Watch$







The Blue Division 2nd Place will be awarded the Musketeers Trophy, Ferrari 458 Keyring and SSMDG Prize Pack.









The Blue Division $3^{\rm rd}$ Place will be awarded the Musketeers Trophy and SSMDG Prize Pack.





SSMDG has acquired Rocket Battery in sponsoring grand prizes

to the top 3 drivers with the highest combined score of the 2020-2021 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 2021)

