

SPEED CIRCUIT

TRACK GUIDE

2015



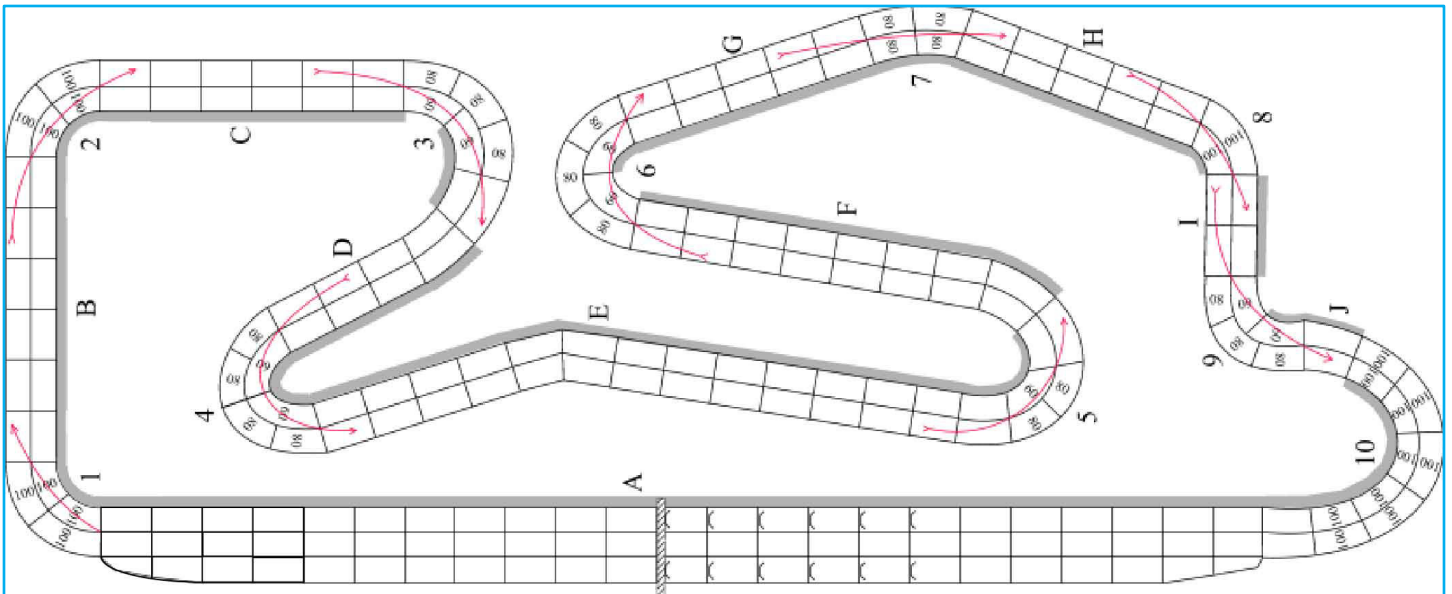
SEASON 5

Season 5 Schedule

1. Kyalami, Jan 2015
2. Monaco, Feb 2015
3. Spa Francochamps, Mar 2015
4. Sarthe LeMans, Apr 2015
5. Indy, May 2015*
6. Silverstone, July 2015
7. Nurburgring, Aug 2015
8. Monza, Sep 2015
9. Watkins Glen, Oct 2015
10. Mexico, Nov 2015

(Notes: Schedule is subject to change.

*Indy uses special oval rules.)



ESTORIL

Location: Portugal

Laps: 2-3

Total Length: 101

Longest Straight: 24

Total Turns: 10

Fastest Turn: 100/100

Slowest Turn: 60/80

DNFs: 1

Crashes: 5

Comments: At first glance, Estoril might appear to be Interlagos' little brother. Sure it has a long front straight and a narrow twisty bit like Interlagos, but the slowest corner is 60/80mph and the long front straight is capped by relatively fast 100/100mph turns. Like Interlagos, traffic may ruin your day in the two lane twisty section of the track. Turn 1 is fast, but it is only 2 lanes. Getting and staying ahead of the pack can make a big difference. Note that the racing lines for turn 8 and 9 do not line-up. Make sure you enter turn 10 going at least 100mph (120mph if you have wear to burn). Drivers who start in 1st or 2nd spaces on the outside of turn 9 or the 1st space on the inside of turn 9 doing the posted speed limit will be forced to enter turn 10 going 60 or 80mph. At best they will cause a traffic jam, at worst (especially on lap 2) they will lose the race. To avoid this situation, burn wear going into turn 9.

Podium History

2011 - 3L/8 Cars:

1st Travis 40|40|40|160|5
 2nd Dennis 80|40|40|160|4
 3rd Ray 60|40|40|160|5

2012 - 2L/5 Cars:

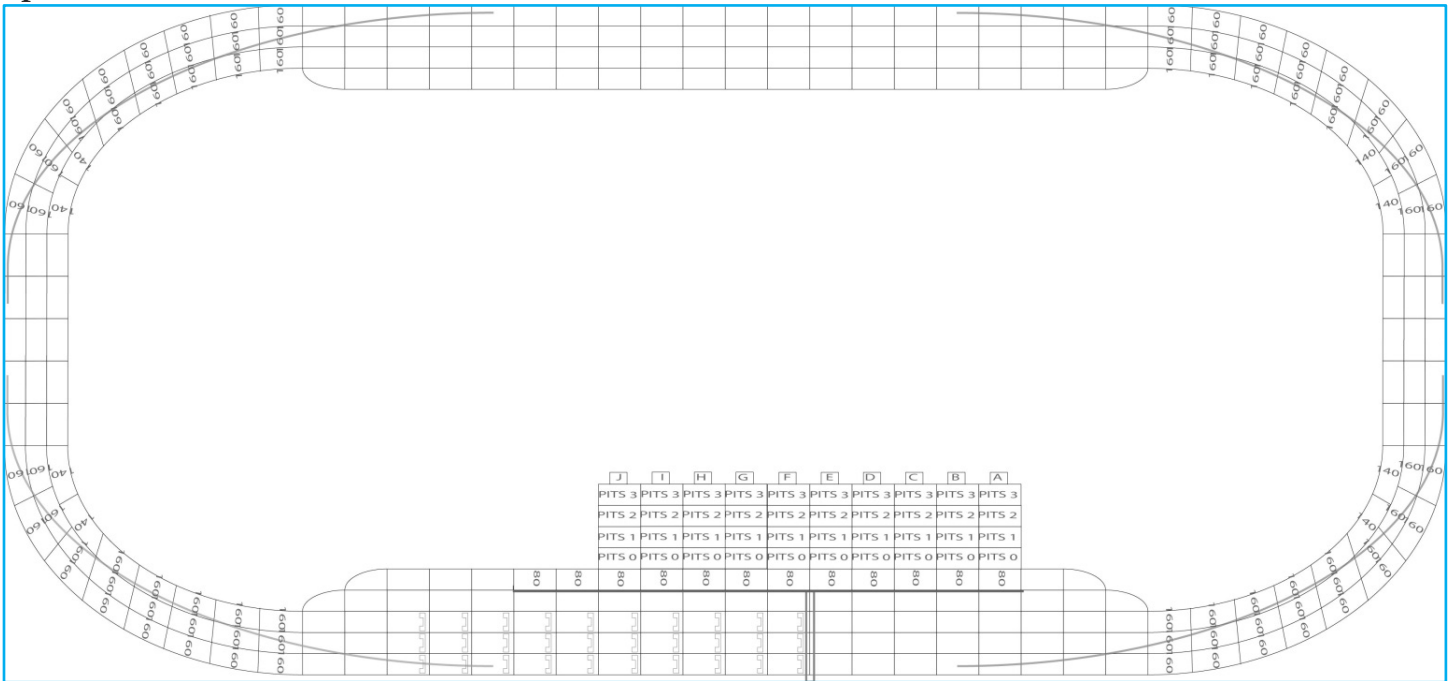
1st Terry 60|40|40|140|6
 2nd Mike 60|60|40|140|5
 3rd Glen 40|40|60|180|4

2013 - 2L/5 Cars

1st Dennis 80|40|40|160|4
 2nd Terry 60|40|40|140|6
 3rd Pat 40|40|40|180|5

2014 - 2L/11 Cars (3 Crashes)

1st Dennis (A) 60|60|40|160|5
 2nd Steve (A) 80|60|40|160|4
 3rd Terry (A) 80|40|40|160|5



INDY

Location: USA

Laps: 5

Total Length: 82

Longest Straight: 20

Total Turns: 4

Fastest Turn: 160/160/160

Slowest Turn: 140/160/160

DNFs: 2

Crashes: 2

Comments: This track uses special rules including pit-stops and fuel. Four corners make Indy look deceptively simple, but winning requires solid strategy, smart tactics and a bit of luck. Should you start with a full tank of gas? When should you make your pit stop? Indy averages 1 crash or DNF in every race, so plan your race wisely.

Podium History

2012 - #1, 5L/6 Cars:

1st Travis 60|80|60|220|4

2nd Steve 80|80|60|200|4

3rd Adam 60|80|60|200|5

2012 - #2, 5L/7 Cars:

1st Travis 60|80|60|220|4

2nd Dennis 60|80|60|220|4

3rd Terry 60|80|60|220|4

2013 - 5L/6 Cars

1st Dennis (1) 60|80|40|220|5

2nd Terry (2) 80|60|60|220|4

3rd Steve (1) 60|80|60|200|5

2014 - 5L/5 Cars

1st Dennis 100|80|60|200|4

2nd Steve 100|80|60|200|4

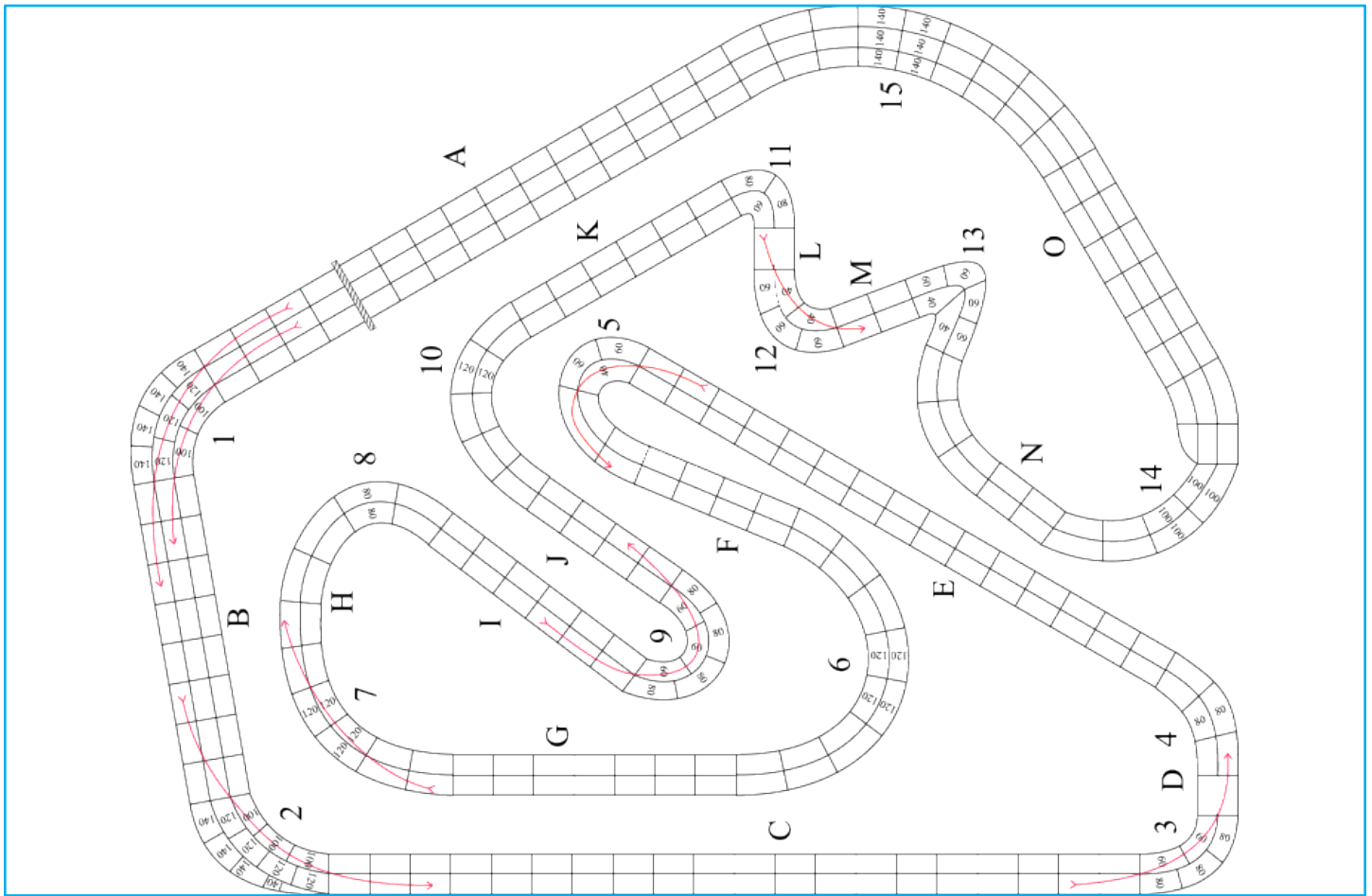
3rd Terry 100|60|60|200|4

2015 - 5L/6 Cars (1 DNF)

1st Terry (A3) 80/80/40/220/4

2nd Terry (B2) 80/80/40/220/4

3rd Steve (A3) 80/60/60/220/4



INTERLAGOS

Location: Laps: 2-3

Total Length: 166

Longest Straight: 20

Total Turns: 15

Fastest Turn: 140/140/140

Slowest Turn: 40/60

DNFs: 1

Crashes: 2

Comments: The longest track in the season, with an insatiable appetite for wear points. To maximize speed on the front half of the course, drivers should plan on spending a wear point on turn 15 (2 if their top-speed is 180mph). Following this up with wear points in turn 1 and 2 enables a driver to charge around half the track at top-speed (160mph or 180mph). Drivers with 140mph top-speed do not have to spend wear through turns 15, 1, and 2, but they will quickly lose ground against faster cars. Slower drivers should spend wear in the slower twisty 2-lane portion of the track. In all cases, wear use should be carefully planned. Unplanned use of wear can cause devastating results at Interlagos.

Podium History

2012 - 2L/8 Cars:

1st Travis 60|40|40|160|5

2nd Mike 40|60|60|140|5

3rd Steve 80|40|40|160|5

2013 - 2L/4 Cars:

1st Dennis 60|60|40|160|4

2nd Thom 40|60|60|160|4

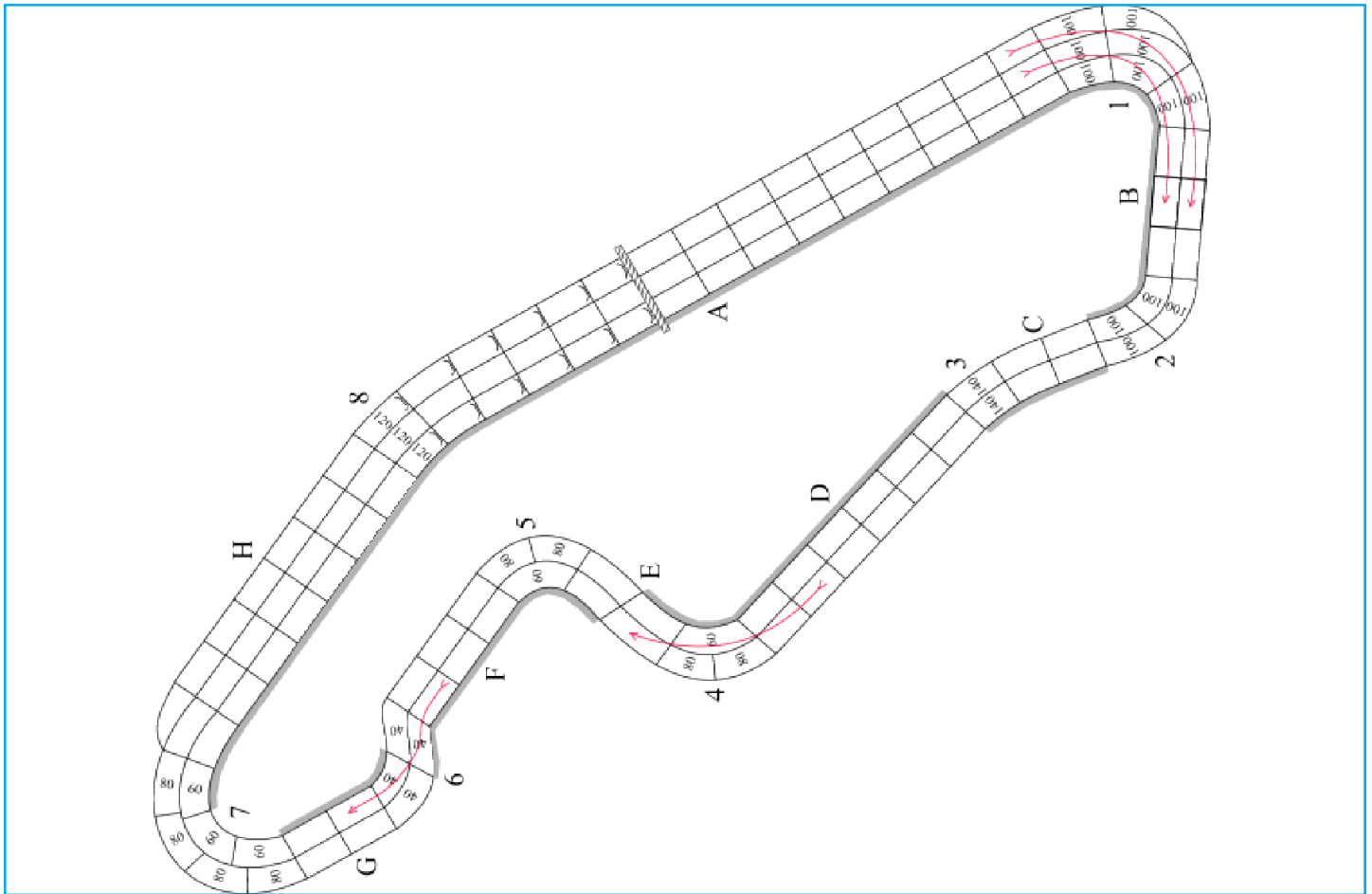
3rd Steve 40|60|60|160|4

2014 - 2L/7 Cars:

1st Tom 40|60|60|160|4

2nd Dennis 60|60|40|160|5

3rd Steve 80|60|40|160|4



KYALAMI

Location: South Africa

Laps: 2-3

Total Length: 55

Longest Straight: 14

Total Turns: 8

Fastest Turn: 140

Slowest Turn: 40

DNFs: 1

Crashes: 2

Comments: Although half of the track is two lane and having a 40 mph corner, Kyalami is a fast track; 7 out of 8 corners are 80 mph or faster. Lookout for turn 1, it squeezes down from 3 to 2 lanes. Use your wear wisely. To maximize speed on the front straight, burn wear in turn 7 and 8. Only 3 of the turns have racing lines; use them. Try to get ahead of traffic before entering the 2 lane section. Do not end your turn going 40 mph in the first block of turn 6. Use the line to go 60 mph or burn a wear.

Podium History

2011 - 3L/7 Cars:

1st Steve

2nd Dennis

3rd Travis

2012 - 2L/4 Cars:

1st Terry (1) 60|40|40|160|5

2nd Mike 80|40|40|160|4

3rd Ray 40|60|60|160|4

2013 - 2L/5 Cars:

1st Steve 80|40|40|160|4

2nd Dennis 80|40|40|160|4

3rd Mike 40|60|60|160|4

2014 - 2L/8 Cars

1st Steve (A) 80|60|40|160|4

2nd Terry (B) 80|40|40|160|4

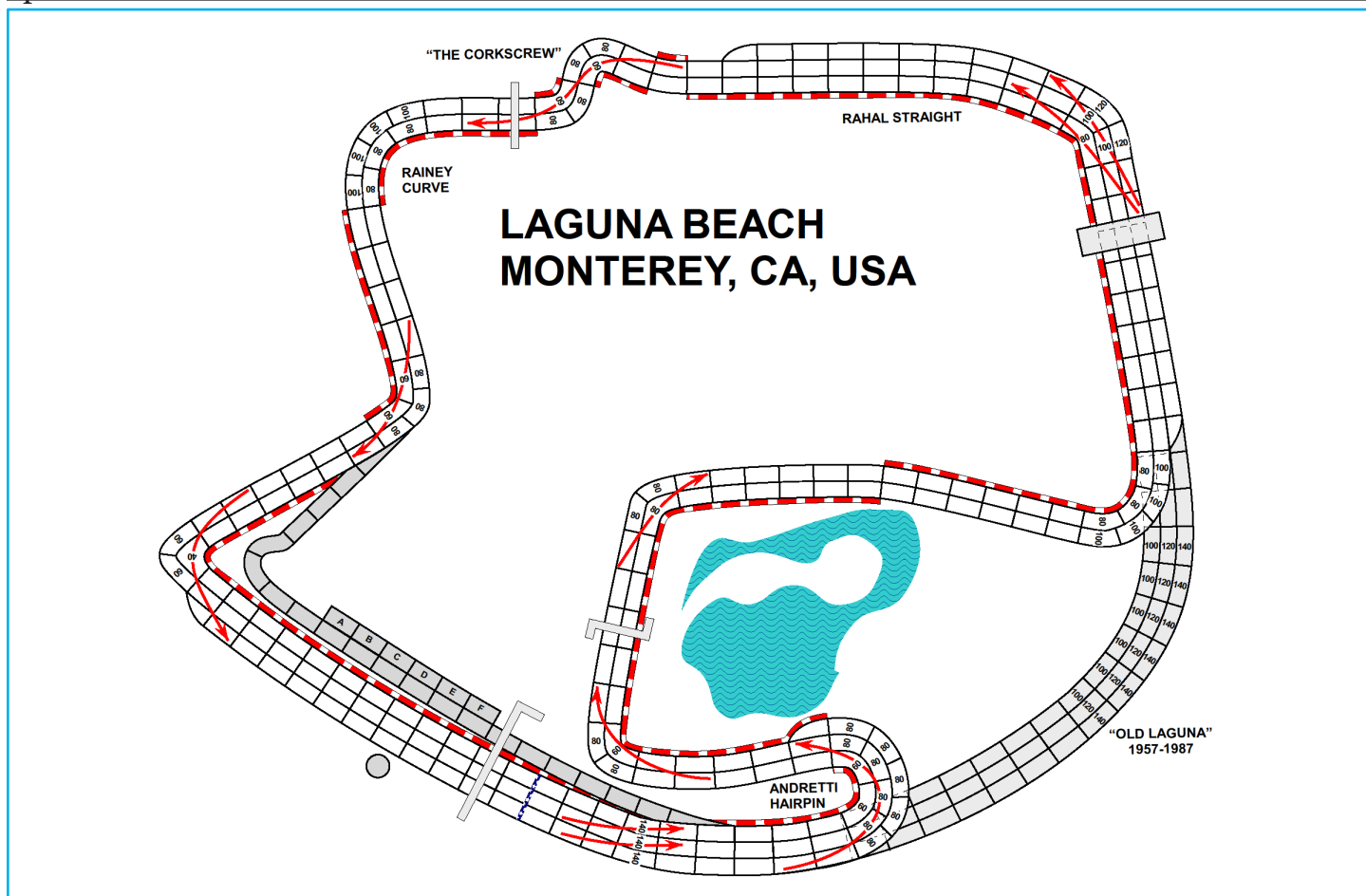
3rd Steve (B) 80|40|40|160|4

2015 - 3L/14 Cars (2 CRs)

1st Dennis (A3) 80/60/40/160/4

2nd Dennis (B2) 40/40/40/160/4

3rd Mike (A3) 60/60/20/180/4



LAGUNA SECA

Location: Laguna Beach, California, USA

Laps: 2-3

Total Length: Old 85/New 102

Longest Straight: Old 14/New 17

Total Turns: Old 7/New

Fastest Turn: Old 140/New 140

Slowest Turn: Old 60/New 60

DNFs: 3

Crashes: 3

Comments: Laguna Seca is two circuits in one; "Old" and "New" Laguna. The new version includes the Andretti Hairpin section. Old Laguna is faster. Once the rhythm is found, the track is a quick ride. Be ready to race and try not to crash-out.

Podium History

2011 Laguna Old #1 (3L/5 Cars):

1st Dennis 80|40|20|160|5

2nd Mike 80|40|40|160|4

3rd Ray 40|60|60|160|4

2011 Laguna New (3L/6 Cars):

1st Nick 60|40|60|160|4

2nd Steve 60|60|40|160|4

3rd Dennis 80|40|40|160|4

2011 Laguna Old #2 (2L/6 Cars)

1st Travis 60|60|40|160|4

2nd Dennis 80|40|40|160|4

3rd Ray 60|40|40|160|5

2012 Laguna Old (2 L/7 Cars):

1st Steve 80|40|40|160|4

2nd Terry 60|40|40|160|5

3rd Mike 40|40|40|180|4

2014 Laguna Old (2 L/8 Cars):

1st Steve (B) 80|40|40|160|4

2nd Dennis (A) 80|60|40|160|4

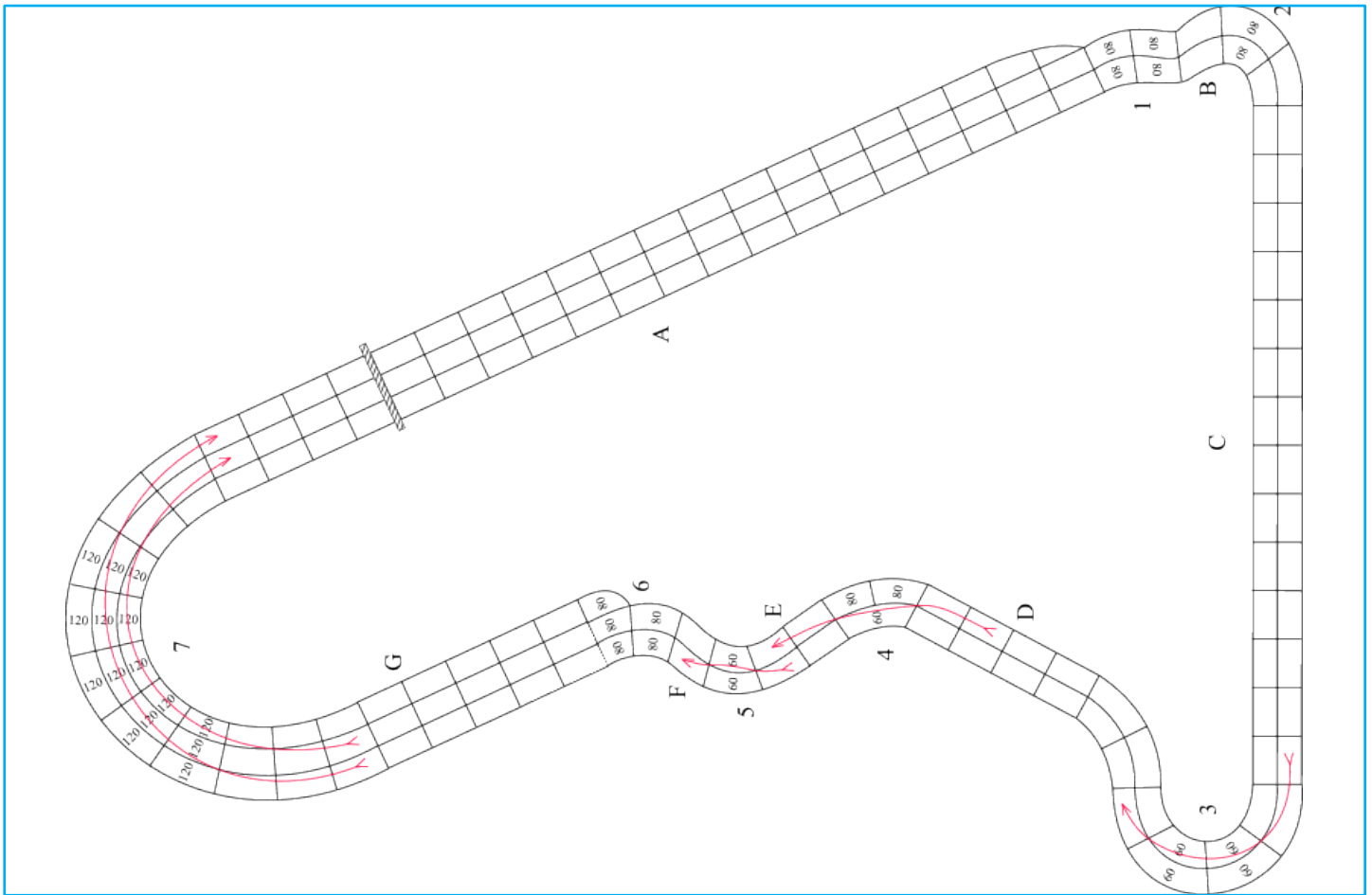
3rd Steve (A) 80|60|40|160|4

2014 Laguna New (2 L/8 Cars):

1st Terry (B) 80|40|40|160|4

2nd Dennis (A) 80|60|40|160|4

3rd Steve (A) 80|60|40|160|4



MEXICO

Location: Mexico City, Mexico

Laps: 2-3

Total Length: 71

Longest Straight: 22

Total Turns: 7

Fastest Turn: 120

Slowest Turn: 60

DNFs: 0

Crashes: 1

Comments: Go fast, really fast, down the front straight--its 22 spaces! The trickiest part of the track is the space between turns 4 and 5; the racing lines for these turns do not line up. Traffic may force drivers into one or the other, perhaps neither. This may not be the best place to burn wear points, but if your stuck in traffic, you might have to. The rest of the track is pretty straightforward (just remember to brake for turns 1 and 3).

Podium History

2011 - 2L/5 Cars:

1st Dennis

2nd Steve

3rd Ray

2012 - 2L/5 Cars:

1st Mike 80|40|40|140|5

2nd Terry 60|60|40|160|4

3rd Glen 40|60|60|160|5

2013 - 2L/5 Cars:

1st Dennis 80|40|40|160|4

2nd Terry 80|40|40|160|4

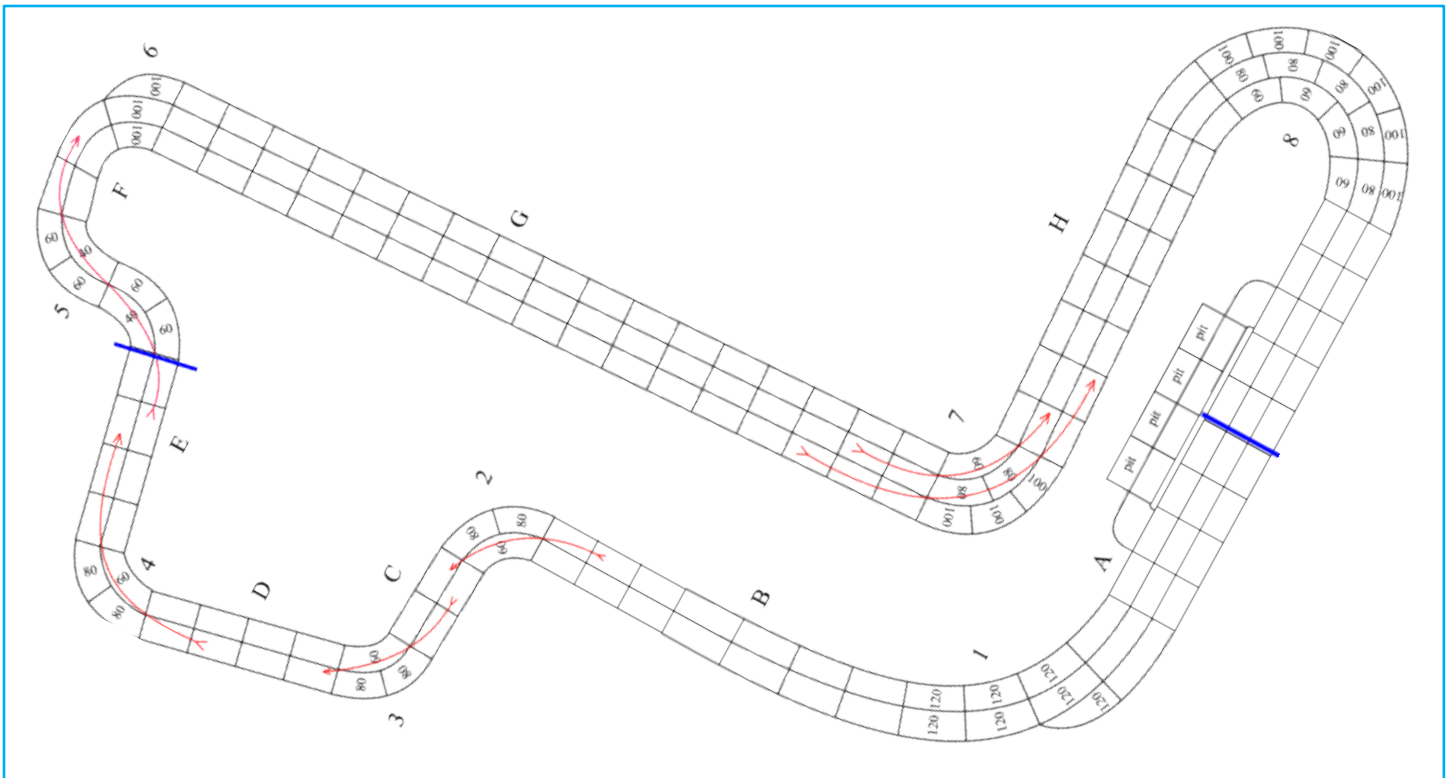
3rd Ray 80|40|40|160|4

2014 - 2L/8 Cars

1st Steve (B) 80|40|40|160|4

2nd Dennis (A) 80|60|40|160|4

3rd Terry (B) 80|40|40|160|4



MONACO

Location: Monaco

Laps: 2-3

Total Length: 73

Longest Straight: 17

Total Turns: 8

Fastest Turn: 120/120

Slowest Turn: 40/60

DNFs: 0

Crashes: 4

Comments: A classic blend of fast and slow sections. The fast sections are 3-wide while the slow sections are 2-wide. Shuffling through the narrow part of the track can be tricky. The lines through turns 2 and 3 and the lines through turns 4 and 5 do not line-up; if you take one, you cannot take the other. To hit and sustain top-speed, you may have to burn wear in turns 8, 1, and even turn 7. Since turn 5 is so slow, you may not have enough speed to exceed the speed limit in 6 leading into the long back straight. Instead of breaking down to the speed limit it might be wiser stay at cruising speed and burn wear through turns 7 and 8. Since you will have to slow down for turn 2, it may or may not be a good idea to burn wear in turn 1; it all depends on the situation.

Podium History

2011 - 3L/6 Cars:

1st Dennis (1)

2nd Dennis (2)

3rd Travis (1)

2013 - 2L/5 Cars:

1st Dennis 80|40|40|160|4

2nd Terry 80|40|40|140|5

3rd Pat 40|40|60|160|5

2014 - 2L/10 Cars (1 crash)

1st Terry (A) 60|60|40|160|5

2nd Den (B) 60|60|40|160|4

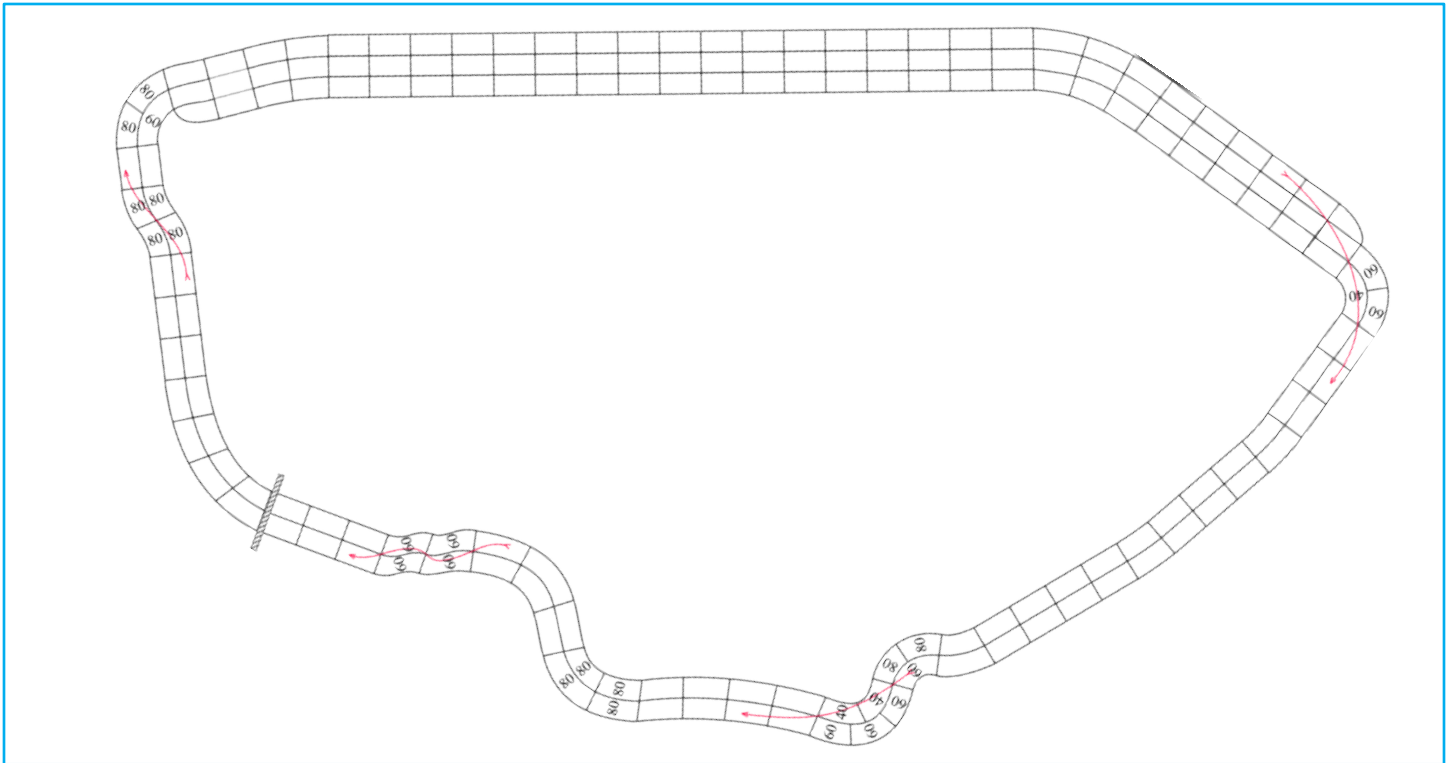
3rd Ray (B) 60|60|60|160|4

2015 - 3L/8 Cars: (3 CRs)

1st Dennis (A3) 80/60/40/160/4

2nd Steve (A3) 80/40/40/160/4

3rd Steve (B2) 80/40/40/160/4



SARTHE LEMANS

Location: France

Laps: 2-3

Total Length: 75

Longest Straight: 30

Total Turns: 6

Fastest Turn: 80

Slowest Turn: 40/60

DNFs: 0

Crashes: 4

Comments: Sarthe LeMans has a monster front straight, but the turn leading in is 60/80mph and the turn at the end is only 40/60mph. In order to make the most out of the straight, drivers should follow the line through turn 2 (100mph) and spend wear in turn 2. After zooming at top-speed down the straight, be prepared to brake for turn 3. There are no fast sweeping turns, but including the lines, other than turns 3 and 4, turns can be taken at 80mph without spending wear. The turn 4 chicane is especially troublesome.
Note: Eventhough the track appears benign, the track averages 1 crash per race!

Podium History

2012 - 2L/8 Cars:

- 1st Steve (1) 80|40|40|160|4
- 2nd Dennis (1) 80|40|40|160|4
- 3rd Dennis (2) 60|40|40|160|5

2013 - 2L/5 Cars:

- 1st Dennis 60|60|40|160|4
- 2nd Ray 40|60|60|160|4
- 3rd Terry 80|40|40|160|4

2014 - 2L/8 Cars (2 Crashes)

- 1st Ray 60|60|40|160|5
- 2nd Dennis (A) 60|60|60|160|4
- 3rd Dennis (B) 40|60|60|160|4

2015 - 3L/10 Cars:

- 1st Dennis (A3) 80/60/40/160/4
- 2nd Steve (A3) 80/40/40/160/4
- 3rd Terry (B2) 60/40/40/160/4

MONZA

Location: Italy

Laps: 2-3

Total Length: 97

Longest Straight: 24

Total Turns: 6

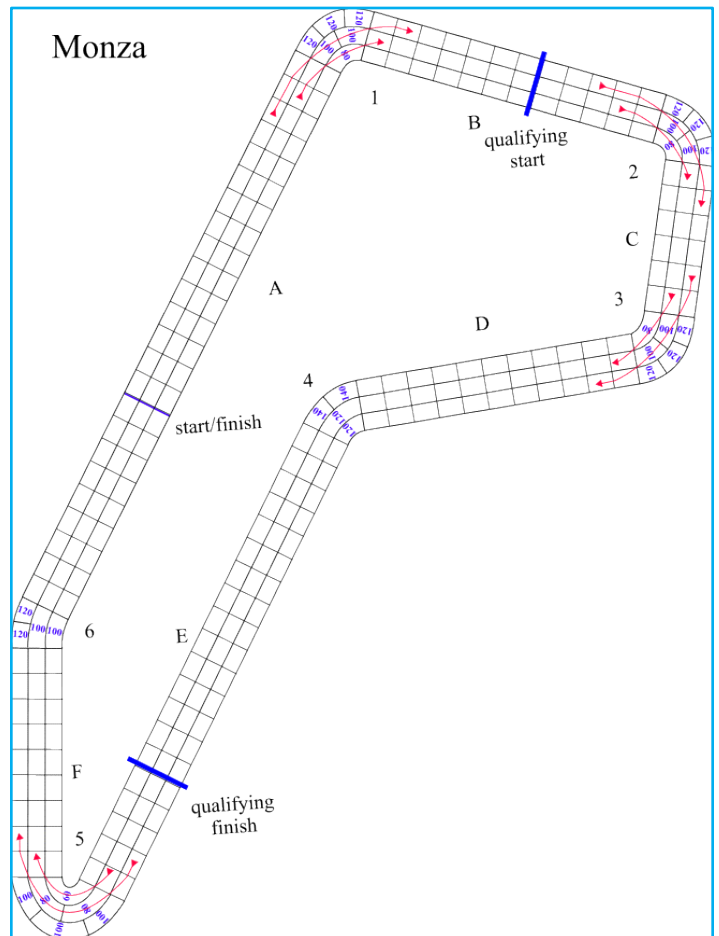
Fastest Turn: 120/120/140

Slowest Turn: 60/80/100

DNFs: 0

Crashes: 2

Comments: Some call Monza a track for rookies, but it takes guts to win here because Monza is a fast track that is 3 wide all the way around. Use the racing line when you can. If you finish with left over wear, then you did not go fast enough. The best corners to burn wear may be 4, 5, and 6. Burning 2 wear in turn 5 should keep you going fast--at least 140mph. There is plenty of room to push the limit at Monza!

**Podium History**

2011 - 3L/8 Cars:

1st Travis (1) 60|60|40|160|4

2nd Dennis (1) 80|40|20|180|4

3rd Dennis (2) 80|40|40|160|4

2014 - 3L/10 Cars: (1 CR)

1st Steve (A) 80/60/40/160/4

2nd Steve (B) 80/40/40/160/4

3rd Dennis (B) 80/60/20/160/4

NURBURGRING

Location: Germany

Laps: 2-3

Total Length: 72

Longest Straight: 10

Total Turns: 11

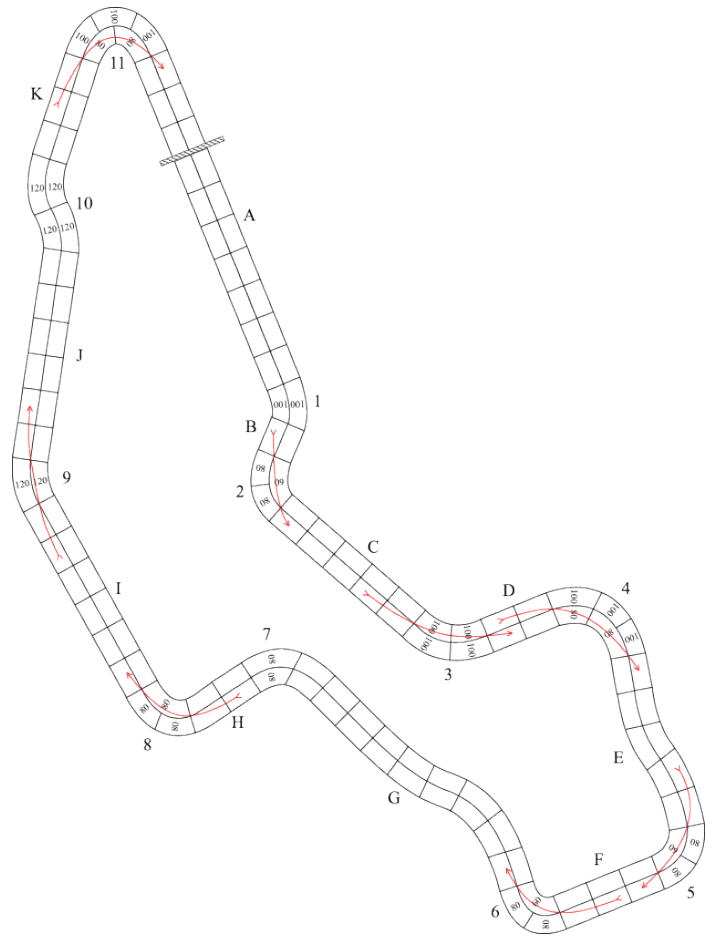
Fastest Turn: 120/120

Slowest Turn: 80/60

DNFs: 0

Crashes: 0

Comments: The ring is a narrow track with many corners. It might be wise to build a car with plenty of stanama--load up on wear points and use them wisely.

**Podium History**

2015 - 3L/ Cars:

SILVERSTONE

Location: England

Laps: 2-3

Total Length: 65

Longest Straight: 15

Total Turns: 9

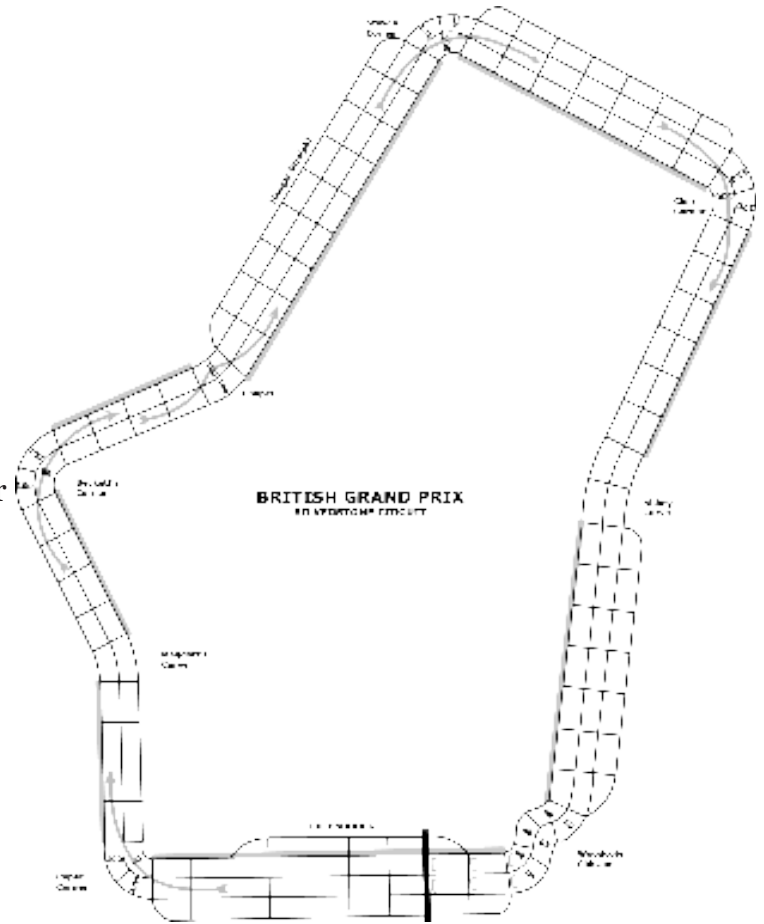
Fastest Turn: 120/100

Slowest Turn: 60/60

DNFs: 0

Crashes: 0

Comments: Take note that all the corners are two lanes, and turn 6 is a slow bottleneck at the end of the track's longest straight. A simple wear strategy that exploits the fastest part of the track would be to burn 1 wear in turns 4 and 5, and 2 wear in turn 6. Remain flexible, situation may dictate a different course of action.

**Podium History**

2015 - 3L/ 8 Cars:

1st Den (A3) 80/40/40/140/6

2nd Terry (A3) 80/40/40/140/6

3rd Ray (A3) 80/40/40/160/5

SPA FRANCOCHAMPS

Location: Belgium

Laps: 2-3

Total Length: 78

Longest Straight: 10

Total Turns: 9

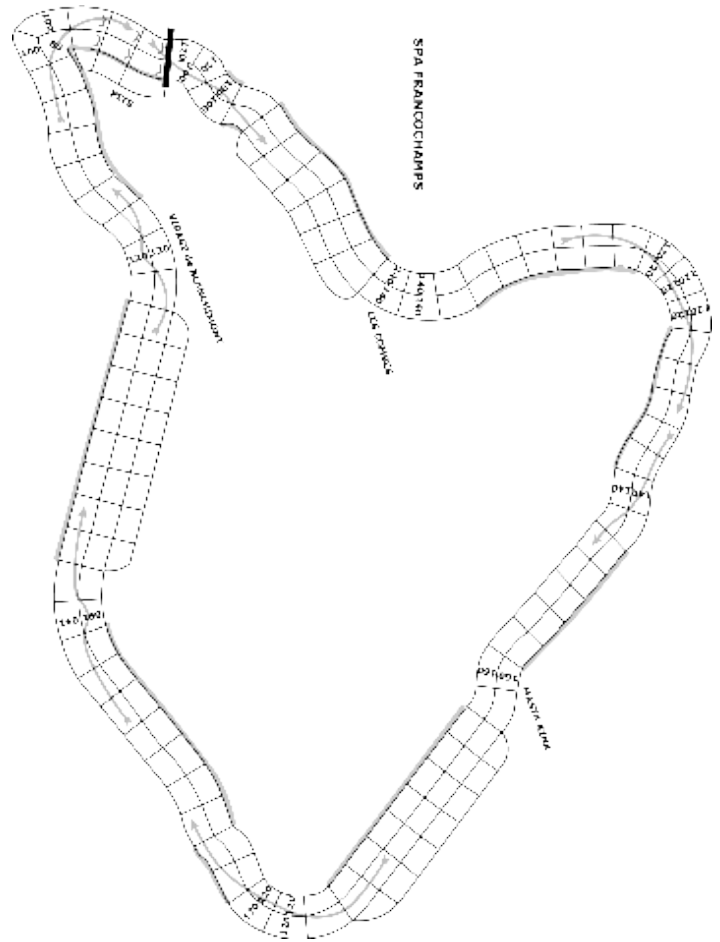
Fastest Turn: 160/160

Slowest Turn: 100/80

DNFs: 0

Crashes: 0

Comments: Most of Spa's corners are fast--two have 160mph speed limits! A 3 lap race may be completed in less than 35 turns. Build a fast car. Top speeds of 180 mph may be easily reached. Much of the track is narrow and getting through traffic may be difficult, but don't wait too long because the race will be over before you know it.

**Podium History**

2015 - 3L/6 Cars:

1st Dennis (B2) 60|60|20|160|4

2nd Steve (A3) 80|40|40|160|4

3rd Dennis (A3) 80|60|60|180|4

WATKINS GLEN

Location: USA

Laps: 2-3

Total Length: 73

Longest Straight: 15

Total Turns: 8

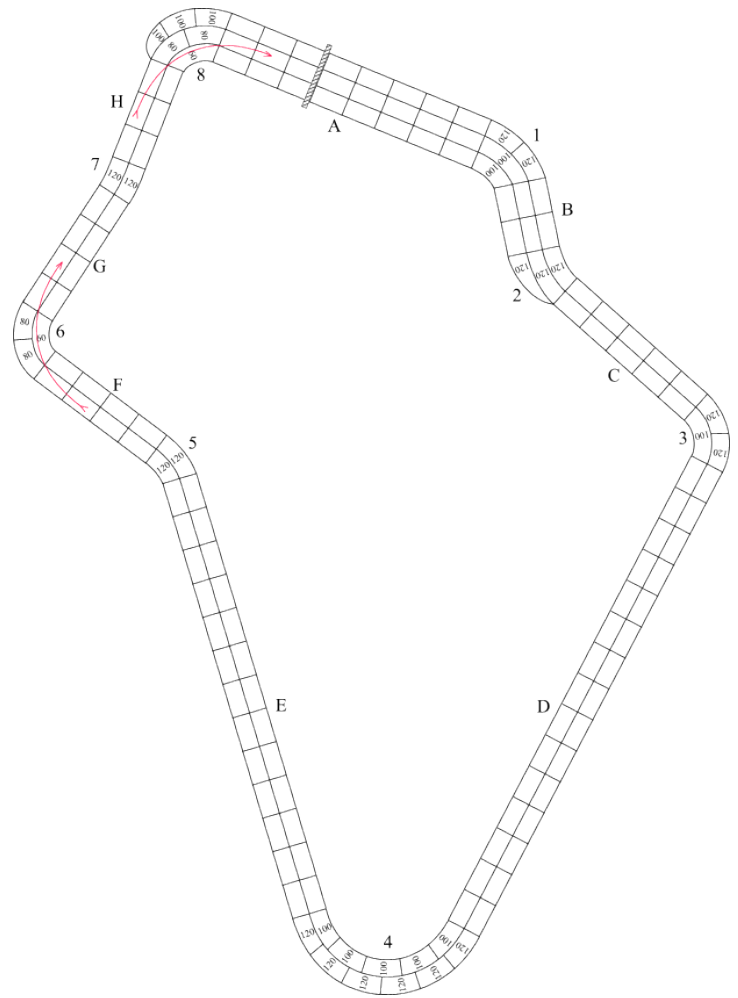
Fastest Turn: 120/120/120

Slowest Turn: 60/80/100

DNFs: 0

Crashes: 0

Comments: The Glen is a relatively narrow and quick track. Getting through the pack may be tough. Don't waste wear points. To sustain a high speed through the middle section of the track, burn wear in turns 3 and 4. It might be wise to save a wear point for turn 8 on the last lap of the race.

**Podium History**

2015 - 3L/ Cars: