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Entry Fees / Registration

Entry Fees

Entry fees will be collected each round this year.

Part of the reasoning behind this is to alleviate last minute drop outs and show dedication to the event.

The cost will be \$15 per driver.

Entries will be collected via the SPEC-D / BCDA Storefronts.

If for some reason you are unable to attend the event, you have up to 48 hours before the event to ask for a refund. Event setup and server slotting for practice occurs within the last 2 days and it is very inconvenient to need to reboot the server when these days have peak server traffic for practice.

Any driver that no shows on event day or requests for money back after this grace period this will **not be refunded.**

LINKS FOR TICKET PURCHASES TO BE POSTED SHORTLY.

On top of collecting entry fees, there will be [Cash Prizes](#) this year.

All ticket sales will cease at 11:59PM the night before the event.

Registration

Once registered, make sure you are on the discord with us:

- SPEC-D EVENTS: <https://discord.com/invite/R94EPmgKmy>
- BCDA EVENTS - <https://discord.gg/Qj6FZP2Zmm>
All event day communication occurs there.

We will need to collect the following from you to slot the server:

- Preferred Car Number
 - IRL Spec-D drivers / BCDA drivers are entitled to use their existing car numbers over any new registrants.
Please keep a 2nd number in mind in case you are not able to use your first option.
- Car choice
 - Car make / Model
 - Livery Color
- In Game Username

- Keep in mind this needs to be PG. It gets called out in the server and on stream during winner announcements.
- If you are new to Assetto and the world of Content Manager, a quick run down on how to do so is [available here](#).

Requirements / Restrictions:

SPEC-D Pro Competitors:

- Must be able to provide photo proof of a sim setup during the discord registration completion.
 - no controllers will be allowed in the Pro competitions. Assetto Corsa will be locked out to wheel only on comp days.
 - We would like to keep these competitions as close to simulation conditions as possible, and it has been witnessed before that controller players do have an advantage in certain conditions.
- No custom cars, custom liveries are allowed for existing VDC cars.

BCDA Grassroots Competitors:

- FOR THE MOMENT --- Can play with either a sim setup or a controller.
 - The idea behind this is to involve / welcome new players into the world of competitive drifting.
- NO CUSTOM CARS.
 - Car pack will be chosen and locked to ensure fairness and no other competitive edge outside tuning the vehicle in the game.

Cash Prizes / Payouts

PRIZES

With the announcement of driver registration fee collections, we have announced cash payouts this year.

PER ROUND PAYOUTS

Each round will have individual payouts to the top 3 drivers, a lump sum of \$175 per round.

Per Round:	
1st	\$100 CAD
2nd	\$50 CAD
3rd	\$25 CAD

Over the course of 3 rounds, we have a total of \$525 in cash prizes in total, per series.

OVERALL SEASON CHAMPIONS:

These prizes are yet to be determined, whether yet cash or physical items pending on location of recipients.

More information will be announced as decisions are solidified.

Per Round:	
1st	TBD
2nd	TBD
3rd	TBD

PAYOUTS

Payouts will occur the same week after the event.

Our policy will be to pay you the winnings from each round in full.

We **WILL NOT** be able to deduct any amount from your winnings to place toward your next entry in either series.

Methods of collecting your winnings:

- CANADA - E-TRANSFER / PAYPAL
- USA / INTL - PAYPAL ONLY

Lobby / Discord Ettiquite

Practice Days

These days are basically a free for all. If you see us in a chat, feel free to join.

Event Days

Foul Language

Absolutely no foul language in chats.

- Discord voice chat has a chance of being streamed from time to time. We would like to stay as professional as possible during the streams.
- Treat text chats in the same regard.

Voice Chat Split Down

Format Runthrough

Attendance

Attendance starts shortly after the lobby assembles for the event start time.

At this point, you will need to:

1. Be in the appropriate discord server / chat
2. Have a microphone / headset to be able to verbally confirm your presence for attendance / qualifying runs
 1. if you are unable to do this, you will be disqualified. It is important you are able to interact and respond to call ups and call outs, and be ready to roll when the judges are as well.

Qualifying format:

All registrants will be given a chance to qualify for a position in the top 32 bracket.

Due to the nature of these events, qualifying and the top 32 bracket must be run in the same day.

Any driver who does not earn a score sufficient enough to be in the top 32 is eliminated from competition.

- We will run the full amount of registrants through qualifying.
- Players will run in the order of car number, lowest to highest.
 - if arrangements have been made to have a late run, players will be bumped to the bottom of the list.
 - if no show by this time, then the player is disqualified.
- Each player will get their turn to do 2 back to back runs which will be judged by a panel of three judges on:
 - line (30 pts)
 - angle (30 pts)
 - style (30 pts)
 - x-factor / wow factor (10 pts)
 - this is split by the 3 judges, each get to vote 0 - 10 and the average between the three is the final x factor.

After the qualifying session has been completed, we will advance onto the top 32 bracket.

The top 8 qualifiers earn additional points in turn to their qualifying position as noted below:

Qualifying Pos.	Bonus Championship Points
1	8
2	7

3	6
4	5
5	4
6	3
7	2
8	1

For example, if driver 1 finishes with a 97, and driver 2 finishes with a 95, driver 1 earns 8 bonus points, and driver 2 earns 7, etc.

Drivers whom zeroed on both qualifying runs will not be allowed to compete in competition.

During qualifying, you are allowed to reset to pits for fresh tires.

Halftime

Pending on the amount of signups and the length qualifying takes, we will take a short halftime of 10-15 minutes, so that judges / stream help may top up on necessities and take a bathroom break.

Top 32 Format

For the virtual events, we will do a top 32 format.

The bracket is seeded so that there should be an equal and fair chance for each driver to prove their ground and advance onward in the event championship.

The event will start by running the LB1 / RB1 (top 32)

Via process of elimination, moving to LB2 / RB2 (top 16)

again, process of elimination to LB3 / RB3 (Great 8)

Process of elimination again leads to LB4 / RB4 (Final 4)

After the first 2 battles are done in the final 4, leaving us with the Battle for 3rd and the Final battle, no further battle winners are announced until the end of the broadcast / final battle is completed.

During battle, you are NOT ALLOWED to reset to pits for fresh tires.

Winners Circle / Announcements

At this point, we will assemble to the winners circle spots for announcements and celebration donuts.

Stream ends shortly after that.

Livestream

Yes, we do livestream these events.

YouTube links will be provided the week of the event.

See the video below for an example of how previous events were broadcast.

https://www.youtube.com/embed/jwV2hI_Dr28?si=Z3HOizCzvoNQG7EO

We have made an extensive system that works real time with Google Sheets and some OBS overlay integration so that qualifying scoring, judges decisions and a few extra tidbits show up right in the stream.

Real Time Qualifying

[image.png](#)

On top of that, some pretty cool mods provided by the community help us livestream the event from multiple angles.

[image.png](#)

Custom Animated Win Card

[image.png](#)

Some of the tools and mods used

[Assetto Corsa OBS Helper](#) is free over on github and comes well documented. You'll need a copy of content manger and CSP to get going with it. A few custom camera scripts were used to assist with getting the angles just right for the judges.

I use this older version of a [Drone Camera](#) to get other angles not hard coded in the camera files in between runs.

A [stream deck](#) helps reduce the amount of on screen switching by allowing me to program OBS scenes and volume controls right to it. Highly recommend the model linked or it's bigger brother if you get into streaming like this.

You can make custom camera files that follow the AI splines on most tracks. A wonderful guide is composed [Here on Overtake.gg](#) on how to do these AI files on your own should a track not have

them, as any Track Cams [F3] will not work without an AI file.

[CamInfo](#) and [CamTool 2](#) are useful for getting coordinates right or locking down custom splines to make the custom track cams or for some cool replays.

Thank you to the community for making all that you have for this game. Without the kit we use above, none of this would be possible to present these streams to an audience in this way.

In the future, there may be write up on the entire setup process from start to finish.

VR / LAG / Equipment Failures

Equipment Readiness

Just like you would with a vehicle, we expect your equipment to be up to par and ready for competition day.

For future competitions the following is expected:

- A working, in tact and secured base station, pedal mount, shifter and e-brake.
 - You are allowed to call one competition time out of 5 minutes, one time, over the entire event.
- If using VR, we prefer a tethered setup.
 - If you use a wireless headset, you are liable for all signal disruptions.
 - This means if your VR headset dies or loses connection during a run, causing you to break line, smash into another driver etc, we will not accept this toward the lag clause- this is an instant zero
 - When you are waiting for your turn to run in the lobby for qualifying / battle, use these times to plug your headset in to charge. You do not need to sit in the lobby for the entire duration of the event.

Lag / High Ping

Ping is the amount of time a packet takes to travel round trip between endpoints. In Layman's terms, When the ping is higher, the quality of your connection is less direct to the server. This is what induces stuttering effects or where you see a car keeping speed, but jittering in steering angles (especially in drift servers)

Should there be a server wide lockup that increases ping, we can briefly pause judged sections till stability returns.

If the competition meter shows a large variation in ping instability for a driver during a judged run whether qualifying or during battle, the judges will review the replay and determine if lag / ping was indeed a factor. Only then, players are eligible to invoke a Lag clause only once per battle, at the discretion of the judges findings from the replay footage.

Should the player run into any other issues with connection stability after this one time invocation, they run the risk of disqualification at the judges discretion.

It is recommended that you hardwired in, or on a very stable WiFi connection.

- 2.4 GHz WiFi networks will be slower in speed, but higher in signal strength over distance.
 - Optimal for low speed traffic.
- 5 GHz WiFi networks tradeoff higher speeds, but over a shorter distance.

Please factor in the above when setting up your simulator station if running on WiFi.