

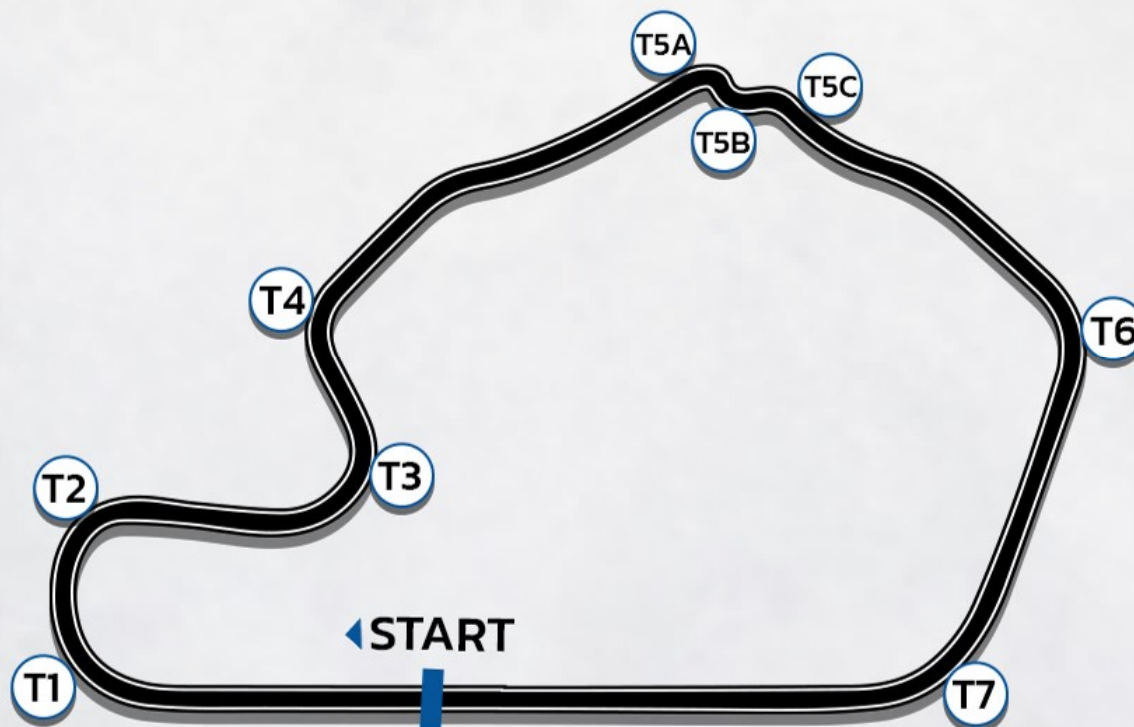


QUICK REFERENCE TRACK MAP

LIME ROCK PARK - GRAND PRIX

iRacing Season 3 - 2023

WEEK 11



T1
Approach far left in 4th
BM - between the 3 and 2 markers
Turn-in at the 1 board
Brake 65% then TB down to minimum to...
help rotate
DN-SHFT to 2nd
Close curb
Exit middle and begin accelerating steadily

T2
Rotate car to the right
Bring throttle up to 100% by beginning of...
the curb
Apex middle full curb
Exit wide and continue to rotate right

T3
Move mostly right and UP-SHFT to 3rd
Turn-in as soon as you straighten the car
Brake 50% briefly then sharp TB
DN-SHFT to 2nd
Stay away from curb begin accelerating well...
before curb
Late apex - full curb and full throttle
Sacrifice exit and get back left

T4
Immediately rotate right
Apex at end of curb - clip curb
Exit wide
Cross over to the right and UP-SHFT to 3rd
Then aim for the left kink

T5
Approach far left in 3rd
BM - where the left line straightens
Brake max 70% then sharp TB
DN-SHFT to 1st and get left tires on strip
Turn-in before the white line kinks right
Immediately get to full throttle
Full curb all three turns (Avoid Sausages)
Straightline as much as possible
Exit far left after 3rd chicane
UP-SHFT to 3rd
Cross over from right to left

T6
Approach far left
A few car lengths before the left line kinks...
Reduce throttle to 25%
Turn-in before the line kinks cont. 25% throttle
Just before apex increase to 90% then full
Close curb
Exit wide left
UP-SHFT to 4th

T7
Approach far left
Just before the bottom of dip lift to 50% briefly
Quickly resume full throttle
Turn-in late and apex late

INFO

Driver: Yannick Lapchin
Car: RAY FF1600
Laptime: 00:56.254
Weather: 79F/26.11C
Track: 121F/49.50C

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

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