

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

Race 1 – Sprint Race Starting Order – Sporting Bulletin 2026/06 (Rev. 1)

Subject: Race 1 – Sprint Race Starting Grid (Revised – 21 May 2026)

This bulletin supersedes Sporting Bulletin 2026/06. The sprint race starting grid has been revised to reflect the corrected qualifying classification published in Sporting Bulletin 2026/04 (Rev. 1). The qualifying position of Constructor Racing (#8) has moved from P3 to P4, and TUM (#33) moves from P4 to P3. Their sprint race grid positions are updated accordingly. All other positions are unchanged.

The starting order is determined by the reverse grid rule applied to the official qualifying classification. The slowest qualifier starts from P1; the fastest qualifier starts from P6.

Fly Eagle (#66) and DARC (#10) do not meet the 105% threshold and are not eligible for the Sprint Race. They will start the Grand Final only.

Sprint Race Starting Grid – 21 May 2026

Grid	Car	Team	Qualifying Time	Qual. Position
P1	#17	TII Racing	1:47.006	P6
P2	#6	Unimore Racing	1:45.987	P5
P3	#8	Constructor Racing	1:45.022	P4
P4	#33	TUM	1:44.892	P3
P5	#5	PoliMOVE	1:44.812	P2
P6	#3	Kinetiz AI	1:42.767	P1

1. Formation Lap Procedure

- All six cars form up on the main pit straight in grid order above. Cars exit from designated pit slots in grid order, P1 leading the formation.
- **Target gap:** 30 metres to the car ahead during the formation lap.
- **Maximum gap (pit exit only):** 150 metres. Exceeding this threshold may result in the car being moved to the back of the grid.
- **Race start:** Green flag issued by Race Control on the second pass of the start/finish line, following completion of the formation lap.
- **Track limits:** Active during the formation lap. Refer to Sporting Bulletin 2026/05.

2. Push to Pass

- Push to Pass is active throughout the Sprint Race. 3 activations per lap (full circuit). 15 seconds per activation. Unused time within an activation is forfeited. Full rules in Sporting Bulletin 2026/01.

3. Race Distance

- Sprint Race: 12 laps. A confirmation bulletin will be issued before the start if any change to lap count is required.

4. Communications

- Microsoft Teams: direct Race Control communication during the session.
- Slack: all bulletins, results, and stewards' decisions.