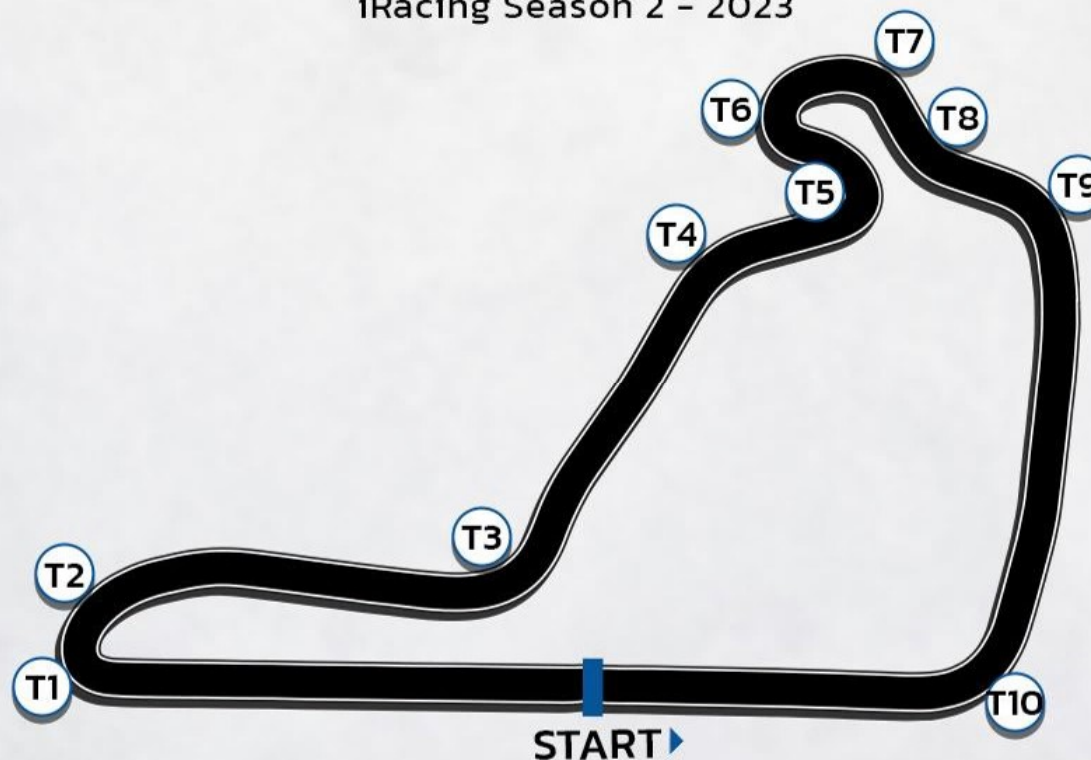




QUICK REFERENCE TRACK MAP

SUMMIT POINT RACEWAY - SUMMIT POINT RACEWAY

iRacing Season 2 - 2023



T1/T2

Approach far left in 4th
 BM - just after 2 cone
 Brake 90% peak then sharp TB at access road
 DN-SHFT to 3rd
 Turn-in just before the road patch
 Aggressive throttle just before apex
 Apex late close to the curb
 Exit left of middle and continue to rotate right
 Get back to far right before road straightens
 Stay far right - UP-SHFT to 4th

T3

Approach far right with 2 tires on the white line
 Turn-in before the second access road
 Apex very late
 Hug but stay off curb
 Exit wide with right tires just past strip
 You can get a little sand without 1x

T4

Cross over to the left
 Get outside white line on left (at patch)
 Approach far left in 4th
 Apex very late
 Hug curb - slight clip ok
 Stay right on exit

T5

BM - just before tree on right
 Brake 75% briefly then sharp TB
 DN-SHFT to 3rd
 Turn-in well before path on the right
 Hug curb (stay off)
 Very late apex and full-throttle
 Sacrifice exit and rotate back left

T6/T7

BM/Turn-in where tire wall sticks out and...
 Lift and TB 25% peak and then as needed
 Late apex a car length before tarmac ends
 Aggressive throttle to full before apex
 Exit mostly wide
 Continue to rotate the car right
 Hug curb and exit middle

T8

Approach middle flat out
 Apex late after curb ends
 Exit left and stay left of middle

T9

UP-SHFT to 4th at apex
 Apex late and hug curb
 Exit wide and clip curb
 Stay far left

T10

BM/Turn-in where dirt on track starts
 Stay flat-out but apply minimum TB as needed
 Apex very late
 Exit wide over exit curb to sand (but avoid sand)
 Stay left to finish

INFO

Driver: Jake Burton
 Car: Formula Vee
 Laptime: 01:27.362
 Weather: 79F/26.11C
 Track: 121F/49.44C

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.