



Virtual Knysna Simola Hillclimb

Assetto Corsa (PC)

Goals

To hold a PC-based sim racing series using Assetto Corsa over four rounds to find the top 10 finalists who will compete in the Grand Final on the 8th and 9th May 2021. Prizes to be announced on 14th April.

The ultimate winner will also receive an entry ticket in the MSA Showdown on 31st of July to 1st August. (Only for SA Nationals)

Entry

Competitors must have Assetto Corsa (PC version only) and a valid steam account. In order to compete, the add-on Virtual Knysna Simola Hillclimb track must be downloaded and installed. Entries in the Virtual Knysna Simola Hillclimb competition is free and no age restrictions are applicable.

Non-South African nationals are allowed to enter the competition, but only South African residents can qualify for the Grand Final.

Calendar

- | | | |
|---------------|-----------------------------------|---------------------|
| • Round 1 | Historic Car (Lotus 49) | 22 March – 28 March |
| • Round 2 | Formula / Single Seater car (TBA) | 29 March – 4 April |
| • Round 3 | Brand specific car (TBA) | 5 April – 11 April |
| • Round 4 | Mystery car (TBA) | 12 April – 18 April |
| • Grand Final | 2-day live event | 8 May – 9 May |

Online Session Details

- Track: Simola Hillclimb
- In-game Time: 14:00
- Weather: Clear
- Ambient Air Temp: 24°C
- Dynamic Track: Optimum

- Vehicle: Per Calendar
- Setup: Fixed default

Assists

- All modifications are enabled

Rounds

Each competitor receives a maximum of three 15 minutes time slots on the Monarch server to set their fastest time for each round. The time slots can be booked in advance by the competitors and are not (inter)changeable. A single fastest time set on the game server will be the sim racers fastest time for that particular round.

Virtual Knysna Simola Hillclimb Signup and Compete Process

Signup

Visit the Knysna Speed Festival website: <https://www.speedfestival.co.za/2021-virtual-simola-hillclimb/>

Sign up and Register to make your mark on the Simola Virtual Hillclimb: <https://bit.ly/2OC9xjW>

Assetto Corsa

Purchase and install Assetto Corsa on Steam, available for R130.

Download the Track

Download the latest version of the Simola Hillclimb track from:
<https://drive.google.com/file/d/1pPrwzwpYqMWOW-VK5ZGeky2rf0ke5aNY/edit>

Make sure you have the most recent version of the track installed.

Install the Track

Extract 'VirtualSimolaHillClimb.zip' and drop the 'simola' folder into: C:\Program Files (x86)\Steam\steamapps\common\assetto corsa\content\tracks

Join an AC Server

- Inside Assetto Corsa, select 'Drive' in the main menu.
- Select 'Online' and accept the terms and conditions.
- In the search bar, type Simola
- Join one of the 10 Simola servers:

Server: Simola Hillclimb 1

Password: SIMOLA1

Server: Simola Hillclimb 2

Password: SIMOLA2

Server: Simola Hillclimb 3

Password: SIMOLA3

Server: Simola Hillclimb 4

Password: SIMOLA4

Server: Simola Hillclimb 5

Password: SIMOLA5

Server: Simola Hillclimb 6

Password: SIMOLA6

Server: Simola Hillclimb 7

Password: SIMOLA7

Server: Simola Hillclimb 8

Password: SIMOLA8

Server: Simola Hillclimb 9

Password: SIMOLA9

Server: Simola Hillclimb 10

Password: SIMOLA10

Set Laps

Dive in, set your laps. Improve. The servers are set with a short Practice session and a longer Qualifying session. Only the Qualifying session will be used to capture times.

Practice - 1min

Qualifying - 60min

Start your lap by crossing the Start line at the exit of the pits.

Finish your lap by crossing the Finish line at the top of the hill.

Stop your car and press Esc to return to the pits.

Repeat.

Other Considerations

- There is no limit on the number of laps you may set.
- Make sure you save your fastest qualifying lap for random checks.
- Lap times will be updated (periodically) via all our – social – media channels

- Drivers may tweak the setups of their cars.
- Respect your fellow drivers and allow space for drivers to complete their runs.
- Do not occupy server slots if you are not setting times. You can practice offline as well.
- Idle drivers may be kicked from servers to free up slots.
- Report any bugs, exploits or problems to our discord channel. <https://discord.gg/SsdydFZW>

Track updates

In order to compete in the online Virtual Knysna Simola Hillclimb the sim racer must have the latest version of the online track. Track updates may happen before the start of the next round. Track updates will be communicated on all communication platforms.

Settings

For each round there will be an assigned car with specific track and weather condition. Modifications to the car are set by Monarch.

Car Livery

Competitors may be asked to install an additional free livery pack for the running round.

Points

P1 = 100 points

P2 = 95 points

P3 = 92 points

P4 -93 = 91 – 1 point

Replay save

Each competitor is obliged to save their fastest replay time set on the Monarch server. In case of a dispute, Monarch will require the replay in order to verify the set time. If a competitor fails to provide the replay or if an inconsistency is discovered, that time will be void.

Public Behaviour

Public outbursts will be investigated as race incidents and penalties will be applied as such. This may include - but is not limited to - time penalties, qualifying bans or race/series bans.

Outbursts will include but not limited to the following:

- Finger-pointing aimed at race organisers and/or other drivers on public communication and social platforms
- Foul language in-game text
- Foul language in voice communication platforms
- Outbursts and beratement of organisers or drivers
- Live stream text chat behaviour may result in channel bans or race penalties for associated teammates

Hacking and cheating may result in a lifetime ban from Virtual Knysna Simola Hillclimb events

Series Communication platforms

Each Series will have available to drivers multiple communication platforms for the purposes of providing Series-specific information as well as communication between drivers and race organisers. Certain communication platforms may be mandatory for drivers for improved incident and restart procedure communication.

These communication platforms will be - but not limited to - Website, Email, Whatsapp, Discord