

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

Race 1 – Pre-Event Briefing – Sporting Bulletin 2026/01

Driver's Briefing Notes

Subject: Summary of Pre-Race Driver's Briefing & Technical Clarifications

Following the official driver's briefing for Race 1 of the A2RL Sim Sprint, held on May 8, 2026, the Sporting Committee has compiled the following summary of key discussions, clarifications, and decisions.

Attendees

Representatives from all participating teams, including:

- PoliMOVE, TGM GP, Unimore, Kinetiz, TUM, Constructor, Rapson, Code19 Racing, FR4IAV, Fly Eagle, TII Racing, Dubai Future Labs
- A2RL Technical & Sporting Committee: Alexander Winkler, Nicola Palarchi, Yashovardhan Katare, Josh (A2RL Technical), Victor Gutierrez (Autonoma)

Discussion Summary

1. Season Overview & Purpose of the Sim Sprint

- The Sim Sprint forms part of A2RL's digital roadmap and serves four primary purposes: racing as a standalone competition, testing international venues ahead of physical events, supporting the licensing and quality gateway process, and onboarding new teams.
- Parties emphasised the need to maintain fairness; proposed options:
 - Red flag and restart the race
 - Disable collision physics for Race 1 with time penalties as a deterrent
 - Postpone the Sprint Race and Grand Final if collisions are race-defining
- The committee acknowledged the issue and confirmed the feasibility of disabling collision physics as a temporary fix.

2. Autonoma Platform Updates

- All sessions are now to be run on Jazzy servers, which are compatible with the commonly used languages on the Sim platform.
- The ROS bag recording issue has been resolved. All teams can now record sessions independently.
- Integration of the Imola circuit is actively underway. A usable version is expected within approximately one to two months; a confirmed availability date will be communicated once finalised.
- Live timing improvements are in progress. Autonoma to provide a solution for displaying lap times during sessions beyond the existing chase-cam display.

3. Race Calendar & Schedule

- Five events are scheduled for 2026. Race 1 (Yas Marina Full GP) takes place 20–22 May, with free practice on Monday and Tuesday, qualifying on the 20th, sprint race on the 21st, and grand final on the 22nd.
- Races 3 and 4 have been reordered: Suzuka is now Race 3 and Imola Race 4, allowing additional time for Autonomia to integrate the new circuit and for teams to practice on it.
- The season concludes in July. A potential Race 6 special final at a stadium venue in Abu Dhabi (August) is under consideration, potentially featuring an autonomous vehicle versus sim racer format. This is not yet confirmed.

4. Race Format & Points Allocation

- Each event follows the sequence: Free Practice (Mon–Tue) → Qualifying (single vehicle per server, 10-minute sessions) → Reverse Grid Sprint Race → Grand Final. Total field: 12 teams split across two servers for qualifying.
- Sprint Race eligibility: a 105% performance standard applies. The slowest qualified car starts first (reverse grid). All cars start from the pit lane for a formation lap, with the race launched on the following pass of the main straight.
- Both sprint race and grand final will run to 12 laps for Race 1 (Yas Marina Full GP). A final bulletin confirming lap count will be issued before the sprint race.
- Points will be allocated P1 to P10 in both the sprint and grand final. A development fund providing a cash prize will be available for teams participating in all events, ranked from P7 to P12. Final prize pool amounts to be communicated before Race 1.

5. Push to Pass & Formation Lap Procedures

- Push to Pass: 3 activations per lap on full circuits (Yas Marina Full GP, Suzuka, Autonomodrome, Imola), 2 activations per lap on half-track configurations. Each activation lasts 15 seconds. Partial use does not preserve the remaining time; once activated it counts as one use.
- Blue Flag: upon a confirmed overtake, the new leader receives the blue flag in the next corner; push to pass is re-enabled for the car that has been overtaken.
- Formation lap: target gap of up to 30 metres to the car ahead. A maximum of 150 metres is monitored for pit exit only; exceeding this threshold may result in the car being moved to the back of the grid.

6. Track Limits Enforcement

- A car is considered in bounds if it is on or inside the white line. Crossing the line triggers the penalty system. One to three infringements result in a warning.
- Every infringement beyond three where an advantage is gained (improved lap time, better race line, or unfair overtake) will attract a five-second time penalty added at the end of the race. Accumulated penalties can significantly affect final classification.

7. Server Access, Communications & Session Procedures

- Teams must not log on to the official server unless called to do so by Race Control. During official sessions, teams are asked to log on in their starting order to assist Race Control's screen layout.
- Slack remains the official channel for bulletins, results, stewards' decisions, and inter-team session coordination (use the "SIM sessions" group). Microsoft Teams will be used for direct communication during official sessions. Race viewing is available on Twitch.

- Open servers (sandbox mode) are available for free practice between sessions. Qualifying server invitations with allocated session times (in GST) will be sent via Teams. Qualifying friction model is 1:1; the model will be adjusted by approximately 5% for the sprint race and grand final.

Action Points

1. Autonomia – Platform Readiness

- Confirm all Jazzy servers are stable and ready for Race 1. All sessions to run exclusively on Jazzy servers.
- Develop and deploy an improved live timing solution for Race 1.
- Continue Imola circuit integration. Communicate a confirmed availability date to teams as soon as commercial and technical paperwork is finalised.

2. Prize Pool & Development Fund

- Final prize pool figures to be communicated to all teams preceding Race 1, following sign-off by ASPIRE and ATRC.
- A2RL development fund details to be confirmed and distributed to teams. All racing teams ranked from P7 to P12 will receive an equal contribution.

3. Race 1 Lap Count Confirmation

- A final sporting bulletin to be issued before the sprint race on 21 May confirming the lap count (currently 12 laps for both sprint race and grand final).

4. Qualifying Session Invitations

- Individual Teams invite with allocated qualifying time slot (GST) to be sent via Microsoft Teams. 10-minute session per team; 5-minute window between each session. Qualifying results and sprint race starting order to be published by 7 PM GST on qualifying day.

5. Crash Fund & Physical Damage Policy

- A crash/insurance fund for physical events is under discussion at senior level. Final verdict to be communicated to teams once a decision is reached. Annual versus per-event cap models are being evaluated.

6. Optional Pre-Race Integration Sessions

- Optional team sessions may be scheduled during the week preceding Race 1 to verify platform stability and integrations. Teams are encouraged to participate; ASPIRE and Autonomia support will be available on request.

7. International Event Information

- Details of the 2026 international physical events will be communicated to teams ahead of media release once sign-off is received from His Excellency Faisal. Separate prize pools apply to international events.

8. Push to Pass Monitoring

- Autonomia's automated push to pass monitoring system will be active throughout all sessions. Any overuse or unauthorised activations will be reviewed and penalised. No remote intervention in races is permitted.

9. Sporting Regulations Update

- Teams to ensure they hold the current version of the Sporting Regulations.
- Post-session virtual scrutineering will be conducted internally; results and any stewards' decisions published on Slack.

Attending Sporting and Technical Committee

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