

ABU DHABI AUTONOMOUS RACING LEAGUE SIM SPRINT – YAS MARINA FULL GP 2026

Race 1 – Collision Physics – Sporting Bulletin 2026/10

Subject: Clarification – Collision Physics Active for All Official Sessions

The Sporting Committee has been made aware of a discrepancy in previous communications regarding the activation of collision physics on the AutoVerse platform. This bulletin serves as the definitive clarification and supersedes any conflicting information previously communicated to Competing Teams.

1. Clarification

- Collision physics will be active for all official sessions during the 2026 A2RL Sim Sprint. This applies to Qualifying, Sprint Races, and Grand Finals across all Racing Events.
- This represents a change from the 2025 season, during which collision physics were disabled. Competing Teams are advised to ensure their autonomous stacks are configured and tested accordingly.
- This setting applies with immediate effect from Race 1.

2. Implications for Competing Teams

- Physical contact between Race Cars will be simulated and will have a direct effect on vehicle dynamics and race outcomes. Teams are responsible for ensuring their stacks handle proximity and overtaking scenarios in a manner consistent with these Sim Regulations.
- All contact incidents, whether intentional or not, remain subject to investigation by the Stewards in accordance with the Sporting Regulations.

3. Note for Sporting Regulations v1.9

- **Art. 1.2 (Platform):** To be updated to explicitly state that collision physics are active on the AutoVerse platform for all official sessions of the 2026 Sim Sprint.