T1/T2

Approach far left in 4th BM - between 2 and 1 boards Brake 75% steady DN-SHFT to 1st Turn-in after the right turn arrow Sharp TB as you approach the curb Early control throttle to full, clip curb, middle apex Exit just right of middle Apex 2 Approach just right of middle Flat out, middle apex, clip curb UP-SHFT to 2nd Keep hugging curb in 2nd and stay right

T3

UP-SHFT 3rd

Approach far right Turn in 3 car lengths before the entry curb Maintain a car width away from the curb Then exit right and get wide BM - when the small house in the middle is directly... infront of you Brake 25% then reduce to minimum TB as needed Turn in at the end of the green/yellow strip DN-SHFT to 2nd Control throttle to 75% briefly at the red/green strip then lift TB as needed to rotate Clip curb and aggressively get to 100% throttle Exit wide using all of the pavement Get back on track and stay far right UP-SHFT to 3rd

T4

Approach far right BM - a car length after you exit the green apron Brake 60% briefly then reduce to 45% slowly before sharp TB DN-SHFT to 1st and turn-in early but apex middle Aggressive throttle to full before apex Full curb Exit mostly wide

T5/T5A

Approach right of middle Lift briefly to 50% after curbing starts then back to... full quickly UP-SHFT to 2nd Apex middle full curb Exit far left Turn-in before strip ends Late apex, clip curb

T6/T6A

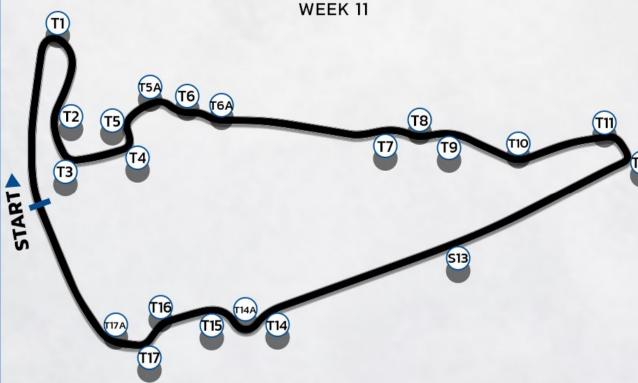
Continue to rotate right briefly Then UP-SHFT to 3rd and full curb Clip curb and straightline Full curb on 6a and exit middle UP-SHFT to 4th and stay right



QUICK REFERENCE TRACK MAP

VIRGINIA INTERNATIONAL RACEWAY- FULL COURSE

iRacing Season 3 - 2023



INFO

Driver: David Williams Car: Global Mazda MX-5 Laptime: 02:07.880 Weather: 78F/25.55C Track: 119F/48.33C

MAP LEGEND

the curb

BM - Brake Marker TB - Trail Brake LIFT - fully reduce throttle input Control - modulate throttle input Hug - get close and stay there STRIP - Entry or Exit Curb

Sausage - a high red inner curb Marker - a numbered sign Taper - ease off brake or throttle but not on curb APEX - closest point to the corner Full curb - both inside tires on

For a full tutorial go to vrs.racing

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

T7/T8/T9

Approach mostly right flat out Straightline the entire section Clip all curbs Get far right after T9

T10

BM - the end of the dip in the track Brake 25% then TB as needed Turn-in slightly late and aggressive throttle to full... a car length before the green/yellow curbing Full curb Lift to 75% on exit Exit wide and back to full Cross over to the far left immediately

BM - a car length before the 2 marker

Exit far left past the curb onto tarmack

Brake 60% initially then reduce to steady 40% avg. DN-SHFT to 2nd Turn-in after the 1 marker A car length before the curb TB Clip curb and brake 25% then 50% as you exit mostly wide DN-SHFT to 1st Then TB to rotate back right Steady accelerate before the curb on right starts Apex late, clip curb, and get to full-throttle

UP-SHFT to 5th and move right by the end of the straight

T14/T14A/T15

Approach far right Turn-in after the 1 marker Brake 60% and then reduce to 30% Clip curb then brake 75% Rotate right then aggressive throttle UP-SHFT to 3rd at the beginning of the right curb Clip curb sacrifice exit then rotate left Clip curb and exit wide

T16/T17/T17A

Approach far right Turn-in a couple car lengths before strip on left Lift briefly at the beginning of the green/yellow curb Then accelerate to 35% going over them full curb Brake 60% briefly as you land and DN-SHFT to 2nd Rotate right and TB Control throttle to 25% then full Full curb Exit mostly wide the rotate right flat out Close curb and exit far left UP-SHFT down the straight