

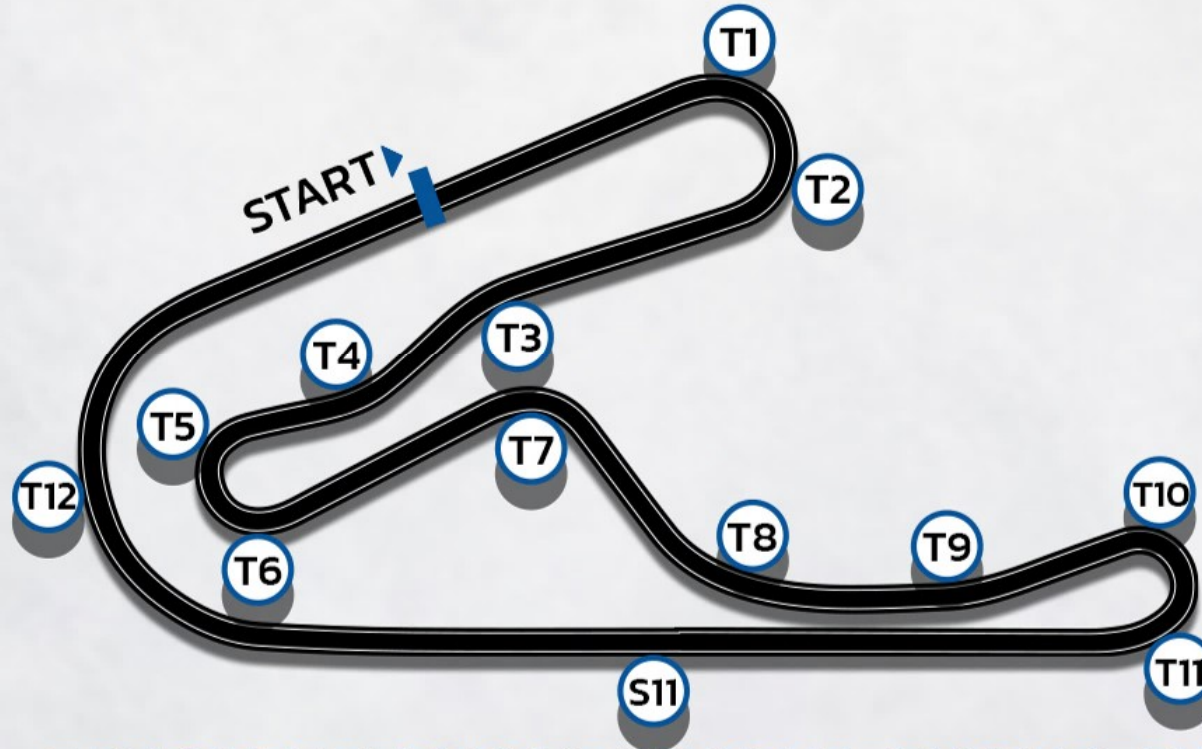


QUICK REFERENCE TRACK MAP

TSUKUBA CIRCUIT - 2000 FULL

iRacing Season 3 - 2023

WEEK 12



T1/T2

Approach far left in 4th gear
 BM - a car length after the fence on the left
 Brake up to 60% briefly and slowly reduce... then sharp TB
 Turn-in when you start braking
 DN-SHFT 3rd
 Close curb/late apex
 Aggressive throttle to full before apex
 Exit wide use all of curb

T3

Stay left and clip curb

T4

Cross over to right flat out
 Late apex right kink
 Full curb

T5/T6

Approach far right with two tires on curb
 BM - just before access road starts
 Brake 80% briefly then taper into right... triangle TB
 Slowly turn-in by end of access road
 Very late apex close curb
 Aggressive throttle to full before apex
 Exit wide

T7/T8

Move immediately left
 Turn-in before barriers turn white
 Lift to 50% throttle and back to full by... entry curb
 Apex at dirt patch - clip curb
 Exit wide - left tires on red/white strip
 Hug corner with left tires on white line
 Come off before tarmac color change
 Exit just right of middle
 UP-SHFT to 4th

T9/T10/T11

Approach just left of middle
 Get left tires on the green
 BM - just before the end of the green
 Brake 75% steady then sharp TB to below 20%
 Turn-in just after the beginning of dirt on left
 DN-SHFT to 3rd - Full-throttle before very... late apex
 Close curb but stay off
 Exit wide to the edge of the strip

S11

Stay left
 UP-SHFT to 4th

T12

Approach far left in 4th
 Turn-in at blue barrier on left
 Aim towards the middle and slowly move right
 Lift to 15% with minimum TB then modulate... throttle
 At the end of the green paint on the right... control throttle to full
 Apex very late at the end of the red/white... curbing
 Exit over the red/white exit curb but not... too deep
 Get back on track and finish the lap

INFO

Driver: Jake Burton
 Car: Formula Vee
 Laptime: 01:05.531
 Weather: 79F/26.18C
 Track: 136F/57.78C

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.