



QUICK REFERENCE TRACK MAP

OKAYAMA INTERNATIONAL CIRCUIT - SHORT

iRacing Season 3- 2023

WEEK 8



T1
 Approach far left in 4th gear
 BM - just after the 100 board
 Brake 75% steady then TB
 DN-SHFT to 2nd
 Turn-in at marshal shack
 Aggressive throttle to full a car length before...
 the dirt patch
 Apex just before end of curb
 Clip curb
 Exit wide left

T2
 BM -where dirt patch ends on the left
 Turn-in and brake 55% briefly then trail brake
 DN-SHFT to 1st
 1st Apex just past white line - close curb
 Continue TB till exit
 Exit left of middle but not wide
 Rotate car then aggressive throttle to full
 Clip 2nd apex and exit middle
 UP-SHFT to 2nd and rotate left

T3
 Brief lift to 50% then back to full
 Apex late with tires on all of the curb
 Exit wide with 2 tires on the exit curb
 Stay right and UP-SHFT to 3rd

T4/T5
 BM - 50 meter board
 Brake 70% then reduce to 50% before sharp TB
 DN-SHFT to 1st
 Slowly turn-in as you brake
 Get on the throttle aggressively before the apex
 Late apex with 2 tires on curb
 Exit middle and get back left
 Turn-in and brake 30% briefly then reduce to TB
 Aggressive throttle to full before apex
 Late apex and slightly clip curb at the very end
 Exit wide with 2 tires on exit curb

T6
 Approach far left flat out
 UP-SHFT to 2nd
 Turn-in at marshal shack
 UP-SHFT to 3rd
 Clip curb with 2 tires
 Exit wide with two tires on curb
 Get back on track before green ends

T7
 BM - end of green strip on left
 Brake 50% steady then reduce into TB
 DN-SHFT to 2nd
 Turn-in before dirt patch ends on the left
 Reduce braking to minimum TB
 Early controlled throttle to full at start of curb
 Clip curb
 Exit wide using all of curb and some green
 Up-shift to 4th and stay left

INFO

Driver: Yannick Lapchin
 Car: RAY FF1600
 Lapttime: 00:55.061
 Weather: 78F/25.56C
 Track: 121F/49.45C

MAP LEGEND

BM - Brake Marker	Sausage - a high red inner curb
TB - Trail Brake	Marker - a numbered sign
LIFT - fully reduce throttle input	Taper - ease off brake or throttle
Control - modulate throttle input	Hug - get close and stay there but not on curb
STRIP - Entry or Exit Curb	Full curb - both inside tires on the curb
APEX - closest point to the corner	

For a full tutorial go to vrs.racing

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