



Fantasy Le Mans 2009 “Dream team”

## RULES

Team Managers have **£20** Million to spend.

Each Team must have **2** cars and 6 drivers, teams will not be allowed to race if the cars do not have enough drivers. Each car must be selected from different categories - (LMP1 / LMP2 / GT1 / GT2). Each team are to purchase tyres from an approved manufacturer.

Points are awarded as per the score sheet, bonuses are awarded for exceptional events, first retirement and fastest lap, these may also be used in the event of a tie-break.

Official results ONLY will score points

Once teams are submitted to race control, no changes will be accepted, unless at the discretion of the organiser – Flying Gherkin Motorsports. Drivers that do not drive or have been replaced will be substituted **ONLY BY** the direct replacement within the specific car of the original driver.

Dispute will be settled by arbitration. Punishments carried out by Pikeys.

**HAVE A GREAT (Fantasy) LE MANS 2009**

## **Score Sheet**

Team Managers score points based on driver and constructor performances in the 24 hour race as follows :-

### **DRIVERS : RACE FINISH**

Out right Victory                      - 10 points

### **CARS : FINISHING POINTS**

Out right Victory                      - 20 points

First in Class                          - 10 points  
(N/A if outright victory)

Second in Class                        - 6 points

Third in Class                          - 4 points

Classified finisher                    - 2 points  
(i.e., completes 90% or more of race distance / after 22 hours)

### **DRIVERS – FINISHING POINTS**

Classified finisher                    - 5 points  
(i.e., completes 90% or more of race distance / after 22 hours)

### **TYRES**

Winning overall car                  - 3 points

### **BONUS**

Fastest Lap (car)                     - 10 points

First Retirement (car)               - 10 points

First Pit Stop (car)                  - 5 points

Car Leading after 12 hours         - 5 points

