



eSport: Virtual FSAA

World First wheel-to-wheel FS Battle

Vincenzo Bevilacqua

Event Ambassador

Virtual FSAA: Idea

- Organise world first **Virtual Formula Student Event**
- Best **European FS Teams** challenge each other **wheel-to-wheel** on a Karting track on **Assetto Corsa**



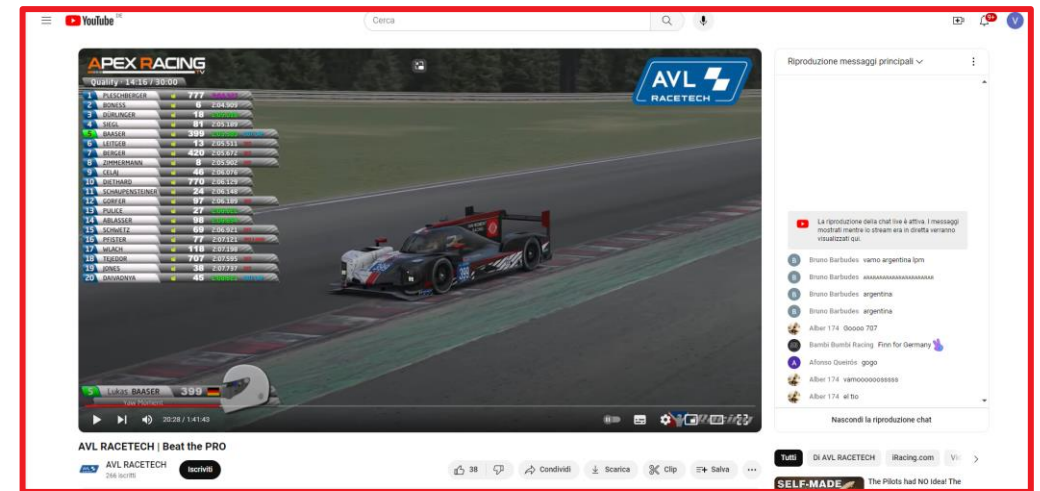
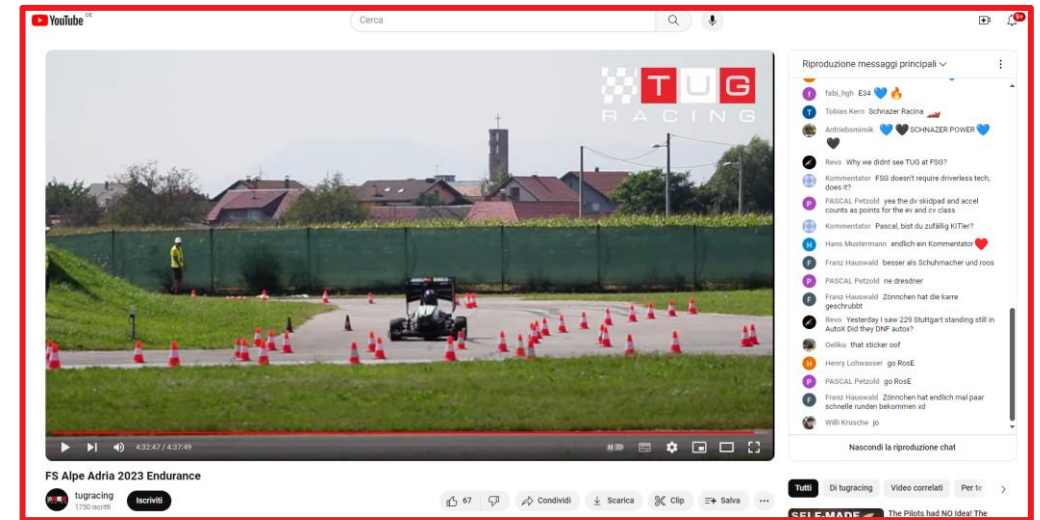
Virtual FSAA: The Event

- The event will be run online
- Car: MAD Formula Student
- Track: To be defined
- Participants
 - Current and Past FSAA Participants, Alumni Teams, Organizers, Sponsors
- 4 Disciplines
 - **AutoX** (80 Points)
 - **Endurance 1** (175 Points)
 - **Hot Lap** (240 Points) – Memory of FSAA19
 - **Endurance 2** (500 Points)



Virtual FSAA: Live Stream

- Live Stream on **YouTube**
 - TUG or FSAA Webpage
- Discord Channel with Team Captain
- Drivers Interview
- Comments by **Vincenzo Bevilacqua** (FSAA Ambassador) and **Marco Schnee** (Rennteam Stuttgart driver, great eSport Driver)
- Logo of the sponsors



Virtual FSAA: Motivation

- **eSports increasing importance** and popularity among Students and Professionals (**Max Verstappen**)
- **World First:** Unique Selling Points
- **Racing on Karting Track** Wheel-to-wheel: real spirit of FSAA
- **Connection to Teams** and **Sponsors**
- **Boost of Social Media** challenge
- **Zero Costs**



Preliminary Handbook

Main Points

- **Car:** MAD Formula Student
- **Track:** t.b.d
- **Testing Event:** Monday 08.04 (20:00-22:00)
- **Virtual FSAA 2024 Event:** Thursday 11.04
 - Event 19:00-23:00
 - Live Stream 20:00-22:30

Event Schedule

- **19:00 Mandatory Driver's Briefing**

- Both Driver and Team Captail has to attend
- Main Discord Channel

Duration 30 min

- **20:00 Auto X - Qualifying Session 1**

- One Driver (Driver 1) per Team to be communicated before the Event
- Fixed Setup
- In Game Time: 9:00-9:20

Duration 20 min

- **20:20 Break**

Duration 10 min

- **20:30 Endurance 1**

- Driver 1 has to race
- Fixed Setup
- Starting Grid based on Autocross
- In Game Time: 12:30-13:00

Duration 20 min

- **20:50 Break**

Duration 10 min

Event Schedule

- **21:00 Hot Lap - Qualifying Session 2**

Duration 20 min

- One Driver per Team (different from Quali/Endurance 1 - Driver 2)
- 2 Clocked Laps per Driver
- Reverse order of time results of Quali Section
- To be defined how many teams to participate (probably best 10)
- Open Setup
- In Game Time: 17:00-17:20

- **21:20 Break**

Duration 10 min

- **21:30 Endurance 2**

Duration 30 min

- Driver 2 has to race
- Starting Grid based on Hot Lap
- In Game Time: 19:00-19:30

- **22:00 Break**

Duration 20 min

- **22:20 Award Ceremony**

Duration 10 min

- Mandatory Driver interview
- **Overall Winning Team** will be awarded at FSAA24

Points

	Autocross	Endurance 1	Hot Lap	Endurance 2	Special Award
1 st	80	175	240	500	5
2 nd	70	126	210	360	
3 rd	60	105	180	300	
4 th	50	84	150	240	
5 th	40	70	120	200	
6 th	30	56	90	160	
7 th	20	42	60	120	
8 th	10	28	30	80	
9 th		14		40	
10 th		7		20	

- **AutoX and Hot Lap points** based on FIA F1 Point system Distribution for Sprint Race
- **Endurance 1 and Endurance 2 points** based on FIA F1 Point system for Race

Organization Rules

- Allowed to Participate
 - Current and Past FSAA Participants, Alumni Teams, Organizers, Sponsors, Guests
 - Available Spot 22 Team
 - Registration time: 18.03.2024 12:00 until 31.03.2024
 - Wild Card Registration time: 18.03.2024 10:00-12:00
 - In case more Registrations than available spots, Team will be selected by organization committee taking into account registration time
- Teams to be registered until 31.03.2024 in a Form provided by the organization containing following information
 - Name of Team
 - Name and Discord Account of Team Captain
 - Name and Discord Account of Driver 1
 - Name and Discord Account of Driver 2
- (tbc) Team is free to use a livery provided by MUD or prepare his own file. In case team decided to prepare his livery, the file has to be provided to the organization until **07.04.2023**

Organization Rules

- 3 Discord Channel will be prepared
 - **Racing Channel:** Driver to participate and Racing Director
 - **Organization Channel:** Race Director and Steward
 - **Public channel:** Team leaders, Commentator, Guest and Interview – to be streamed on YouTube
- Roles:
 - Race Director / Technique Responsible: Christian Ablasser
 - Stewards: to be announces
 - Commentators: Vincenzo Bevilacqua, Marco Schnee

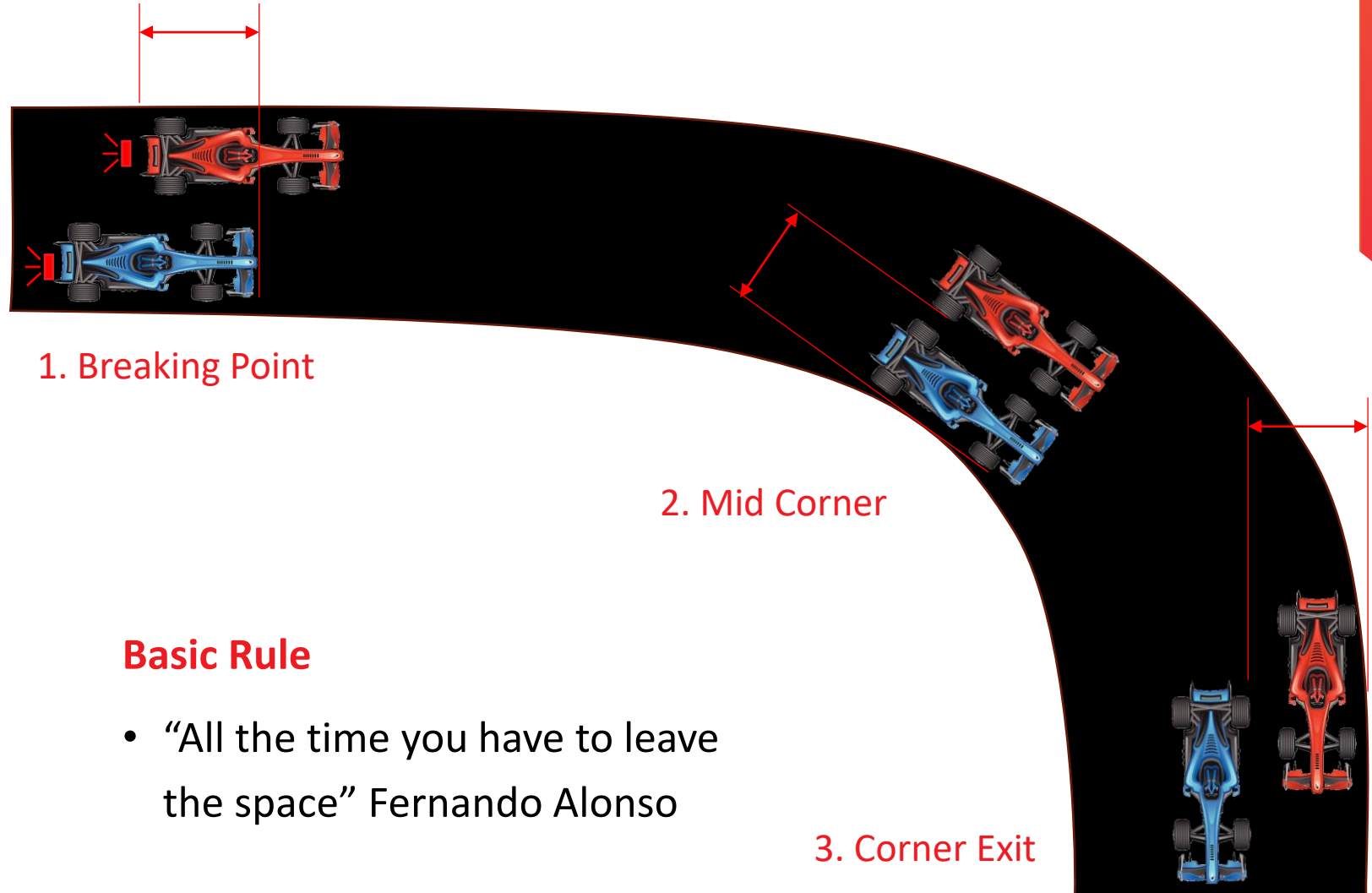
Sporting Rules

- Event is based on the values of friendship, sportsmanship and gentlmanship
- Racing behavior rules based on real racing standard will be applied and enforced at any time of the event
- Drivers has to acts at any time to avoid accidents and obstacolate other drivers
- Communication of Race Direction is to be followed immediately
- Race Direction has the right to disqualify at any time each competitor with without notification and with immediate effect

Driver Briefing

Correct Overtaking Maneuver

- At **Breaking Point**, **Blue Car** has significant overlap (more than half of the car) with **Red Car**
- At **Mid Corner**, **Red Car** left enough space (more than one car width from apex) to the **Blue Car**
- At **Turn Exit**, **Blue Car** left enough space (more than one car width to outer limit) to the **Red Car**



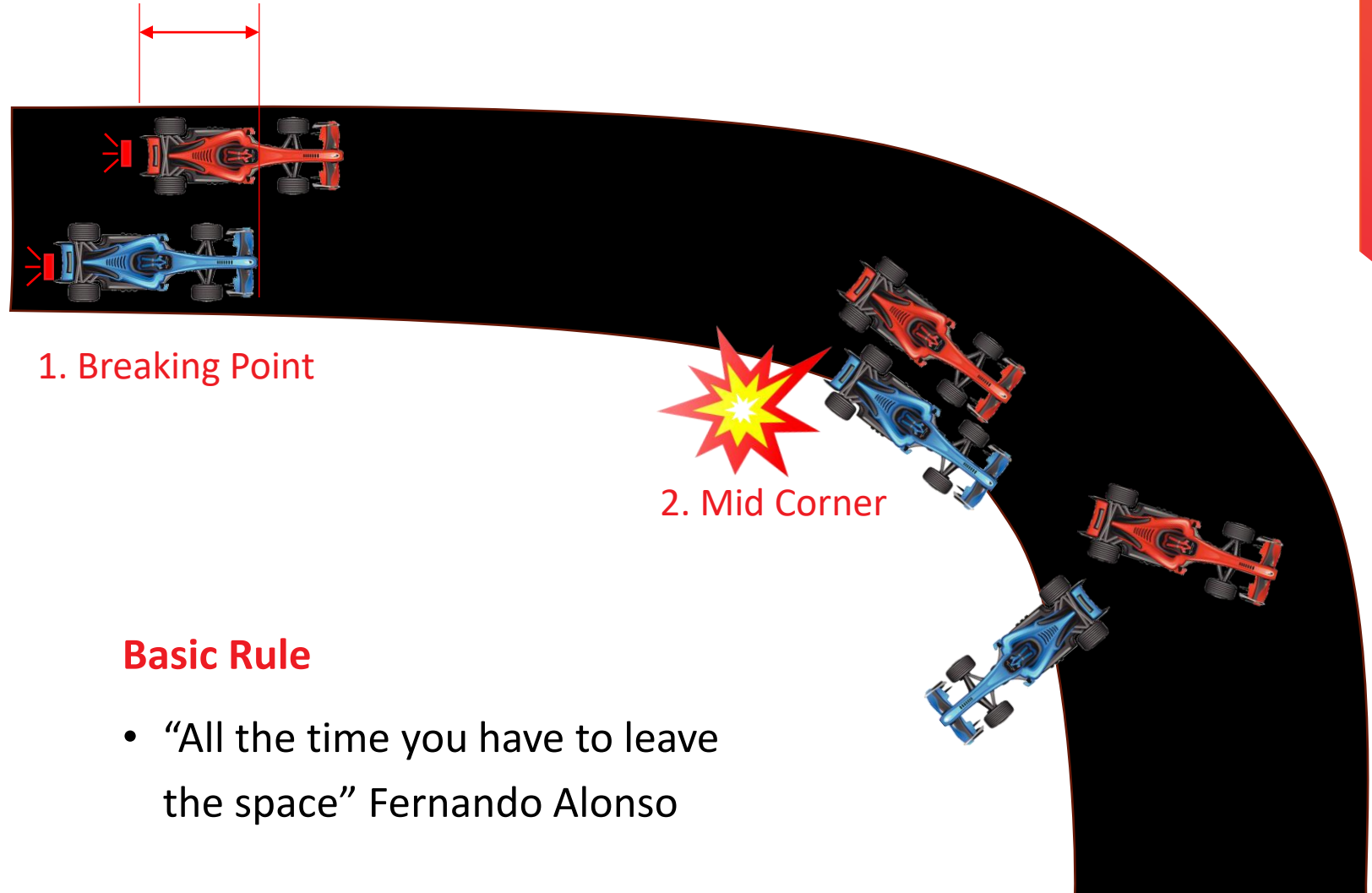
Basic Rule

- “All the time you have to leave the space” Fernando Alonso

Driver Briefing

Incorrect Red Car Behavior

- **Red Car** has to leave Space
- **“I did not see him”**
 - Driver has to keep Situation awareness at any time
 - If faster car is approaching, overtake attempt has to be expected
- **“I was on the usual racing line”**
 - Drivers are not allowed to keep Racing line if other driver is approaching



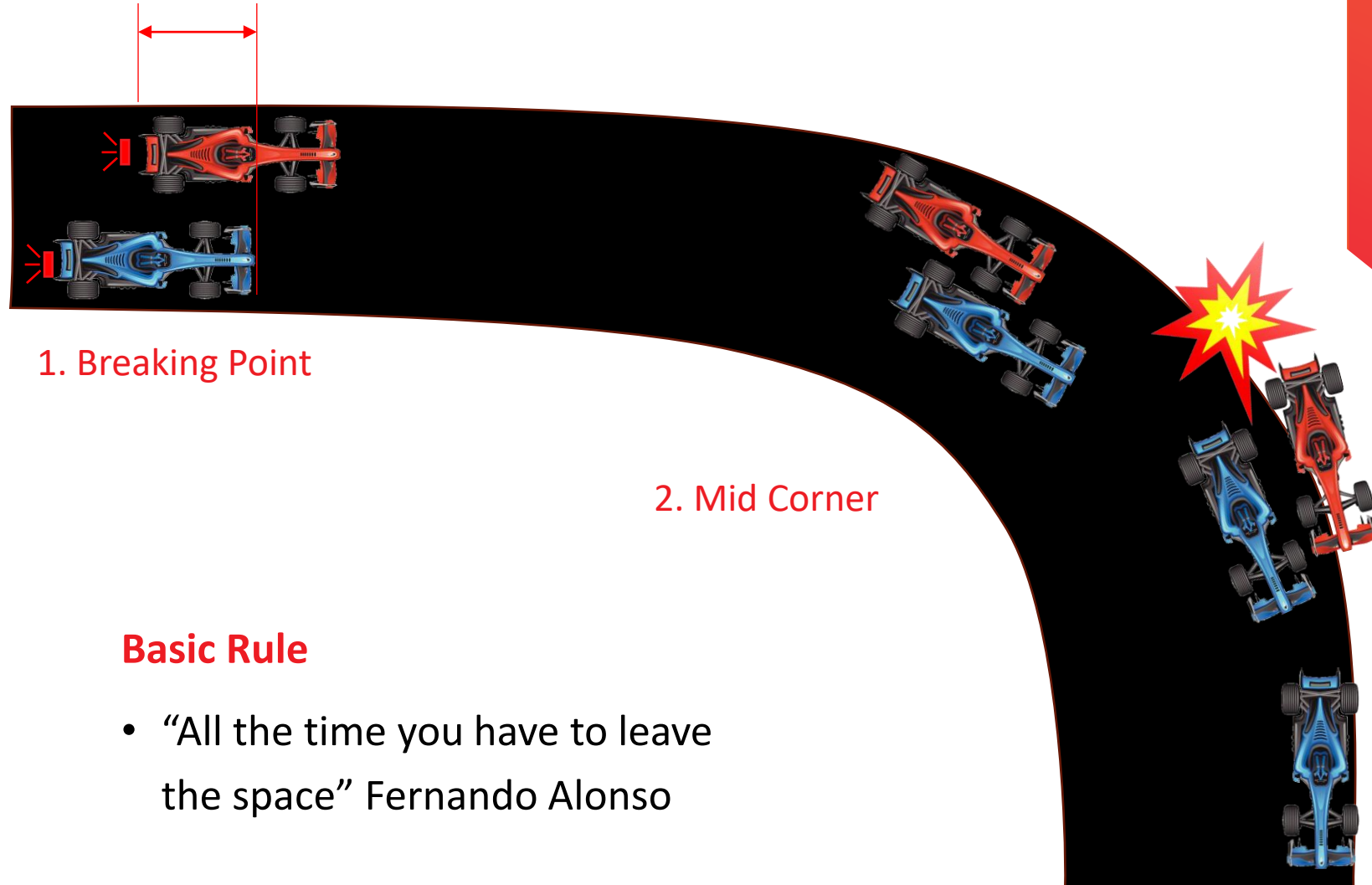
Basic Rule

- “All the time you have to leave the space” Fernando Alonso

Driver Briefing

Incorrect Blue Car Behavior

- **Blue Car** has to leave Space in the exit
- **“I was in the front”**
 - Driver has to allow competitor to negotiate the corner
- **“I was on the usual racing line”**
 - Drivers are not allowed to keep Racing line if other driver is approaching



1. Breaking Point

2. Mid Corner

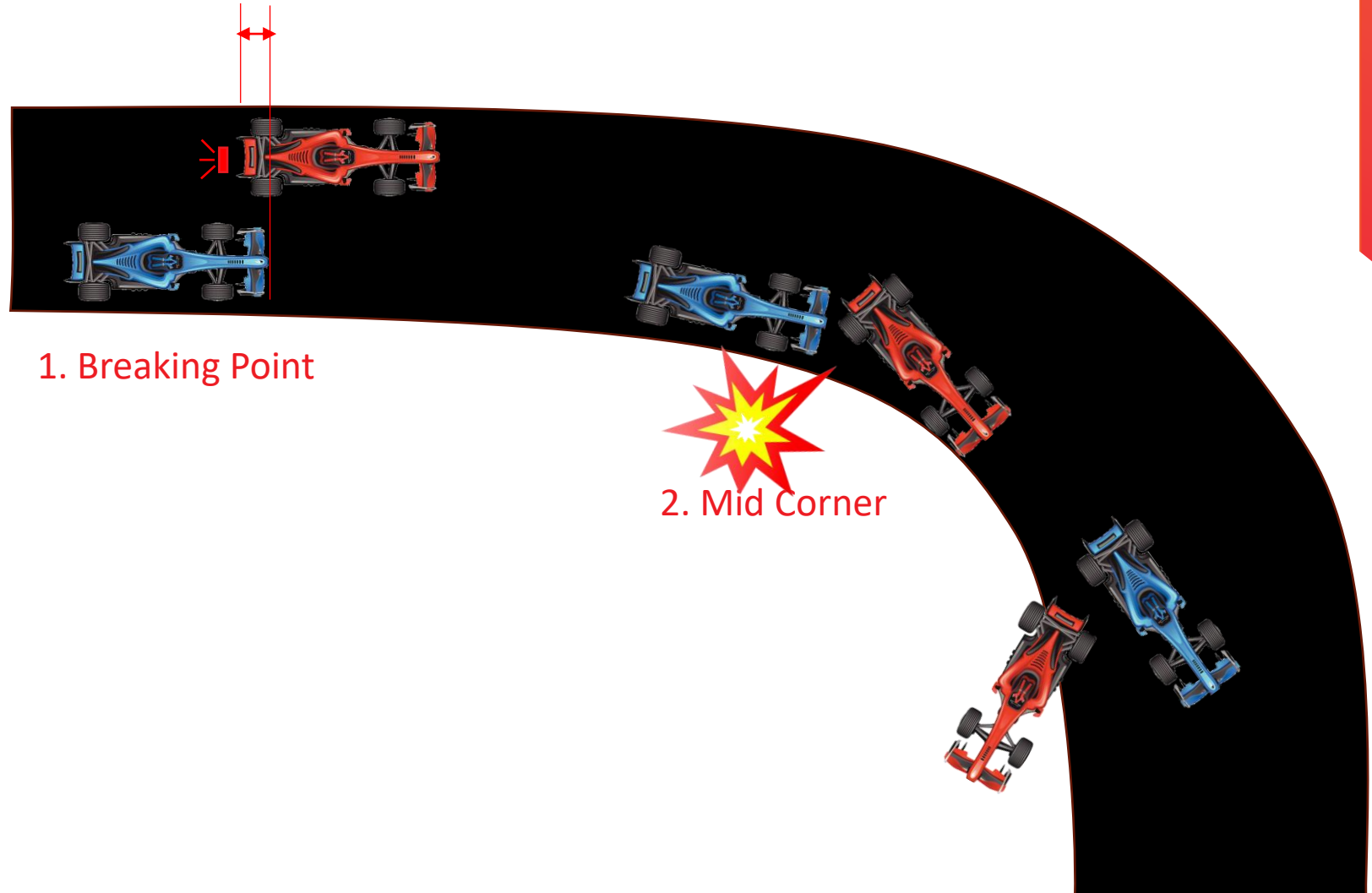
Basic Rule

- “All the time you have to leave the space” Fernando Alonso

Driver Briefing

Incorrect Blue Car Behavior ("Bomb Dive")

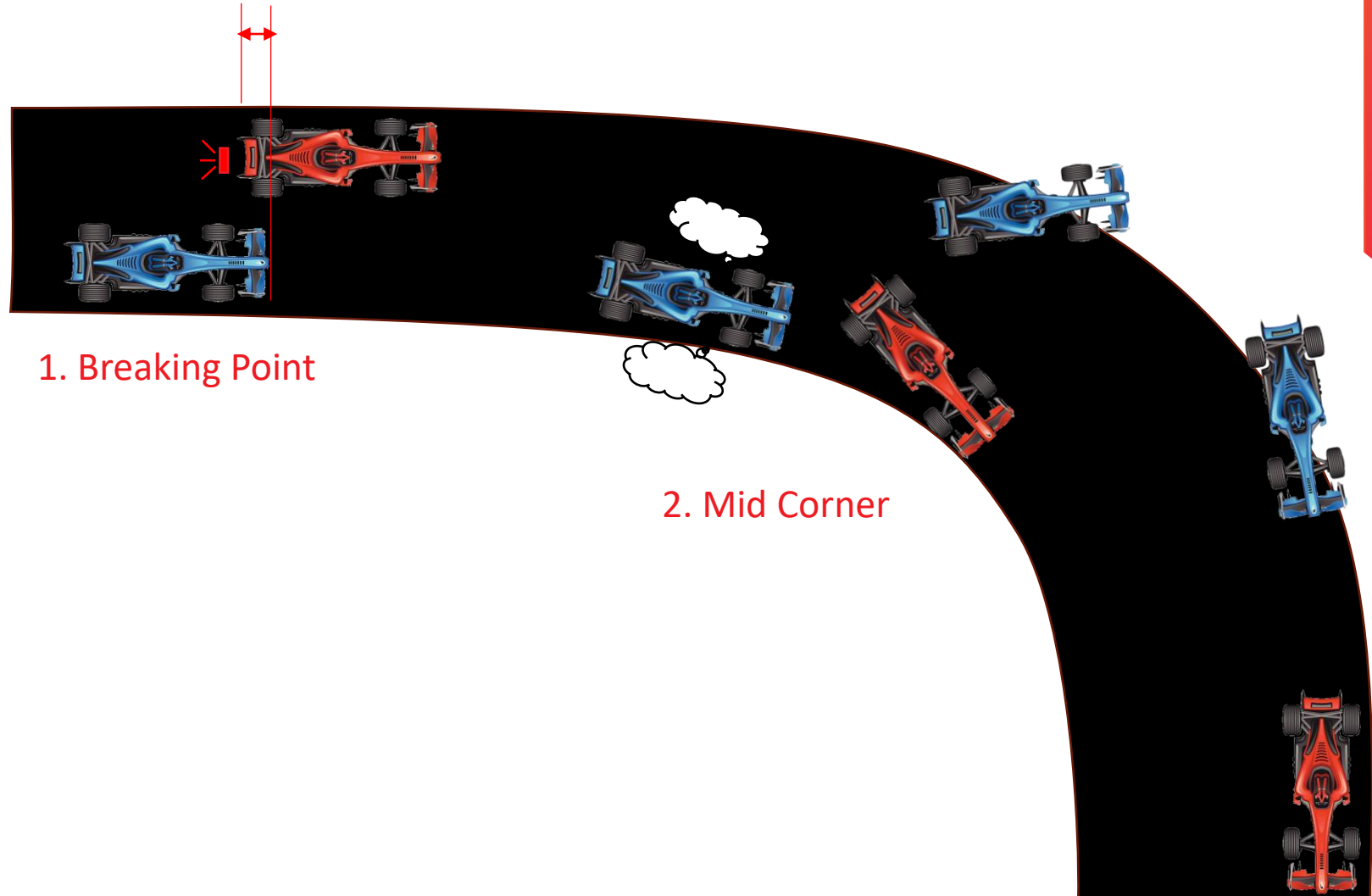
- At **Breaking Point**, **Blue Car** has no or small overlap
- **Blue Car** approaches the curves at too high speed and hit **Red Car**
- "He has to leave me enough space"
 - Drivers do not line right if they are far away at breaking point
 - Drivers has to approach the corner at an appropriate speed



Driver Briefing

Correct Blue Car Behavior (Avoided “Bomb Dive”)

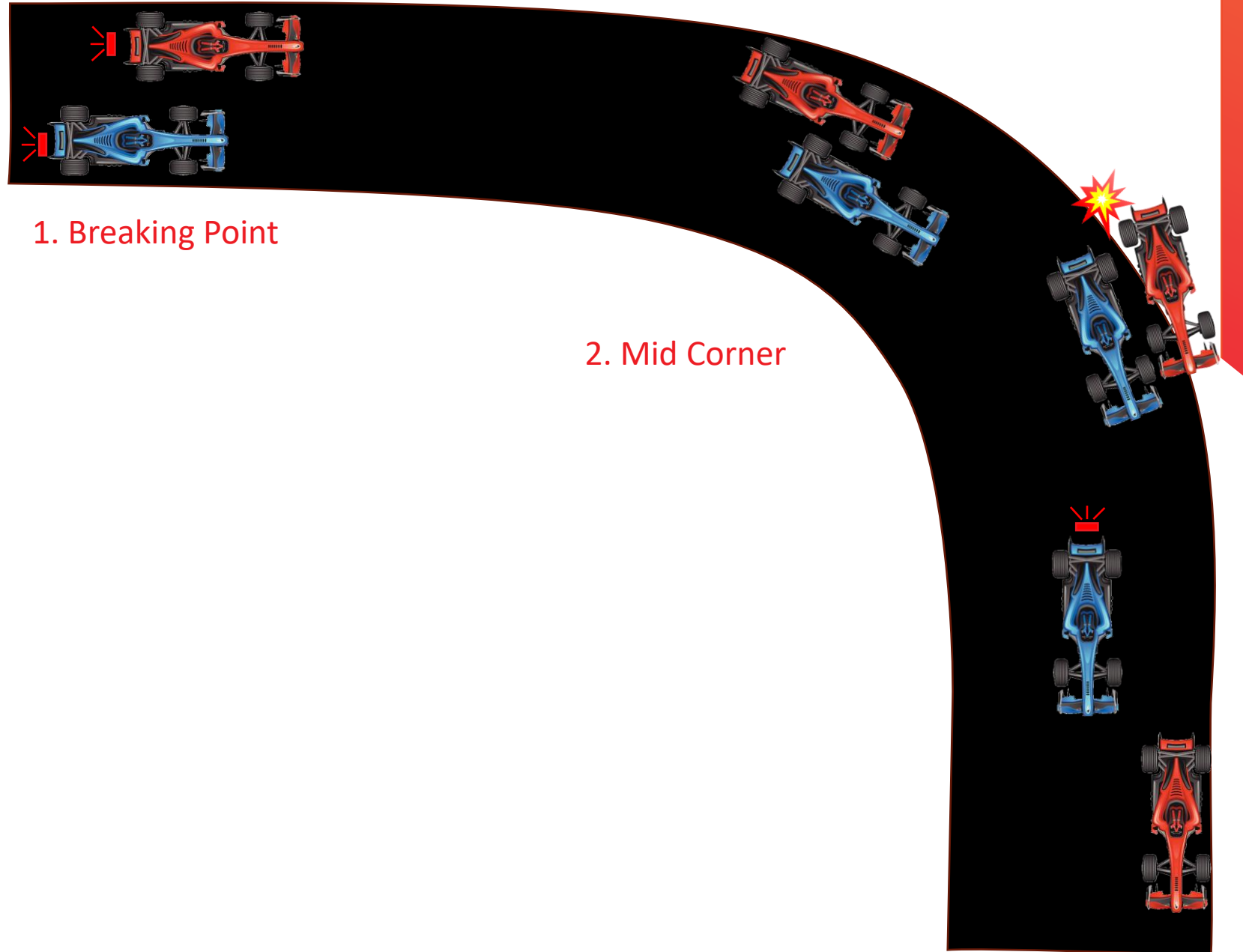
- “I had blocked tyres! I was just passenger”
 - If a driver misjudges breaking a breaking point, has to perform all possible actions to avoid accident, including releasing the break, retake control of the car and drive outside, out of the track if necessary!



Driver Briefing

Correct Blue Car Behavior

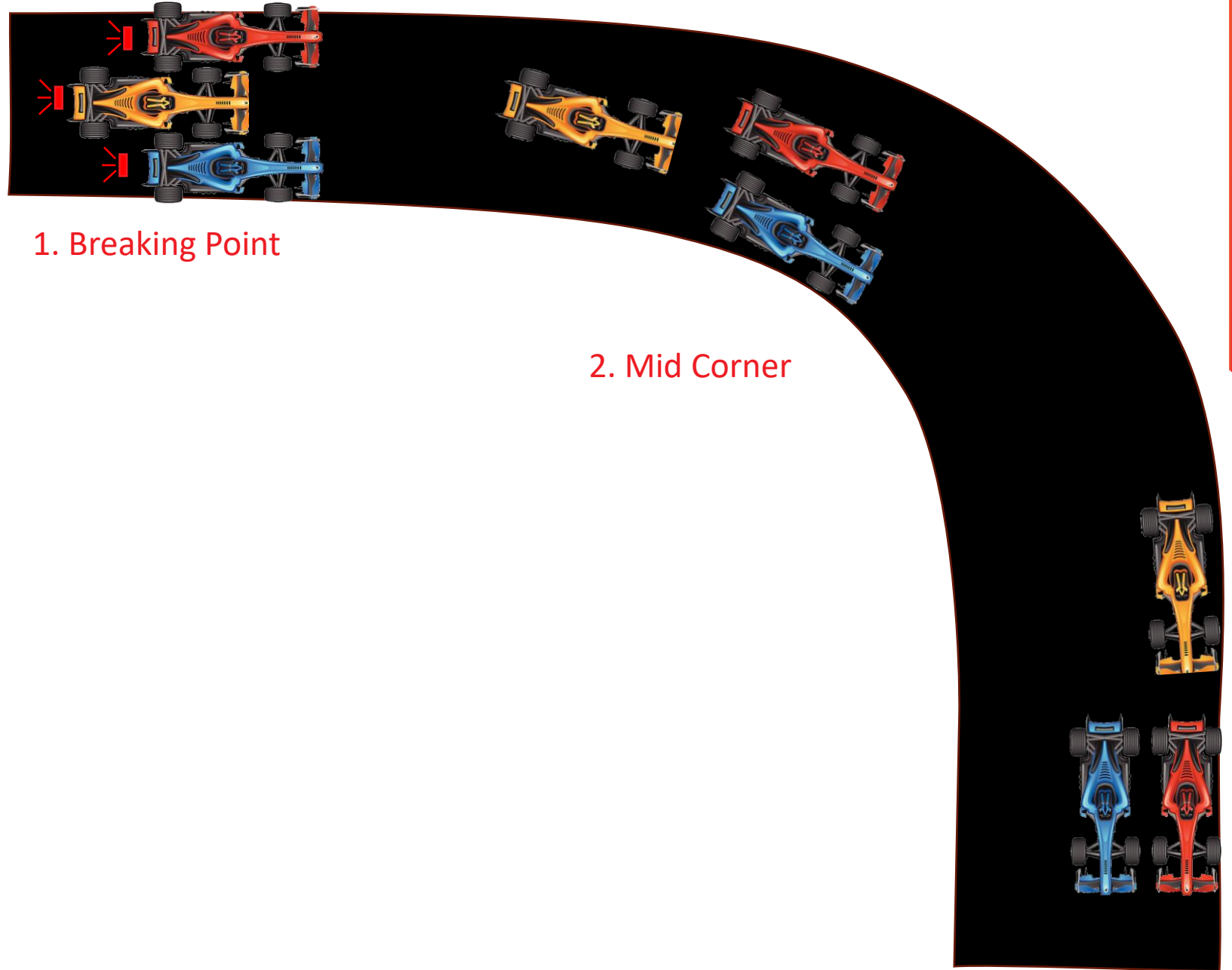
- **Blue Car** driver “inadvertently” did not leave enough space at mid the exit, and get an unfair advantage from the situation
- **Blue Car** driver **immediately** make actions to repristinate situation before the corner
- If necessary, **Blue Car** waits until **Red Car** rejoins the track and retake enough speed



Driver Briefing

Correct Yellow Car Behavior ("Three wide")

- If a driver realizes that he is approaching a corner **"three wide"** has to pay particularly attention because risk of accident is extremely high
- The **wiser behavior** of the car which is at the last position at breaking point to backup
- In any case **each driver** has to allow all other driver to negotiate the corner

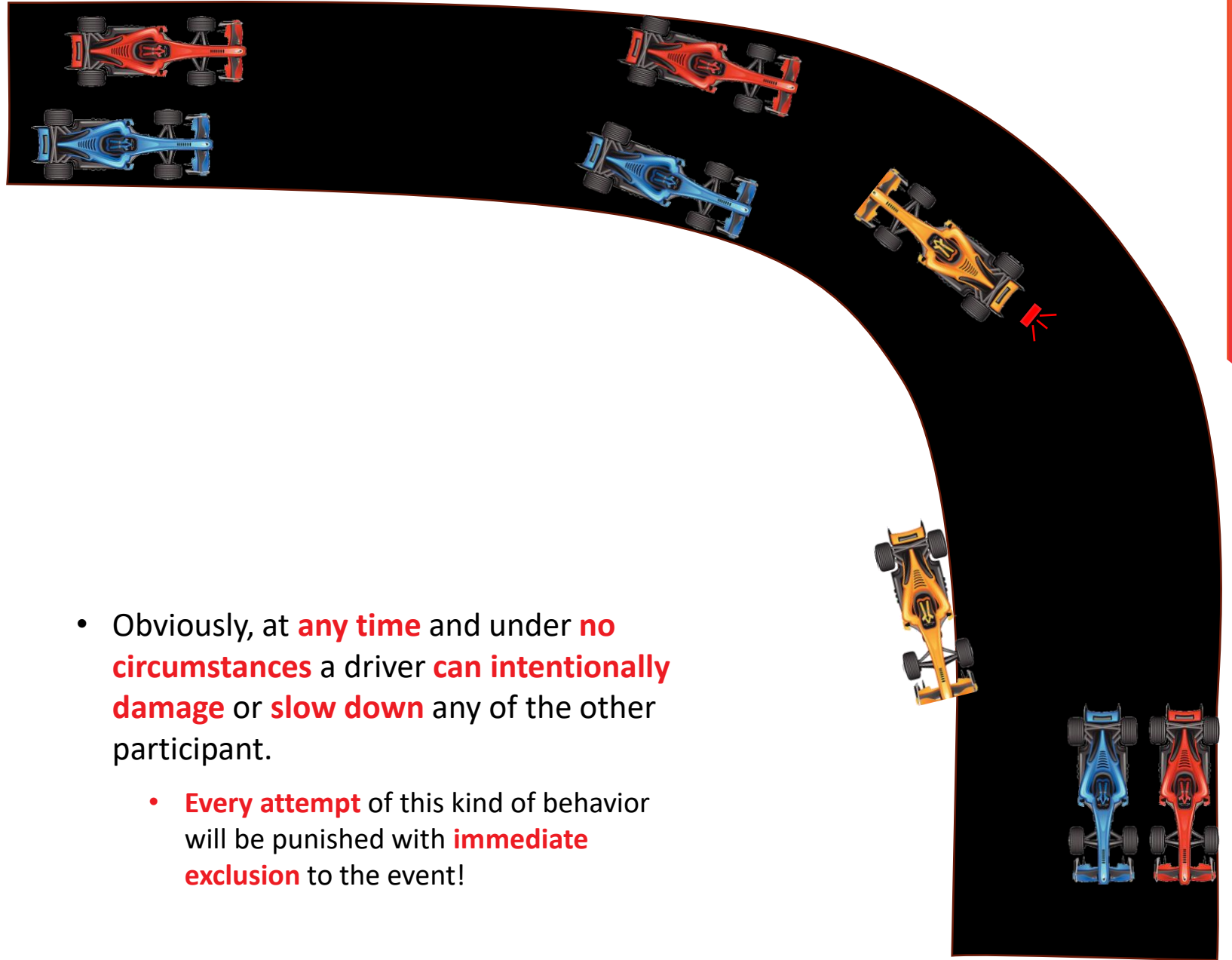


Driver Briefing

Correct Behavior after an Accident

- After an accident, the Driver has to make all necessary actions to minimize the risk to further accidents to other participants
- If a driver is stuck on the track, **he has to remain stationary until all car passed!**
- If he has to rejoin the track, the manover must be executed with the minimum risk for all participants:
 - **Look at incoming traffic before to rejoin the track!**
 - **Rejoin parallel or with a minimum angle to track direction!**

- Obviously, at **any time** and under **no circumstances** a driver **can intentionally damage** or **slow down** any of the other participant.
 - **Every attempt** of this kind of behavior will be punished with **immediate exclusion** to the event!

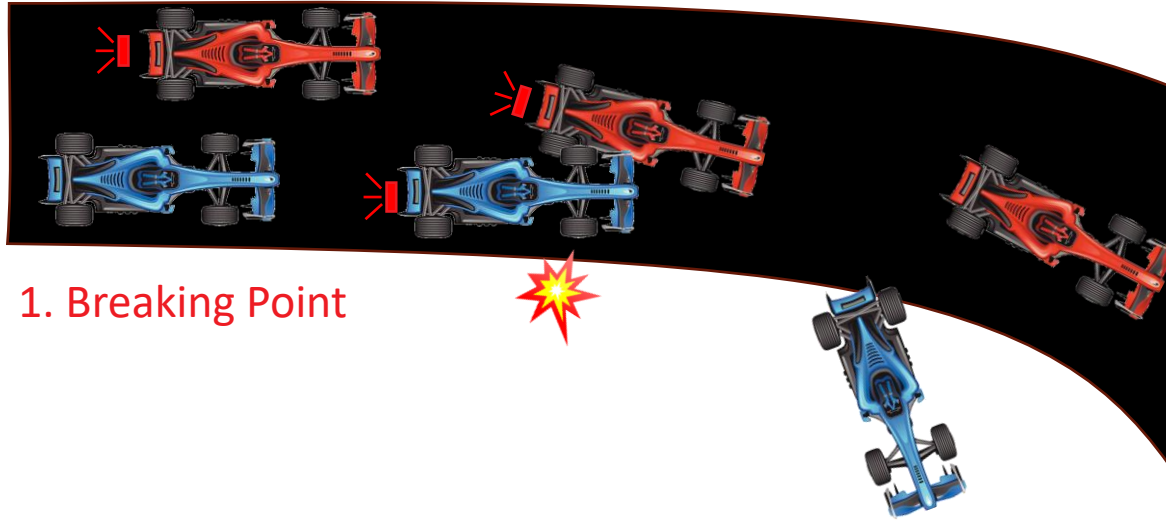


Driver Briefing



Incorrect Red Car Behavior ("Moving during braking")

- If **Red Car** is in the front in the straight, it has the right to choose which side of the track it will use to negotiate the corner
- Once the Braking Manoeuvre is initiated, **Red Car** can not change the chosen (inner or outer) line any longer

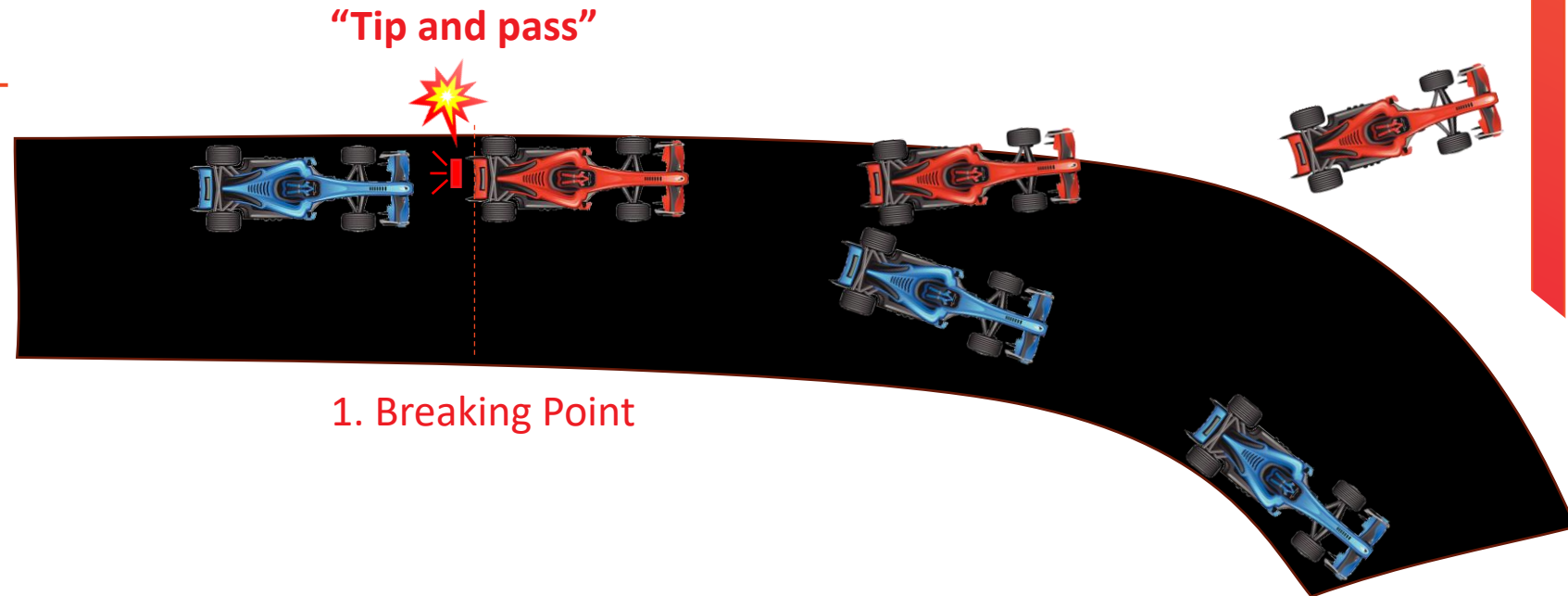


1. Braking Point

Driver Briefing

Behavior during Breaking

- **Breaking** is the most dangerous moment regarding possible contact because car speed change quickly and car control is limited.
 - All drivers have to pay particular attention to avoid accidents
- **Incorrect Blue Car Behavior:** “Tip and pass” is the typical Rental Kart overtaking maneuver, when the **Blue car** touches the **Red Car** during breaking, letting it spin or loose the line
- This behavior is **forbidden** and will not be tolerated.
- If **Blue car** “inadvertently” touches **Red Car** during break, it has to immediately gave position and unfairly taken advantage



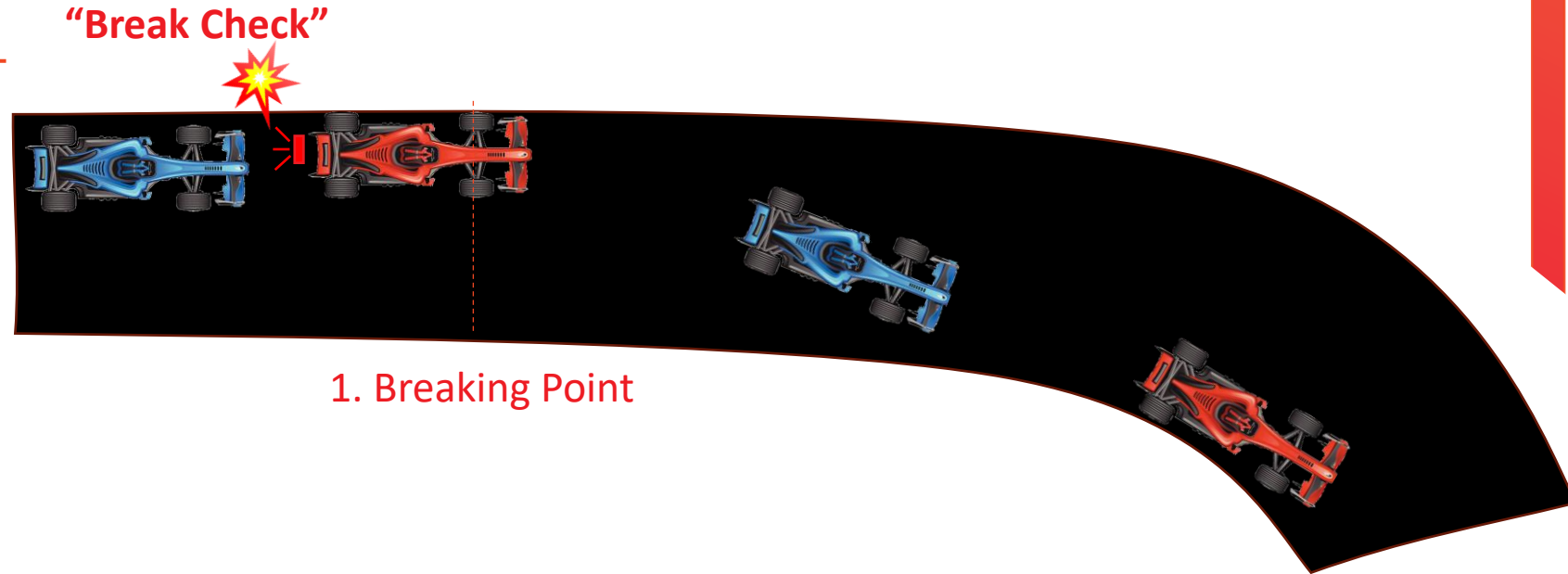
Driver Briefing

Behavior during Breaking

- It is also forbidden to **break too early** (“Break Check”) or in an unexpected portion of the circuit to gain unfair advantage

Behavior with inexperienced Drivers

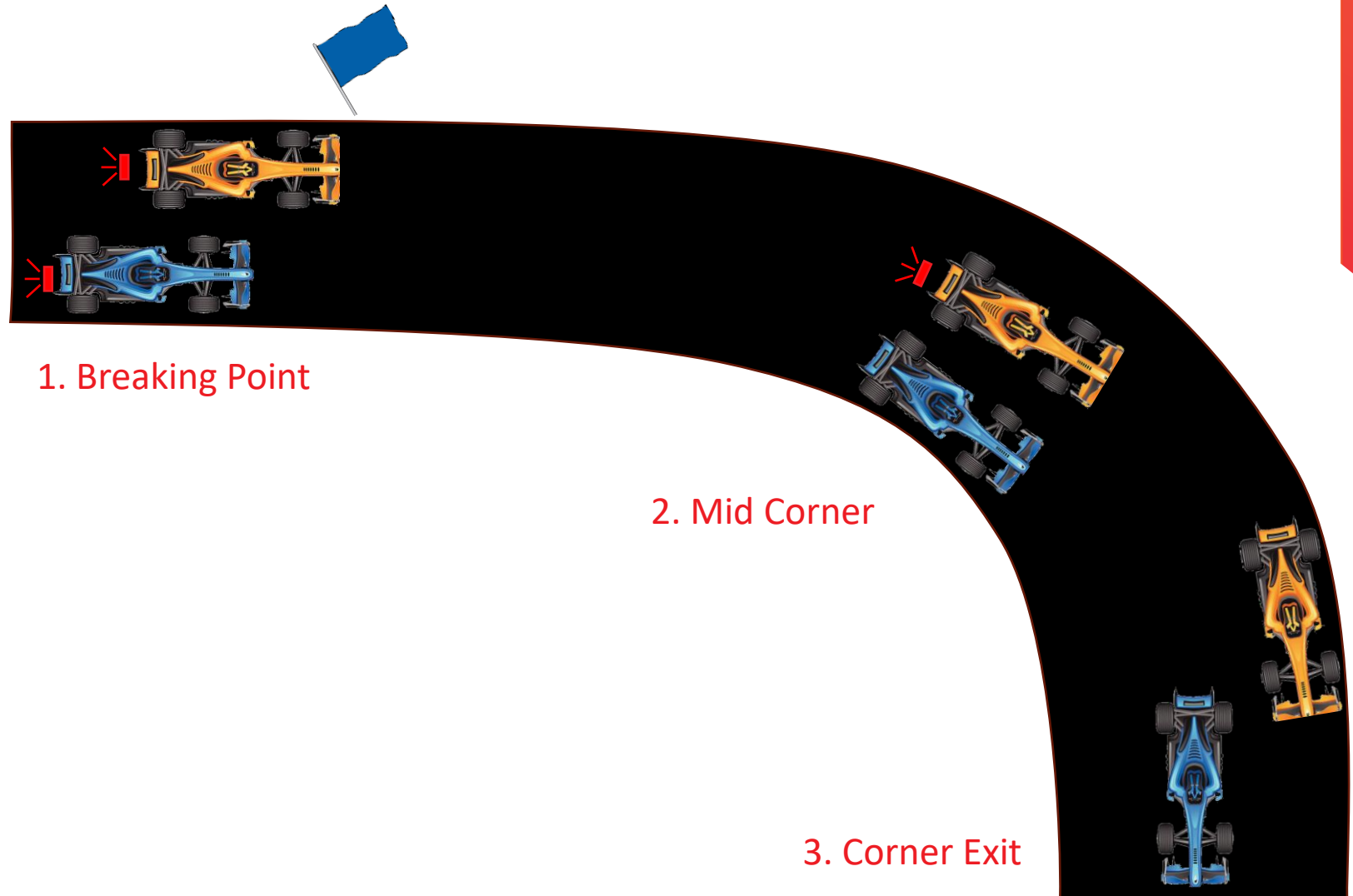
- If a driver is approaching a **significant slower driver**, he has to expect, that the breaking point of the slower car are different
- In this case particular attention has to be paid and, if necessary, **coast before the breaking** and/or **break in a different line** to avoid incidents



Driver Briefing

Blue Flag

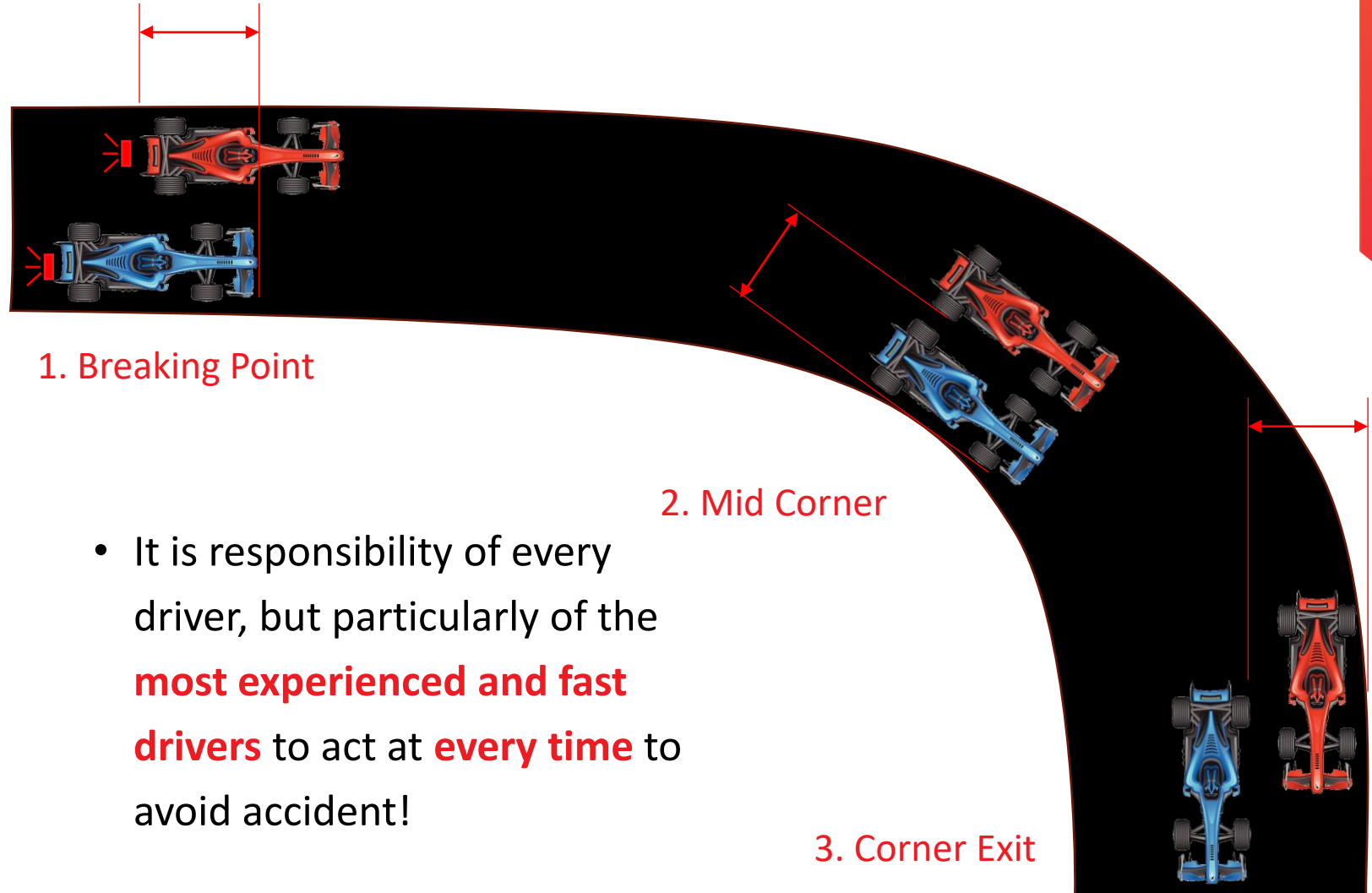
- A **blue flag** will be shown to a driver is close to be lapped
- Driver has to **immediately facilitate** lapping maneuver
 - Slowly approach the corner
 - Leave Racing Line
 - Look at the mirror to understand if 2 or more car are arriving
 - Keep situational awareness



Driver Briefing

Situational Awareness

- If a faster driver is approaching, he will try to overtake on the next corners: **look mirrors!**
- If you are approaching a very inexperienced driver who is fighting to keep the car on the track: **let him enough space! Be prepared to his mistake!**
- If you are approaching a slower driver,
 - **Wait until the distance is small enough!**
 - **Plan accurately the overtake** in the most appropriate corner to avoid accident!



1. Breaking Point

- It is responsibility of every driver, but particularly of the **most experienced and fast drivers** to act at **every time** to avoid accident!

2. Mid Corner

3. Corner Exit

Driver Briefing

Protest

- **Team Captain** is allowed to Protest against **Race Direction decision** and / or **Behavior of other teams**
- Protest has to be submitted within a reasonable time
- Team Captain has the right to clearly explain his point in a brief statement
- Protest will be analyzed by **Race Direction** who has the faculty to review footage or further evidence
- **Race Direction** decision regarding Protest are **indisputable**
- If **Race Direction** decides against a Team Protest, team will be penalized by **150 Points** (in case of legitimate protest) **and 300 Points** (in case of a unsportsmanship protest)
- *Due to the **friendly** and **sporty** spirit of the event, it is requested to limit the protest to **serious cases***

Driver Briefing

Penalties

- At an appropriate time, during or after the race the **Race Direction** has the faculty to apply one of the following penalty
- **During Autocross and Hot Lap**
 - **Light breach of the Rules:** Official Reprimand
 - **Breach of the Rules:** Cancelled Lap
 - **Serious Breach of the Rules:** All Laps Cancelled
 - **Major Breach of the Rules:** Exclusion from the Event

• During Autocross and Hot Lap

- **Light breach of the Rules:** Official Reprimand
- **Breach of the Rules:** 5s Penalty on the Total time
- **Serious Breach of the Rules:** 10s Penalty on the Total time
- **Major Breach of the Rules:** Exclusion from the Event
- Repeated **incorrect behavior** will automatically considered a more serious breach of the Rules

Thank you for your attention!

