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Huttu Tops iRacing.com Intel® GP Series World Final

Flying Finn Adds Another Crown to Star-Studded Sim Racing Career

His unearthly skill as a sim racer has earned Finland's Greger Huttu the nickname "the Alien" and many say he's the greatest driver the sport has ever seen. Last Friday in Hannover, Germany, Huttu buttressed those arguments by winning the iRacing.com Intel® GP Series World Final, a thirty-lap race in Star Mazdas at Mazda Raceway Laguna Seca featuring eight of the world's top online racers.



After qualifying second to Bastien Bartsch (France), Huttu grabbed the lead on the second lap and held it to the finish. He didn't have an easy time of it, however, as Bartsch applied pressure throughout the race and took the checkered flag less than a second behind the winner, with England's David Williams rounding-out the podium in third.

"I knew qualifying would be important because it's so difficult to overtake (at Mazda Raceway Laguna Seca) so I really wanted to be on the front row," Huttu said following the race. "From our testing before the event, I knew Bastien

would be the favorite for pole. I was happy to be second."

Huttu reported that he and Bartsch were able to pull out a small lead on the first lap while the rest of the field was battling side by side instead of focusing on running the fastest possible laps. "My plan was to take it easy and try to follow Bastien and see what happened. Then he went wide in Turn Seven and I managed to sneak by. I was able to pull away a little by little by just doing consistent laps. I was pretty relieved when I crossed the line!"

The race, held as part of the Intel Extreme Masters tournament at the CeBIT exposition, capped a year-long competition in which more than 7,500 iRacing members from around the world participated. \$18,000 of the more than \$26,000 in total series prizes and travel money was awarded to the participants in Hannover, with Huttu alone taking more than \$4,000.

In the iRacing online software service a driver just sits in front of a computer monitor and sees the same view that he or she would in the physical world. The driver controls the virtual car with an inexpensive gaming steering-wheel-and-pedal set that clamps to a tabletop and plugs into the USB port on a PC. Drivers from all over the planet compete with one another in full race fields, each driver at home, seeing the other competitors' cars just as they would in the physical world. Voice chat allows the drivers to talk to one another as they would with radios in the real world.



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The participants in the iRacing.com Intel GP Series World Final were interviewed by Alexander Rossi, the 19-year-old American who is racing this year in Europe in the World Series by Renault and is the youngest driver to earn a Formula One Superlicense. Rossi, who was the 2008 Formula BMW Americas and Formula BMW World Champion, also provided commentary during the race.

The iRacing.com Intel GP Series World Final pitted the winners of the USA/Canada, Australasia and European regional qualifying finals against each other with nearly \$18,000 in prizes at stake.

Huttu also won the year-long 2010 iRacing.com World Championship Road, the top road-racing series, taking an amazing 15 of 16 races from the best field of road-racing sim racers in the world. His renowned skills led BBC's *Top Gear* magazine to arrange a real-world track test in a Star Mazda at Road Atlanta last summer. Despite never having seen a real-world race track or racing car until a few weeks before the test, Huttu immediately posted competitive times, confirming that the skills that top drivers develop in the virtual world transfer to the real one.



The iRacing.com Intel GP Series World Final was broadcast live from Hannover on iRacing.com. Replays can be viewed in the Archive section at PSRTV: www.PSRTV.com

Here's the Web version of the *Top Gear* story on Huttu: <http://www.topgear.com/uk/photos/geek-rebooted-2010-11-26?imageNo=0>

And here's a video of Huttu's Skip Barber school and Star Mazda Test: <http://bit.ly/hl4RRr>

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 Liverpool Football Club, as well as co-owner of NASCAR's Roush Fenway Racing. iRacing.com has developed numerous corporate relationships in the motorsport industry, including partnerships with NASCAR, IndyCar, GRAND-AM, International Speedway Corporation, Speedway Motorsports, Volkswagen, Ford, and GM. 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.

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