SSMDG Zoom Car Life RZ34 Super Cup 2025
Race Regulations

Date & Time

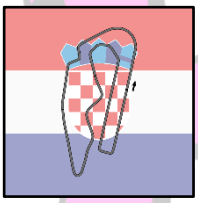
BoP Test Day Thursday 22 May @ 2200	**Round 1** Thursday 29 May @ 2200	**Round 2** Thursday 12 June @ 2200
Round 3 Thursday 26 June @ 2200	**Round 4** Thursday 10 July @ 2200	**Round 5** Thursday 24 July @ 2200
Round 6 Thursday 7 August @ 2200	**Round 7** Thursday 21 August @ 2200	**Round 8** Thursday 4 September @ 2200
Prize Ceremony Saturday 20 September @ 1900		

Track

Time: A = Early Morning（早晨）, B = Late Morning（上午）, C = Afternoon（下午）,
D = Evening（傍晚）, E = Sunset（日落）, F = Twilight（黃昏）, G = Night（夜晚）

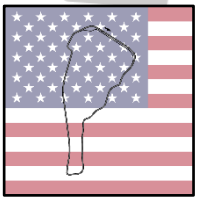
BoP Test Day & Round 1
Circuit de Barcelona-Catalunya - GP (No Chicane)
加泰隆尼亞賽道 GP 賽道（無減速彎）
4.730km – 12 Laps
Time: A, B, C, D
Weather: S02
Dry and Pleasant with a few Clouds
乾燥而舒適而有零星雲朵

Round 2
Sardenga - Road Track (B)
薩丁尼亞島 - 道路賽道（B）
3.893km – 15 Laps
Time: B, C, D, E
Weather: C01
Cloudy and Bright
明亮的陰天



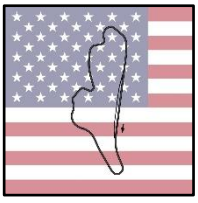
Round 3
Dragon Trail (Gardens)
龍之徑（庭院）
4.352km – 13Lap
Time: A, B, C, D
Weather: S10
Misty and Sunny with Lots of Clouds
晴多雲而有霧

Round 4
Nürburgring (Grand Prix)
紐堡林（GP）
5.148km – 11 Laps
Time: B, C, D, E
Weather: S05
Misty, Cloudless and Sunny
無雲晴有霧

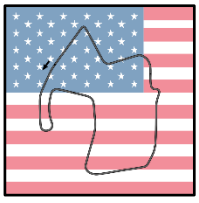


Round 5
Michelin Raceway Road Atlanta
亞特蘭大米其林賽道
4.088km – 14 Laps
Time: A, B, C, D
Weather: C06
Thick Clouds
雲層厚

Round 6
Trial Mountain
山岳考驗賽車場
5.434km – 11 Laps
Time: B, C, D, E
Weather: S12
Sunny with Lots of Monsoon Clouds
晴朗而多季風雨雲



Round 7
Grand Valley (South)
大峽谷 1 號公路（南區）
3.076km – 18 Laps
Time: A, B, C, D
Weather: S18
Hazy, Cloudy and Sunny II (More Cloudy)
晴朗多雲而有霧



Round 8
WeatherTech Raceway Laguna Seca
拉古納賽卡賽道
3.602km – 16 Laps
Time: B, C, D, E
Weather: S03
Dry, Cloudy and Pleasant
乾燥多雲而舒適

SSMDG Zoom Car Life RZ34 Super Cup 2025
Race Regulations

Race Format

The Championship is conducted in a sprint race format.

Each race round consists of three races, each with a distance of 55 km.

Qualify

Duration: 15 minutes. **Format:** Cars will be released from the pit exit at 10-second intervals.

Qualification Process

Drivers will be assigned to one of three lobby rooms for the qualifying race. The top 16 drivers from the qualifying session will advance to the main race. **Important:** Drivers are not allowed to exit the qualifying session without approval from the race stewards. Unauthorised exits will result in a reprimand and a deduction of one championship point.

Qualification Maxima (QM)

Drivers who receive Success Ballast (SB) from the previous race round will be granted a Qualification Maxima (QM) to provide a wider qualifying window during the qualifying session. The QM is based on the fastest qualifying lap time (Pole Position). The following allocations apply:

Success Ballast	50kg	40kg	30kg	20kg	10kg
Qualification Maxima	102.0%	102.0%	101.5%,	101.5%,	101.0%,

Car	Driver	Game Tag	Qualify	Pos
10	Karl H.	*bibiffkaka*	01:13.574	1
6	Kit T.	*KAGA_OGRE*	01:13.586	2
86	Ka Hei C.	*GodFoot_R34GTR*	01:13.642	3
27	Kris L.	*GodHand_S2000*	01:13.777	4
92	Stanford C.	*ZCR_BOSSCHAUFSR*	01:13.897	5
13	Alan T.	*X_MrTaipa_X*	01:13.933	6
21	Franco W.	*rocket_franco*	01:13.936	7
47	Winson W.	*WMBimmer*	01:14.013	8
22	Bem H.	*Panda_Specialist*	01:14.486	9
81	Peter F.	*YummyAaron*	01:14.516	10
76	Leo L.	*R4m_R4mborghini*	01:14.528	11
23	Billy C.	*s3audi*	01:14.558	12
97	Mickey L.	*mic_evo*	01:14.608	13
9	Kelvin H.	*Hoo12241224*	01:14.626	14
7	Dominic C.	*nic315nic315*	01:14.640	15
85	Kokyo C.	*FSR_Kokyo*	01:15.024	16
49	Ray T.	*Jafitzz_2nd*	01:15.095	17
3	Fai C.	*no9nathan-road*	01:15.153	18
24	Kay Y.	*ykyu15*	01:15.270	19
19	Ben S.	*Ferrarihk*	01:15.468	20

Example: If the reference lap time for this race is 1:13.574, the corresponding QM times would be as follows:

QM %	102.5%	102.0%	101.5%	101.0%
QM Time	1:15.414	1:15.046	1:14.678	1:14.310

Drivers carrying Success Ballast (SB) must qualify within these times to receive priority entry to the main race. If a driver's qualifying time is within the top 16, they will secure a position in the main race based on their qualifying performance. **In specific scenarios:** If a driver carrying SB qualifies within the QM, they will replace the driver who qualified in Position 16th for the main race. If multiple drivers carrying SB qualify within the QM, they will be placed with those drivers who qualified for Position 16 and above. If a driver carrying SB qualifies outside the QM, they will not gain entry to the main race. **Note:** The QM rule does not apply to drivers who received SB after joining the Championship after Round 1 or who were absent from the previous race round.

SSMDG Zoom Car Life RZ34 Super Cup 2025
Race Regulations

Main Race Structure

Start Type: Standing Start. **Race Breakdown:** Race 1: 12 Laps, Race 2: 12 Laps, Race 3: 12 Laps

Race Grids

Race 1: The starting grid is based on the results of the qualifying session. **Race 2:** The starting grid is determined by the finishing order of Race 1. The winner of Race 1 starts in first position. The second-place finisher starts in second position, and so on. Competitors not classified as finishers in Race 1 will be placed on the starting grid after the last classified competitor based on the number of laps completed. **Race 3:** The starting grid is based on the finishing order of Race 2, with a grid position reversal rule applied. A specific number between 6 and 12 finishers from Race 2 will be randomly chosen after the race. For example, if the number 8 is chosen, the car that finished eighth in Race 2 will start from pole position, followed by the seventh-place finisher, and so on. The remaining grid positions follow the finishing order of Race 2. If a driver within the reversed grid positions receives a time penalty related to Race 2, their grid position will revert to the finishing order of Race 2 unless the penalty pushes them out of the reversed positions. **Grid Position Drawing:** If fewer than sixteen drivers are in Race 2, the grid position reversal will be drawn according to the chart below. There is no pole position drawing if there are nine drivers or fewer. The driver who finished fifth in Race 2 will start from pole position, followed by the fourth-place finisher, the third-place finisher, and so on.

Number of Drivers in Race 2 / Draw Position						
16	15	14	13	12	11	10
6th – 12th	6th – 12th	6th – 12th	6th – 11th	6th – 10th	6th – 9th	6th – 8th

Race Start Procedure

At the start of each race, the Race Steward will create a new race room. All participating drivers must join the designated race room. The Race Steward will arrange the starting grid according to the regulations. **Warm-Up Lap:** After the grid is set, the Race Steward will signal the start of a warm-up lap. All drivers are required to complete one warm-up lap at a moderate speed, starting from the pit lane. **Race Commencement:** The race will officially start once all cars have completed the warm-up lap. **Race Restart:** If network or hardware situations cause any starting situations. The Race Stewards have the right to call for a Race Restart.

Awards

Race Awards

Points will be awarded to the drivers listed as classified finishers in the Final Result of each Race.

1st = 20 points	2nd = 17 points	3rd = 15 points	4th = 13 points	5th = 11 points
6th = 10 points	7th = 9 points	8th = 8 points	9th = 7 points	10th = 6 points
11th = 5 points	12th = 4 points	13th = 3 points	14th = 2 points	15th = 1 point

For races with fewer than 8 cars, points will be awarded to drivers classified as finishers in the Final Results of each Race.

1st = 8 points	2nd = 6 points	3rd = 5 points	4th = 4 points
5th = 3 points	6th = 2 points	7th = 1 point	8th = 0 point

Bonus Awards

Qualifying: Drivers will receive one point for starting in pole position for the first race of each meeting. **Fastest Lap:** One point for setting the fastest lap in each race. If two or more drivers achieve the same fastest lap time, each will receive one point. **Lead Lap:** Each driver classified as the race leader after Lap 1 will earn one point, with a maximum of one point awarded, regardless of how many times they lead during the race.

Fastest Qualifier in Qualifying = 1 Point
Fastest Lap in Each Race = 1 Point
Lead Lap in Each Race = 1 Point (Maximum)

Team Championship

Five teams will be formed, comprising Gold, Silver, Bronze, and Green level drivers. Team Championship points will be calculated based on each driver's championship points, with multipliers applied according to their level status: Gold and Silver drivers receive a multiplier of x1.00, Bronze drivers x1.25, and Green drivers x1.50.

The points for each team will be summed and averaged using the Central Limit Theorem to ensure fair and accurate calculations. The team with the highest score in each round will be declared the winner, and the team with the most overall wins will be recognised as the Team Champion. In the event that two teams win the same number of rounds, the team with the highest total score will be deemed the winner.

SSMDG Zoom Car Life RZ34 Super Cup 2025
Team Championship - Round 5

Team	Car	Name	Game Tag	Div	Pt.	X	Pt. X	Drivers	Points	CLT	Total Wins
A	3	John Ho	Johnho510	1		1.00					
A	87	Basaka Wong	BASAKA-Gtpro	1	46	1.00	46.00	2	52.00	0.27	0
A	24	Kay Yu	Kay_yu2	3		1.50					
A	55	Michael Chou	Zenmagi_hk	3	4	1.50	6.00				
B	21	Franco Wong	rocket_franco	1	37	1.00	37.00				
B	6	Kit Tam	KAGA_OGRE	2	34	1.25	42.50	2	79.50	19.72	2
B	31	Anton Baradulin	VLegacy25	2		1.25					
B	26	Samuel Hsieh	S_Hsieh	3		1.50					
C	76	Leo Leung	FSR_R4mborghini	1	39	1.00	39.00				
C	11	Andy Chang	AndyChang_JerJer	1	22	1.00	22.00				
C	22	Bem Ho	Panda_Specialist	1	37	1.00	37.00	4	98.00	-2.62	2
C	5	Gary Fung	arhin2002	2	0	1.25	0.00				
C	18	Cythia Lok	ZCR_CythiaLok	3		1.50					
D	8	Kevin Haagen	MadDog-018	1	38	1.00	38.00				
D	36	Adrian Chan	adrian122831	1	25	1.00	25.00				
D	10	Karl Hui	Karl_Hui	2	12	1.25	15.00	5	121.25	-3.49	0
D	101	Kenic Lee	Kenic_Lee	2	25	1.25	31.25				
D	32	Calvin Kwok	calvinkkc32	3	8	1.50	12.00				
E	93	Vincent Lau	FSR_Kahung93	1	23	1.00	23.00				
E	85	Kokyo Chan	FSR_Kok	1	10	1.00	10.00				
E	23	Billy Cheng	s3audi	2	32	1.25	40.00	4	88.00	-7.62	1
E	81	Peter Fung	YummyAaron	3	10	1.50	15.00				
						TTL:	438.75				
						Av.:	25.81				

Zenox Trophy Awards

The **Zenox Trophy** is exclusively available to drivers in the Green division. Points are awarded to those classified as finishers in the final race results. There are no Bonus Awards for this race. Points are allocated as follows:

1st = 6 points	2nd = 4 points	3rd = 3 points	4th = 2 points	5th = 1 point

For races that have four cars only, points will be granted as follows:

1st = 5 points	2nd = 3 points	3rd = 2 points	4th = 1 point

For races that have three cars only, points will be granted as follows:

1st = 3 points	2nd = 2 points	3rd = 1 point

For races that have two cars only, points will be granted as follows:

1st = 2 points	2nd = 1 point

For races that have one car only, points will be granted as follows:

1st = 1 point

For drivers in the Green Division who qualify for the Wildcard Qualification race or the Green Division Race (with a minimum of two cars on the grid), the driver will receive 50% of the points scored.

Wildcard Qualification Race

With increasing members in the SSMDG, the Championship now features over 20 drivers eligible for the 16-car grid in each round. To accommodate those who do not qualify for the top 16 places, the SSMDG is introducing a Wildcard Qualification Race. This 55km race will be conducted under Race 1 settings, with the grid determined by qualification positions starting from 17th place, requiring a minimum of three drivers to participate. If fewer than three drivers register, the race will be cancelled. The winner of the Wildcard Qualification Race will earn a Wildcard entry to the next round, starting according to their qualifying position. If no Race Stewards qualify for the main race, the 16th grid position will be reserved for race management purposes, with the driver who qualified 16th entering the Wildcard race. In cases where no Race Stewards participate in the Wildcard race, it will be conducted by a volunteer driver, with a replay recorded for reference. All race regulations and penalties applicable to the main race will also apply to the Wildcard Qualification Race, and any protests must be submitted in accordance with the established regulations.

Official Race Results

Network issues may arise during races, potentially causing race cars to flicker on the track and display inaccurate locations. However, the official results for both qualifying and the race will be determined based on the results shown in the race host lobby.

Invalid Race

If the race host lobby fails to display any race results after a time trial, and the race management is unable to retrieve the race results from a replay video provided by one of the race administrators, that race will be considered invalid. The invalid time trial will be excluded from the BoP calculation. The starting grid will be determined by the available time trial of the fastest top 16 drivers. If the invalid race occurred in the BoP Test Race, the race will be considered a re-race.

Race Recording

In cases where the race host lobby does not allow saving of the replay from the previous race, race management recommends that drivers use the "Save Recent Gameplay" function on their PlayStation. For setup information, please refer to the guide on capturing gameplay and screenshots on PS5.

https://www.playstation.com/en-hk/support/games/capture-ps5-gameplay-screenshots/

Championship Awards

The Championship winner will be determined by the total points earned by each driver across all eight rounds. In the event of a tie between two or more competitors, the driver with the highest number of race wins from Rounds 1 to 8 will be declared the winner. If multiple drivers have an equal number of race wins, the qualifying results will be used as the tiebreaker to decide the ultimate champion.

Race Settings

Start Type: Grid Start with False Start Check,
Grid Order: As Official, **Boost:** Off, **Tuning:** As Official,
Slipstream Strength: Real, **Visible Damage:** On,
Mechanical Damage: Weak, **Tire Wear:** (Qualify) Off,
(Race) 1x, **Fuel Consumption Rate:** None,
Initial Fuel: Default, **Grip Reduction Off Track:** Real,
Race Finish Delay: 180sec, **Nitro:** Default

Regulation Settings

Balance of Performance: Off, **PP Limit:** No Limit,
Max Power Output: As Official,
Minimum Weight: As Official,
Tire Type: RS (Racing Soft), **Nitrous:** Cannot be Install

Penalty Settings

Shortcut Penalty: Strong, **Wall Collision Penalty:** None,
Correct Vehicle Course After Wall Collision: None,
Car Collision Penalty: None,
Pit Lane Cutting Penalty: None,
Ghost During Race: None, **Flag Rules:** On

Driving Assists

Counter Steering Assist: No Limit,
Active Stability Management: Prohibited,
Driving Line Assist: No Limit,
Traction Control: Prohibited, **ABS**: No Limit,
Auto-Drive: Prohibited

Car Category

Nissan Z Performance '23

Tuning Parts, Car Customisation and Settings

All drivers must adhere to the official Car Settings data on Tuning Parts, Car Customisation, and Settings unless instructed otherwise by the Race Stewards. The data indicated in **Red Highlights** must be strictly followed, while **Yellow Highlights** allow adjustments within the specified range. **Green Highlights** allow settings to be modified to suit driver preferences.

Following each race, the Race Stewards will inspect evidence of their tuning.

Car Settings Data

Nissan Z Performance '23

Tuning Parts		
Sports	TP101	Weight Reduction: Stage 1
Club Sport	TP201	Weight Reduction: Stage 2
Club Sport	TP202	Power Restrictor
Club Sport	TP203	Ballast
Semi-Racing	TP301	Fully Customizable Computer
Semi-Racing	TP302	Fully Customizable LSD
Semi-Racing	TP303	Weight Reduction: Stage 3
Semi-Racing	TP304	Increase Body Rigidity
Racing	TP401	Anti-Lag System (Strong)
Racing	TP402	Racing Intercooler
Racing	TP403	Racing Air Filter
Racing	TP404	Racing Muffler
Racing	TP405	Racing Exhaust Manifold
Racing	TP406	Racing Brake Pad
Racing	TP407	Brake Balance Controller
Racing	TP408	Fully Customizable Suspension
Racing	TP409	Racing Clutch and Flywheel
Racing	TP410	Fully Customizable Racing Transmission
Racing	TP411	Racing Tire (Soft)
Extreme	TP501	Carbon Ceramic Brake Kit
Ultimate	TP600	None

Car Customization			
GT Auto	CC101	Modification	Widebody
Custom Parts	CC201	Wheel	18-Inch / Wide / Wide
Custom Parts	CC202	Front	Type A
Custom Parts	CC203	Side	Type A
Custom Parts	CC203	Rear	Type A
Custom Parts	CC204	Wing	Custom / Low / Type 12
Racing Items	CC301	Hood Pin	Type A
Racing Items	CC302	Tow Hook	Type B
Racing Items	CC303	Roll Cage	Type B
Others	CC401	Lightbulb	Free
Others	CC402	License Plate	Type A / Rear Only
Others	CC402	Front Grille	Standard Parts
Others	CC404	Caliper Colour	Free

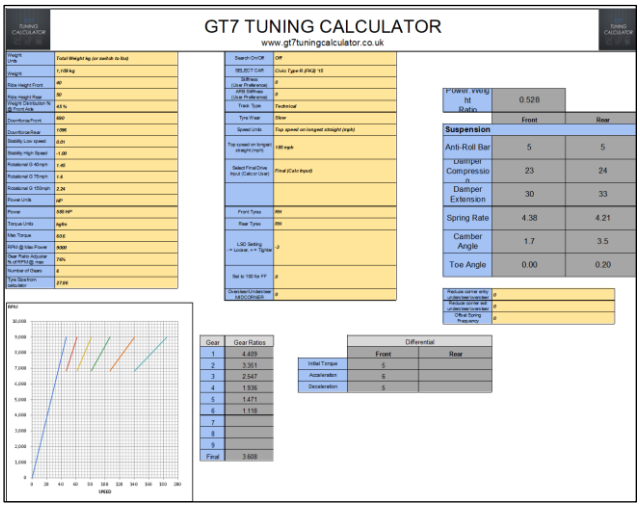
Performance Points		
PP	SS01	652.63
Max Power		
Power / Torque	SS01	300hp 304ps / 273ft-lb 37.7kgm
Weight		
LBS/KG	SS01	2,515 / 1,141
Tires		
Front	SS01	Racing: Soft
Rear	SS01	Racing: Soft

Suspension		Front	Rear
Ride Height	SS01	78-83 (78)	78-83 (80)
Anti-Roll Bars	SS01	10	10
Compression	SS01	33	27
Expansion	SS01	45	37
Natural Freq.	SS01	3.02	2.99
Camber	SS01	4.0	2.2
Toe Angle	SS01	Out 0.07	In 0.13

LSD		Rear
LSD Initial	SS01	10
LSD Accel.	SS01	12
LSD Braking	SS01	8

Aerodynamics		Front	Rear
Downforce	SS01	95	86
ECU			
Output	SS01	70%	
Performance Adjustment			
Ballast	SS01	0%	
Ballst Position	SS01	Free	
Power Restrictor	SS01	87%	
Transmission			
Top Speed	SS02	480	
1st	SS02	3.750 / 81	
2nd	SS02	3.260 / 94	
3rd	SS02	2.835 / 108	
4th	SS02	2.465 / 124	
5th	SS02	2.143 / 143	
6th	SS02	1.863 / 164	
7th	SS02	1.620 / 189	
8th	SS02	1.409 / 218	
9th	SS02	1.225 / 265	
Final Gear	SS02	2.9	
Brakes			
Front/Rear Balance	SS03	-1	

Car Settings Calculator



Tuning Calculator

https://tinyurl.com/2syat3e6

User Guide

https://tinyurl.com/ytvjy9kx

To help drivers set up their race cars for the Championship, we have released a car settings calculator based on a well-tested GT7 Tuning Calculator from the UK. This tool is designed for use with Microsoft Excel and allows drivers to adjust various parameters, including spring and anti-roll bar stiffness, LSD settings, and Offset Spring Frequency. It also enables drivers to fine-tune the car's behaviour during corner entry, mid-corner, and corner exit to find the most suitable settings for optimal performance. Please remember that this file is intended for personal use only and should not be distributed to any third party. Ensure you download the original file before making any changes. If you require assistance in using the file, feel free to contact the Race Stewards.

Car Weight

The Championship begins with car weights allocated to drivers based on the ASPAR rating..

SSMDG Zoom Car Life RZ34 Super Cup 2025
Driver BoP, Car, Team & Sponsor Allocation

Car	Driver	Gametag	ASPAR	Make	Model	BoP	Team	Sponsor
3	John Ho	Johnho510	14.37	Nissan	Z Performance	150	A	Scene
5	Gary Fung	arhin2002	6.22	Nissan	Z Performance	25	C	Evolve
6	Kit Tam	KAGA_OGRE	7.29	Nissan	Z Performance	25	B	Silkolene
8	Kevin Haagen	MadDog-018	13.40	Nissan	Z Performance	108	D	Zenox
10	Karl Hui	Karl_Hui	7.83	Nissan	Z Performance	25	D	Rocket
11	Andy Chang	AndyChang_JerJer	8.51	Nissan	Z Performance	50	C	Scene
18	Cythia Lok	ZCR_CythiaLok	2.22	Nissan	Z Performance	0	C	Scene
21	Franco Wong	rocket_franco	11.33	Nissan	Z Performance	50	B	Rocket
22	Bem Ho	Panda_Specialist	10.02	Nissan	Z Performance	50	C	Castle
23	Billy Cheng	s3audi	7.04	Nissan	Z Performance	25	E	Castle
24	Kay Yu	Kay_yu2	5.48	Nissan	Z Performance	0	A	Goodyear
26	Samuel Hsieh	S_Hsieh	2.11	Nissan	Z Performance	0	B	Evolve
31	Anton Baradulin	VLegacy25	4.32	Nissan	Z Performance	25	B	Z-Challenger
32	Calvin Kwok	calvinkkc32	3.19	Nissan	Z Performance	0	D	Zenox
36	Adrian Chan	adrian122831	9.72	Nissan	Z Performance	50	D	Zoom
55	Michael Chou	Zenmagi_hk	0.92	Nissan	Z Performance	0	A	Goodyear
76	Leo Leung	FSR_R4mborghini	13.71	Nissan	Z Performance	150	C	Zoom
81	Peter Fung	YummyAaron	3.77	Nissan	Z Performance	0	E	Rocket
85	Kokyo Chan	FSR_Kok	9.36	Nissan	Z Performance	50	E	Zenox
87	Basaka Wong	BASAKA-Gtpro	9.00	Nissan	Z Performance	62	A	Silkolene
93	Vincent Lau	FSR_Kahung93	12.11	Nissan	Z Performance	93	E	Goodyear
101	Kenic Lee	Kenic_Lee	6.87	Nissan	Z Performance	25	D	Zoom

ASPAR Rating

The ASPAR (Average Score per Attended Race) Rating is determined by averaging the race points earned by a driver per race. This rating helps differentiate between driver performances and assists race stewards in achieving a better balance of performance, ultimately leading to closer and fairer racing.

SSMDG Zoom Car Life RZ34 Super Cup 2025
ASPAR - Round 5

Pos	Car	Driver	Game Tag	AR	ASPAR
1	87	Basaka Wong	BASAKA-Gtpro	15	16.13
2	76	Leo Leung	FSR_R4mborghini	15	14.27
3	8	Kevin Haagen	MadDog-018	15	13.87
4	22	Bem Ho	Panda_Specialist	15	10.40
5	21	Franco Wong	rocket_franco	15	9.93
6	85	Kokyo Chan	FSR_Kok	15	9.73
7	23	Billy Cheng	s3audi	15	9.67
8	93	Vincent Lau	FSR_Kahung93	15	9.60
9	11	Andy Chang	AndyChang_JerJer	15	9.40
10	6	Kit Tam	KAGA_OGRE	15	7.67
11	101	Kenic Lee	Kenic_Lee	15	6.60
12	36	Adrian Chan	adrian122831	12	5.92
13	10	Karl Hui	Karl_Hui	15	5.00
14	81	Peter Fung	YummyAaron	15	4.00
15	24	Kay Yu	Kay_yu2	12	1.83
16	32	Calvin Kwok	calvinkkc32	10	1.20
17	55	Michael Chou	Zenmagi_hk	10	0.70
18	18	Cythia Lok	ZCR_CythiaLok	3	0.33
19	5	Gary Fung	arhin2002	1	0.00
20	26	Samuel Hsieh	S_Hsieh		0.00
21	3	John Ho	Johnho510		0.00
22	31	Anton Baradulin	VLegacy25		0.00

SSMDG Zoom Car Life RZ34 Super Cup
Success Ballast - Round 6

Car	Driver	Game Tag	SB (KG)
87	Basaka Wong	BASAKA-Gtpro	50
76	Leo Leung	FSR_R4mborghini	40
8	Kevin Haagen	MadDog-018	30
22	Bem Ho	Panda_Specialist	20
21	Franco Wong	rocket_franco	10

Success Weight Ballast

In the SSMDG Zoom Car Life RZ34 Super Cup 2025, a "Success Weight Ballast" handicap system will be implemented for drivers. If there are at least eight cars in a race, Weight Ballast will be added to the Base Weight (BW) of the top five ASPAR drivers according to the following allocations:

1st	2nd	3rd	4th	5th
BW +50kg	BW +40kg	BW +30kg	BW +20kg	BW +10kg

For races with fewer than eight cars, Weight Ballast will be added to the Base Weight (BW) of the top three ASPAR drivers according to the following allocations:

1st	2nd	3rd
BW +30kg	BW +20kg	BW +10kg

Weight Ballast is distributed based on championship positions and carried during Qualifying and Race 1. For Race 2 and 3, Weight Ballast is allocated based on the finishing positions in Race 1 and 2 respectively. If a driver did not attend the BoP Session, they will start Round 1 with a Weight Ballast of +30kg. Any drivers who join the Championship after Round 1 or were absent from the previous race round will start their Qualifying and Race 1 with a Weight Ballast of +30kg.

Balance of Performance (BoP)

The Balance of Performance (BoP) for Round 1 of ASPAR is calculated using the average time trial and the fastest race lap time recorded during the BoP Test Day. If the average lap time in Round 1 is 1% or faster than the BoP Test Day time, additional base weight may be applied to the BoP assessment. From Round 3 onwards, the BoP will be determined based on the qualifying lap times and the best race lap times from the previous two race rounds. Each driver's BoP will be evaluated after Rounds 2, 4, and 6 of the Championship. Notably, the qualifying time will not be included in the calculations if it is slower than the slowest race best lap among the three races, provided the success ballast weight is equal to or lighter than the success ballast during the race. All drivers must adhere to the specified race ballast weight for their cars, with no tolerance allowed.

Minimum and Maximum BoP Base Weight

Each driver level must adhere to the minimum BoP Base Weight as specified.

while the maximum BoP Base Weight for all driver levels is set at 150kg.

Driver Level	Minimum BoP Base Weight	Maximum BoP Base Weight
Gold	75kg	150kg
Silver	50kg	150kg
Bronze	25kg	150kg
Green	0kg	150kg

BoP Base Weight and Ballast

SSMDG Zoom Car Life RZ34 Super Cup 2025
Lap Time Analysis - Round 5

Delta	Car	Driver	Game Tag	SB Q	Q	SB R1	RBL R1	SB R2	RBL R2	SB R3	RBL R3	*AvRBL*	*LTA*	LTA Diff
	101	Kenic Lee	*Kenic_Lee*	0	01:23.830	0	01:23.877	0	01:23.812	0	01:23.686	01:23.792	01:23.811	00:00.685
	87	Basaka Wong	*BASAKA-Gtpro*	50	01:23.688	50	01:24.120	50	01:24.304	20	01:24.147	01:24.190	01:23.939	00:00.556
	22	Bem Ho	*Panda_Specialist*	0	01:23.707	0	01:24.291	0	01:24.341	40	01:24.464	01:24.365	01:24.036	00:00.459
	6	Kit Tam	*KAGA_OGRE*	0	01:23.859	0	01:24.102	40	01:24.413	0	01:24.217	01:24.244	01:24.052	00:00.444
	36	Adrian Chan	*adrian122831*	0	01:24.008	0	01:24.679	30	01:24.609	0	01:23.903	01:24.397	01:24.202	00:00.293
	23	Billy Cheng	*s3audi*	0	01:24.257	0	01:24.274	0	01:24.206	0	01:24.322	01:24.267	01:24.262	00:00.233
	76	Leo Leung	*FSR_R4mborghini*	40	01:24.045	40	01:24.669	20	01:24.378	30	01:24.546	01:24.531	01:24.288	00:00.207
	11	Andy Chang	*AndyChang_JerJer*	0	01:23.912	0	01:24.787	0	01:24.682	0	01:24.748	01:24.739	01:24.326	00:00.170
	8	Kevin Haagen	*MadDog-018*	30	01:24.164	30	01:24.616	10	01:24.287	50	01:24.758	01:24.554	01:24.359	00:00.137
	93	Vincent Lau	*FSR_Kahung93*	10	01:23.953	10	01:24.626	0	01:24.913	0	01:24.809	01:24.783	01:24.368	00:00.128
	21	Franco Wong	*rocket_franco*	0	01:24.076	0	01:24.765	0	01:24.962	10	01:24.848	01:24.858	01:24.467	00:00.028
01:24.495	81	Peter Fung	*YummyAaron*	0	01:24.498	0	01:25.108	0	01:24.826	0	01:24.771	01:24.902	01:24.700	00:00.204
	85	Kokyo Chan	*FSR_Kok*	20	01:24.537	20	01:25.143	0	01:24.838	0	01:24.762	01:24.914	01:24.726	00:00.230
	10	Karl Hui	*Karl_Hui*	0	01:24.603	0	01:25.466	0	01:25.438	0	01:25.325	01:25.410	01:25.006	00:00.511
	32	Calvin Kwok	*calvinkkc32*	0	01:25.368	0	01:25.900	0	01:25.620	0	01:25.115	01:25.545	01:25.457	00:00.961
	55	Michael Chou	*Zenmagi_hk*	0	01:25.441	0	01:26.561	0	01:25.896	0	01:26.785	01:26.414	01:25.928	00:01.432
	5	Gary Fung	*arhin2002*	0	01:27.452									
				Avg.	*01:24.435*	*Avg.*	*01:24.811*	*Avg.*	*01:24.720*	*Avg.*	*01:24.700*	*01:24.744*	*01:24.495*	

SSMDG Zoom Car Life RZ34 Super Cup 2025
Weight & Ballast - Round 6

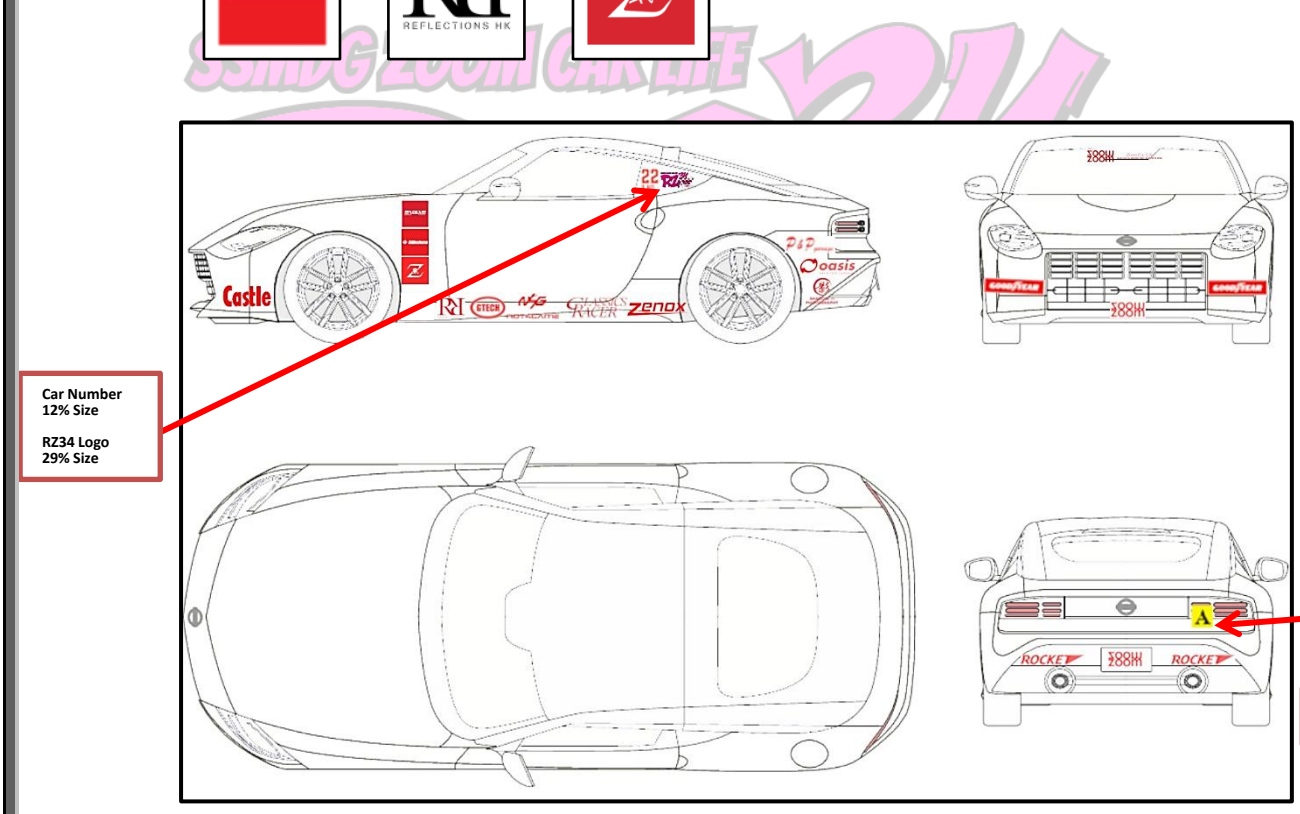
Car	Driver	Game Tag	BoP (KG)	*SB (KG)*	TB (KG)	SB0 (KG)	SB10 (KG)	SB20 (KG)	SB30 (KG)	SB40 (KG)	SB50 (KG)
3	John Ho	*Johnho510*	150	30	180	150	160	170	180	190	200
5	Gary Fung	*arhin2002*	25	30	55	25	35	45	55	65	75
6	Kit Tam	*KAGA_OGRE*	25	0	25	25	35	45	55	65	75
8	Kevin Haagen	*MadDog-018*	108	30	138	108	118	128	138	148	158
10	Karl Hui	*Karl_Hui*	25	0	25	25	35	45	55	65	75
11	Andy Chang	*AndyChang_JerJer*	50	0	50	50	60	70	80	90	100
18	Cythia Lok	*ZCR_CythiaLok*	0	30	30	0	10	20	30	40	50
21	Franco Wong	*rocket_franco*	50	20	70	50	60	70	80	90	100
22	Bem Ho	*Panda_Specialist*	50	10	60	50	60	70	80	90	100
23	Billy Cheng	*s3audi*	25	0	25	25	35	45	55	65	75
24	Kay Yu	*Kay_yu2*	0	30	30	0	10	20	30	40	50
26	Samuel Hsieh	*S_Hsieh*	0	30	30	0	10	20	30	40	50
31	Anton Baradulin	*VLegacy25*	25	30	55	25	35	45	55	65	75
32	Calvin Kwok	*calvinkkc32*	0	0	0	0	10	20	30	40	50
36	Adrian Chan	*adrian122831*	50	0	50	50	60	70	80	90	100
55	Michael Chou	*Zenmagi_hk*	0	0	0	0	10	20	30	40	50
76	Leo Leung	*FSR_R4mborghini*	150	40	190	150	160	170	180	190	200
81	Peter Fung	*YummyAaron*	0	0	0	0	10	20	30	40	50
85	Kokyo Chan	*FSR_Kok*	50	0	50	50	60	70	80	90	100
87	Basaka Wong	*BASAKA-Gtpro*	62	50	112	62	72	82	92	102	112
93	Vincent Lau	*FSR_Kahung93*	93	0	93	93	103	113	123	133	143
101	Kenic Lee	*Kenic_Lee*	25	0	25	25	35	45	55	65	75

Please take note of your car Total Ballast (TB) used in Qualification and Race 1

Car Livery

All drivers must apply for their main sponsor as per the Sponsor Allocation Listing on the page.

The sponsor's logo must be displayed as per the instructions given below.



Racing Number

All drivers must use the **Number & Number Plate** format as shown. You can search "#SSMDG" in the Discover section of GT 7.

Driver Race Suit Livery

The design of the Driver Race Suit livery is not limited. However, as demonstrated, sponsors' logos must be displayed on both sides of the sleeves.

Driver Nickname

To assist commentators in identifying drivers, full names must be used when applying nicknames.

Car Settings Verifications

Drivers are required to prepare and upload photos of their car settings to their designated folder in the official Google Drive two days before race day. The required photos include the Suspension settings, Transmission settings, and Tuning settings.

Suspension

Tuning

Transmission

Video Recording

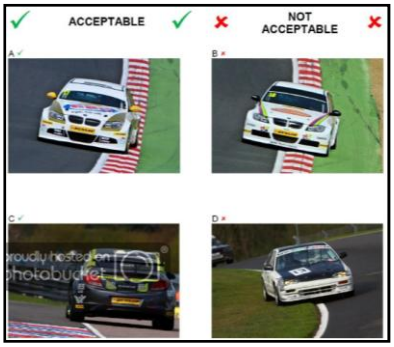
After completing qualifying and each race, drivers must record a short video of their car settings, following these guidelines. **Video Format:** Use the format shown in this video (https://youtu.be/WlGGzB94YIU) and upload the video to the dedicated folder in the official Google Drive announced in the SSMDG official WhatsApp group. **PS5 Users:** Record a one-minute clip demonstrating the suspension, transmission, and tuning settings pages using the video recording method shown in this video (https://youtu.be/ijed9URRfEI). **PS4 & PS5 Users:** You may record your screen with a mobile phone while navigating through the settings pages.

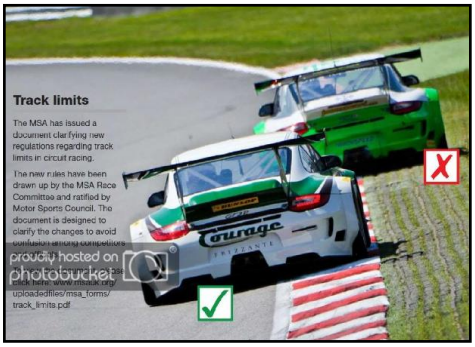
Violation

If a driver fails to submit the required video or if their car settings are found non-compliant with the regulations, Issuance of a recorded race reprimand and disqualification from race results may occur.

Exceeding Track Limit

All drivers are required to adhere to the track limit rule outlined below. While there is an AI penalty system in GT7, it may not consistently impose time penalties on drivers who exceed track limits. However, the Race Stewards will review the race replay and issue penalties to drivers found to have abused track limits during the race. Penalties may include reprimands and a minimum deduction of 5 seconds from the race result.



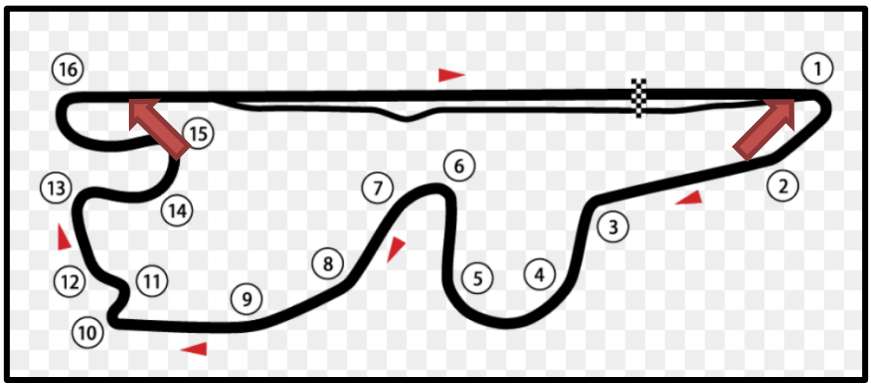


Time Penalty

During a race, if a driver receives a "Time Penalty," they must slow down at the "Penalty Line." The Championship also mandates that all penalised drivers must remain close to the pit line wall or follow the instructions provided by the Race Stewards before the race when approaching the "Penalty Line." Failure to comply with this requirement, resulting in an incident, will lead to a penalty of at least 10 seconds added to the final result, along with a reprimand recorded for the race.

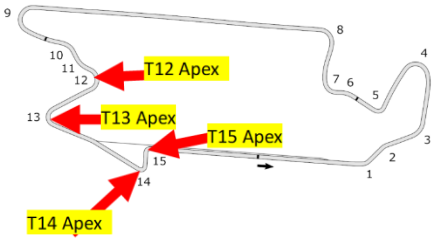
Stopping on Course

During the qualification session, if a driver needs to stop on the course, they are required to do so only at the pit entrance or exit area. Stopping at any other position on the track is strictly prohibited. If a driver is found stopping outside the designated area, an additional 5% will be added to their qualification time, and they will receive a reprimand.



Example: Stopping Area at Fuji International Speedway

Track Limit



All drivers must adhere to the track limit rules set by SSMDG. Additionally, the race stewards will closely monitor the corners where track limit violations occur frequently. In case a driver is found to be gaining an unfair advantage by exceeding the track limit, they will be reprimanded and penalised accordingly.

Track Limit Guide video:
https://youtu.be/E5BVJPeXUiw

Turn 12 – Apex
Turn 13 – Apex
Turn 14 – Apex
Turn 15 – Apex

Note: If any driver is found using “Wall Riding” during the race, their result will be disqualified.

Overtaking

In racing, overtaking demands respect and caution from all drivers. It’s crucial to avoid forcing a chasing car off the track by ensuring sufficient space and refraining from changing your line in the braking zone. If an attacking car is alongside entering a corner, drivers must adjust their line to prevent contact. Blocking is prohibited when the attacking car has an overlap, defined as their front being next to the B Pillar (about half a car length) of the defending car. Additionally, excessive divebombing is not allowed.

Race Line

Participants can change their race line once to protect their position, but excessive weaving and blocking are prohibited. When re-entering the track after an incident, drivers must exercise extreme caution and not defend against other cars approaching at a higher speed.

Mitigating Slipstream Advantage

Drivers are prohibited from making sudden or unpredictable movements to minimise the slipstream advantage of a trailing car. They must maintain a predictable driving line, enabling other drivers to anticipate and react accordingly. The regulation enforces a one-move rule, allowing drivers to make one defensive move to protect their position while prohibiting continuous or reactive weaving. Safety considerations prioritise actions that prevent collisions or dangerous situations. Penalties for violating this regulation include warnings, time penalties, or disqualification.

Wall Riding

Drivers who ride the outer wall to gain an unfair advantage will not be tolerated. Any driver found deliberately using the outer wall for this purpose will face penalties, which may include time penalties and race disqualification. This rule is designed to ensure fair competition and maintain the safety of all drivers on the track.

Rage Quitting

As part of good sportsmanship, drivers must refrain from rage quitting during a race. Any race-related incidents should be addressed after the race through proper channels, such as a race protest or by consulting race management. Drivers found to have rage quit during a race will be disqualified from the event and issued a race reprimand.

Practice in between Races

After the qualifying race, drivers are prohibited from participating in practice sessions between races unless they receive approval from the race stewards. Any driver found on the track between races without such approval will face a reprimand and a deduction of one championship point.

Penalty

All drivers must adhere to the basic race etiquette outlined above. In cases of racing misconduct, the Race Stewards will impose penalties based on the severity of the incident. A **Minor Penalty** results in a 5-second deduction from the final race result, applicable to incidents like exceeding track limits or causing an opponent to lose control and position. It may also include minor on-track incidents involving two cars that can be resolved by swapping finishing positions post-race (within five seconds). A **Major Penalty** incurs a 10-second deduction from the final result, typically for incidents that cause an opponent to lose control and position off the track. A **Serious Penalty** leads to disqualification from the race, applying to serious driver misconduct and non-compliance with car and race settings. This penalty encompasses any behaviour that violates the race's rules and regulations.

Definition of Incidents

The term "Incident" encompasses any event or sequence of events involving one or more drivers, as well as any actions taken by a driver that are reported to the stewards by others. Incidents can include a range of situations, such as causing a collision that disadvantages other competitors, forcing a driver off the track, illegitimately preventing a legitimate overtaking manoeuvre, or impeding another driver during overtaking. Additionally, dangerous driving behaviour, using in-game text chat during qualifying or race sessions, and exhibiting a lack of respect—such as using foul language or displaying a negative attitude toward other drivers, Race Stewards, or spectators—are also classified as incidents. Other examples include violating track limits and using incorrect car settings.

NASA Club Codes and Regulations Referral

For issues concerning driver conduct and decision-making related to racing incidents, the Race Stewards should consult Sections 25, 26, and 27 of the NASA Club Codes and Regulations. Section 25 addresses on-course conduct, outlining expectations for driver behaviour, including flag observance and overtaking rules. Appendix A (Section 26) discusses procedures for analysing racing incidents and making informed decisions, while Appendix B (Section 27) provides definitions and a structured decision-making process for evaluating various types of collisions and penalties.

For more detailed information, refer to the complete document.

https://nasa-assets.s3.amazonaws.com/document/document/282/2025.4_NASACCR.pdf

Post-Race Video Review

After each race, the stewards will conduct a post-race video review, focusing on key race incidents within the time limitations and constraints of the Gran Turismo 7 race replay function. If a driver violates rules or demonstrates unsafe driving behaviour, penalties such as time penalties or disqualification may be imposed. The stewards will promptly communicate these penalties to the involved drivers, clearly outlining the violation and its consequences. Drivers have the right to appeal any penalties within 5 minutes of receiving the notification.

Method of Protest

Drivers must submit a race protest request within five minutes of each race's completion. To initiate a protest, they are required to provide video evidence of the incident, including at least two videos: one from the perspective of the protesting car and the other from the protested car, clearly specifying the lap and corner number. This evidence should be sent via WhatsApp to Race Steward Franco Wong. The Race Stewards will review the race replay, announce any penalties, and provide the protested car with an opportunity to appeal before the next race begins. Each protest will incur a fee of "Two" championship points, which may be refunded only if the protest is upheld. If the protest is rejected, the fee will not be returned.

Addition Championship Penalty

Any driver who receives three reprimands will incur an additional penalty upon the third reprimand, requiring them to start the next available race from the rear of the grid and resulting in a deduction of three points from their Championship tally in the Driver Championship. Reprimands will remain valid on a driver's record for six months from the date they are applied. Upon receiving a fourth reprimand, the driver will face a one-race ban at the next available event; a fifth reprimand will result in a two-race ban, and a sixth reprimand will lead to a three-race ban. A seventh reprimand will result in exclusion from the Championship for the remainder of the season. Additionally, every reprimand from the third onward will also include a deduction of three points from the driver's Championship tally. Drivers must carry the appropriate Championship/Success Ballast for the race they would normally have started prior to any penalties being applied.

Minor on-track incidents affecting only two cars, which can be easily rectified by swapping their finishing positions post-race within five seconds or have already been fully addressed within one lap by the offending driver, will not necessarily warrant a reprimand. To encourage proper racing conduct, drivers can cancel out their reprimand after completing two consecutive clean races, at which point the Race Stewards will delete the oldest reprimand from their record.

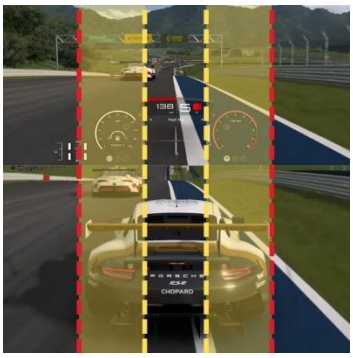
Race Reprimand

Reprimand Record

Date	Driver	Game Tag	Event	RIN	Record	Penalty
23/01/2025	Anton Baradulin	VLegacy25	K20C	2501K20CR3ITR002	R3R3 - Technical Regulations	Reprimand + DQ
22/05/2025	John Ho	Johnho510	RZ34	2502RZ34BoPTT1TT2TT3R1	BoPTT1-3R - Technical Regulations	Reprimand + DQ
22/05/2025	John Ho	Johnho510	RZ34	2502RZ34BoPTT1TT2TT3R1	BoPTT1-3R - Technical Regulations	Reprimand + DQ
29/05/2025	Michael Chou	Zenmagi_hk	RZ34	2502RZ34R1WCL01T02	R1WCR - Technical Regulations	Reprimand + DQ

SSMDG Zoom Car Life RZ34 Super Cup 2025
Race Regulations

Car Spatial Reference



Please refer to this diagram to help drivers accurately perceive the spatial dimensions of the race car while using the front-end camera view. The diagram illustrates the approximate width of the tyres, highlighted in yellow, with the inner edge of the tyres marked by a yellow dotted line. The outer edge of the car is indicated by a red dotted line. We strongly recommend that drivers utilize this visual reference to enhance their spatial awareness during races.

More Detail

https://www.gran-turismo.com/us/gt7/apex/for_beginners/02

Use of Radar Function During Racing

All drivers must maintain appropriate distance from other cars on the track and manage their cornering speed effectively. Additionally, it is essential to utilise the radar function during races to minimise the risk of accidents.

In Race Communication

All drivers must use the Zello app on their phones for easy communication during the race. Link to SSMDG channel https://zello.com/ssmdg2018

In the main race, all 16 drivers must use the “Party” function on PlayStation with the microphone turned off for easy communication and to avoid applying team orders.

Sponsorship

SSMDG has acquired sponsorship to support the SSMDG Zoom Car Life RZ34 Super Cup 2025.

Prize Awards

Driver Championship 1st Place

The **winner** of the SSMDG Zoom Car Life RZ34 Super Cup 2025 will be awarded an impressive range of sponsor prizes, including: An **SSMDG Zoom Car Life** Trophy, Six **Castle** Product items, a $1.500 cash prize from **Zoom Car Life**, a motorsport licence course from **Evolve Racing**, a 40% discount coupon for **Fuchs Silkolene**, a set of **Goodyear** tyres, **Not4Game** Racing Simulator Rig, a discount coupon for **Oasis Tech**, a 30% discount coupon for **P&P Garage**, **Shadow M Photography** Car Photography Package, two sets of **Z-Challenger** coupons and **Zoom Car Life** Japan track day package. In addition, the winner will also receive an SSMDG prize pack, which includes Nissan Merchandise and a $500 ParknShop coupon.

Driver Championship 2nd Place

The **second-place finisher** of the SSMDG Zoom Car Life RZ34 Super Cup 2025 will receive a range of sponsor prizes, including: An **SSMDG Zoom Car Life** Trophy, Four **Castle** Product items, a $1,000 cash prize from **Zoom Car Life**, a 30% discount coupon for **Fuchs Silkolene**, a discount coupon from **Not4Game** and **Oasis Tech** and a 20% discount coupon for **P&P Garage** and two sets of **Z-Challenger** coupon. Furthermore, the second-place winner will also receive an SSMDG prize pack, which includes NISSAN Merchandise and a $300 ParknShop coupon.

Driver Championship 3rd Place

The **third-place finisher** of the SSMDG Zoom Car Life RZ34 Super Cup 2025 will receive a range of sponsor prizes, including: An **SSMDG Zoom Car Life** Trophy, Three **Castle** Product items, a $500 cash prize from **Zoom Car Life**, a 20% discount coupon for **Fuchs Silkolene**, a discount coupon from **Not4Game** and **Oasis Tech** and a 20% discount coupon for **P&P Garage** and two sets of **Z-Challenger** coupons. Furthermore, the third-place winner will also receive an SSMDG prize pack, which includes NISSAN Merchandise, $200 ParknShop coupon.

Driver Championship 4th Place

The **fourth-place finisher** of the SSMDG Zoom Car Life RZ34 Super Cup 2025 will receive a range of sponsor prizes, including: An **SSMDG Zoom Car Life** Trophy, Two **Castle** Product items, a $250 cash prize from **Zoom Car Life**, a 20% discount coupon for **Gtech** Oil Additives, a 20% discount coupon for **P&P Garage**, and two sets of **Z-Challenger** coupons.Moreover, the fourth-place winner will also receive an SSMDG prize pack, which includes NISSAN Merchandise, $100 ParknShop coupon.

Driver Championship 5th Place

The **fifth-place finisher** of the SSMDG Zoom Car Life RZ34 Super Cup 2025 will receive a range of sponsor prizes, including: An **SSMDG Zoom Car Life** Trophy, Two **Castle** Product items, a $150 cash prize from **Zoom Car Life**, a 20% discount coupon for **Gtech** Oil Additives, a 20% discount coupon for **P&P Garage**, and two sets of **Z-Challenger** coupons. Moreover, the fifth-place winner will also receive an SSMDG prize pack, which includes NISSAN merchandise, $100 ParknShop coupons.

Driver Championship 6th Place

The sixth-place finisher of the SSMDG Zoom Car Life RZ34 Super Cup 2025 will receive a range of sponsor prizes, including: An **SSMDG Zoom Car Life** Trophy, Two **Castle** Product items, a $100 cash prize from **Zoom Car Life**, a 20% discount coupon for **Gtech** Oil Additives, a 20% discount coupon for **P&P Garage**, and two sets of **Z-Challenger** coupons. Moreover, the sixth-place winner will also receive an SSMDG prize pack, which includes NISSAN merchandise and $100 ParknShop coupons.

SSMDG Zoom Car Life RZ34 Super Cup 2025
Race Regulations

Team Champion

The SSMDG Zoom Car Life RZ34 Super Cup 2025 Team Champion award will be presented to the racing team that wins the most championship rounds. Each team member will receive a trophy and a 20% discount coupon from **Silkolene Hong Kong** and NISSAN merchandise.

Castle Pole Position Award

The **Castle Pole Position Award** will be presented to the driver with the highest score in the Championship qualifying race. The winner will receive a trophy and twelve units of products from **Castle**. An SSMDG prize pack consists of NISSAN merchandise.

Goodyear Fastest Lap Award

The **Goodyear Fastest Lap Award** will be presented to the driver who sets the highest number of fastest race laps in the Championship. The winner will receive a trophy and tyre set from **Goodyear Hong Kong**. An SSMDG prize pack consists of NISSAN merchandise.

Scene by Ice Fire Best Race Livery Award

The sponsor selects the winner of the **Zenox Best Race Livery Award** from the top 5 most popular livery designs on Facebook. The sponsor prize includes a trophy and prize from **Scene by Ice Fire**, as well as a **Not4Game** 20% Discount Coupon. Additionally, the winner will receive an SSMDG prize pack consisting of NISSAN merchandise.

Oasis Tech Most Hardcore Driver Award

The **Oasis Tech Most Hardcore Driver Award** will be presented to the driver who shows dedication to the Championship. The winner will receive an **Oasis Tech** trophy and coupon. Additionally, the winner will receive an SSMDG prize pack consisting of NISSAN merchandise.

Z-Challenger Most Improved Driver Award

The **Z-Challenger Most Improved Driver Award** will be presented to the driver who shows the most improvement in their ASPAR rating during the Championship. The sponsored prize includes a **Z-Challenger** trophy and three sets of Coupons. Additionally, the winner will receive an SSMDG prize pack consisting of NISSAN merchandise.

Zenox Trophy 1st Place

The **Classicsracer Trophy** will be awarded to the winning drivers of the Green Division driver championship. The **champion** will receive the **Zenox** Trophy and **Zenox** Product. An SSMDG prize pack includes NISSAN merchandise and $300 ParknShop coupons.

Zenox Trophy 2nd Place

The **Zoom Car Life Trophy** will be awarded to the winning drivers of the Green Division driver championship. The **second-place finisher** will receive the **Zenox** Trophy and **Zenox** Product. An SSMDG prize pack includes NISSAN merchandise and $200 ParknShop coupons.

Zenox Trophy 3rd Place

The **Zoom Car Life Trophy** will be awarded to the winning drivers of the Green Division driver championship. The **third-place finisher** will receive the **Zenox** Trophy and **Zenox** Product. An SSMDG prize pack includes NISSAN merchandise and $1100 ParknShop coupons.

Champion of the Champions

SSMDG has acquired **Rocket Battery** in sponsoring grand prizes to the top three drivers with the highest combined score of the 2024-2025 SSMDG Gran Turismo Championships.

Terms and Conditions for Prize Redemption

All prizes awarded to the winners are non-transferable to any third party and cannot be exchanged for cash. The winners must redeem their prizes within 90 days after the date of the prize ceremony.