



Week 5 Challenge

Welcome to week 5 of the Forza Motorsport Challenge!

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

You may choose *any* S class car (S800 or lower). 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 of the Americas

Variant: Grand Prix Circuit

Time: Day

Weather: Sunny

of Laps: 10

The Circuit of the Americas is the United States' first purpose-built Grand Prix facility, with room for 120,000 spectators. It is designed for any and all classes of racing, and has hosted Grand Prix, American Le Mans, Australian V8 Supercars, and World Endurance Championship events since opening in 2012.

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: Any

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: S

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: S

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: Formula E

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: 12

Max Drivers: 24

Game Type: Circuit Race

Track Scenario: Day

Car Division: Any

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: S

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: S

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.

