

**Simcar.Info** is a site dedicated to the sport of on-line simulated auto racing using Papyrus NASCAR 2003. Our purpose is to bring together drivers to help each other become better on-line racers, and promote the sport of on-line racing.



## Winston Cup Museum Chase & Cup Series Rules.

How and why we limit the number of drivers.

I will be making a change this year for how the drivers will be allowed to race in our Cup series.

In the past I would try to judge the number of drivers that signed up and the number that would show to the races. This resulted in turnouts lower than what we would like to see. This year I would like to have 8 to 12 cars at every race. To do this I need to know how many will show to the races. I went back to see how many people we had signed up to past series and how many would show. The first 2 years we ran series at Simcar.Info we charged drivers to race, at the time we were renting a server and the money collected paid for the server and trophies. When we were charging to race the percent of drivers racing to the number that signed up was higher than it has been without charging. I think it was due to the fact that if people paid to race they wanted to get their moneys worth. My goal is for us to have 8 to 12 drivers at each race and keep the racing free.

When we were charging to race the average race had 72% of the cars that signed up show, 81% made the first race. The most we had was 89% of the drivers that signed up and the least was 59%.

Since we stopped charging the average race has had 65% of the cars that signed up show, 70% made the first race. The most we had was 82% and the least was 49%.

So to get at least 8 to 9 cars at every race, history would tell us that we would need 18 cars signed up. With 18 cars signed up we would expect about 12 to 13 cars to show for the first race and have a maximum of 14 to 15 cars at any one race.

Our server connection should allow 11 to 13 cars to race, although it has been tested with only 12 cars max. and should (but not tested) allow for up to 15 or 16 cars to connect without dumping cars although we would have warp.

What I plan on doing this year is let up to 18 cars sign up and open the server to allow up to 16 cars to connect, should we have more show than expected. After qualifying the slowest cars would leave until we get a stable connection, some nights it may be only 11 cars others it may be 13 depending on connection quality for that night.

For determining who will get to race we will use the criteria below.

If we have a larger turn out than expected (or that our connection can handle) the slower qualifying cars will be asked to leave if needed. This system should also reward the guys that show up every week.

The top 10 cars in points standing will get a starting spot regardless of their qualifying speed.

The remaining 1 to 3 spots would be used for the fastest remaining qualifiers. However, if we have drivers that shown up previously and did not qualify for the race they would have priority over someone who has not had to sit out a race. The person who has had to sit out the largest number of races will have the highest priority and would be allowed to race that evening.

Anyone that qualifies and has to leave will receive points for their qualifying position down to 8<sup>th</sup> place. This will allow everyone a chance to race and also help keep the top ten coming to the races. If history is any indication of how it will go we may need to use this system on the first race, but I don't think we would have to use it often, because some nights we may only have 8 cars. We may add drivers as needed if the number of drivers attending races starts to drop.

This may not even be an issue, but I wanted something in the rules to deal with it should it come up.

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