T1

Approach far left in 3rd (4th later in race)
BM – where the blue lines get thick on the wall
Brake up to 70% then long triangle TB to the apex
Turn-in relatively wide for a late apex
Apex on the white line
Aggressive full throttle at apex
Exit wide to the wall
Move far right down the straight

T2

BM - the fourth light set from corner on left (or a car... length before the tire bundle)
Brake sharply up to 78% then TB
Start turn-in at tire bundle
Control throttle as you cross the white line
Get very close to inside tire wall (be careful)
Continue increasing throttle then full by the yellow line
Exit wide to the fence and continue rotating

T3

Cross over to the left Run tight to the wall and stay left

T4

Turn-in at the first B of A sign on the right Apex at the end of sausage curb on right After apex, TB max 15% as needed to help rotate car Control throttle averaging around 35% and TB as needed Exit wide to the blue line and rotate back... right immediately

T5

Continue to control throttle and TB as needed then...
get to 100% after the first cone
Apex at 2nd cone and clip curb
Exit all the way to the grass and stay far left

T6

Approach far left in 3rd
Turn-in and lift briefly before orange cone
Control throttle as you approach the turn
Full curb
Apex and full throttle at the end of concrete on right
Exit wide left just short of the paint
Bring car back to just left of middle



QUICK REFERENCE TRACK MAP

CHARLOTTE MOTOR SPEEDWAY - LEGENDS RC LONG - 2018 iRacing Season 3 - 2023

WEEK 3



INFO

Driver: Jake Burton Car: Formula Vee Laptime: 01:24.458 Weather: 79F/26.03C Track: 123F/46.98C

MAP LEGEND

BM - Brake Marker
TB - Trail Brake
LIFT - fully reduce throttle input
Control - modulate throttle input
STRIP - Entry or Exit Curb
APEX - closest point to the corner

Sausage - a high red inner curb
Marker - a numbered sign
Taper - ease off brake or throttle
Hug - get close and stay there
but not on curb
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.

T7/T8

BM - end of blue paint on the left
Brake 40% briefly then minor TB to red/white curb
Apex middle of 2 cones - hug curb
Control throttle on exit
Exit middle and continue increasing throttle to full
Turn-in where red/white curb ends on right
Apex at the last orange cone
Exit middle

T9

Lift and minimum TB once you straighten the car Turn-in when you straighten the car and coast briefly Apex late and aggressive throttle to full before the... last cone Hug curb Exit wide onto paint

T10

Immediately come off paint
Full curb with right tires to the right of it
Lift to 50% briefly
Apex very late near the end of the curb
Exit middle and rotate slightly right

T11

Approach mostly left
BM – Just before the Bojangles sign
Brake 50% briefly then slowly reduce into TB
Come off strip and hug curb then blue/white inside line
Control then full throttle by orange cone
Get 2 tires on red/white curb
Sacrifice exit and get back left

T12

Brake and turn-in just before red/white curb on left Brake 35% briefly then TB Aggressive full throttle just before cone Apex a car length before the red/white curbing Close curb Exit over the blue line on the left

S13

Straightline it thru the chicane then exit wide on... the final straight UP-SHFT to 4th