



## iRacing.com's Young Guns Triumph at Intel® GP Series U.S./Canada Final -- Four iRacers From 400 Selected for World Title Race in Germany Using Star Mazda Championship Cars at Mazda Raceway Laguna Seca

BEDFORD, MA (October 12, 2010) – The young showed no respect for their elders in Saturday's Intel GP Series U.S./Canada Regional Final in New York City. First place honors went to Jason Lisner, at 19 the



youngest member of the ten-driver field (representing five decades) that assembled in Manhattan's cavernous Jacob Javits Center for a 20-lap World Final Qualifying shootout on iRacing.com's virtual Mazda Raceway Laguna Seca, racing virtual Star Mazda Championship cars, one of the most popular vehicles in the iRacing inventory.

Indeed, youth prevailed overall with second, third and fourth-place finishers Wyatt Gooden (21), Jake Stergios (19) and

Ray Alfalla (21) joining Lisner in qualifying for the Intel GP Series World Finals in Hannover, Germany in March.

Lisner, of Chesapeake, VA, qualified his Star Mazda on the pole and led flag-to-flag. Not that Lisner had it easy; Gooden was camped less than a second off his rear wing the whole last half of the event.

"I drove my own race," said Lisner, a wily racing veteran despite his youthful demeanor (he's had a National Auto Sport Association racing license since he was 14 and races a modified Corvette at Summit Point and Virginia International Raceway.) "Those last few laps I knew Wyatt was fixing to do something."

And if Gooden, the kart-racing star from Gates Mills, Ohio, who was recently named rookie of the year in the real-world 2010 Volkswagen Jetta TDI Cup Series, had made a banzai move on him? "Actually, I'd have done something really crazy," Lisner said. "Winning means everything to me."

Gooden, who qualified third and lined up behind Lisner for the start, kept his cool the whole race, keeping the pressure on the race leader in hopes of goading him into the sort of error that caused Lisner to crash out of the final race in the series that determined the field for the U.S./Canada final.

"I knew Lisner was going to be fast," Gooden said following the race. "Whenever I race, I want to do the best I can. I tried to force him to make a mistake, but I wasn't going to make a ridiculous move to try to win the race. The ultimate goal was to qualify for Hannover."





Though they've both raced in front of spectators in the real world, neither Lisner nor Gooden had ever sim-raced with their opponents in the same room, much less dealt with the potential distraction of the throng of fans who watched from behind squadron of simulators or watched the live PSR TV Webcast of the race on an adjacent giant video monitor.

"Once I got in the seat, and I saw the video cameras, it just made me concentrate more," Lisner said. "I was loving it!"

Lisner also had high praise for the equipment provided for the Javits Center competition by Intel, Playseat (Evolution racing chassis) and Logitech (G-27 racing wheel-and-pedal set.) "It was great to have this equipment. It's so much better than what I race on at home."

Gooden said he thought the presence of his fellow competitors and the spectators gave an added dimension to the experience. "It's just like racing in the real world," he said. Gooden also noted the high quality of the entire field for the U.S./Canada final, which was winnowed down from more than 900 drivers who competed in the qualifying series. "Everyone really did well."



Fourth-place finisher Alfalla was in the top ten in both the 2010 NASCAR iRacing.com Series World Championship (eighth) and iRacing World Championship Road Racing (tenth), while Brad Davies, who was sixth at the Javits Center, finished a very close second behind England's Richard Towler in the final standing for the NASCAR-sanctioned oval-track series.

Philippe Gosselin, the sole Canadian in the field, was involved in a second-lap crash with 2009 iRacing.com VW Jetta TDI Cup champ John Prather that eliminated both from the race.

March's Intel GP Series World Final, held in Hannover in conjunction with CeBit and the Intel Extreme Masters gaming tournament, promises to be intensely competitive. The online competition has consisted of one week-long iRacing series for each of the three geographical regions featuring Star Mazda formula cars at Mazda Raceway Laguna Seca. The top ten finishers from each region advance to a one-race shootout with the highest-placed finishers qualifying for the Germany world final event.

Joining the strong fields from U.S./Canada and Asia/Australia, is the European field, which includes both simracing legend Greger Huttu from Finland and England's Towler, who in addition to his NASCAR





iRacing.com Series World Championship, finished second to Huttu in the iRacing Road Drivers World Championship.

*Note: Click this link to see a story in the current issue of Top Gear magazine about Huttu driving an actual Star Mazda Championship race car: <http://www.iracing.com/wp-content/uploads/2010/10/Top-Gear-Greger-Huttu-Story.pdf>*

“The ten drivers who will face off in Germany next March can rightfully claim to be among the best online racers in the world,” said Tony Gardner, president of iRacing.com, whose infrastructure, virtual cars and virtual tracks are at the heart of the tournament. “Our 20,000+ membership roster ranges from casual motorsport fans who have fun racing with their friends and building their driving skills to professional real-world racers who use iRacing to stay sharp in the off season or learn new tracks. But they are a competitive bunch and when they have a chance like this to showcase their skills, the racing gets intense.”

“We are very excited to partner up with iRacing.com to deliver a global online and onsite competition named the Intel GP Series”, said George Woo, Intel Corporation’s marketing manager of the Intel Extreme Masters. “This provides us a global competition platform that will allow the best participants in each region for a chance to compete at a live event for cash prizes. Also, iRacing.com is one of our key innovation partners of our gaming showcase that is part of our Intel Extreme Masters global professional eSport competition tour. This will allow consumers from around the world to trial this premier online PC racing simulation service in an open wheel chassis which is a great addition to our immersive gaming showcase”.

**About iRacing.com**

The company was founded in 2004 by Dave Kaemmer and John Henry. Kaemmer was co-founder of Papyrus Design Group, developers of award-winning racing simulations including “Grand Prix Legends” and “NASCAR 2003.” Henry is principal owner of the Boston Red Sox and co-owner of NASCAR’s Roush Fenway Racing. iRacing.com has developed numerous corporate relationships in the motorsport industry, including partnerships with NASCAR, Indy Racing League, International Speedway Corporation, Speedway Motorsports, Volkswagen, Ford, General Motors and the Skip Barber Racing School. iRacing is open to racers and fans of all skill levels from top-level pros to complete beginners. To join in the fun, go to [www.iRacing.com](http://www.iRacing.com).





**About the Star Mazda Championship presented by Goodyear**

For 2010, its 20th anniversary season, the Star Mazda Championship presented by Goodyear featured an 11-weekend, 13-race schedule, most on major race weekends with American Le Mans and the Indy Racing League. Rising stars from around the world competed for prizes valued at \$1.5 million and benefitted from two driver development programs, including the MAZDASPEED Motorsports Driver Development Ladder and the Indy Racing League's 'Road to Indy' program. The Star Mazda Championship features standing starts, wheel-to-wheel racing at 160 mph and budgets a fraction of other top open-wheel ladder series. For more information, please visit [www.starmazda.com](http://www.starmazda.com) or contact Peter Frey / Communications Director / 818-398-5733 / [StarMazdaPR@aol.com](mailto:StarMazdaPR@aol.com).

