RED BULL AIR RACE RULES
ISTANBUL, TURKEY
14 JULY 2007

General Rules

Each racer will have a 10 min time slot to fly 3 runs around the course. Time slots will be randomly selected prior to the race. Time of event is 1400-1700 EST (1900-2100 Zulu). Exhibitions start at 1400 and end at 1530 EST (1900-2030 Z). Practice and Races begin at 1530 and go to 1700 EST (2030-2100 Z). Note: if racing goes over time that is ok as long as everyone gets their turn. Judges will be at several invisible towers around the course. A judge will also share the cockpit with you to observe the entire flight.

Time Slots:

Racer #1	1530EST (1930 Z)……
Racer #2	1540EST (1940 Z)……
Racer #3	1550EST (1950 Z)……
Racer #4	1600EST (2000 Z)……
Racer #5	1610EST (2010 Z)……
Racer #6	1620EST (2020 Z)……
Racer #7	1630EST (2030 Z)……
Racer #8	1640EST (2040 Z)……
Racer #9	1650EST (2050 Z)……

More will be added as needed.

All racers must available at the start of the first race or they will automatically be disqualified. The order of who races first to last will be drawn out of a hat at 1525 EST (2025 Z). Sign-ups will stop at 1400 EST (1900 Z) on the day of the race (no exceptions to this rule). If you have questions feel free to contact Cpt_AaronB or Alanthegrate for information. This is a tight time schedule but it can be

successful as long as everyone does what they are supposed to do. Remember the most important thing about this event is to HAVE FUN!!!!!

Requirements

Aircraft

The only aircraft allowed for this race will be the default Extra 300s.

Weather

Real world weather, static shall be used. We must ensure everyone has the same weather, as it greatly impacts the performance of the aircraft.

Share Cockpit

Each pilot will be issued via pm in gamespy after drawing for positions. One judge will do a ride along for Fs Recording. This will not hurt you frame rates at all.

Scenery

You must download and install the Red Bull air race scenery.

Education

You must watch the following video; http://www.youtube.com/watch?v=4_e-VGidxLA, on youtube explaining how to fly through the pylons.

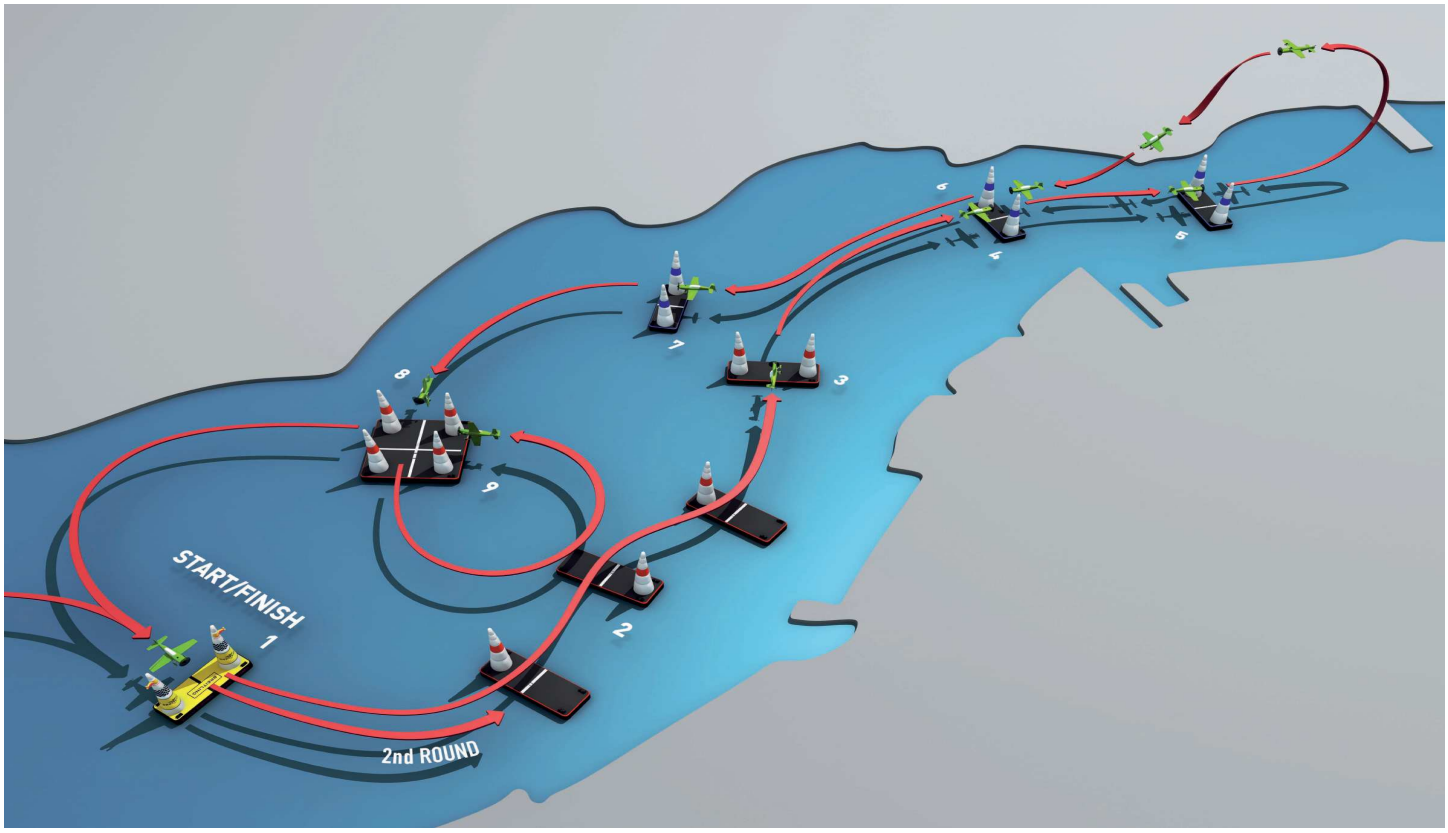
So, blue gates must be flown through straight and level. Red gates must be flown by, or through in knife-edge flight.

Timing

Your time will be judged for the entry of the first gate and the exit of the last gate. For each run and on successful landing on runway. Your score will be the average of all three runs and penalties.

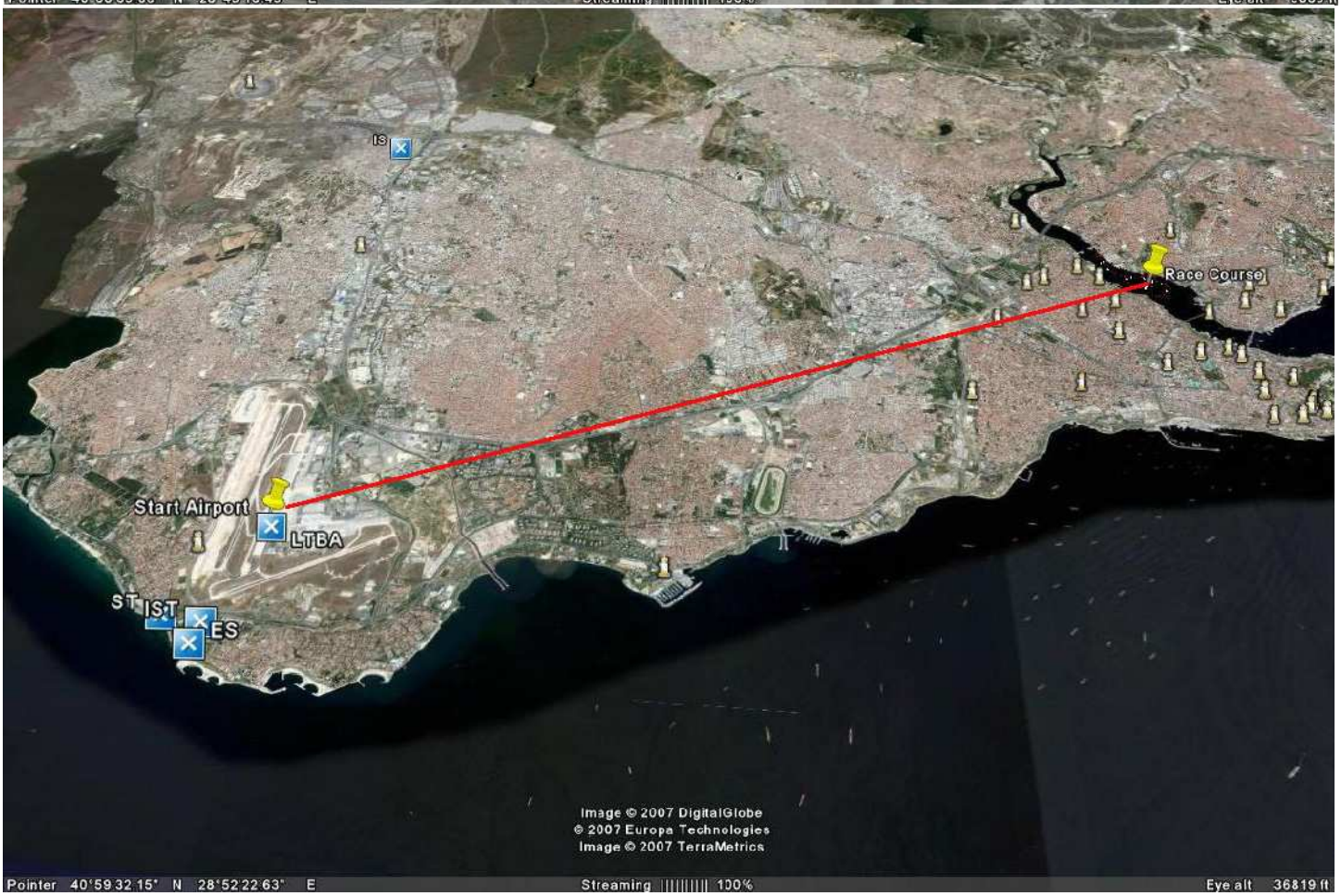
Course layout/map

Highly recommend downloading and installing Google Earth and viewing the race course in 3D by clicking on the following link; FS-MP.com Red Bull Form. However it is not required. Pictures of the course are included below.


START/FINISH
1
2
3
4
5
6
7
8
9
2nd ROUND

İSTANBUL / HALİÇ
YOL HARİTASI
HALİÇ PARKI
HALİÇ KÖPRÜSÜ
ERDEMİŞ SAC DELME SANAYİİ
CAMİALTI TERSANELERİ
TAŞ KIZAK TERSANESİ
KASIMPAŞA DENİZ HASTANESİ
MELEZ SOKAK
BALAT KARABAŞ
FINISH
START
TAHTA MİNARE
KADİR HAS ÜNİVERSİTESİ
GALATA
UNKAPANI KÖPRÜSÜ
GALATA KÖPRÜSÜ
KULE
HIGH FLYER LOUNGE
BASIN OFİSİ
SUNUCU ALANI
TUVALETLER
HELİKOPTER ALANI
ÖDÜL TÖRENİ ALANI
VİDEO EKRANI
HALKA AÇIK ALAN
HIGH FLYER ALANI
MAĞAZALAR

LTBA
Image © 2007 DigitalGlobe
Pointer 40°58'39.06" N 28°49'16.49" E
Streaming 100%
Eye alt 9039 ft


IS
Race Course
Start Airport
LTBA
ST
IST
ES
Image © 2007 DigitalGlobe
© 2007 Europa Technologies
Image © 2007 TerraMetrics
Pointer 40°59'32.15" N 28°52'22.63" E
Streaming 100%
Eye alt 36819 ft

Pilot weight

100 Lbs minimum (virtually only…lol)

Restrictions

1. No editing of the aircraft .cfg file.
2. Pilot weight must be 100 lbs or greater.
3. If you are using TrackIR no zooming out of the viewpoint is allowed. If you do not have TrackIR zooming out of the viewpoint is allowed. I have TrackIR and it is a great advantage to flying. The default viewpoint is exactly as it should be; yet to level the playing field users without TrackIR will be allowed to zoom out their viewpoint.

Practice

You will get one practice run before your official 3 runs.

Start/Course Entry

You will enter the racecourse from the west, flying east along the ridge of a plateau at appx 7,000 ft. There is no altitude requirement. You will dive and perform a left turn into the start gate. You can fly at any bank angle through the start gate.

Course Exit

After completion of each lap you will climb back out towards the west, and make a 180-degree turn when you feel you have enough altitude to enter the course again.

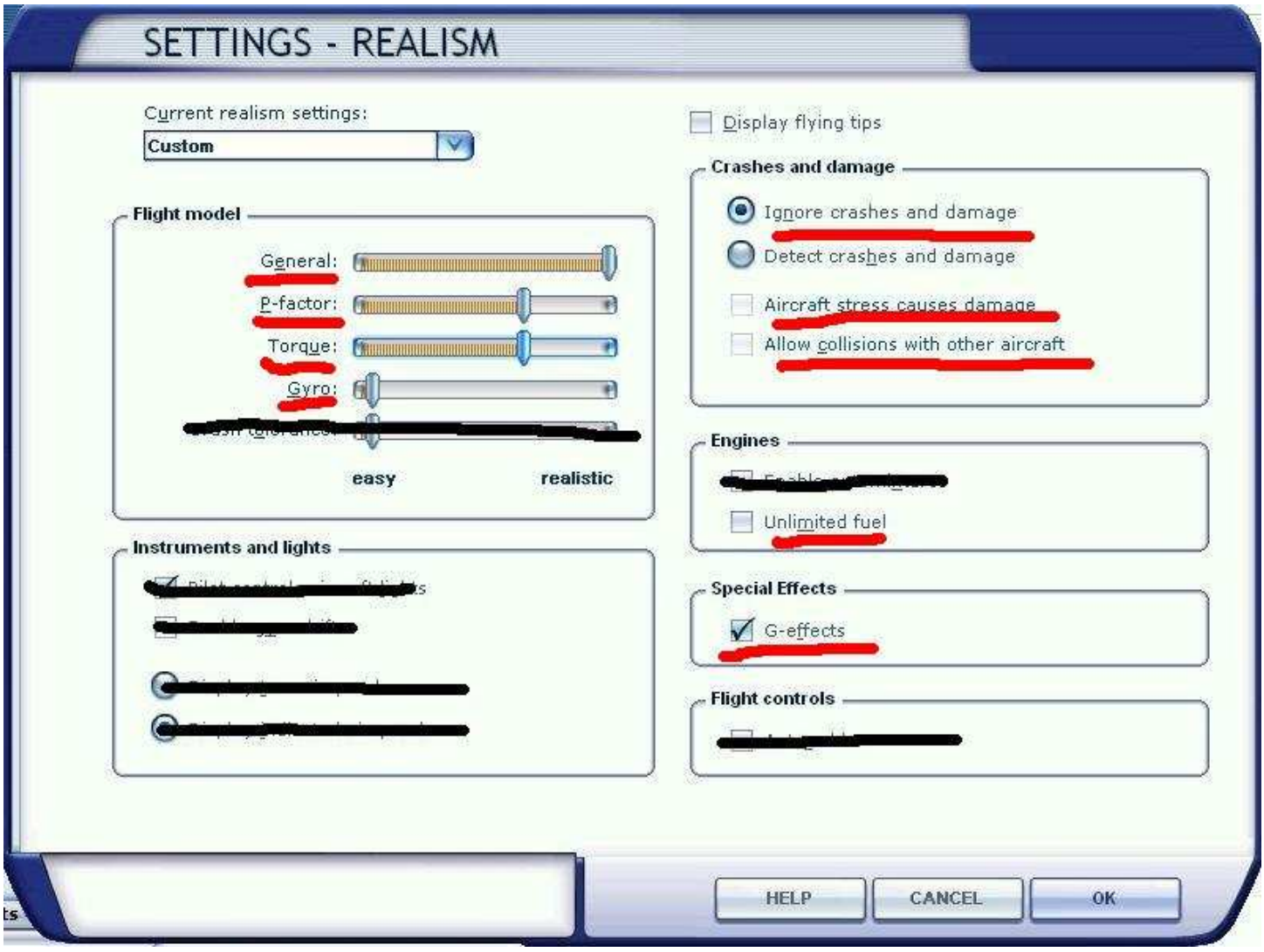
Finish

After your 3 runs of the course, you will climb out and make a slight right turn towards the runway. Make a right base and land on runway 16. Remember, takeoffs are optional and landings are mandatory! You must land satisfactorily. If it looks like you made more of a crash, then a landing, you will possibly be disqualified for the prize.

Penalties

If a gate or pylon is flown through incorrectly, 5 seconds will be added to your final time. If you touch, or clip a pylon, 10 seconds will be added to your final time. If you fly too high above a pylon, 5 seconds will be added to your final time. If you miss a pylon all together or hit the ground, 15 second will be added to your to your final time.

Realism Settings



Items underlined in red are shown, as they must be. Items crossed through in black are up to you.

General

Max

P-Factor & Torque

Anywhere between 1/3 and 2/3.

Gyro

Appx 1 %

“Hi George,

I see what you mean and apologize for misinterpreting your original post. P-factor, Torque and other settings are down to you. We reckon P-factor and torque is about right anywhere between one third and two thirds.

FS is not known as a great simulator of Gyro drift so we leave this out of our recommendations. The only setting we strongly recommend is general realism at maximum.

Kind Regards, Rob Young”

Rob Young works for RealAir Simulations. They make some excellent add-on aircraft. I included his post from a forum, to validate my flight model realism settings and so you all wouldn’t think that I’m just making things up. This company knows FS inside and out. Entire post can be seen here; http://forums.avsim.net/dcboard.php?az=show_topic&forum=121&topic_id=380025&mode=full

RealAir

Crashes and damage-Disabled

If you crash while online, FSX will automatically kick you for some reason. Therefore this must be disabled. Judges will be spread around the course watching for anyone to touch the ground, so don’t think you’ll be getting away with dragging that wing on the ground! If you crash you are disqualified.

Unlimited Fuel-Disabled

To encourage competition, unlimited fuel will be disabled. This will encourage you to try to select the right amount of fuel for your flight. Just enough to takeoff, do 4 runs total (1 practice, 3 timed), and land successfully. As stated earlier, you must land after you have completed the course.

G Effects-Disabled

G effect can be turned off because in the real race they are pull 8 and 9 Gs. FSX G effect is much too sensitive to pull Gs like that.

Tips & Tricks

If you do not have auto mixture enabled ensure that you adjust your mixture properly for maximum engine performance!

You can add the follow line in your FSX.CFG file, which can be found @ C:\Documents and Settings\(Your Windows Login Name)\Application Data\Microsoft\FSX\FSX.CFG
Under the controls section;
[CONTROLS]
Stick_Sensitivity_Mode=0

"admin@fs-mp.com wrote:

Nick

You may know this one already, but if not, here is the secret to realistic flying in FS.

In fsx.cfg add under [CONTROLS] add the line

Stick_Sensitivity_Mode=0 "

While flying the course, try to fly as smoothly as possible. Try to hold off your turns till the last second. When performing the loop pull up very hard at first, and after about 60% completed you can ease up on the stick. Practice this.

Race Eligibly

If you have placed 1st place and/or won a prize. You will not be eligible to place in the in the next race after. You will be able to race and your time will be posted along with everyone else but you will only receive an honorable mention. This rule also applies to all people on that are on Scenery Design Team and as well the Scenery Beta testers. After this grace period you will have full eligibility to race in one of the Red Bull races on FS-MP.com. We would like to extend an invitation to all winners and beta testers to help others w/ the course in a teaching aspect as well. The teaching is not a requirement but only a suggestion.

All race results will be posted on **FS-Mp Red Bull Form** with in 24 hrs of completion of races, and after all videos have been gone over by all judges