



QUICK REFERENCE TRACK MAP

LIME ROCK PARK - GRAND PRIX

iRacing Season 3 - 2023

WEEK 8



T1

Approach far left in 4th
BM - just past 2 board
Brake 55% down to 35% and DN-SHFT to 3rd
Turn-in just past the 1 board
TB after beginning of curb
DN-SHFT 2nd before end of curb
Close curb
Come off curb and lift with minimal TB
Rotate right between curbs then aggressive...
throttle

T2

Full throttle once rotated and very late apex
Close curb or minimum clip ok
Exit wide and continue to rotate right

T3

Get to right of middle and brake 25% briefly...
once you straighten the car
Turn-in once you begin braking
Maintain slightly away from the line until...
Late apex full curb half way thru it
Aggressive full-throttle
Stay left on exit and move far left

T4

Turn-in as soon as you get far left
Flat out if possible
Close curb
Exit wide 2 tires on curb
UP-SHFT to 3rd
Get close to right kink
Cross over to the left

T5

Approach far left
BM - kink on left
Brake to 80% steady then steep TB
DN-SHFT 1st and get left tires on strip
Late turn-in just past the slight right kink
Accelerate to full at first apex
Full-curb but avoid sausage on all three curbs
Straight-line all three as much as possible
Exit wide left both tires on curb
Cross over to right then left for T6
UP-SHFT to 3rd

T6

Approach far left
Turn-in early a car length before the kink...
on white line
Lift briefly then modulate throttle to full
Clip curb
Exit wide using all of curb
Get off curb before it ends
UP-SHFT to 4th

T7

Approach far left
Turn-in just before bottom of compression
Lift briefly (dependent on speed) then...
back to full
Close curb (do not touch)
Exit wide left using all of curb
Stay left for finish

INFO

Driver: David Williams
Car: Global Mazda MX-5
Laptime: 00:59.887
Weather: 78F/25.55C
Track: 123F/50.55C

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
STRIP - Entry or Exit Curb	but not on curb
APEX - closest point to the corner	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.