

## Entry Announcement: Le Mans Virtual Series 2021-22



D'station Racing announces its official entry into the 2021-22 Le Mans Virtual Series, the most elite virtual racing series in the world. The series will kick off at the "Temple of Speed," Monza Circuit in Italy later this month on September 25th. D'station Racing will compete in the Aston Martin Vantage GTE.

Following the success of two seasons of the Le Mans Esports Series and the 24 Hours of Le Mans Virtual in 2020, the Le Mans Virtual Series is now partnered with the Automobile Club de l' Ouest (ACO), the FIA World Endurance Championship, and Motorsport Games. The series consists of a prize fund of \$250,000 with nearly 40 teams competing from around the world.

The Le Mans Virtual Series will take place on the rFactor 2 platform. Each team roster will include FIA Licensed drivers as well as professional eSport drivers. The 5-race series will culminate to the 24 Hours of Le Mans Virtual on January 15-16th during the 2022 Autosport International Show in Birmingham, England.

The schedule and team details are outlined below.  
Thank you all for your ongoing support.

### 2021/22 Le Mans Virtual Series Calendar

-  Round 1 – 4 Hours of Monza, Italy – 25th September 2021
-  Round 2 – 6 Hours of Spa, Belgium – 16th October 2021
-  Round 3 – 8 Hours of Nürburgring Nordschleife, Germany – 13th November 2021
-  Round 4 – 6 Hours of Sebring, USA – 18th December 2021
-  Round 5 – 24 Hours of Le Mans Virtual – 15th/16th January 2022

### Team Details

- Series : 2021/22 Le Mans Virtual Series
- Car Number : #777
- Team : D'station Racing
- Machine : Aston Martin Vantage GTE
- Team Owner : Satoshi Hoshino
- Team Managing Director : Tomonobu Fujii
- Team Director : Ryo Hirano
- Simulator Engineer : Daisuke Sakamoto
- Drivers : T.B.A

### Quote from Tomonobu Fujii

D'station Racing - Team Managing Director

I am happy to announce our official entry for the 2021-22 Le Mans Virtual Series. I am very excited for D'station Racing to represent Japan in the series and for the team to take on the challenge of competing amongst top-class professional drivers and eSport drivers from around the world. With the advancement of motorsports and racing simulators, I feel we are now in a time where the line between real-world and virtual reality are quickly fading. As society becomes more reliant on artificial intelligence and with automated driving within sight, it will be essential to be more involved with simulators and virtual reality. Currently, our team is independently developing a simulator platform that can be used to evaluate and select drivers, but one that will also make eSports more accessible for people and create an environment where they can develop their skills to compete internationally. We appreciate your ongoing support of our team. Thank you.