

**Week 6 Challenge**

Welcome to week 6 of the Forza Motorsport Challenge!

For the final race of the season, we will be revisiting “The Brickyard” and racing in IndyCars themselves. Famous for the Indy 500, the Indianapolis Motor Speedway is the motorsport capital of the world. However, we will not be racing on the oval this week, rather the Grand Prix Circuit (the regular circuit, not the classic). This week’s race will be fast, fun, but dangerous.

You may choose any​ IndyCar, but you have to keep the Homologation restrictor plate on (it will be enforced in the rules). Your car should have 680 horsepower. 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: Indianapolis Motor Speedway

Variant: Grand Prix Circuit

Time: Day

Weather: Sunny

# of Laps: 16

“Indianapolis Motor Speedway opened in 1909 to, of all things, a balloon race. After decades as a brick-covered, high-speed oval track, today it features an infield course designed for Grand Prix. With 400,000 seats, ‘The Brickyard’ is the highest-capacity sports venue in the world.”

IndyCars are fast, nimble, and light. They can also be tricky to drive sometimes. The racer will have to be aware of any upcoming situations that might arise. This week’s race will be fast and tight so racers should prepare accordingly. It’s the last race of the season so have fun and race clean.

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: **INDYCAR**

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>= Any

Performance Index <= Any

Power >= Any

Power <= **680 HP**

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

# All Qualifying sessions will be run on the same settings.

# Race – Starting after the Qualifying session

# >Rules

Laps: **16**

Max Drivers: 24

Game Type: Circuit Race

Track Scenario: Day

Car Division: **INDYCAR**

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 <= **680 HP**

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.