

Media Information

25.03.2020 – ADAC GT Masters eSports Championship

The 2021 ADAC GT Masters eSports Championship: Larger field to battle it out for € 100,000 in prize money

- **32 sim racers go in pursuit of points**
- **Seven live events with 16 races**
- **Support programme to feature ADAC GT4 eSports Series**

Munich. The ADAC GT Masters eSports Championship powered by EnBW mobility+ is all set for its third season in 2021 – a season that promises its growing fan base even more action and a larger field. 32 sim racers will take their place on the grid for the 16 races, spread over seven events, during which they will do battle for a total prize fund of € 100,000, consisting of cash and material prizes. Sim racers striving for one of the 28 starting places in the eSport version of the German GT Championship can qualify from 25th March 2021. The first race takes place on 1st June. Information can be found online at adac.de/esports.

“The ADAC GT Masters eSports Championship powered by EnBW mobility+ has developed strongly over the past two years. In 2020 alone, we had more than 16,000 participants. We have made the series even more attractive for 2021. The sim racers can look forward to even stronger fields, a larger prize purse, and even more exciting races. With the new ADAC GT4 eSports Series, we have created a substructure and thus made the series interesting for drivers stepping up from the ADAC Digital Cup and the ADAC SimRacing Cup,” says Thomas Voss, Head of ADAC Motorsport.

The sim racers will go in pursuit of points at seven live events, with a total of 16 races. The race format has been fundamentally overhauled over the winter. The race day begins with a ten-minute qualifying, in which the competitors determine their starting positions for the subsequent 20-minute sprint race. The highlight is the 40-minute main race. The grid for this is based on the result of the sprint race, with the top ten starting in a reverse grid formation.

Two shoot-outs, on 1st and 8th April, give the best sim racers in Europe the opportunity to qualify for one of the 28 permanent starting places. Four guest starters will complete the field for each race.

The 2021 season has another new feature: the ADAC GT4 eSports Series, which starts on the support programme for the ADAC GT Masters eSports Championship. The participants must qualify via a specific leaderboard ahead of each race. The season’s three fastest GT4 drivers receive a wildcard entry to the 2022 ADAC GT Masters eSports Championship. The races will be streamed in live shows in the run-up to the ADAC GT Masters eSports races.

The coronavirus means that no races will take place at the racetrack at events in this season’s ADAC GT Masters. However, the races in the eSports Championship will be held parallel to the race calendar for the German GT Championship, and at the same circuits. The virtual finale at the Hockenheimring will be a double-header.

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However, this does not mean that crowds at ADAC GT Masters will completely miss out on the eSports Championship powered by EnBW mobility+. At the Nürburgring, Lausitzring, Sachsenring and Hockenheimring, it will be the turn of fans to put pedal to the metal. In RaceRoom simulators, they can become ADAC GT Masters sim racers themselves – obviously whilst adhering to current measures put in place to protect against infection.

The ADAC GT Masters eSports Championship is supported by EnBW mobility+, DEKRA, Faber Exposize, KW Automotive, Pirelli, and ADAC Vorteilswelt.

2021 ADAC GT Masters eSports Championship calendar

01.06.2021	Oschersleben
08.06.2021	Red Bull Ring
06.07.2021	Zandvoort
03.08.2021	Nürburgring
31.08.2021	Lausitzring
28.09.2021	Sachsenring
19.10.2021	Hockenheimring (two races)

Information and dates regarding the 2021 ADAC GT Masters eSports Championship powered by EnBW mobility+ can be found online at adac.de/esports.

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