VIRTUAL RACING SCHOOL



Approach close to wall

BM - light after 2 board

T10 Full curb clip grass

T11 Full curb clip grass

UP-SHFT 4th stay low

DN-SHFT 4th (by 1 board)

Turn-in at 1 board cont. TB

Brake 75% straight line then TB

T9 Full curb plus some grass on exit

T8-11

DN-SHFT 3rd

Exit middle

Full throttle

QUICK REFERENCE TRACK MAP

Ferrari GT3 Challenge at Daytona Road

Weather temp. 25.55C/78F Track Temp. 27.22C/81F

Laptime: 1:45.444 BM - 4th cone on left **Brake 75% long taper to TB DN-SHFT 2nd** Turn-in **DN-SHFT 1st** Late apex Throttle on just before apex

> Exit wide - full curb **UP-SHFT 3rd**

> > Stay close to yellow line UP-SHFT 6th

Move far right (Two tires over white line at first cones) BM - tarmack entrance on right

Brake 75% then TB DN-SHFT 2nd Turn-in at first cone **Barely clip curb** Control throttle at end of curb Then full-throttle Exit middle of track UP-SHFT 3rd

Turn-in beginning of 2nd to last white line BM - middle of last white line

Brake 75% sustained then TB DN-SHFT 2nd Close 1st apex/then wide Close 2nd apex/past tire wall Throttle on just before tire wall

Exit wide





To watch Pablo race, go to his twitch TV link and follow him.

twitch.tv/goprolopez

Clip curb T8 Curb - attack curb plus some grass When car lands minimum TB rotate right Move wide right Turn-in 100 board **UP-SHFT 5th** Full curb **UP-SHFT 6th** Continue rotation/sacrifice exit You can go left of yellow line (only in hotlap) to finish Then come back down to yellow line

BM - texture change on left/before 100 **Brake 75% sustained then TB DN-SHFT 1st** Late apex Full curb Exit wide past white line

UP-SHFT 4th

UP-SHFT 3rd Straight line Full curb first apex **UP-SHFT 4th** Full curb 2nd apex Look for traffic out of pits Move far left by end of white line

MAP LEGEND

BM= Braking Marker Lift= Lift off throttle **CRB= Curb Ease= Steadily Ease off**

EXT= Exit LFT= Left **UP-SHFT= Up-Shift TB= Trail Brake**



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

