Approach far right in 4th BM - just before the 100 board Brake 75% steady then steep TB Turn-in after the 50 board and cont. to TB DN-SHFT to 2nd Turn-in and once you reach the white curb... control throttle steadily to 80% Clip the green curbing Continue to rotate left then quickly right

T2

Just before the white curb, brake 25% briefly then min. TB TB as needed briefly Get on all of red/white curb and test limits inside Continue to hug curb till just before it ends Control throttle to full a car length before grass Hug curb before late exit Exit mostly left - UP-SHFT to 4th

T3/T4

Stay left down the straight Approach far left with two tires close to white line BM - 100 board Apply maximum 25% TB and turn-in just after the 50 board DN-SHFT to 3rd and continue TB as needed Apex middle close curb Exit wide left and control throttle and TB as needed DN-SHFT to 2nd Once you are wide left control throttle 25% and rotate Lift briefly a couple car lengths before curb begins... Then control throttle steadily to full Stay away from curb then clip curb at late apex Exit middle and move right

T5 - T9

Approach mostly right in 2nd

Reduce throttle to 60% Get left tires on all of the green paint Exit middle Just before the green paint on right, aggressively get to... 80% throttle Get right tires on all of the green for T6 Slight rotation right on exit then straight for T7 Brake 35% briefly then TB at the white line across the track Get two tires on curb and minimum TB to rotate left As you exit, control throttle to 25% aim for late apex Get to full throttle as you pass the first white curbing Full curb, late apex and exit wide Hug curb as it turns right then come off and exit mostly left UP-SHFT to 3rd

Turn-in at the beginning of the strip on the right

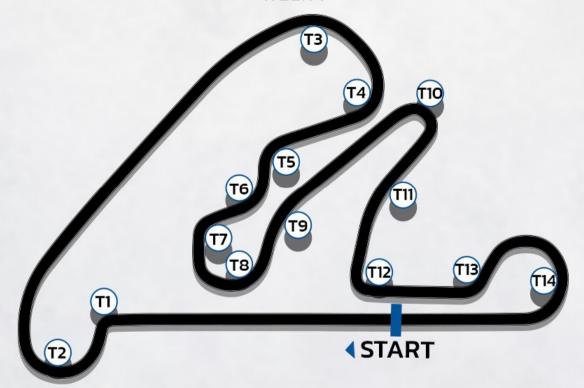


QUICK REFERENCE TRACK MAP

RUDSKOGEN MOTORSENTER

iRacing Season 3 - 2023

WEEK 7



INFO

Driver: Yannick Lapchin Car: RAY FF1600 Laptime: 01:27.056 Weather: 78F/25.55C

Track: 108F/42.22C

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 Full curb - both inside tires on

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

the curb

For a full tutorial go to vrs.racing

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

T10

Approach far left with tires on strip BM - between 100 and 50 board Brake 75% steady DN-SHFT to 1st and turn-in after the 50 board Get close but stay off curb Accelerate to full early and apex really late Exit wide to the curb and rotate back right UP-SHFT to 2nd

T11/T12

Move to the far right Approach far right with left tires on white line BM - Just before the Wurth sign on the right Brake 49% briefly then gradually TB (right tiangle) Turn-in before strip ends Control throttle to 20% at beginning of green paint Get left tires to far lef on green paint Aggressive accelerate to full throttle before apex

Exit wide over strip then keep right tires on curb

T13/T14

As you leave strip, lift to 25% then gradually increase... back to full

Turn-in at end of curb

Get two tires onto the green curb middle apex You should be back to full throttle on exit Once you straighten brake 30% then minimum TB Immediately get right tires on apex curb then hug Exit slightly then get back right for a late 2nd apex Full curb

Exit far left over the strip

Get back on track and UP-SHFT down the straight