

XBB

X-BOW-BATTLE

ONLINE

REGLEMENT 2020

INFORMATION AND CONDITIONS OF PARTICIPATION

The X-BOW BATTLE ONLINE 2020 (KTM X-BOW CUP EUROPE) is a closed league. It is run in the PC version of Assetto Corsa.

The participation is only possible after the application, acceptance of the regulations and approval by the race management.

The X-BOW BATTLE ONLINE 2020 (KTM X-BOW CUP EUROPE) consists of a grid of maximum 30 drivers. The application phase runs from 07.04.2020 to 22.04.2020.

The application and participation is only possible with real names. Each participant must apply with his real first and last name and also enter this in his driver profile in AC.

The application for a starting place for the X-BOW BATTLE ONLINE 2020 (KTM X-BOW CUP EUROPE) is made by using the application form on following website: www.x-bow-battle-online.com

Each participant must ensure that the technical requirements of his system (PC hardware and software, router, switches, cabling, input and output devices, functioning headset, etc.) meet the requirements of the event in order to ensure the smooth running of the entire event. In your own interest, using a WLAN connection should be avoided.

Only experienced simracers will be admitted to the event. An experienced simracer is not only characterized by fast lap times, but also controls his vehicle on the track according to the prevailing situation by prudence, foresight and consideration:

If this is not the case with a person, the race management reserves the right to exclude this driver from the race series. This will be communicated to the driver by personal message.

To redeem some of the awards, the participant must have a valid car driving licence.

COMMUNICATION AND INFORMATION

Instructions, decisions, information, remarks, changes etc. will only be announced in written form on the X-Bow Battle online website or by e-mail.

Throughout the entire event, all participants are encouraged to regularly check the website to stay informed about current decisions and/or changes in the event schedule.

During the events, attendance is mandatory on the XBB Online Teamspeak Channel. A headset is recommended. In order not to disturb other drivers while driving, the microphone should be switched off if necessary.

The XBB Online Teamspeak-Channel can be reached via the following address: 79.133.47.41:6136. The necessary password will be sent to the drivers at registration.

Before qualifications and races there are detailed briefings with all participants at given times.

Participation in the briefing is mandatory. During the briefing there will be an absolute driving ban.

RACE CALENDAR

The X-BOW BATTLE ONLINE 2020 (KTM X-BOW CUP EUROPE) will be held on Friday 24.04.2020. The preliminary race calendar can be seen below. The race management reserves the right to make changes during the season:

- 24.04.2020 - Brno
- t.b.a. - Salzburging

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CHAMPIONSHIP POINTS

For both races, the following points will be awarded from 1st to 15th place:

25 / 20 / 16 / 13 / 11 / 10 / 9 / 8 / 7 / 6 / 5 / 4 / 3 / 2 / 1.

A driver only receives points if he has completed at least 75% of the specified race distance. Only complete laps count.

DRIVER RATING

In the X-BOW BATTLE ONLINE 2020 there is only one driver ranking. The driver with the highest total points at the end of the season is the champion. The total score is the sum of all points received.

For drivers without points the best individual result will be used for the placement in the overall ranking. There are no strike results.

A driver who is eliminated from the championship keeps his points and will continue in the ranking. If there is a tie of points, the following rules will be applied in the order given:

- Number of victories
- Number of 2nd places
- Number of 3rd places
- Number of Pole Positions
- Number of fastest race laps
- Lottery decision

SEASON 2020 / SEASON AWARD

To determine a champion of the 2020 season, at least four events must have taken place. If less than four events are held, the season is considered incomplete and no champion will be crowned.

The champion of the season will receive an exclusive KTM X-BOW training at the Red Bull Ring (SIM racer) or a test stint in the KTM X-BOW GTX (X-BOW BATTLE participant).

Terms & conditions:

Issuer: KTM SPORTCAR GMBH

Price redeemable at:

KTM Sportcar GmbH, Maggstraße 20, 8042 Graz

Validity of the price: 2 (two) years.

Participation requires signature of liability waiver.

Travel expenses not included.

Price has no cash value. Void where prohibited.

Redemption at merchant discretion.

The right for legal recourse is excluded.

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RACING FORMAT

An X-BOW BATTLE ONLINE 2020 (KTM X-BOW CUP EUROPE) event consists of a qualification and two races.

There are no mandatory pit stops during the races.

PROVISIONAL TIMETABLE

- 18:00 – 19:25 Serverstart and Free practice for all accredited drivers
- 19:25 – 19:30 Drivers Briefing on Teamspeak 3 Server by Sim-Department
- 19:30 – 19:45 Qualification 15 min
- 19:45 – 19:50 Starting grid
- 19:50 – 20:15 Race 1: 25 minutes
- 20:15 – 20:20 Break
- 20:20 – 20:25 Starting Grid
- 20:25 – 20:50 Race 2: 25 minutes (the order of places 1 to 10 according to the result of race 1 will be subverted)
- 20:50 – 21:10 Interviews with podium drivers

USE OF ESC KEY IN QUALIFYING AND RACE

The use of the ESC key outside the pit area always and in any case ends the driver's qualification. If after an accident the car is badly damaged or there are other reasons to use the ESC button, it is not allowed to leave the pit lane during the qualification. All laps driven until then will be scored.

The use of the ESC key within the allocated pit space is allowed during the qualification (every driver can split his qualifying laps, but has to drive regularly into the pit for „refuelling/tyre change“).

In the race, the track can be left by pressing the ESC key after a serious accident or unfitness to drive for other reasons (e.g. technical defect in the hardware), in order not to endanger other drivers. In this case, however, the track may no longer be used. Otherwise the driver will be disqualified for this race.

Pressing the ESC key on the track automatically means the abandonment of the respective session in the qualification and race.

QUALIFICATION

The qualification for the race takes 15 minutes. During this time each driver can drive as many laps as he is able to. The fastest of his laps is decisive for his starting position in the first race.

A qualification attempt consists of an Out-Lap, one or more timed laps and an In-Lap. This means that each driver has to drive back to his own pit on each attempt under his own power. Excluded here is the end of the session. So if a driver is still on the track during the end of the session, the attempt counts as a regular finish. In the pit lane the speed limit must be respected!

Other drivers must not be held up, especially on your Out- and In-Laps.

RACE START

At the start of the race session, each driver has about 5 minutes to enter the starting grid.

The race start for the first race is flying* (Indianapolis start) and based on the previously driven qualification results.

The race start for the second race is flying* (Indianapolis start).

The order of places 1 to 10 according to the result of race 1 will be subverted) - means, the first 10 positions of the first race start in reverse order.

*As soon as all lights are switched off, a formation lap starts.

The order of the cars corresponds to the starting grid with car distances between each row of about 1-2 car lengths. The fastest qualifier leads the field around the course at a steady speed of about 80-120 km/h. In the last third of the track the drivers have to line-up in double file (according to the starting grid). In the briefing for the respective race, the leader decides in which section of the track to the start-finish he will accelerate completely (again - NO more braking is allowed!) and thereby starts the race.

Overtaking is allowed from the start/finish line.

SUSPENDING AND RESUMING THE RACE

In case of technical problems, e.g. steam or server problems, the race management will promptly make a decision about a suspension and communicate this in Teamspeak. Until this time all drivers are obliged to stay online and to inform themselves about the decision.

If a server crash or comparable difficulties occur during the event, the race management can, depending on the time, schedule a restart on the same evening.

SERVER SETTINGS

Vehicle

Only the „KTM X-BOW CUP EUROPE“ vehicle is permitted. It will be made available to all participants in good time before the start of the season. Modifications on these play specifications are prohibited.

Setups within the scope of the officially available possibilities can be freely set. Traction control and ABS are not available.

WEATHER SETTINGS

The weather settings are announced 14 days before the respective race. For testing purposes, the server will already be running with the correct settings at this time to allow drivers to train with the correct weather and track conditions.

DAMAGE SETTINGS

Damage is up to 80%.

BEHAVIOUR

General behaviour

Friendly, courteous and polite manners will be expected at any time.

This includes not only the drivers but also volunteers and officials and besides communication also the behaviour on and off the track.

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Obscene verbal expressions of any form will not be tolerated and will result in immediate exclusion from the event.

Driving actions whose recognisable aim is to deliberately cause harm to a competitor will not be tolerated at any time.

This regulation applies to driving operations within the framework of the X-BOW BATTLE ONLINE 2020 (KTM X-BOW CUP EUROPE) at all times - chat or teamspeak, as well as race debriefing in forums and any other external communication of the drivers.

Furthermore, no programs or files may be used that change the actual functions of the simulation in order to gain a competitive advantage over other competitors.

Behaviour on the track

A driver may only participate in the race if he has sufficient safety in handling the vehicle and the track. This includes in particular vehicle control in traffic and off the racing line.

Every participant must be able to see the traffic in his rear mirrors.

Drivers who attract attention in the training sessions due to insufficient race preparation, lack of vehicle control or track knowledge, which could result in a negative influence on the race, can be asked by the race management to leave the server or can be removed from the server after prior notification.

Stopping on the track is generally prohibited.

Behaviour when lapping and being lapped

When being lapped, the racing speed must be maintained to the same extent as during a normal overtaking manoeuvre. Do not take any special measures to let pass, especially sudden deceleration outside the usual braking zones or failure to accelerate out of corners, as this behaviour is difficult to anticipate by the person behind.

Leaving the racing line is allowed, as long as this is done early and clearly visible to the driver lapping.

The general principle for both parties is that their behaviour should be as predictable as possible for the other party.

In a lapping, generally the driver who is about to overtake is responsible for a clean overtaking manoeuvre. In case of doubt, the overtaking manoeuvre must be stopped.

The driver who is about to overtake can not demand to be let through immediately. This especially applies if the section of the track makes it difficult or even impossible to pass.

However, the driver who is lapped must allow the faster driver to pass unhindered as soon as the driver lapping initiates an overtaking manoeuvre and section of the track allows it.

Behaviour in the direct duel

Line changes, e.g. the change to the so-called „battle line“, are basically allowed.

The following situation distinction is made:

If the opponent has not yet started an attack manoeuvre it is allowed to change the line freely at any time. This is important in order to „shake off“ an opponent from the slipstream, as well as for all manoeuvres, in which changing the line is not a direct follow-up reaction from the line change of an opponent.

However, excessive zigzagging should be avoided.

As a reaction to an attacking maneuver it is allowed to change line once, in order to defend the position („battle line“). Another line change is forbidden when the opponent is in close proximity. This applies in particular to braking zones.

CHAT SETTINGS IN THE RESPECTIVE SESSIONS

During the free practice sessions, writing messages in the text chat is allowed.

During the qualifying and the races it is forbidden to write messages in the text chat.

RACE COMMISSION

Should accidents or other incidents occur during the qualification or the races, a driver has the possibility to contact the organizer after the event to describe the incident. After reviewing the material, the organizer will decide on possible sanctions.

How the sanction will turn out will be decided from case to case. We do not want to take away the fun of racing from any participant, but the races and duels should always be fair. Please remember that the races are driven with damage and sometimes even slight contact can cause damage.

DESIGNS AND STARTING NUMBERS

All participants of the X-BOW BATTLE ONLINE 2020 (KTM X-BOW CUP EUROPE) will start with a skin provided by the race organizers. These differ in colour.

DOWNLOADS

All mandatory tracks, skins and apps are automatically made available for download via launcher app. Apps have to be activated in the game under settings!

SEVERABILITY CLAUSE

Should individual regulations of this regulation be or become unenforceable, the validity of the remaining provisions shall not be affected. The above shall apply accordingly in the event that the regulations prove to be incomplete.