























Esports

The regional series for Europe, America and Asia have now been merged to create a global endurance series called the Intercontinental GT Challenge Esports



All series will now use the Pro and Silver category for drivers, this means each series will have 2 classes to create a more dynamic and competitive field across the season



The sprint series races for Europe and Asia will now be **held on Wednesdays** with the aim of making Wednesday a featured day for Esports Sprint racing going forwards. America will be raced on Saturdays



Entry fee & prize pool restructure with additional bonus prizes for both the Pro & Silver classes across all Esports series



New testing method for the series BoP which allows drivers from any team to influence the possible ballast added to their competitors

CONFIDENTIA









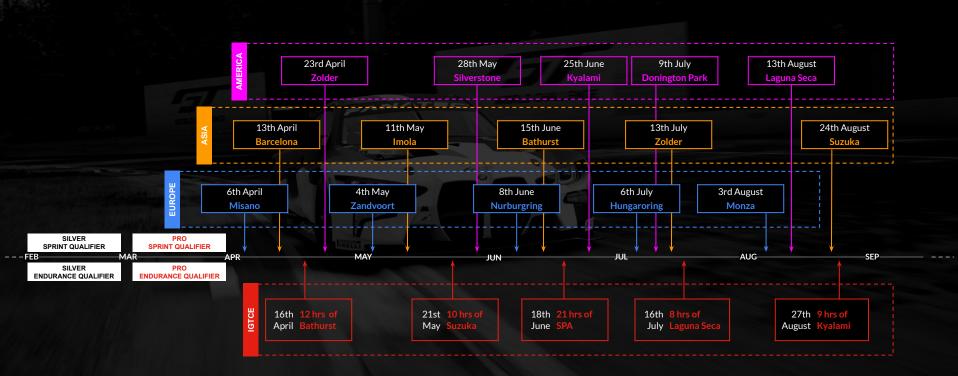


UNITING THREE CONTINENTS ONLINE











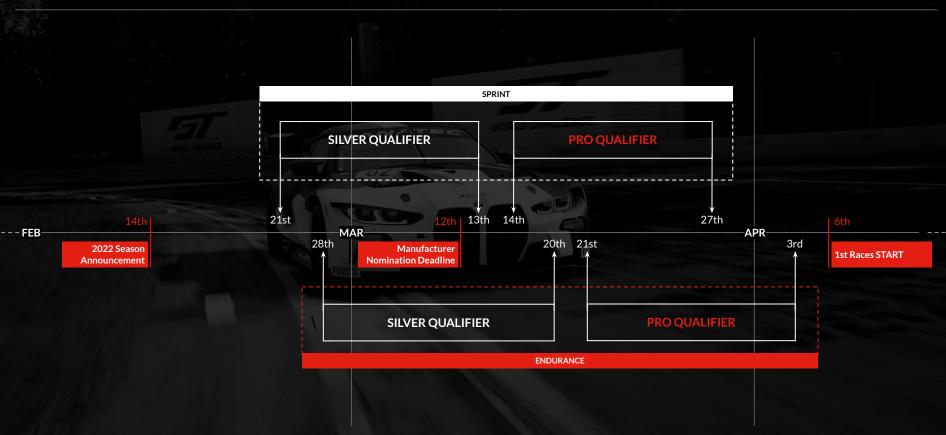


























UNITING ALL THREE CONTINENTS



EUROPE SPRINT



ZANDVOORT - May 4th

NURBURGRING - June 8th

HUNGARORING - July 6th

MONZA - August 3rd



AMERICA SPRINT

ZOLDER - April 23rd

SILVERSTONE - May 28th

KYALAMI - June 25nd

DONINGTON PARK - July 9th

LAGUNA SECA - August 13th



ASIA SPRINT

BARCELONA - April 13th

IMOLA - May 11th

BATHURST - June 15th

ZOLDER - July 13th

SUZUKA - August 24th





12HRS OF BATHURST - April 16th

10HRS OF SUZUKA - May 21st

24HRS OF SPA - June 18th

8HRS OF LAGUNA SECA - July 16th

>

9HRS OF KYALAMI - August 27th

CONFIDENTIAL

DRIVERS CLASSES - MANUFACTURES CAR SLOTS

FANATEC















PRO

Driver who scored at least 25 points in any of the 2021 European Series or at least 15 points in any of the 2021 Asian and American Series
 (Points based on the sum of Endurance point of the team and Sprint point of the driver) - full list on the official regulations
 * Organizer has the right to classify any driver as Pro class if they would be considered competitive in Pro class

Endurance

- Car line up nominated by the manufacturer
- Car line up with at least 2 pro driver racing at every round

Sprint

- Driver nominated by the manufacturer
- Driver with pro class

SILVER

■ Driver who did not compete or who didn't score at least 25 points in any of the 2021 European Series or at least 15 points in any of the 2021 Asian and American Series

(Points based on the sum of Endurance point of the team and Sprint point of the driver) - full list on the official regulations

Endurance

Car line up with at max 1 pro driver

Sprint

Driver with silver class

There will be a minimum requirement of at least <u>3 cars per manufacturer</u> across the series, this applies to all regional sprints series & the global endurance series.





ENDURANCE SERIES

















































PRO

Cash Prize Pool

- 35.000€
- Prize pool to be divided between the Top 10 Teams per class

Additional Prizes

- 8.000 € Products value
- Fanatec TBD
- AK Informatica TBD
- VIP Hospitality for TBD events
- Driver tests for TBD teams

ENTRY FEE

1.000 € /team

SILVER

Prize Pool

- 15.000€
- Prize pool to be divided between the Top 10 Drivers per class

Additional Prizes

- 4.000 € Products value
- Fanatec TBD
- AK Informatica TBD
- VIP Hospitality for TBD events
- Driver tests for TBD teams

ENTRY FEE

500 € /team

CONFIDENTIAL

^{*} Check details on the official regulations





EUROPE SPRINT SERIES





























EUROPE SPRINT SERIES - CALENDAR



RACE FORMAT

 Practice
 30m@ 19:30 CET

 Driver's Briefing
 15m@ 20:00 CET

 Practice 2
 20m@ 20:15 CET

 Qualifying
 15m@ 20:35 CET

 Grid
 10m@ 20:50 CET

 Race
 60m@ 21:00 CET















EUROPE SPRINT SERIES - PRIZES AND FEE

PRO

SILVER

Cash Prize Pool

- 10.000€
- Prize pool to be divided between the Top 10 Teams per class

Additional Prizes

- 5.000 € Products value
- Fanatec TBD
- AK Informatica TBD
- VIP Hospitality for TBD events
- Driver tests for TBD teams

* Check details on the official regulations

ENTRY FEE

250 € /driver

Cash Prize Pool

- 5.000€
- Prize pool to be divided between the Top 10 Drivers per class

Additional Prizes

- 3.000 € Products value
- Fanatec TBD
- AK Informatica TBD
- VIP Hospitality for TBD events
- Driver tests for TBD teams

* Check details on the official regulations

ENTRY FEE

100 € /driver

CONFIDENTIAL





AMERICA SPRINT SERIES





FANATEC



€5....



KONI

FMUK

TRELL



eurol

















AMERICA SPRINT SERIES - CALENDAR



RACE FORMAT











AMERICA SPRINT SERIES - PRIZES AND FEE

PRO

Product Prize Pool value: 12.500 €

Prizes offered by:

Fanatec

AK Informatica

VIP Hospitality for TBD events Driver tests for TBD teams

* Check details on the official regulations

ENTRY FEE

NONE

SILVER

Product Prize Pool value: 5.000 €

Prizes offered by:

Fanatec

AK Informatica

TBC VIP Hospitality for events

TBC Driver tests

* Check details on the official regulations

ENTRY FEE

NONE





ASIA SPRINT SERIES

















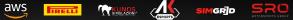
















RACE FORMAT

Practice	30m @ 16:30 HKT / 09:30 CET
Driver's Briefing	15m @ 17:00 HKT / 10:00 CET
Practice 2	20m @ 17:15 HKT / 10:15 CET
Qualifying	15m @ 17:35 HKT / 10:35 CET
Grid	10m @ 17:50 HKT / 10:50 CET
Race	60m @ 18:00 HKT / 11:00 CET















ASIA SPRINT SERIES - PRIZES AND FEE

PRO

Prize Pool value: 12.500 €

Prizes offered by:

Fanatec AK Informatica TBC VIP Hospitality for events TBC Driver tests

* Check details on the official regulations

ENTRY FEE

NONE

SILVER

Prize Pool value: 5.000 €

Prizes offered by:

Fanatec
AK Informatica
TBC VIP Hospitality for events
TBC Driver tests

* Check details on the official regulations

ENTRY FEE

NONE





INTERCONTINENTAL GT CHALLENGE ESPORTS 2022

ENDURANCE QUALIFYING

























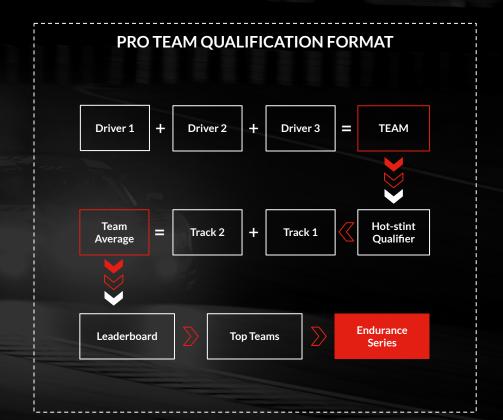








- The remaining Pro Team slots available after manufacturer nominations will be allocated to the qualifier.
- There is a minimum requirement for at least 2 cars from each manufacturer to be represented within the series.
- Qualifying for the Pro class of the IGTCE Endurance Series will be held as a hot-stint qualifying.
- Each Team will require all Drivers to set hot-stints on a qualifying server at 2 different circuits, both of which are circuits on the calendar for the season.
- Drivers must set 5 valid laps within a stint, a stint is considered a consecutive number of laps where in the Driver does not return to pitlane or set a lap slower than 107% of their fastest lap time. The fastest stints from each Driver are then combined to make a Team average, this time will be added to a leaderboard.
- The top Teams (depending on the available slots) will be eligible for the Pro class of the IGTCE Endurance Series.





IGTCE ENDURANCE QUALIFYING - SILVER

















- Qualifying for the Silver class of the IGTCE Endurance Series will be held as a hot-lap qualifying.
- There is a minimum requirement for at least 1 car from each manufacturer to be represented within the series.
- Each Team will require 3 Drivers to set hot-laps on a qualifying server at 3 different circuits, all of which are circuits on the calendar for the season.
- At each track, the best lap time from all 3 Drivers is combined to create a Team average lap time, the Team average lap time from each track will then be added together to create a total lap time, this time will be added to a leaderboard.
- The top 24 Teams will be eligible to compete in the Silver class of the IGTCE Endurance Series.











ESPORTS SPRINT QUALIFYING

























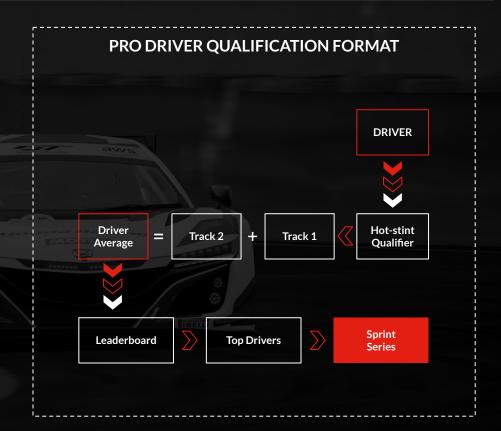








- Qualifying for the Pro class of the Esports Sprint Series will be held as a hot-stint qualifying.
- There is a minimum requirement for at least 2 cars from each manufacturer to be represented within the series.
- Each Driver will be required to set hot-stints on qualifying servers at 2 different circuits, both of which are circuits on the calendar for the season.
- Drivers must set 5 valid laps within a stint, a stint is considered a consecutive number of laps where in the Driver does not return to pitlane or set a lap slower than 107% of their fastest lap time. The fastest stints from each Driver are then averaged, this time will be added to a leaderboard.
- The top 24 Drivers for each region will be eligible to compete in the Silver class of the Esports Sprint Series.









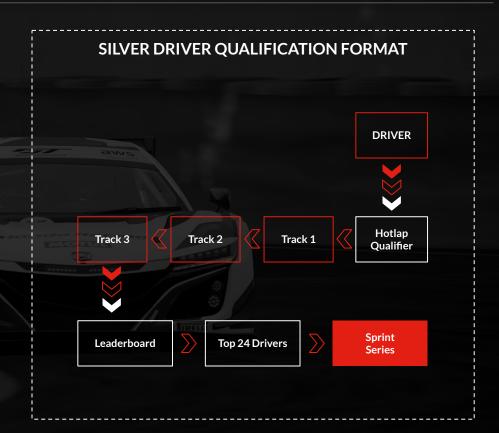








- Qualifying for the Silver class of the Esports Sprint Series will be held as a hot-lap qualifying.
- There is a minimum requirement for at least 1 car from each manufacturer to be represented within the series.
- Each Driver will be required to set hot-laps on a qualifying server at 3 different circuits, all of which are circuits on the calendar for the season.
- At each track, the 10 best lap times are used to create an average lap time, the average lap time from each track will then be added together to create a total lap time, this time will be added to a leaderboard.
- The top 24 Drivers for each region will be eligible to compete in the Silver class of the Esports Sprint Series.



Esports

















