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**Week 3 Challenge**

Welcome to week 3 of the Forza Motorsport Challenge!

This week we are doing something a little different. Some racers from the 2020 Spring season might know that we didn’t get to do this WRC because of COVID-19. This week we will be racing at the Suzuka Circuit, Full Circuit using Japanese Cars only! These Japanese cars have to still stay below or at B600.

You may choose *any*​ B class car (B600 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: Suzuka Circuit

Variant: Full Circuit

Time: Day

Weather: Sunny

# of Laps: 8

“Originally designed as a test track for Honda, the Suzuka circuit in Suzuka, Mie Prefecture, Japan is one of the few circuits in the world to feature a figure eight layout.”

This course is a little longer, so this week’s race is only 8 laps. Suzuka is famous for it’s overtaking opportunities it brings to racing. A perfect blend of handling and speed is key to this track to be successful. Be sure to race clean and fairly, but have some fun.

The race will not be ghosted and will have collisions turned on. Please keep in mind other racers as you are racing. Be patient and wait for your time to attack.

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)

Note: Even though this track is longer, the qualifying sessions will stay at 10 minutes. Plan accordingly.

**>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: B

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: B

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: **Japan**

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: **8**

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: B

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: B

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: **Japan**

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.