







The world's greatest Endurance race will still be held on 13-14th June 2020!

Professional race drivers, sim racers, cars and fans will be gathered for the 24 Hours of Le Mans Virtual 2020.

LIVE THE DREAM WHEREVER YOU ARE

THE HARDEST ESPORTS CHALLENGE IN THE WORLD

THE ULTIMATE ESPORTS ENDURANCE RACE



THE EVENT



COMPETITION OVERVIEW



With the postponement of 24 Hours of Le Mans until September 2020, we will host a Virtual race using rFactor 2 on 13-14th June!



THE RACE

- One single 24 Hour race
- Start on Saturday 13th at 3:00 pm and finish on Sunday 14th at 3:00 pm (Paris time)
- Real Sim racing: Day and night, damage and technical issues, driver and tyre changes, refuelling...



DRIVERS LINEUP

- Combination of the world's top race drivers and the best esports sim racers
- Each driver lineup must consist of at least 2 professional race drivers and a maximum of 2 esports/simulation drivers



50 cars on the start grid including both LMP and GTE, for a battle between the best Endurance teams and manufacturers

24 HOURS OF LE MANS MANUFACTURERS











SPORT



SPORTING RULES





OVERVIEW AND KEY POINTS

- The event will be run on the rFactor 2 platform which offers:
 - Driver changes
 - Dynamic weather
 - Dynamic day/night transitions
 - Multiclass racing (LMP and GTE)
- Damage will affect a car but damage can be repaired in a pitstop
- Each team must contain at least 2 professional drivers with international FIA licence, or equivalent
- Full simulation includes the use of fuel and tyres
- Teams will work to create their own setups to optimise performance
- Minimum race time per driver in the race will be 4 hours (240 minutes)
- Maximum race time per driver in the race will be 7 hours (420 minutes)
- A selection committee will be organised to confirm the entry list
 - Committee: Pierre Fillon, Gérard Neveu, Dmitry Kozko, Cédric Vilatte, Clément Hugon, Andy Gray, Ben Rossiter

RFACTOR 2 PLATFORM





THE GAME

 rFactor 2 offers the most complete simulation of Le Mans with the ability to run a full 24 hour race, complete with dynamic weather, driver changes, pit-stops, top strategies...



Demonstration video: <u>Click on this link to go on YouTube</u>



DESIGN AND PERFORMANCE

• Drivers will need access to a PC capable of running the rFactor 2 software, a compatible steering wheel with pedals and access to a good internet connection.







CAR SELECTION













Oreca 07 LMP2

Porsche 911 RSR

Aston Martin Vantage

Corvette C7.R

Ferrari 488 GTE (In advanced development)



- Teams are permitted to create their own custom liveries and control their own sponsorship
- Templates for car liveries will be available soon (to be announced)
- Please respect the mandatory logos and partner spaces. Further details will be available in the full sporting regulations (to be announced)

FORMAT & SCHEDULE

24h

Open testing sessions will be available during the event week with technical support from our team to assist as required:

DATE	TIME (CEST)	EVENT
22 nd May	N/A°	24/7 Testing Server Open
24th May	13:00	3 Hour Test Race (30 minutes stint minimum)
29 th May	13:00	3 Hour Test Race (30 minutes stint minimum)
7 th June	10:00	6 Hour Test Race (30 minutes stint minimum)
10 th June	10:00 – 22:00	Free practice
11 th June	10:00 – 22:00	Free practice
12 th June	10:00 – 17:00	Free practice
12 th June	18:15 – 18:30	Qualifying GTE
12 th June	18:40 – 18:55	Qualifying LMP2
13 th June	15:00	Race Start (Live)
14 th June	15:00	Race End (Live)
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The above schedule is approximate and subject to change

In green: Each driver must participate in at least one of the 3 Test Races

TV



MEDIA INTRODUCTION



The World's Largest Endurance Race will take place on 13 and 14 June 2020!

A fully produced-for-TV programme, built around a virtual race, will bring together presenters, commentators, pit reporters and guests.



THE CONCEPT: Mixing reality with virtual

50 teams of 4 drivers (at least 2 professional race drivers per team), will compete against each other at the wheel of GTE and LMP cars on the famous 24 Hours of Le Mans track.



TV STUDIO: A complete team of commentators will bring the event to life!

- A mixed English commentary that brings together a professional car racing driver, a racing commentator and a gaming specialist.
- The pit reporters will be in live 2-way communication with the drivers all around the world.
- The presenters will involve the fan community and VIPs present in the TV studio.
- The race directors will officiate the event as in real life.



WORLDWIDE TV PRODUCTION





PROFESSIONAL PRODUCTION:

- The production set up in the studio and the game will be of the same high standard as the Le Mans 24 Hours World Feed
- The international feed will start on Saturday June 13th at 2.30 pm with the grid. The race will start at 3:00 pm and the chequered flag will be lowered at the same time on Sunday June 14th, followed by podiums and winner interviews, the programme will end at 3:15 pm.

Strategic: The gamer/driver composition will deliver many twists and turns.

Immersive: The graphics and sound universe will be completely modelled on the real 24 Hours of Le Mans.

Rhythm: The race will be complemented by reports, interviews and highlights. (This is more than just a simulation game).



TECHNICAL INFORMATION:

- Format: 1080i Stereo V.I
- English commentary available
- Satellite transmission Europe, BT Tower and America



CONTACT



24 HOURS OF LE MANS VIRTUAL

Special esports event organised by Le Mans Esports Limited on behalf of:







- Executive Producers: Gérard Neveu / Dmitry Kozko
- Esports Team Director: Stephen Hood
- Esports Technical Director: Darren Kirk
- Esports Sporting Director: Ben Rossiter-Turner
- TV Director: Olivier Denis
- TV Technical Coordinator: Alexis Hulin
- Marketing / Sales Manager: Guido Hakkenberg
- Partnership Coordinators: Vincent Dussossoy / Clément Menjou
- Promotion Manager: George Holmquist
- Media Managers: Fiona Miller / Andy Gray / Carole Capitaine
- Teams / Sport Managers: Cédric Vilatte / Clément Hugon / Andy Gray



CONTACTS

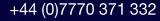


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