

**OLFSL Appeals Arbiter Decision – 24 April 2010**  
**OLFSL S2 Fastlap Fury – Race 1, Blackwood GP, LX4, Pool 1**

A complaint was registered relating to \*The Original LFS League (OLFSL) S2 Fastlap Fury, Race 1, Blackwood GP, Pool 1, which was held on 11 April 2010.

The complaint was filed by [Fluid] indie against MR™ G.Casagrande relating to an incident which occurred on Lap 11, after the last Turn, uphill to the start/finish line.

In my capacity as the Appeals Arbiter, I have investigated the incident. I have extensively reviewed the Pool 1 replay from multiple cars/angles, and I hereby set out my analysis and conclusions.

**Relevant OLFSL Rules**

Relevant OLFSL rules (emphasis added) to take into consideration in this case include:

**In general: Take care to race clean/fair, i.e. do not hit other cars or obstacles. [...].The driving line must be taken as laid out by the track. With this in mind, you must try to keep at least 2 wheels on the track at all times.**

OLFSL applies and enforces the RaceSIM Rules of Racing (formerly Clean Racers Club rules).

*AI-1: Any driver rejoining the track after a spin/crash/off has the responsibility of not driving into other competitors - regardless of position or situation. [...]*

*AI-2: On-track drivers at racing speed always have right of way over anyone returning to the track, even if the incident was not your fault.*

Penalties apply for the following

- Breaking the Racing rules (including the RaceSIM Rules of Racing (formerly Clean Racers Club rules)) defined above.
- Any other form of unsportsmanlike behaviour, as determined by the Appeals Arbiter.

**Analysis of Pool 1, Lap 11, Last Turn**

The MPR replay shows the following:

At Lap 11, mobius[1g] and MR™ G.Casagrande are fighting for positions, with [Fluid] indie not far behind. After the last Turn of Lap 11, MR™ G.Casagrande slides off the track and goes onto the grass on the right side of the track.

[Fluid] indie is closing in, on the track, with clearly superior momentum (calculated by OLFSL staff member Tim to be 18 MPH faster), and [Fluid] indie makes a move to come alongside MR™ G.Casagrande and attempt a pass.

MR™ G.Casagrande moves/slides back from the grass towards and onto the track. There is room, clearly left deliberately by [Fluid] indie.

At time index 15:50.47, the car of MR™ G.Casagrande jumps sideways to the left, causing contact with [Fluid] indie. No evident controversial steering movements are detected on the part of MR™ G.Casagrande, and room has been left by [Fluid] indie. Yet, the cars collide, and both spin.

Appeals Arbiter Conclusion and Decision

The OLFSL Appeals Arbiter sent an e-mail to MR™ G.Casagrande announcing the complaint, including an indication that an early analysis (prior to the analysis of the time index measurement referred to above) suggested that lag may have been a factor in the incident. No response was received from MR™ G.Casagrande.

The matter was also discussed in an e-mail exchange with the complainant [Fluid] indie (prior to making the time index measurement referred to above), who agreed with the preliminary analysis that lag may have been a factor.

The detailed technical analysis, performed by OLFSL staff member Tim, confirms that this complaint must be classified as an unfortunate race incident, likely attributable to lag.

[Fluid] indie chose to leave room for a racer rejoining the track, even though the rules on rejoining track put the responsibility on the racer that is off the track. This is welcomed as good practice for safe and fair OLFSL racers.

No penalty is warranted, as this case is an unfortunate race incident, likely attributable to lag.

\* \* \* \*

This decision is final, and is taken in the interests of making sure that OLFSL is a fun and fair play league for all drivers, irrespective of their skill level.

We hope and trust that you will all understand this decision, and that you will behave in accordance with the rules and take into account the precedents set by OLFSL Appeals Arbiter decisions.

Sincerely,

Solar Hydro, OLFSL Appeals Arbiter