



British Online Sim Racing Association

GT3 CHAMPIONSHIP REGULATIONS



Version 2017/1

SECTION 1 - DRIVER CLASSIFICATION

The GT3 Championship employs 3 separate driver classification categories. The classification allows easy identification of the driver's ability level and current status within the field;

P **Privateer Classification**
Drivers in this class are identified by Red P decals applied to the vehicle livery.
Drivers are designated as **P** if the following criteria are met;

- Entering their first GT3 Championship
- Entering as a privateer
- Entering after the commencement of the event
- Met any additional pre-qualification criteria that may be set

AM **Amateur Amber Classification**
Drivers in this class are identified by Amber AM decals applied to the vehicle livery.
Drivers are designated as **AM** if the following criteria are met;

- Completed a full GT3 Championship, meeting 80% attendance as an **P** driver
- Completed a full GT3 Championship, meeting 80% attendance as an **AM** driver
- Been demoted from **PRO** following a full season in GT3 Championship
- Met any additional pre-qualification criteria that may be set

PRO **Professional Classification**
Drivers in this class are identified by Green PRO decals applied to the vehicle livery.
Drivers are designated as **PRO** if the following criteria are met;

- Completed a full GT3 Championship, meeting 80% attendance as an **AM** driver
- Completed a full GT3 Championship, meeting 80% attendance as a **PRO** driver
- Been promoted from **AM** following a full season in the GT3 Championship
- Met any additional pre-qualification criteria that may be set

1. Drivers are allocated a race ID # based on classification before the start of each event;

- a) **PRO** will be allocated ID # first in order of performance.
- b) **AM** will be allocated ID # second in order of performance.
- c) **P** will be allocated any remaining spaces on a first served basis.

SECTION 2 - TEAM STRUCTURE / ALLOCATION

1. Teams are initially based on the number of eligible entries from a previous season.
2. Drivers are allocated to teams by finishing position in the previous season.
3. Each team shall include 2x **PRO** and 2x **AM** entries.
4. Drivers are allocated to our partner teams with additional teams administered by the Admin Team.
5. The top ranked **PRO** driver of each team is designated team captain.
6. Entries below minimum participation may be added to partner teams at the discretion of the Admin Team.
7. Team allocation is based on the following as an example;
8. Total entry of 29 drivers, all having previously competed meeting minimum attendance
9. Entries are divided by 4 to equal 7 teams with a remainder of 1.
10. The remainder is the lowest ranked driver and is then set to **P** classification
11. 28 entries based on previous season performance will then be divided by 2 for **PRO** and **AM** classification.
12. Additional new entries shall be designated as **P** classification.
13. Teams are then allocated using the following table per classification, whilst not exhaustive;

Rank	Allocation	Rank	Allocation
1	Team 1	8	Team 1
2	Team 2	9	Team 2
3	Team 3	10	Team 3
4	Team 4	11	Team 4
5	Team 5	12	Team 5
6	Team 6	13	Team 6
7	Team 7	14	Team 7

SECTION 3 – EVENT REGULATIONS

1. The GT3 Championship consists of 27 sprint rounds for duration of 1 hour.
2. The GT3 Championship consists of 3 endurance rounds for duration of 2 hours.
3. Vehicle choice is limited to those offered in the iRacing Blancpain Sprint Series Official Event.
4. Each entrant must declare the vehicle to be used prior to starting the event.
5. A vehicle change may be requested by contacting the admin team.
6. At least 7 days' notice must be given for a vehicle change.
7. 1 vehicle change is permitted per season.
8. A vehicle change shall incur a 15pt penalty to be applied at the next round attended.
9. All entries must attend a minimum of 1 endurance round as part of minimum participation.
10. Each sprint round consists of 40 minutes free practice.
11. Each sprint round consists of 20 minute qualifying.
12. Each endurance round free practice and qualifying vary, see event schedule.
13. Grid starts shall be enabled for sprint rounds
14. Rolling starts shall be enabled for endurance rounds.
15. Mandatory pit stops shall be enforced by way of limited fuel to 60% per round.
16. Shared pit stalls may be in use at applicable venues.
17. Weather conditions will vary with weather being set to dynamic.
18. Lighting shall vary with night rounds included and noted in the event schedule.
19. Tyre changes are optional during a pit stop.
20. Sprint rounds include 2 fast repair options.
21. Endurance rounds include 3 fast repair options.
22. Points and penalties are awarded as per the BOSRA Sporting Code.
23. 4 drop rounds are included removing the 4 worst scored rounds out of 30

SECTION 4 – OTHER INFORMATION

1. Prizes shall be awarded for **PRO** and **AM** category overall top 3 finishing positions.
2. No prizes are awarded to **P** category entrants.
3. All prizes are subject to the terms of the BOSRA Sporting Code.