



REALITY F1 – HISTORY & RULES

Reality F1 [RF1] is a FREE, Web-based, fantasy Formula 1 game.

We can't guarantee you'll have a seven figure bank account, be living in Monaco or flying your own private jet by the end of the 2002 season BUT you may have the satisfaction of proving you're a better fantasy F1 team owner than your friends, family and other people across the world.

REMEMBER: PRIDE IS AT STAKE!

HISTORY

In the dim and distant past (well, the 1999 and 2000 F1 seasons to be precise) a group of friends got together and took part in the BBC's Fantasy Formula 1 competition. After each race some luckless individual (i.e. me) would collate the scores and email them to the players. After two years of competition, during which time players in our "mini-league" had won no less than three rounds of the competition (including myself, Spanish GP 1999) I decided that it would be fun to have a go at writing my own fantasy Formula 1 game....and lo, **REALITY F1** was born!

During 2001 a battle raged between the 97 RF1 players until the very last race of the season. Rich Amey eventually took the honours after fending off challenges from Dava Martin and Tabetha Fox. The full results are available here:

<http://www.realityf1.com/2001.html>

So, think you're up to the RF1 Challenge? Although RF1 was designed with my friends in mind all are welcome to compete...in fact, the more the merrier – and it is free. RF1 is meant to be fun; after all it's only a game...isn't it? The bottom line is if you've a good sense of humour and fancy competing in a fairly relaxed fantasy Formula 1 competition then please sign up.

HOW TO PLAY

Manage your own F1 team, see the world, meet glamorous women.....get paid to make really bad shampoo commercials! You can have it all in REALITY F1, well, everything except the world, the women and the shampoo.

REALITY F1 is free to enter and as such it is not anticipated that there will be prizes available for the eventual winners. This situation may change if I feel generous/flush. Besides who needs prizes when you've proved you're the best RF1 team owner?

Here's what you have to do:

1. Read the Rules (this document). The Rules contain important scoring information and details of how the game works.
2. Follow the link on the Web site and Register as a new player using the form.
3. Choose a username, password and a team name (make a note of these). Fill in your email address so we can keep you up-to-date with the game.

4. Pick two drivers, two cars and a tyre manufacturer within a budget of £50M, you cannot choose the same driver twice but can choose the same car twice.
5. Decide on a pitstop strategy.
6. Submit your team.
7. Join the REALITY F1 mailing list – details given after registration. All correspondence will be through the mailing list so it is important that you join (although you don't have to). If you do join you have the option of not receiving the emails directly but viewing the emails on the web instead.
8. WE...ARE...GO! Visit the site after each race to see your race score and check on your championship performance. You have until midnight (GMT) the Friday before a race to change your team or pitstop strategy. Pitstop strategy changes are free, and you can change major team components (drivers, cars, tyre supplier) on two separate occasions at any point during the season for free. Further team changes will incur a **50 point cost**.

DRIVER & TEAM PRICES

DRIVERS	TEAMS
M Schumacher £22M Barrichello £17M	Ferrari £22M
Coulthard £19M Raikkonen £15M	McLaren £19m
R Schumacher £17M Montoya £17M	Williams £17M
Trulli £11M Button £8M	Renault £13M
Villeneuve £13M Panis £11M	BAR £15M
Fisichella £12M Sato £7M	Jordan £15M
Frentzen £6M Bernoldi £5M	Arrows £7M
Heidfeld £9M Massa £5M	Sauber £10M
Irvine £10M De la Rosa £7M	Jaguar £11M
Yoong £3M Webber £3M	Minardi £5M
Salo £4M McNish £3M	Toyota £6M
TYRE SUPPLIERS	
Bridgestone £1M	Michelin £2M

RULES

1. A player must select two drivers, two cars and a tyre supplier within a budget of £50 million. Players cannot choose the same driver twice. A player must also select a pitstop strategy.
2. Points are awarded according to the performance of the components of your team at each Grand Prix (See Scoring System below).

3. Championship points will be awarded at every race of the 2002 Formula One season. You are strongly encouraged to register your team before the first race of the season in Melbourne (03/03/2002). Teams registered after the start of the season will be eligible for entry into the championship but will not be awarded points from previous races
4. Team entry and/or team changes are permitted until 12 midnight GMT on the Friday before each Grand Prix. In order to enter all races within a season your team must be registered by 12 midnight 01/03/2002.
5. You are allowed to make changes to the major components (drivers, cars, tyre supplier) of your team on two separate occasions without incurring a points cost. Any subsequent changes will result in 50 championship points being deducted on each occasion. Changes to your pitstop strategy are free and are encouraged. See points table below and refer to 4 above.
6. Points will be calculated based on the official FIA classifications of drivers/teams during qualifying and the race. Points will be published as soon as possible after each Grand Prix. Points will remain provisional until any protest regarding the FIA classification has been settled. Every effort will be made to ensure that points awarded are accurate. Appeals against the points awarded should be directed to:
imawhingingmansell@realityf1.com
In all situations, including any not covered in the rules, the decision of REALITY F1 is final.
7. In the event of a driver being replaced or injured during the season you will score the points earned by his replacement. If a driver moves to another team that driver will remain in your team irrespective of the team he moves to.
8. Players must supply all details as required by the entry forms. REALITY F1 takes no responsibility for late or lost entries. Your details will not be passed to any other organisation.
9. You do not have to join the mailing list in order to compete in REALITY F1, however all correspondence will be through the list so you are strongly advised to join.
10. In the event of circumstances arising outside of our control REALITY F1 reserves the right to close the competition at any stage. Furthermore, RF1 reserves the right to remove players from the competition if their behaviour is not in keeping with the spirit of the game (with particular reference to offensive team names, user names or abuse of the mailing list). In other words be friendly and remember it's just a game. You should also have read the site disclaimer.
11. Only one team is allowed per person/email address.

SCORING SYSTEM

Drivers points are awarded in full. The points awarded for each car will be an average of the RF1 points scored by each of the real team's drivers.

In modern F1 strategy is everything, therefore **10 points** are awarded for selecting the same pitstop strategy as the winner of the Grand Prix. In addition, **2 points** are awarded for every car finishing in the top ten using rubber supplied by the tyre manufacturer you've selected.

You are allowed to make changes to the major components of your team on two separate occasions. Any subsequent changes will result in **50 Championship points** being deducted for each change during the season, you can have a negative score. Changing pitstop strategy does not cost points and you are encouraged to evaluate your strategy for each race.

Qualifying Points

Points are awarded for the first six positions.

Pos	Points
Pole	= 10 points
2nd	= 6 points
3rd	= 4 points
4th	= 3 points
5th	= 2 points
6th	= 1 point

Race Points

Finishing position: -

Pos	Points
1	10 points
2	6 points
3	4 points
4	3 points
5	2 points
6	1 point

10 points for finishing race, as classified by FIA irrespective of position.

5 points for fastest lap

2 points per place for places made from qualifying position

Points are not deducted for places lost

MOST IMPORTANTLY Drivers must finish to score points from the race. However, you will still gain qualifying points, if applicable.

Examples: -

Your team features Juan Pablo Montoya. He qualifies second, takes the lead in the race and finishes first, however Michael Schumacher does the fastest lap:

Montoya's score breakdown:

Qual 2nd = 6pts

Completes race = 10pts

Makes up a place = 2pts

Finishes first = 10pts

TOTAL = 28pts

Ralf Schumacher qualifies third but his car is left jacked up on the grid by his mechanics and he is forced to retire. He scores only **4pts**.

Therefore the Williams team/car score would be: - $(28 + 4)/2 = 16$ pts

If you had selected the same pitstop strategy as Juan Pablo Montoya then you would also receive a further 10pts.