

# ***DARK HORSE RACING SERIES***

**2021 SEASON 4 INDIANAPOLIS 500**

**QUALIFYING/RACE PROCEDURE**

**RULE BOOK**



**PRESENTED BY: *Troy Lee Designs***



# POLE DAY QUALIFYING PROCEDURE

- 1.0 All Dark Horse Racing Series DW-12 Series (DHRS) drivers who have competed in a minimum of three (3) - Season 3 races before 10/20/2021 are eligible to declare an entry in the DHRS Dark Horse 500.
  - 1.0.1 You must declare your entry before 10/14/2021 at 11:59PM EST, to be entered into the Draw for a scheduled Qualifying spot.
  - 1.0.2 We will be using the Dallara DW-12 for the Indy 500.
- 1.1 To be entered in the draw and have a guaranteed qualifying spot, Drivers must enter a “YES” to enter the race and a “YES” that they have read this document on the Discord **#indy500-entrants** channel by 10/14/2021 at 11:59PM EST. Entry should look like this: YES-YES - **PLEASE READ THIS ENTIRE DOCUMENT BEFORE YOU ENTER!!!**
  - 1.1.1 All other messages other than entries in the **#indy500-entrants** channel will be removed.
- 1.2 Qualifying session will be an iRacing “Open Practice” Session with only the fixed Qualifying setup loaded into the session. This is to eliminate the possibility of a driver accidentally attempting a Qualification run with an incorrect setup.
- 1.3 Race will be limited to 33 drivers.
  - 1.3.1 – Paid DHRS Series drivers will have a reserved spot in the race. You must declare your entry by 10/14/2021 11:59PM EST to reserve a starting spot – even if you plan on not qualifying.
- 1.4 DHRS can only guarantee an attempt to qualify if a Driver is present for their designated qualifying time on 10/20/2021.
- 1.5 Each driver will have 3 attempts to post a time or until session time runs out.
  - 1.5.1 We will run through the list of Scheduled qualifying attempts. After the scheduled list is complete, any driver missing their scheduled time will be automatically put at the end of the list and any driver that wishes to withdraw their time and make a second or third attempt can so in this session.
  - 1.5.2 DHRS will run a “Last Chance Qualifying” session for spots 26-33 plus any drivers who did not make the top 25, or make an attempt in the 1<sup>st</sup> session and wish to qualify - on 10/21/2021 starting at 7:00PM EST. *See Last Chance Qualifying Section below.*
    - 1.5.2.1 If only 33 drivers qualify the first night and there are no other eligible entries, the field will be considered final, and we will not hold “Last Chance Qualifying”
  - 1.5.3 Admins reserve the right to hold a 2<sup>nd</sup> separate pole day qualifying session on 10/21/2021 if the first one is a complete disaster and not all drivers with a scheduled time get to make their attempt.
    - 1.5.3.1 If for any reason this happens – Scheduled qualifying attempts will start in order of speed posted regardless of what day you qualified on.
    - 1.5.3.2 The separate session will start where we left off on the scheduled list.
  - 1.5.4 If you miss your scheduled time, you are not charged an attempt, but you will be off the scheduled list and will have to wait to get in line after all scheduled attempts are complete during the 1<sup>st</sup> session or qualify during the Last Chance Qualifying Session on 10/21/2021.
    - 1.5.4.4 If you miss your scheduled qualifying time and want to be on the list to qualify after the scheduled attempts you must be in the session by 8:30 PM EST.
- 1.6 Drivers will qualify in order by draw.
  - 1.6.1 List will be randomized by <https://www.random.org/lists/>
    - 1.6.1.1 Names will be entered into the List on the website in order by entry on the **#indy500-entrants** discord channel. First Entry to most recent entry
    - 1.6.1.2 List will be Randomized by clicking “Again” seven (7) times on the website
    - 1.6.1.3 Qualifying Draw will be considered complete and qualifying order will be final after the 7<sup>th</sup> randomization.
  - 1.6.2 Draw for qualifying spots will be held on 10/15/2021 - Draw will be broadcast live on Discord screen share on 10/15/2021 Thursday night starting at 8PM EST on channel **#indy500-Draw**. At approximately 8:10 PM EST we will enter the names into the website and start the process. The results will be posted to the **#indy500-qual-order** channel by 11:59PM EST. Drivers are not required to be present for the Draw.
  - 1.6.3 **This Screen Share/Voice Communication will be the time to ask any questions about the Qualifying session and Race. Please read through this document all the way through. Then ask any questions you have. Please refer to the Item # when asking a question.**
- 1.7 Qualifying for the Indianapolis 500 will be held on Wednesday 10/20/2021
- 1.8 Weather for Qualifying Session
  - 69 Degrees F – 20.5 Degrees C
  - Mostly Cloudy
  - 2% Humidity
  - Dynamic Sky – OFF
  - Track State – 60%

- Leave Marbles - OFF
- Time of day – 5/15/2021 – Noon
- Fixed Qualifying setup loaded
- 1.9 One 6 Hour session will open at 6:00 PM EST – 10 Minutes or less Driver meeting (Absolutely No Cars on Track) – Verify track is clear and an approximate 5-hour 50-minute Qualifying session will start with the first scheduled driver taking the track at approximately 6:10 PM EST or a little earlier if possible.
- 1.10 This session should allow for 70 Qualifying attempts if we run an attempt every 5 minutes.
- The “Gun” goes off at 12:00:00 AM EST 10/21/2021 (Midnight) The last car must have left pit lane by this time and be past the green cone commencing their run – we will use <https://time.is/> to make sure everyone is on the same time.
- 1.11 The field will be final after the last Driver completes their qualifying attempt or the “Gun” goes off at 12:00 AM EST 10/21/2021, and no other entries/attempts will be accepted for Pole Qualifying.
- 1.12 Scheduled Qualifying spots cannot be sold, traded, or moved between Entrants in any way.
- 1.13 Qualifying attempts will be scheduled starting approximately at 6:10 PM EST and scheduled every 5 minutes.
- 1.14 Each qualifying session will be approximately 5 mins in length. Please be in the server at 6:00PM CST for the Driver meeting (driver meeting is not mandatory) or be in the session a minimum of 30 minutes before your scheduled time. The most we will ever move ahead of Schedule is 20 Minutes.
- 1.15 If for some unforeseen reason a DHRS driver cannot make the qualifying session or does not make a qualifying attempt and will be racing on 10/23/2021, they will be entered into the Last Chance Qualifying event on 10/21/2021.
  - 1.15.1 If there are multiple drivers that didn’t make a qualifying run, zero (0) attempts, and we have open spots in the race, they will be gridded in order of DHRS championship point standings behind any drivers that posted a successful 4 Lap average time.
- 1.16 Drivers will earn their starting spot and be gridded in order as follows:
  - 4-Lap MPH Average – 1<sup>st</sup> day
  - 4-Lap MPH Average – 2<sup>nd</sup> day (Spots 26-33)
  - No Time Posted – 1 or more Attempts made – Gridded by Championship points of drivers not making the field.
  - No Time Posted – 0 attempts made - gridded by Championship Points of Drivers not making the field.
- 1.17 Drivers are to complete (1) one out lap (Pit Exit to Start/Finish Line) PLUS one (1) full flying lap before beginning the four (4) consecutively timed laps.
  - 1.17.1 During the flying warm up lap – do not stop, pull into the pits or any warmup lanes – You will be waived off and 1 attempt will be charged.
- 1.18 If at any time after leaving Pit Lane to commence your attempt you enter Pit Road and/or any warm-up lane after being released you will have your attempt terminated.
- 1.19 Once a driver leaves the pit lane to start a qualification run, one (1) attempt will be charged to the driver regardless of the outcome or the reason for the run not being successful.
- 1.20 All Communication for the Indy 500 Qualifying Day will be handled in the INDY 500 categories in our Discord server
- 1.21 DHRS and the qualifying “attempt” will not be responsible to the individual driver making the attempt for any disconnect, latency, wheel/pedal problems, acts of God, power outages, or anything else you can think of; unless it affects everyone in the session.
  - 1.21.1 No compensation or additional qualifying attempts will be issued.
- 1.22 You will have a maximum of 3 Qualifying attempts during Pole Day Qualifying.
  - 1.22.1 In the order drawn, Drivers will be called to the area just before the Pit Exit Green Cone (“On-Deck” area) by race control where you will stop and wait until Race control releases you for your qualifying attempt. Drivers will be called to the On-Deck area when the previous driver crosses the Start/Finish Line to start their 4<sup>th</sup> timed lap.
    - 1.22.1.1 Drivers will be released to start their run when the previous driver stops their car and presses “ESC” to return to their pit stall.
    - 1.22.1.2 Driver must follow the warmup lane to the Blue Cone to enter the track (all iRacing rules apply for pit exit)
  - 1.22.2 When you are released by race control you will be on the “clock”. You will have 60 seconds once you leave Pit Lane (On-Deck Area) to cross the Start Finish/Line and must be traveling at a minimum of 200 MPH the first time you cross the Start Finish line after leaving pit lane.
    - **1.22.2.1 If you do not reach the Start/Finish line within 60 Seconds and/or you are not traveling at a minimum of 200 MPH/321.869 KMH your attempt will be terminated, and you will be charged with one (1) attempt.**
  - 1.22.3 A Driver is not required to be present on Pit Lane/In Car when signaled by Race Control to stage the car to the On-Deck area. A driver’s 60 second timer will start when the previous attempt is completed. Remember that could be anytime during the previous Driver’s qualifying attempt. Be ready to go! You don’t have to be in your car on pit lane but be ready to be in your car.
  - 1.22.4 After leaving pit lane and completing the Pit Out Lap - you will do (1) one flying warmup lap

- 1.22.4.1 After the Flying warm up lap the next time you cross the S/F line you will start 4 timed laps of Qualifying.
  - 1.22.4.2 A 4-lap average and MPH will be recorded and used for your starting position for the race on 10/23/2021.
  - 1.22.4.3 **It is the Driver's responsibility to know what lap they are on during your qualifying attempt.** If you ask an admin we will not answer, we don't want to tell you the wrong lap.
- 1.23 All laps will be timed by the iRacing race server, and all times posted by the iRacing server are final.
  - 1.23.1 In the event two or more Cars post identical official Qualification times, the Cars shall be ranked in the order in which the completed Qualifications attempts occurred. The driver who posted their time first will be gridded in front of the driver who posted their time after the other Driver, regardless of attempt number.
- 1.24 All iRacing server Driver Communication will be muted. All drivers must be in the **#indy500 Waiting Room** discord channel a minimum of 30 minutes before their scheduled Qualifying time.
  - 1.24.1 Discord Chat Rooms are listed as follows:
    - 1.24.1.1 **#indy500 Waiting Room** - Wait here, chat with your fellow drivers
    - 1.24.1.2 **#indy500-OnDeck** Drivers will be moved to this room while waiting to move their car from their pit stall to the on-deck area before their attempt.
    - 1.24.1.3 **#indy500-Qual** – Drivers will be moved to this room right before they take to the track for their Qualifying attempt. An admin will give you instructions and release you for your attempt. Only the driver making an attempt and a DHRS admin will be in this channel during your run. Admin will mute their mic as to not interfere with your attempt.
    - 1.24.1.4 **#indy500-RaceCont.Declare** – A minimum of (1) one Admin will be in this channel and you can Declare a 2<sup>nd</sup> or 3<sup>rd</sup> attempt after all scheduled attempts are done. Anytime During this Qualifying session if you ask us a question that is clearly spelled out in this guide, we will refer you to this guide.
  - 1.24.2 Any drivers that need to communicate with a DHRS admin can join the **#indy500-RaceCont.Declare** voice channel.
- 1.25 At the end of a successful qualifying attempt, Drivers must immediately stop their car and exit their car by pressing "ESC". Please do this as fast as possible after completing your final qualifying lap.
  - 1.25.1 Drivers MAY NOT impede, assist with any draft/tow other drivers starting their qualifying run.
- 1.26 If you crash/spin, waive off your qualifying attempt by pulling onto any warmup lane, or have any issues, your qualifying attempt will be considered complete and you will go to the end of the line of remaining qualifiers. You must stop your car and "ESC" to return to your pit stall. Do not drive around the track to return to your pit stall.
  - 1.26.1 This will count as one attempt.
- 1.27 Once all scheduled qualifying attempts are completed, and any attempts for Drivers at the end of the line (Drivers missing their scheduled time that have joined the session) The track will open for practice if time allows. If a driver declares a qualifying attempt, the track will be cleared, and the driver will be called to the On-Deck area. Do not Leave your pit stall until DHRS admins direct you to do so.
- 1.28 Once all scheduled qualifying attempts are completed, Drivers that have already posted a completed-successful qualifying attempt can choose to re-attempt a qualification run, the previous attempt will be withdrawn/voided, the Driver will not have an official time tied to their entry until a new qualification attempt is successfully completed. The previous time cannot be used.
  - 1.28.1 If the track in under a practice condition - To initiate a 2<sup>nd</sup> or 3<sup>rd</sup> attempt, Driver will declare their qualifying run by Entering the **#indy500-racecont.Declare** voice channel on Discord and declaring their 2<sup>nd</sup> or 3<sup>rd</sup> attempt to post a time. You will then be added to the list and moved to the **#indy500-Qual** Voice Channel by Admins for your run when it is time.
  - 1.28.2 The Driver's previous time will be withdrawn when the Driver leaves the On-Deck area on Pit Road to initiate their qualifying run.
- 1.29 If a driver cannot make their designated qualifying spot they will fall to the end of the line, If they are not in the server for the "end of the line" attempts they must be in the before 11:30PM EST to make an attempt if there are spots available to be considered a "Pole Day" qualifier. If you do not make any attempt the first day you will have to qualify on 10/21/2021 for one of the 26-33 spots.
- 1.30 If you are not in the top 25, you must qualify again during the Last Chance Qualifying Session on 10/21/2021
- 1.31 DHRS Admins will manually calculate all attempts converting your time to MPH using the following formula.
  - All iRacing lap times posted are final.
  - We will add up the 4 timed Laps – For Example: Lap 1 – 39.282, Lap 2 – 39.310, Lap 3 – 39.305, Lap 4 – 39.410
  - Total Time: 157.307 seconds
  - 2.5-mile track length x 3,600 (seconds in an hour) x 4 Laps = 36,000
  - 36,000 divided by 157.307 secs. = 228.851862917 MPH
  - Final MPH will be rounded to the nearest 1/1000<sup>th</sup> of an MPH and be recorded as 228.852 MPH.
  - To move to the next higher 1/1000<sup>th</sup> of MPH the 4<sup>th</sup> digit after the decimal point must be a 5 or higher.

# LAST CHANCE QUALIFYING

STARTING SPOTS 26-33

**Last Chance Qualifying will not take place unless there are more than 33 cars trying to make the race.**

- 2.0 Last Chance Qualifying session will be run on 10/21/2021 with the server session starting at 7:00PM EST
- 2.1 Drivers will be qualifying for Spots 26-33.
- 2.2 Top 25 drivers are locked. If you are the fastest qualifier in this session you will start the race in the middle of Row 9 - 26<sup>th</sup> spot.
- 2.3 Only the drivers vying for one the 8 spots are allowed in the server
- 2.4 Any non-driver/s that want to watch must enter as a spectator or Spotter. Any driver names in the server not scheduled to run will be removed from the server
- 2.5 All drivers will get a maximum of 2 attempts this session to post a speed in the session. The session will be long enough for all Drivers to complete 2 attempts each if needed.
- 2.6 You can only use a 2<sup>nd</sup> attempt if you are bumped from the field or do not complete your 1<sup>st</sup> attempt.
  - 2.6.1 We will use the same random draw procedures as we did for the first qualifying session and create a schedule for the Drivers.
  - 2.6.2 Names will be added to the random order list in order of their Scheduled attempt time from the 1<sup>st</sup> night, then randomized seven (7) times.
  - 2.6.3 All the same qualifying rules will pertain to this session.
  - 2.6.4 All the track conditions and session settings will be the same.
  - 2.6.5 A 30-minute practice will be scheduled before the Qualifying will start.
  - 2.6.6 The first driver will take to the track for their attempt at 7:30 PM EST
- 2.7 Regardless of the speed posted drivers will start in one of 26-33 spots.

## RACE GUIDELINES/PROCEDURES

- \*\*\*Drivers need to choose the DW-12 When entering the session, We will have a Corvette Pace car in the race!\*\*\*
- \*\*\*Do not make the mistake of joining the race with the wrong car, there is nothing we can do to fix that, you will not be able to run the race\*\*\*
- 3.0 Race will be 500 miles / 200 Laps
- 3.1 Dallara DW-12 will be used.
- 3.2 Lapped cars will maintain their position on track.
- 3.3 Wave Arounds will be enabled
- 3.4 Lucky Dog will be enabled
- 3.5 NO green, white, checker finish.
- 3.6 One (1) Fast Repair
- 3.7 100 % Fuel Load
- 3.8 Fixed Custom Setup for Race
- 3.9 Practice/Race session will open at 12:00 PM EST – 1 Hour Practice and Race will start approximately at 1:00 PM EST on 10/23/2021
  - 3.9.1 Only Drivers will be allowed in the Race session – All Spotters, Crew Chiefs, Spectators must enter via those respective modes.
  - 3.9.2 Any names seen in the race server that are not on the “Starting Grid” with respect to Race Control/Admins will be removed from the server.
- 3.10 Weather for Session
  - 71 Degrees F – 22 Degrees C
  - Mostly Cloudy
  - 2% Humidity
  - Dynamic Sky – ON
  - Track State – 55%
  - Leave Marbles - OFF
  - Specific Time of day – 5/15/2021 – 11:00 AM
  - Fixed Race setup will be loaded
- 3.11 Race start will be a rolling 3-Wide Start – 11 Rows of 3 cars.
- 3.12 The field will be paced by a DHRS Corvette C6.R GTE Pace Car.

- 3.13 Drivers will initially grid in the traditional iRacing double-wide format and commence the iRacing in-session pace lap with a slow rolling “start” controlled by iRacing Race Control and the iRacing Pace Car. The race server will be scheduled for 203 laps but only the final 200 laps will count towards the final race results.
- **3.14 iRacing Race Chat channel must be reserved for DHRS Admins before the race start. We will need to communicate with you during the formation laps.** I cannot stress this enough; we need to keep the channel clear before the race starts. Admins will wish everyone “Good Luck” for you.
- 3.15 Pace car will start in the 17<sup>th</sup> row of the Rolling 2 wide initial Pace Lap and immediately come to the front to follow the iRacing Pace Car, please leave room on the OUTSIDE of the first pace lap to complete this.
- **3.16 ABSOLUTELY NO SCRUBBING/WEAVING** to warm tires during the iRacing out lap and any of the 3 laps preceding the race – iRacing Pace Lap - Two (2) Formation/Parade laps and the one (1) Pace Lap before we go green.
- 3.17 Drivers will follow the iRacing Pace Car after initial gridding is complete and begin iRacing session’s pace lap and are ordered to remain in iRacing grid position until the iRacing pace lap is complete, and the iRacing Pace car leaves the track.
- 3.18 iRacing will show a Green condition in the iRacing server when the traditional iRacing pace lap has been completed, Admins will **VERBALLY** declare a Yellow Flag condition in the session chat while the field is assembled. There will be two (2) formation/parade laps and one (1) pace lap utilized to prepare the field for the race start. **Let’s make this look good for the Broadcast. This is our Crown Jewel event!**
- 3.19 Do not attempt to assemble into Rows of 3 during the iRacing out lap. You run the risk of an iRacing black flag.
- Drivers will start forming into 11 Rows of 3 immediately **after the start finish line** starting with the 1<sup>st</sup> Formation lap.
  - 3.19.1 Admins will call out the Driver names in order Row 1 Inside, Middle Outside, then Row 2 Etc.
  - 3.19.2 We should have the field formed by Turn 3 of the first formation lap.
  - 3.19.3 Please know where you are supposed to be, who you’re supposed to be behind. We will not delay the start of this race.
- 3.20 Drivers will separate the rows by five (5) car lengths behind and in front of each row. Additionally, all Drivers must maintain 60 MPH for All formation, Parade Lap and Pace Lap and their relative positions once arranged into proper starting position until the Green Condition is declared. Failure to adhere to proper spacing regulations and/or positional directives may result in penalty as determined by DHRS Admins
- 3.21 After the two (2) formation/parade laps, at the Start/Finish line with one (1) to go (3<sup>rd</sup> and final Pace Lap), the pace car will accelerate and maintain 80 MPH at the exiting Turn 3
  - 3.21.1 **All Drivers must maintain 60 MPH while the pace car separates from the field.**
- 3.22 On the Pace lap and Race start Pole Sitter is now pacing the field and must maintain and not exceed 60 MPH for the entire Pace Lap. **Leader cannot start the race until passing the start of the Pit Road wall and must start the race before the Start/Finish Line**
  - 3.22.1 Front row must always be a minimum 5 car lengths away from the Pace car and maintain 60 MPH
  - 3.22.2 All Rows must maintain a minimum of 5 car lengths and maximum 7 car lengths from the row in front of them.
- 3.23 During the Parade/Formation laps and the Pace lap, Drivers must stay on the track – Do not enter any warmup lanes or the pits.
  - 3.23.1 **Drivers MAY NOT enter the pits for fuel before the race start.** Any driver adding fuel during these laps will be issued a black flag.
- 3.24 Race Start and restarts will be in 1<sup>st</sup> gear and the Pole sitter/leader will control all starts.
- 3.25 All Cautions will be handled by iRacing and iRacing’s Pace car.
- 3.26 Race will be gridded in iRacing as follows to allow an easier transition to the 3-Wide starting formation.
- 3.27 Know where you’re supposed to be and who you are supposed to be following once we start gridding into rows of 3.
- 3.28 If for any reason a car does not start the race whichever line that car is missing from will move up one row to fill the starting spot.

iRacing Indy 500 Starting Grid			Row #	Final 3 wide Indy 500 Starting Grid		
Row #				Pace Car		
Row 1	Pole	2	Row 1	1	2	3
Row 2	4	3	Row 2	4	5	6
Row 3	5	6	Row 3	7	8	9
Row 4	7	8	Row 4	10	11	12
Row 5	10	9	Row 5	13	14	15
Row 6	11	12	Row 6	16	17	18
Row 7	13	14	Row 7	19	20	21
Row 8	16	15	Row 8	22	23	24
Row 9	17	18	Row 9	25	26	27
Row 10	19	20	Row 10	28	29	30
Row 11	22	21	Row 11	31	32	33
Row 12	23	24				
Row 13	25	26				
Row 14	28	27				
Row 15	29	30				
Row 16	31	32				
Row 17	Pace Car	33				

- 3.29 On Pit Road all drivers must travel down the far-right lane
  - Enter your pit no more than 3 spots before your own pit stall
  - Exit your pit and get to the far-right lane as soon as you can and as safely as possible