

# BEGTC – Round 5

## Race Settings

NAT type is Type 2, and bandwidth is Very High.

Room Name 22/62 ✎

**BEGTC SEASON 3 ROUND 5**

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Race Type <span style="float: right;">☰</span>	Fixed Room Ownership <span style="float: right;">☰</span>
<b>Race for Real</b>	<b>Yes</b>

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Max. Number of Participants <span style="float: right;">📶</span>	Minimum Driver Rating <span style="float: right;">☰</span>
<b>16</b>	--



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Minimum Sportsmanship Rating ☰

-- ⬅️ R ➡️

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Track Settings

Track	
<b>Nürburgring GP</b>	

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Select Conditions <span style="float: right;">☰</span>	
<b>12:00 Fine Weather</b>	

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No. of Laps 📶

**10** ⬅️ R ➡️

TRACK TYPE	World Circuit
TRACK LENGTH	3.20 Miles
LONGEST STRAIGHT	0.39 Miles
ELEVATION DIFFERENCE	186 ft

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Qualifier Settings

Time Limit <span style="float: right;">📶</span>	Qualifying Continuation Time <span style="float: right;">📶</span>
<b>15 Minute(s)</b>	<b>180 sec</b>

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Tyre Wear During Qualifying <span style="float: right;">📶</span>	Fuel Consumption During Qualifying <span style="float: right;">📶</span>
<b>Off</b>	<b>Off</b>

Race Settings

<p>Start Type <span style="float: right;">☰</span></p> <p><b>Grid Start with False Start Check</b></p> <hr/> <p>Boost <span style="float: right;">☰</span></p> <p><b>Off</b></p> <hr/> <p>Visible Damage <span style="float: right;">☰</span></p> <p><b>On</b></p> <hr/> <div style="border: 1px solid white; padding: 5px; margin-bottom: 5px;"> <p>Tyre Wear <span style="float: right;">☰</span></p> <p><b>6x</b> <span style="float: right;">↕ R ↕</span></p> </div> <hr/> <p>Initial Fuel <span style="float: right;">☰</span></p> <p><b>Default</b></p> <hr/> <p>Race Finish Delay <span style="float: right;">☰</span></p> <p><b>180 sec</b></p>	<p>Grid Order <span style="float: right;">☰</span></p> <p><b>Fastest First</b></p> <hr/> <p>Slipstream Strength <span style="float: right;">☰</span></p> <p><b>Real</b></p> <hr/> <p>Mechanical Damage <span style="float: right;">☰</span></p> <p><b>None</b></p> <hr/> <p>Fuel Depletion <span style="float: right;">☰</span></p> <p><b>4x</b></p> <hr/> <p>Grip Red. on Wet Track/Track Edge <span style="float: right;">☰</span></p> <p><b>Real</b></p> <hr/> <p>Overtaking System Usage Time Multiplier <span style="float: right;">☰</span></p> <p><b>Default</b></p>
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Regulation Settings

<p>Filter by Category <span style="float: right;">☰</span></p> <p><b>Gr.3</b></p> <hr/> <p>Max Power Limit <span style="float: right;">☰</span></p> <p><b>No Limit</b></p> <hr/> <p>Maximum Tyre Rating <span style="float: right;">☰</span></p> <p><b>Racing: Soft</b></p> <hr/> <div style="border: 1px solid white; padding: 5px; margin-bottom: 5px;"> <p>Livery Restrictions <span style="float: right;">☰</span></p> <p><b>No Limit</b> <span style="float: right;">↕ R ↕</span></p> </div> <hr/> <p>Assign Car Numbers Automatically <span style="float: right;">☰</span></p> <p><b>None</b></p> <hr/> <p>Kart Usage <span style="float: right;">☰</span></p> <p><b>Off</b></p>	<p>Balance of Performance <span style="float: right;">☰</span></p> <p><b>On</b></p> <hr/> <p>Minimum Weight <span style="float: right;">☰</span></p> <p><b>No Limit</b></p> <hr/> <p>Minimum Tyre Rating <span style="float: right;">☰</span></p> <p><b>Racing: Hard</b></p> <hr/> <p>Car Number Type <span style="float: right;">☰</span></p> <p><b>No Limit</b></p> <hr/> <p>Tuning <span style="float: right;">☰</span></p> <p><b>Prohibited</b></p>
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### Penalty Settings

Ghosting During Race	Weak	Shortcut Penalty	Weak
Wall Collision Penalty	None	Side Contact Penalty	Off
Correct Vehicle Course After Wall Collision	On	Replace Cars When they Leave the Track	Off
Flag Rules	On	Ghost Lapped Cars	Off

### Limit Driving Options

Countersteering Assistance	No Limit	Active Stability Management (ASM)	No Limit
Driving Line Assist	No Limit	Traction Control	No Limit
ABS	No Limit	Auto-Drive	No Limit