



### Week 7 Challenge

Welcome to week 7 of the Forza Motorsport Challenge!

This will be the sixth race with contact enabled. Drivers please be aware of your surroundings and leave space when contesting corners.

This week, every racer must race in Forza P1 cars. These cars are the fastest we have raced on. Make sure to practice racing against other cars when preparing for this race. You can find these cars using the division filter. Keep in mind that as you're practicing, your fastest **CLEAN** lap is the one that counts as your qualifying time. **Please** make sure that you have friction assist turned **off** in assists, or it will automatically give you a dirty lap marker for your time.

Racing lines will be forced off in qualifying and the race. Be sure to prepare accordingly.

The first session of qualifying will begin at 5:00 P.M. (ET).

Track: Circuit de Spa-Francorchamps

Variant: Full Circuit

Time: Day

Weather: Sunny

# of Laps: 10

Home to racing for almost a century, this circuit has been known for high-speed straights, fast corners, and numerous changes in elevations. Nowadays, it's host to prestigious racing events such as the Spa 24 Hours, and it is here drivers find such legendary stretches and turns as La Source, Eau Rouge, and Blanchimont.

You **may** paint the car however you like, as long as there are no inappropriate designs added. School colors/mascot themes are encouraged.

Remember: All racers are racing in the race no matter what qualifying session they make it to. The Grid will be formed from the bottom to the top.

### **Qualification Session Settings:**

The following rules will be the Qualifying Session settings that will be enforced starting at 5:00 P.M.(ET)

#### **>Rules**

Race Length: 10:00 Minutes

Max Drivatar: 24

Game Type: Custom

Track Scenario: Day

Car Division: FORZA P1

Forza Race Regulations None

#### **>Advanced Rules**

Damage Difficulty: Cosmetic

Collision Mode: ALWAYS OFF

Cross Play Blocked: No

Number of Teams: None

Number of Driver Buckets: None

Ghost Backmarkers: ON

Car Class: Any

Drive Type: Any

Start Type: Standing

Grid Ordering: PI

Ascending: No

Roll Off Delay Type: Per Car

Roll Off Delay: 0.00 S

End Condition: Time

End-of-Race-Timer: 30 seconds

Scoring Type: Time Based

Bigger is Better: NO

Compare Best Lap Scores: Yes

#### **>Overrides**

Force Off Suggested Line: Yes

Force Off STM: No

Force off TCS: No

Force off Friction Assist: No

Force Collision Assist: Off

Easiest Shifting Allowed: Automatic

Easiest Braking Allowed: Assisted

Easiest Steering Allowed: Super Easy



Forced Camera View: None  
Disable Wrong Way Indicator: No

**>Car Restrictions**

Allow Upgrades: Yes  
Allow Tuning: Yes  
Ownership: Any  
Car Class: Any  
Performance Index  $\geq$  Any  
Performance Index  $\leq$  Any  
Power  $\geq$  Any  
Power  $\leq$  Any  
Curb Weight  $\geq$  Any  
Curb Weight  $\leq$  Any  
Year  $\geq$  Any  
Year  $\leq$  Any  
Model Family: Any  
Region: Any  
Country: Any  
Make: Any  
Model: Any  
Drive Type: Any  
Engine Placement: Any  
Engine Configuration: Any  
Cylinders: Any  
Aspiration: Any  
Power Handicap: 1.00  
Front Grip Handicap: 1.00  
Rear Grip Handicap: 1.00

All Qualifying sessions will be run on the same settings.



**Race** – Starting after the Qualifying session

**>Rules**

Laps: **10**

Max Drivers: 24

Game Type: Circuit Race

Track Scenario: Day

Car Division: FORZA P1

Forza Race Regulations None

**>Advanced Rules**

Damage Difficulty: Cosmetic

Collision Mode: Default

Cross Play Blocked: No

Number of Teams: None

Number of Driver Buckets: None

Ghost Backmarkers: ON

Car Class: Any

Drive Type: Any

Start Type: Standing

Grid Ordering: Manual

Roll Off Delay Type: Per Car

Roll Off Delay: 0.00 S

Quick Stops: OFF

End Condition: Number of Laps

End-of-Race-Timer: 1:00 minute

Scoring Type: Time Based

Bigger is Better: No

Compare Best Lap Scores: No

**>Overrides**

Force Off Suggested Line: Yes

Force Off STM: No

Force off TCS: No

Force off Friction Assist: No

Force Collision Assist: Off

Easiest Shifting Allowed: Automatic

Easiest Braking Allowed: Assisted

Easiest Steering Allowed: Super Easy

Forced Camera View: None

Disable Wrong Way Indicator: No



**>Car Restrictions**

Allow Upgrades: Yes

Allow Tuning: Yes

Ownership: Any

Car Class: Any

Performance Index >= Any

Performance Index <= Any

Power >= Any

Power <= Any

Curb Weight >= Any

Curb Weight <= Any

Year >= Any

Year <= Any

Model Family: Any

Region: Any

Country: Any

Make: Any

Model: Any

Drive Type: Any

Engine Placement: Any

Engine Configuration: Any

Cylinders: Any

Aspiration: Any

Power Handicap: 1.00

Front Grip Handicap: 1.00

Rear Grip Handicap: 1.00

Race clean, race fair, and GOOD LUCK.

