

Session summary

Most of the drivers are familiar with the Red Bull Ring. A short and very fast circuit. With a difference of less than a second, this track is very competitive in qualifying. It is also exciting in the race, but the track limits can make the difference. Especially in this case if a safety car arrives two laps before the end of the race. In that case, you can fall from number 1 to number 10 or vice versa. Perhaps a flattering result, but keeping track limits is also an art that you have to master in this game. Otherwise you will simply be charged for it.

A lot of positive news about the race. With many clips that we have made partly available on our YouTube channel, there were also some incidents. These incidents are discussed in this report where necessary.

After this, certain drivers will receive some extra attention to compliment them on their performance or to positively point out certain actions. All to guarantee the quality of our division.

Thanks again for this session and see you next week in Silverstone!

Note:
If drivers pass the white line on the pit exit, they can get a warning or penalty by the game. If drivers cross the white line at the pit entry no penalty or warning is given. On this track this would be handy. The pitlane begins at the 50m board and has to be entered at the right. People can get advantage by taking the race line to enter. No penalty will be given. Also dangerous for close following drivers. Clearly seen in the clip of **WTZFLEX** at 1:19:03. EA should give this attention in future games.

Details per lap

- L1-T1 **Script Timmy** pushed **MarkedCarp** and **Lando** off track. In his clip the red arrows are not clearly visible because of the MDF console in the middle. It is a hectic moment in the first turn, but it is worth a warning for this moment.
- L1-T7 **Cringyy** lost his car on. Yellow flag.
- L4-T6 **Berry** lost his car. When he spun **Gurbe** could not avoid him and made him spin. Race incident. In this game cars only can get front damage. Lucky for him, because it was a major hit.
- L7-T2 **WTZFLEX** lost his car on the curb by attempting to overtake **Kevin. DHR Graat** could not avoid hitting **WTZFLEX**. Race incident.
- L24-T7 **Lando** and **Stef** touched. **Stef** got damage. The braking of **Lando** was late. His brakes locked up and **Stef** pushes him back on the racing line. If the push wasn't there, **Lando** could not get his racing line in the right way. The battle before was great. A warning is in its place for **Lando** in this situation.
- L29-T1 **Fourie** got a DNF. **VSC**
- L30-T9 **Stef** lost his car and caused a SC. **SC**
- L35-T6 Race incident with **Cringy** and **Iepovich**. Yellow flag.
- L36-T9 **MarkedCarp** got a DNF. Not clear if someone was involved. If so, please let us know.

Details per driver / team *Note: not everyone will be mentioned.

AWRL Apollo and Huub and Fourie

From the view of **GEIT Samuel** great battles seen. That's the way we want it. Very very nice dudes!

Sad day for **Huub** and **Fourie**. With a 2nd and 3rd Q result a great start, but the end result not as you wanted to see. Better luck next time.

IEPOVICH NL

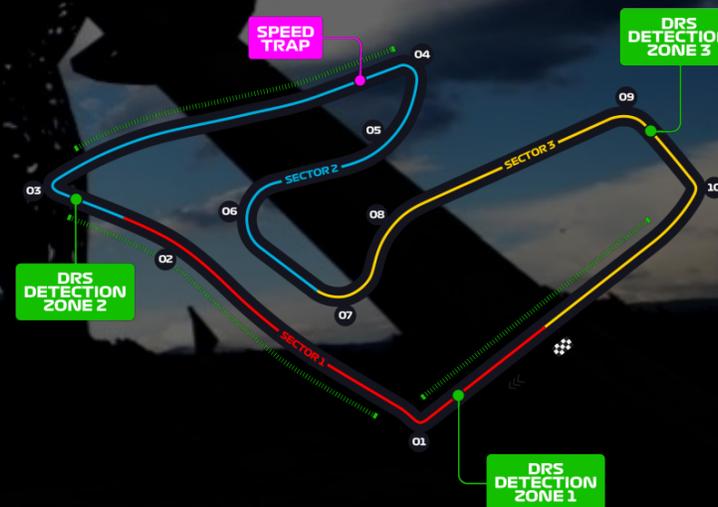
From 17th to 2nd. Great job with a great strategy. Starting on yellow and switching to red in round 21. With some time penalty advantage a result you could not expect. Disappointment and glory can be close sometimes. Well done!

GurbeGaming

Great to see you back on the grid. Great battles seen and clean driving as we are used to. Thank you for joining this race.

Escaapo

A sort of similar situation like **Iepovich**. Safety car was a blessing and no time penalties for you. Nice one. Keep going!



DIVISON

1

DATE

23 MARCH 2021

TRACK

AUSTRIA

QUALIFY

FULL

RACE

50%

POLE POSITION

JUSTTIMO

WINNER

JUSTTIMO

DRIVER OF THE DAY

IEPOVICH NL

FASTEST LAP

STEFRBR33