Approach far left in 4th gear BM - just past the 100 marker Brake 75% steady then long taper to minimum TB DN-SHFT to 2nd Turn-in at the marshal's box Aggressive throttle to full a car length after... curb starts Apex just before end of curb Full curb Exit wide short of the curb

# T2

Move right immediately BM - just before the grass next to the white line ends Lift and minimum TB to rotate car as needed Turn-in as the grass next to white line ends Begin slowly controlling throttle to full a car length... before the red/white curb begins Stay away from curb till late apex then 2 tires on curb Exit wide to the edge of the exit curb Note: You can drop your right tires but be careful

# T3 - MOSS 'S'

UP-SHFT to 4th Clip the green paint over the white line Straightline with 2 tires on the red/white curb Cross over to the left

# T4

Approach far left in 4th BM - after you pass the 100 marker Brake up to 75% steady then taper into a... minimum TB DN-SHFT to 3rd and turn-in once fully past the ... 50 marker Aim to apex at the dirt Aggressive full-throttle just before apex Hug curb as long as possible Exit middle

### **S4**

UP-SHFT to 4th Move far left

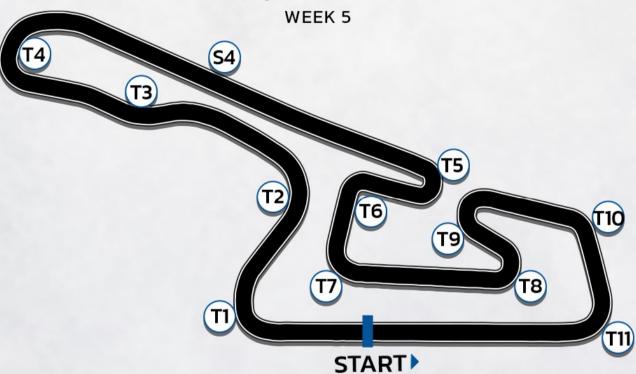
BM - a car length before the 100 marker Brake 75% steady gradual TB Turn-in after 50 marker DN-SHFT to 1st - full curb Aggressive full throttle as you apex Exit just left of middle Rotate back to the right immediately UP-SHFT to 2nd



# **QUICK REFERENCE TRACK MAP**

OKAYAMA INTERNATIONAL CIRCUIT-FULL COURSE

iRacing Season 3 - 2023



# INFO

Driver: Yannick Lapchin

Car: RAY FF1600 Laptime: 01:37.689 Weather: 78F/25.55C Track: 144F/62.22C

# MAP LEGEND

BM - Brake Marker TB - Trail Brake LIFT - fully reduce throttle input Control - modulate throttle input Hug - get close and stay there STRIP - Entry or Exit Curb

Sausage - a high red inner curb Marker - a numbered sign Taper - ease off brake or throttle but not on curb APEX - closest point to the corner Full curb - both inside tires on the curb

# For a full tutorial go to vrs.racing

Disclaimer: Use your own judgment when accelerating, lifting and braking based on vehicle speed.

### **T6**

Approach far right Turn-in at the dry grass and lift Brief 20/25% TB to rotate Aggressive throttle just before the beginning of curb Full curb - exit wide over the green (left tires on white line)

## **T7**

Turn-in where red/white curbing starts Lift briefly with 25% then minimal TB Steadily increase to full throttle before apex Full curb - exit wide onto green Get back to tarmack quickly

## **T8**

BM - the 50 meter board Brake 70% steady then fairly steep TB DN-SHFT to 1st Turn-in just a car length after the 50 board Get on the throttle aggressively before the apex Late apex and hug curb Exit right of middle and get back left

## **T9**

Turn-in and TB brake 30% then minimum once... you straighten the car Aggressive full throttle just before apex Late apex close to end of curb Full curb Exit wide with 2 tires on exit curb

# T10

Approach far left flat out Turn-in at marshal's shack UP-SHFT to 3rd Clip curb with 2 tires Exit wide with two tires on curb UP-SHFT to 3rd Get back on track before green ends

Turn-in a car length before the end of the dirt BM - end of the green on the left Brake 50% briefly then fairly steep TB DN-SHFT to 2nd Turn-in at the end of the dry grass Aggressive throttle to full where red/white curb starts Two tires on curb Exit wide using all of curb and some green Up-shift to 4th and stay left