

Announcement

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Homepage	www.lmp-pro-series.com
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Introduction	<p>The „LMP Pro Series“, as a high developed slotracing series, is designed with LMP Bolides, the prototypes of our time. The bodies are 1/24 scale representation of LMP1, LMP2 and DPI Prototypes from the last 5 years (2015 and upwards for season 2020/21)</p> <p>The top 6 teams of the expired season have to drive a top category car from LMP1 or DPI (so no LMP2).</p> <p>The LMP is the fastest and most innovative class in 1:1 motorsport for years now. We want to offer ambitious slotracers a platform to drive these amazing cars in a challenging racing series.</p>
Organizer	<p>Responsible for organization: Joachim Welsch Gerd Schumacher Sebastian Nockemann</p> <p>Contact: info@lmp-pro-series.com</p>
Dates	<p>03.09. - 05.09.2021 - Slotracing Mülheim - www.slotracing-muelheim.de</p> <p>More race dates later, depending on the situation</p>
General	<p>For every event, the official documents are binding (Announcement, Rules, Penalty catalogue, Pointing system, Time schedule, FAQ)</p>
Registration	<p>For every car (starting number) from ONE season is a number of maximum two allowed Changing cars during a season is only in particular cases and after consultation with the organizers possible.</p> <p>Content of registration:</p> <ul style="list-style-type: none">- Teamname- Driver names- desired car 1, Starting number, Year- desired car 2, Starting number, Year <p><u>Entry:</u> Not later than 4 weeks before a race, entry declaration and fee has to be done. After this deadline, the save starting place for registered teams is lost and can be given to guest teams.</p> <p>Registration and Entry declaration: info@lmp-pro-series.com</p>

Fee	70,- Euro per Team per Race Starting Fee will not be refunded in any case.
Teams	There is a maximum of 32 teams. Maximum 4 drivers per team. All drivers of a team have to race the same amount of time (or as equal as possible).
Racing Mode	Every Race is partitioned in 3 heats (sections). The middle heat will be raced in the dark. Starting grid for the first heat is determined by the succession of the qualification. After the first and the second heat there will be a regrouping, based on the actual position in the race. Driving time per lane is 10-20 minutes, depending on number of participants.
Qualification	Qualification is done on a drawn lane, one minute per team with the fastest lap counting for the starting grid.
Lane Change	After a lane is completed, there is a 2 minute brake where each team has to put its car on the next lane and ensure that the correct number is placed on the car. It is allowed to adjust braids, nothing else. Any kind of tools is prohibited.
Service Break	After a completed heat, there is a service/ reparation break of 10 minutes. Teams are allowed to change setup, or do repairs. Teams are comitted to oil motor bearings with the placed oil.
Wheels	Wheels type DoSlot (47 Shore) 13mm width will be handed out by the organizers. The wheels are controlled and trued. Only placed service material has to get in touch with the wheels. Teams are responsible for their wheel inserts.
Motor	The motor is outhanded by the organisation. Motor bearings are only allowed to oil with the placed oil. After the race the motor is owned by the team. Electric voltage 10,5 – 12,5 Volt and will be decided by the organizers at the beginnig of the first free practice session

<p>Lights</p>	<p>The car must have permanent lights at the original (or as near as possible) positions.</p> <ul style="list-style-type: none"> - Rear min. 2 LED - colored „red“ - Front min. 2 LED - colored “white” or “yellow” <p>During the night section the lights have to be turned on and a min. of 1 LED front and 1 LED rear during the motion of the car has to deliver consistent light.</p> <p>Additional position lights are allowed but don`t touch the last preceding rule.</p>
<p>Controller</p>	<p>Controllers are not allowed to raise up the voltage from the power supply to the track.</p>
<p>Practice</p>	<p>During practice sessions, used cars must have detailed bodies with decals, windscreens etc.</p>
<p>Technical Inspection</p>	<p>The car has to be presented to the technical inspection the way it starts and match completely to the technical rules.</p>
<p>Technical Control</p>	<p>The technical marshalls are permitted to control cars anytime during the event, starting with the technical control.</p> <p>After successful technical control, the cars have to be in the parc fermé at any time. Only authorized persons is allowed to touch them, place them on the track for qualification etc.</p> <p>Breaking parc fermé rules can lead to disqualification.</p>
<p>Parc Fermé</p>	<p>Parc fermé begins with the technical inspection and ends with the end of protest period.</p>
<p>Reparation</p>	<p>Any part of the body, except mirrors, diffusors, lamp glasses and antennas, has to be at its correct place during the whole race. And therefore have to be repaired immideately (max. 10 laps after crack) if this is not given.</p> <p>Repairs are only allowed under running race and in the service zone. The organizers should be asked if there are any obscurities about the way to repair.</p>
<p>Chemical Goods</p>	<p>The use of any chemical goods, except the placed ones, leads to immedeately disqualification.</p> <p>All allowed service liquids or tapes are placed by the organizers (Tesa tape and DoSlot Tire fluid)</p> <p>Pleas dry wheels after oiling before put on the track!</p> <p>Nothing else than oiling the motor bearings with the placed Glidex II is allowed to the motor. Any violation of that leads to immedeately disqualification.</p>

Behavior At The Track	Drivers have the following duties: One driver of a team who is racing has always marshalling obligation. Please be fair on the track and act like a sportsman. -Faster cars should pass without problems. -Don` t pass slower cars without taking care. -Please respect the marshalls
Protest	During the protest period after the end of a race, any participant can protest against a car or controller of another team. Protests against race director and timekeeping is not possible. Thee protests have to be detailed. The period starts by the end of the race and ends 10 minutes after proclamation of the results. Protest fee is 10€. In case of a successful protest the bemoaned has to pay the protest fee. The race direction tries to be as fair as possible and puts the sportsmanship on first position.