

MALTA NATIONAL GT3 CHAMPIONSHIP (ESPORTS) Series Regulations

World Pro Racing



under authorisation by the

Malta Motorsport Federation





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1 General

1.1 Title of Regulations

These regulations, known as the Malta GT3 National Championship Series Regulations, govern the organisation and conduct of the Malta GT3 National Championship (the “Competition”).

1.2 Governing Framework

The Competition shall be organised under the sporting authority of the Malta Motorsport Federation (MMF), acting in its capacity as the National Sporting Authority (ASN) recognised by the Fédération Internationale de l'Automobile (FIA).

The competition shall be governed by:

- a) The FIA International Sporting Code (ISC), including Appendix E (Esports Competitions);
- b) The MMF National Esports Competition Rules (NECR);
- c) These Series Regulations;
- d) Any official bulletins issued by the MMF, World Pro Racing, or the appointed officials.

1.3 Organiser

The competition shall be organised and promoted by World Pro Racing (the “Organiser”), as appointed by the MMF.

The Organiser shall be responsible for the operational execution of the competition, subject always to the authority of the MMF.

1.4 Interpretation

In the event of any conflict between these Series Regulations and the NECR, the provisions of the NECR shall prevail.

Where no specific provision is made, the FIA International Sporting Code (“ISC”) and the National Esports Competition Rules (“NECR”) shall be applied as appropriate.



1.5 Language

These regulations are issued in English. In case of translation into another language, the English text shall prevail.

2 Organisation

2.1 Authority

The Malta GT3 National Championship is organised under the sporting authority of the Malta Motorsport Federation (MMF), which retains ultimate responsibility for its recognition, regulation, and compliance with the FIA International Sporting Code (ISC) and the MMF National Esports Competition Rules (NECR).

2.2 Organiser

The operational organisation and promotion of the Competition shall be undertaken by World Pro Racing, as appointed by the MMF.

The Organiser is responsible for ensuring that all events comply with these Series Regulations, the NECR, and any supplementary instructions issued by the MMF or its officials.

2.3 Calendar

- a) The Competition shall consist of 5 rounds, each held on the iRacing platform.
- b) The official calendar, specifying the dates and virtual venues, shall be published by the MMF or the Organiser prior to the start of the season.
- c) The MMF and/or Organiser reserve the right to modify the calendar if necessary for sporting, technical, or force majeure reasons.

2.4 Event Format

- a) Each round shall follow the event structure defined in Section 5 (Championship Format).
- b) Qualifiers for the Competition shall be hosted Online, with the availability for participants to use the Organiser's facility for a fee.
- c) Competition events will be hosted at the Organiser's facilities, as specified in the official calendar or supplementary regulations.
- d) The organiser shall ensure adequate server infrastructure, race control systems, and communication channels are in place for the proper conduct of each event.

2.5 Official Communications

- a) The Organiser's discord server shall serve as the Official Notice Board and will be the primary medium for all official communications, bulletins, results, and decisions.
- b) Competitors are responsible for checking the Official Notice Board regularly and shall be deemed to have knowledge of all communications once published.
- c) Additional communications may be issued via Email, or the Organiser's website (<https://wpr.gg>), as determined by the Organiser.

3 Eligible Competitors

3.1 Drivers

- a) Participation in the Competition is restricted to Drivers holding a valid Esports licence issued by the Malta Motorsport Federation, as defined under the NECR.
- b) Drivers must be at least 16 years old on the date of the first round of the championship.
- c) Each Driver must compete under their own licence; no driver may enter or compete on behalf of another individual.

3.2 Nationality

- a) The nationality of a Driver shall be that shown on their MMF licence. This nationality shall be used for official entry lists, results, and classifications.
- b) Only Maltese nationals or Maltese residents are eligible to compete in this competition.
- c) Only drivers holding licenses from eligible nationalities may compete in the Competition.

3.3 Compliance with Conduct Requirements

All Drivers and Teams must comply with the behavioural and conduct provisions of the NECR (including chat behaviour, streaming guidelines, and fair play). Breach of these obligations may result in exclusion from the competition or additional disciplinary measures.

4 Entries

4.1 Entry Procedure

- a) Entries for the Competition must be submitted online using the official portal designated by the Organiser (<https://wpr.gg>).
- b) Each entry shall include the Driver's full name, MMF licence number, nationality, and team affiliation (if applicable).

4.2 Entry Deadlines

- a) All entries must be submitted by the 30th August 2025 at 23:59.
- b) Late entries may be accepted at the sole discretion of the organiser, subject to additional conditions or fees as specified in supplementary regulations.

4.3 Entry Fees

- a) The entry fee for qualifiers is Free.
- b) Once qualified, the entry fee to register for this competition is of €175.
- c) The entry fee excludes any other required costs including but not limited to:
 - a. MMF License fees.
 - b. Valid iRacing subscription.
 - c. Ownership of any content on iRacing that is not freely available such as cars and tracks.
- d) Fees may be paid in accordance with the Organiser's instructions once the qualification spots are announced.
- e) Payment of the entry fee (where applicable) must be completed before an entry is considered valid.

4.4 Confirmation of Entries

- a) The organiser shall publish a provisional entry list no later than 5 before the first round of the competition.
- b) Final confirmation of accepted entries shall be made by official bulletin or at the Drivers' Briefing before the start of the competition.
- c) The organiser and MMF reserve the right to reject entries at their discretion for any reason.
- d) Any paid fees for rejected entries shall not be refunded.

- e) The organiser and MMF's decisions are final.

4.5 Withdrawal of Entries

- a) A competitor wishing to withdraw an entry must notify the organiser via email no later than 5 days before the start of the competition.
- b) Entry fees may be refunded only at the discretion of the Organiser.

5 Championship Format

5.1 Structure of Events

- a) Each round of the Competition shall consist of the following sessions, unless otherwise specified in supplementary regulations:
 - Official Practice: duration 10 minutes,
 - Qualifying: 10 minutes,
- b) Rounds 1 to 4 will consist of a 30-minute race without mandatory pit-stops.
- c) Rounds 5 will consist of a 1-hour race with a mandatory pit-stop.
- b) The organiser may adjust the duration of sessions or the number of races at an event for technical, sporting, or force majeure reasons.

5.2 Qualifier Phase

- a) Entry into the Competition requires Drivers to participate in a qualifier phase, which consists of Time Trials.
- b) The qualifiers shall run between 15th August 2025 until the 30th August 2025.
- c) The number of Drivers advancing from the qualification phase to the main championship shall be a maximum of 10.
- d) Results from qualification phases may be used solely to determine entry eligibility and do not count towards the championship standings, unless otherwise specified.

5.3 Starting Grids

- a) The grid for the race shall be determined by the results of qualifying.
- b) In the event of identical lap times in qualifying, priority shall be given to the Driver who set the time earlier.

5.4 Race Distance

- a) The race distance for rounds 1-4 shall be defined as 30 minutes, unless otherwise communicated by the Race Director.
- b) The race distance for rounds 5 shall be defined as 60 minutes, unless otherwise communicated by the Race Director.
- c) A race shall be deemed to have been completed if at least 75% of the scheduled distance has been covered by the leader.
- d) 50% Points shall be awarded if the race distance completed falls between 50% and 75%.

5.5 Points System

- a) Championship points shall be awarded to Drivers (and Teams, if applicable) according to the table in Appendix A.
- b) No points shall be awarded to a Driver who has not completed at least 50% of the race distance.

5.6 Championship Classification

- a) The Driver with the highest number of points at the end of the season shall be declared the Malta National GT3 Drivers' Champion.
- b) In the event of a tie on points, the following criteria shall be applied in order until the tie is broken:
 - 1 Number of race wins,
 - 2 Number of second places, then third places, etc.,
 - 3 Best result in the final round,
- b) Should the tie breaker criteria result in a deadlock, further tie breakers shall be defined at the discretion of the Race Director.

5.7 Non-Classification

Drivers who are disqualified or excluded from an event shall not be classified and shall score no points.

5.8 Calendar Changes

- a) The MMF reserves the right to modify the number of rounds, their format, or their scheduling if necessary.
- b) Any such changes shall be communicated via official bulletin.

6 Technical Provisions

6.1 Simulation Platform

- a) The official simulation platform for the Competition shall be iRacing with the latest version assumed to be applied at the date for each round.
- b) All Drivers must ensure they have access to the correct version and any required content (cars, tracks, updates).
- c) It is the responsibility of the driver to ensure they have access to the iRacing, which includes holding a valid subscription to the service and applicable content.
- d) The organiser may issue technical bulletins regarding updates, patches, or hotfixes that affect the competition.

6.2 Vehicles

- a) The eligible vehicle(s) for the competition shall be any of the vehicle(s) within the GT3 category.
- b) The competitor will be required to utilise the same vehicle for all rounds of the championship. This may be different from the vehicle the competitor used during the qualifier period.
- c) The organiser reserves the right to restrict or change the allocation of vehicle(s) subject to prior communication. In this case any competitors that have elected to utilise one of the vehicle(s) that are about to drop out of the eligibility criteria will be requested to select another vehicle(s) within the same category unless the Organiser identifies a direct replacement.

6.3 Setups and Driving Aids

- a) Vehicle setups shall be Fixed as provided by the Organiser unless otherwise communicated.
- b) The following in-game driving aids are permitted: Clutch Auto-Blip or Auto Clutch.
- c) Any in-game exploits or manipulation of settings to gain an advantage are strictly prohibited and will result in disqualification from the race and/or series at the discretion of the Stewards.

6.4 Liveries and Branding

- a) All vehicles must use a livery that complies with NECR Article 10.5 and these Series Regulations.

- b) The Organiser will provide a base template, with space for additional logos where possible.
- c) Offensive or inappropriate text, symbols, or imagery are strictly prohibited.
- d) The base template provided by the Organiser may not be modified. This includes any removal of logos.

6.5 Competition Requirements

- a) There are no hardware restrictions for the Qualifier phase of the Competition.
- b) For the Competition events, all competitors shall use the standardised rigs, peripherals, and equipment supplied by the organiser. Refer to Appendix C for a list of the equipment available.
- c) Modifications to provided hardware are prohibited unless otherwise authorised by the Technical Delegate.
- d) Competitors may not bring their own equipment unless otherwise authorised by the Technical Delegate.
- e) All equipment shall be subject to inspection by the Technical Delegate to ensure compliance.
- f) Use of non-standard modifications, scripts, or unauthorised drivers/software is prohibited.
- g) Competitors shall be allocated a setup period of 10 minutes prior to the start of official practice to configure their equipment.

6.6 Monitoring and Compliance

- a) The Technical Delegate, appointed by the organiser or the MMF, shall be responsible for verifying compliance with technical provisions.
- b) Any breach of this section may result in disqualification from the event, loss of points, or further disciplinary action as provided in the NECR.

7 Sporting Provisions

7.1 General Conduct of Racing

- a) Drivers must race fairly, respecting competitors and the spirit of the sport.

- b) Dangerous, unsporting, or disruptive driving behaviour is prohibited.
- c) Drivers must at all times follow the instructions of the Race Director and officials.
- d) Any failure in following a good conduct will be referred to the Stewards for potential disciplinary action, which may range from a reprimand, up to a time penalty or disqualification from the event or competition.

7.2 Track Limits

- a) Track limits are defined by the iRacing system.
- b) Any track limit violations defined by iRacing are deemed to be final unless otherwise communicated by the Race Director.

7.3 Overtaking and Rejoining

- a) Overtaking must be executed without contact and with sufficient racing room given to other competitors.
 - 1 The overtaking driver is responsible for executing a safe overtake.
 - 2 The defending driver is responsible for maintaining a predictable line and avoiding erratic movement.
 - 3 Racing room must be given to all competitors once the front bumper of a car is aligned to the B-pillar of any other car.
- b) If a Driver leaves the track, they must rejoin safely without gaining an advantage and disrupting the race to any other competitor.
- c) Incidents of unsafe rejoining or avoidable contact may be referred to the Stewards and may be subject to penalty.

7.4 Starting Procedure

- a) Starts shall be conducted according to the procedures of the iRacing platform unless otherwise directed by the Race Director.
- b) Starts shall be conducting following a Rolling Start procedure unless otherwise communicated by the Race Director.
- c) Jump starts or false starts may result in automatic in-game penalties and/or additional penalties imposed by the Stewards.
- d) In the case of a malfunction or irregularity in the start procedure, the Race Director may order a restart.

7.5 Safety Car / Virtual Safety Car

- a) Where supported by iRacing, a Safety Car or Virtual Safety Car may be used.
- b) All Drivers must strictly follow the in-game rules during such periods.
- c) The Race Director may impose additional instructions, which shall take precedence over in-game automation.

7.6 Restarts and Red Flags

- a) In the event of server instability, technical issues, or a major incident, the Race Director may suspend or restart a race.
- b) If less than 10% of the scheduled distance has been completed, the race may be restarted from the original grid.
- c) If more than 10% has been completed, results may be declared, or the race restarted at the Race Director's discretion.

7.7 Pit Stops and In-Game Features

- a) There are no mandatory pit-stops during races in Rounds 1 to 4.
- b) The race in round 5 requires an obligatory pit-stop.
- c) Competitors must add fuel and change tyres during the mandatory pit stop.
- d) Any other pit-stop modifications allowed by the platform are also permissible at this time.
- e) An obligatory pitstop is deemed to have been completed once the car comes to a stop in its pit box during the race.
- f) The use of in-game adjustments such as Brake Bias adjustment using iRacing's "Black Box" feature is permitted, unless expressly restricted by supplementary regulations or communicated otherwise by the Race Director.

7.8 Finality of In-Game Decisions

- a) Penalties automatically issued by the system (e.g. slow-downs, drive-throughs) shall be considered final and are not subject to protest.
- b) The Race Director may intervene only in exceptional cases where a system decision is manifestly erroneous or cannot be applied properly.

7.9 Race Director Authority

- a) The Race Director has the overriding authority to control the safe and fair running of the competition.
- b) Decisions of the Race Director made during the event are binding, subject only to appeal as defined in the NECR.

8 Officials

8.1 Appointment of Officials

- a) The following officials shall be appointed for the Competition:
 - Race Director
 - Stewards (minimum of 1)
 - Technical Delegate
 - Other officials as deemed necessary by the MMF or organiser (e.g. Clerk of the Course, Timekeeper).
- b) Officials shall be appointed by the MMF, in consultation with the organiser where appropriate.

8.2 Race Director

- a) The Race Director shall have overall responsibility for the safe and fair conduct of the competition.
- b) Duties include, but are not limited to:
 - Controlling practice, qualifying, and race sessions.
 - Enforcing track limits and other sporting provisions.
 - Issuing instructions to competitors through official communication channels.
 - Determining restarts or suspensions in case of technical failures or incidents.
- c) The Race Director's decisions during an event are binding, subject only to review by the Stewards or appeal under NECR provisions.
- d) The Race Director has the power to delegate any of the roles to the same individual. Such decisions are to be communicated on the Official Noticeboard.

8.3 Stewards

- a) A panel of Stewards shall exercise judicial authority during the competition.
- b) Duties include:
 - Reviewing incidents referred by the Race Director or reported by competitors.
 - Imposing penalties in accordance with NECR Section 12 and these Series Regulations.
 - Adjudicating protests lodged under NECR Section 11.
- c) Stewards shall act independently of the organiser and competitors.

8.4 Technical Delegate

- a) The Technical Delegate shall verify compliance with the technical provisions of Section 6 of these Regulations.
- b) Duties include:
 - Inspecting hardware/software (in LAN events) or monitoring online compliance.
 - Checking vehicles, liveries, and other competition-related technical matters.
 - Reporting suspected breaches to the Stewards.
- c) The Technical Delegate shall not adjudicate penalties but may provide evidence and recommendations to the Stewards.

8.5 Other Officials

- a) The organiser may appoint additional officials such as Timekeepers, Broadcasters, or Communications Officers, subject to MMF approval.
- b) Their roles and responsibilities shall be defined in supplementary bulletins where applicable.

9 Penalties

9.1 General Framework

- a) All infringements, penalties, and disciplinary actions are governed primarily by Section 12 of the MMF National Esports Competition Rules (NECR).

- b) The Stewards have full authority to impose penalties as provided under the NECR.

9.2 Automatic In-Game Penalties

- a) Penalties automatically generated by the platform (e.g. slow-downs, drive-throughs, pit lane speed infringements) are final and not subject to protest, except in cases of manifest error.
- b) The Race Director may recommend the Stewards override or adjust an in-game penalty only in circumstances where the system is unable to apply a correct or proportionate sanction.

9.3 Series-Specific Sporting Penalties

The following additional penalties may be imposed within the Competition, as determined by the Stewards:

- a) **Ballast:** Additional in-game ballast or performance adjustments applied to Drivers based on previous results, in accordance with Appendix B.
- b) **Grid Penalties:** Relegation of grid position(s) at the next race, including carry-over penalties where applicable.
- c) **Qualifying Restrictions:** Exclusion from part or all of a qualifying session.
- d) **Time Penalties:** Addition of time to a Driver's race result, to be applied post-race.
- e) **Race Bans:** Suspension from one or more rounds of the competition.
- f) **Fines:** Monetary fines.

9.4 Escalation of Penalties

- a) Repeated offences or ignored penalties by a Driver may result in progressively harsher penalties, up to and including exclusion from the championship.
- b) The Stewards shall consider aggravating and mitigating factors when determining the severity of penalties.

9.5 Publication of Penalties

All penalties shall be published on the Official Notice Board and communicated to the affected parties via the official communication channels of the competition.

10 Protests and Appeals

10.1 General Framework

- a) The right to lodge protests and appeals is defined by the FIA International Sporting Code (ISC) and the MMF National Esports Competition Rules (NECR).
- b) All competitors are bound by these provisions.

10.2 Protests

- a) Protests may be lodged by competitors in accordance with NECR Section 11.
- b) No deposit is required to be placed upon the submission of a protest, although this is subject to change following communication by the Race Director. Failure to do so will result in an inadmissible protest.
- c) Protest fees shall be refunded if the protest is successful in its entirety.
- d) Protests must be submitted in writing via email that shall be communicated by the Race Director, within the time limits and using the procedures defined in the NECR.
- e) Protests relating to automatic in-game penalties (Section 9.2) are not admissible, except in cases of manifest error as determined by the Stewards.

10.3 Decisions of the Stewards

- a) The Stewards shall adjudicate on all protests lodged during an event.
- b) Their decisions are binding, subject only to appeal as provided below.

10.4 Appeals

- a) Appeals against decisions of the Stewards may be made in accordance with NECR Article 11.5.
- b) Appeals shall first be heard by the MMF National Appeals Board, before any escalation to the FIA International Court of Appeal as provided by the ISC.
- c) The procedures, deadlines, and fees applicable to appeals are defined in the NECR.

10.5 Publication of Decisions

All decisions regarding protests and appeals shall be published on the Official Notice Board and communicated to the concerned parties.

11 Media and Promotion

11.1 Official Media Rights

- a) All broadcast, streaming, and media rights to the are the property of the MMF and the Organiser.
- b) No broadcast, rebroadcast, or commercial use of competition footage may be undertaken without prior written approval from the MMF or the Organiser.

11.2 Branding and Sponsorship

- a) Vehicles, liveries, and team identifiers must comply with NECR Article 10.5 and any series-specific branding guidelines issued by the organiser.
- b) Sponsorship that is offensive, politically sensitive, or in conflict with MMF/FIA guidelines is prohibited.

11.3 Media Obligations

- a) Drivers and Teams may be required to participate in official media activities such as interviews, press conferences, or promotional content.
- b) Absence without valid reason from an official media obligation may result in penalties (e.g. reprimand, fine, or grid penalty), as determined by the Stewards.
- c) Media obligations may be conducted either physically (at LAN events) or virtually (for online competitions).

11.4 Content Ownership

- a) Content created by the organiser (including broadcasts, promotional material, and highlight clips) remains the exclusive property of the MMF and the organiser.
- b) Competitors grant the MMF and the Organiser the right to use their names, images, and in-game likenesses for promotional purposes in connection with the competition.

12 Prizes and Awards

12.1 Titles

- a) The Driver scoring the highest number of points in the Drivers' Championship shall be awarded the title of Drivers' Champion.
- b) The Drivers's Champion shall automatically be awarded a wildcard entry for the 2026 National Finals.

12.2 Trophies, Medals and Prizes

- a) Trophies shall be awarded to the top 3 classified Drivers in every event.
- b) Trophies shall be awarded to the top 3 classified Drivers in the final championship standings.
- c) The below prize pool shall be awarded to the drivers according to their final classification in the Drivers' Championship.

GT3 Drivers' Championship Final Classification	
Position	Prize
1	€600 + wildcard for national finals 2026
2	€250
3	€150

12.3 Award Ceremonies

- a) Drivers and Teams receiving trophies or awards must attend the official prize-giving ceremony unless excused by the organiser.
- b) Failure to attend without a valid reason may result in forfeiture of the prize.

13 Final Provisions

13.1 Authority of Regulations

- a) These Series Regulations are issued under the authority of the Malta Motorsport Federation (MMF) in accordance with the FIA International Sporting Code (ISC) and the MMF National Esports Competition Rules (NECR).
- b) In case of conflict between these Series Regulations and the NECR, the NECR shall prevail.

13.2 Amendments

- a) The MMF reserves the right to amend these Regulations at any time for reasons of sporting fairness, safety, or compliance with higher regulations (NECR or ISC).
- b) Amendments shall come into force upon publication on the Official Notice Board, unless a later date is specified.
- c) Competitors shall be deemed to have knowledge of all amendments once published.

13.3 Supplementary Regulations

- a) Additional provisions specific to individual rounds or events (e.g. race lengths, calendar changes, server information) shall be set out in the Supplementary Regulations issued by the organiser.
- b) Supplementary Regulations shall have the same force as these Series Regulations once approved by the MMF.

13.4 Entry into Force

These Regulations shall enter into force on the 15th August 2025 and remain valid until replaced or superseded by a subsequent version issued by the MMF.

14 APPENDIX

14.1 A – Points System

RACE	
Position	Points Awarded
1	30
2	26
3	22
4	19
5	16
6	14
7	12
8	10
9	8
10	6

14.2 C – Equipment List

Category	Description
Wheel Base	Thrustmaster TS-XW Racer
Wheel Rim	Sparco P310 Competition Wheel
Pedals	Thrustmaster T3PA
Monitor(s)	3x 1080p