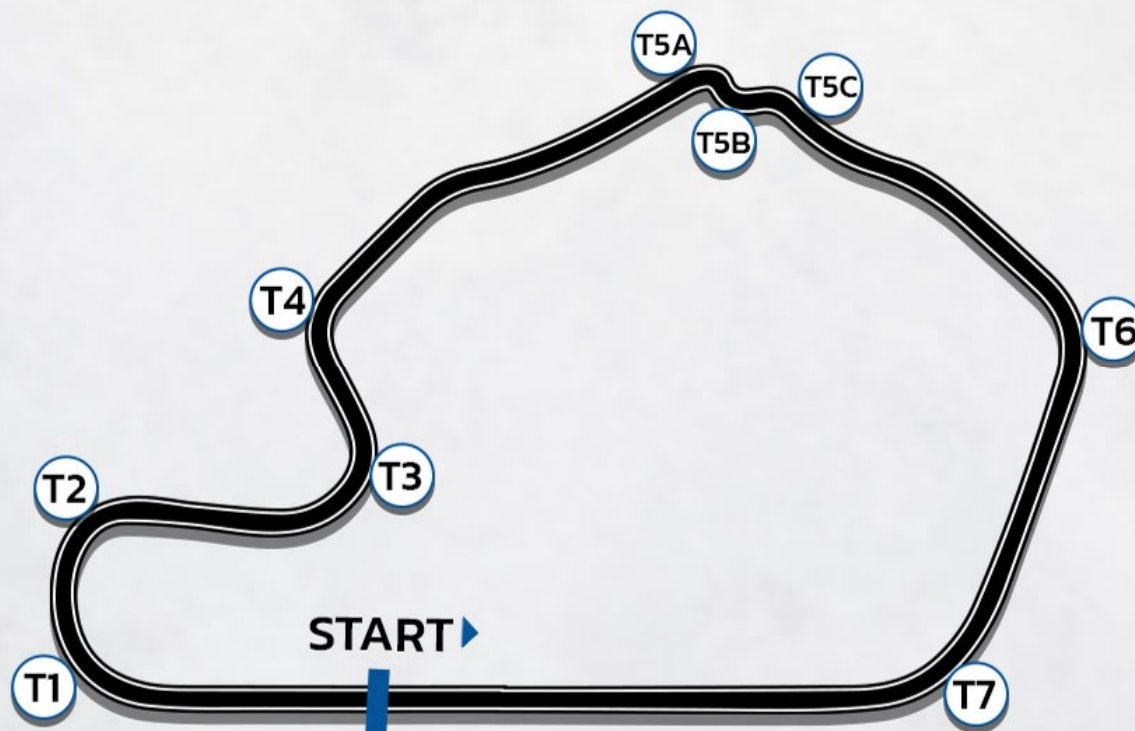




QUICK REFERENCE TRACK MAP

LIME ROCK PARK - GRAND PRIX

iRacing Season 1 - 2023



T1
Approach far left in 4th
Turn-in at the 1 board
BM - just before crossing under the bridge
Brake 20% briefly then minimum TB but modulate...
throttle 25-75%
DN-SHFT to 3rd
Close curb then exit middle
Modulate throttle to 70% lift to 50% briefly

T2
Rotate car to the right
Bring throttle up to 100% as soon as car is rotated
Apex at end of curb (close curb)
Exit wide and continue to rotate right

T3
Move mostly right and begin rotating left
TB no more than 10-15% briefly
Stay away from curb and modulate to 30% ...
then increase to full by apex
Late apex - full curb and full throttle
Sacrifice exit and get back left

T4
Immediately rotate right
Apex at end of curb - close curb
Exit wide
Cross over to the right and UP-SHFT to 4th
Then aim for the left kink

T5
Approach far left and get 2 tires on strip
BM - just before the curb begins
Brake 80% steady then sharp TB
DN-SHFT to 3rd
Turn-in where the track kinks
Apex late then (flat out)
Full curb all three turns
Straightline as much as possible
Exit far left after 3rd chicane
Cross over from right to left

T6
Approach far left
Turn-in before first slight kink on the left
Late apex and close curb
Exit wide using all of curb
Get off curb before it ends

T7
Approach far left
Turn-in just before bottom of compression
Close curb (do not touch)
Exit wide left clipping curb
Stay left for finish

INFO

Driver: Jake Burton
Car: Formula Vee
Laptime: 01:03.729
Weather: 79F/26.11C
Track: 112F/44.45C

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