T1

Approach far left in 3rd (4th later in race) BM - just before the charlotte sign on the wall at the finish Brake up to 70% then long slow triangle TB to the apex DN-SHFT to 2nd

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 #6 on the pink wall on the left (or a car length... before the tire bundle) Brake up to 72% then TB a car length before the tire bundle Start turn-in just before the tire bundle Control throttle as you cross the white line Get very close to inside tire wall (be careful) Get to full throttle after 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 Slowly reduce throttle to 27% before the last BofA sign... on right

BM a car length before the end of the blue sausage curb Brake 25% then sharp TB

Apex at the end of sausage curb on right Control throttle to around 15% to 20% on exit Exit wide over the blue line with nose on the blue line Immediately rotate back right for the next turn

T5

Continue to control throttle and look for the apex Get to 100% throttle well before 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 brief braking to 25% before the first cone Control throttle to apex and then full as you exit

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: Yannick Lapchin

Car: RAY FF1600 Laptime: 01:16.945 Weather: 78F/25.55C

Track: 122F/50C

MAP LEGEND

BM - Brake Marker TB - Trail Brake LIFT - fully reduce throttle input Control - modulate throttle input STRIP - Entry or Exit Curb

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 APEX - closest point to the corner Full curb - both inside tires on

For a full tutorial go to vrs.racing

the curb

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

T7/T8

Brake 50% steady then sharp TB DN-SHFT to 1st Begin control throttle to full before the first cone Apex middle of 2 cones - full curb 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 and reach full throttle

BM - a car length before the end of blue paint on the left

Lift and 15%-20% TB once you straighten the car Turn-in when you straighten the car and cont. TB Apex late and aggressive throttle to full before the... last cone

Hug curb until you pass the beginning of the blue sausage Exit wide onto paint

T10

Immediately come off paint Lift briefly once you are back on the tarmack Minimum TB briefly then back to full Full curb with right tires to the right of it Apex very late near the end of the curb Exit middle and rotate slightly right

T11

BM - Just after the first Bojangles sign Brake 27% briefly then slowly reduce into TB Get left tires on the curb for a very late apex Come off strip and hug curb then blue/white inside line Aggressive full throttle well before orange cone Get 2 tires on red/white curb Sacrifice exit and get back left

T12

Approach mostly left Brake and turn-in a car length 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 mostly left

S13

Straightline it thru the chicane then exit wide on... the final straight