

THE FIRST MONTH CARD

Free sample from "10 Years Off the Wheel: A No-Fluff iRacing Starter" - Bustawrench

First 30 days: the only rules that matter

1. Safety Rating before speed.

Finish clean races. Pace comes back on its own; SR does not.

2. One car, one track, four weeks.

Variety is how you stay slow at everything.

3. Baseline setup only.

Run iRacing's own setup until you can lap it consistently. You cannot tune out a driving problem.

4. Lift, don't fight.

If the car snaps, you were already too fast at turn-in. Fix the entry, not the exit.

5. Race the rookies.

Skipping them costs you more time than it saves.

The 30-minute session

0-5 min	Warm-up laps, no timing
5-15 min	Hotlaps, one corner focus
15-25 min	Race sim: traffic, restarts
25-30 min	Review the delta / telemetry

Wake the hands up
Build a real reference
Pace under pressure
Learn instead of repeat

Force feedback sanity check

Use iRacing's auto FFB strength, then back it off until clipping stops.

If you can't feel the front tyre let go, it's too strong, not too weak.

Turn off every "enhancement" your wheel software added while you were away.

Four mistakes that cost the most time

Overdriving the entry

- braking late feels fast, exits pay the bill.

Blind setup tweaking

- changing three things at once teaches you nothing.

Ignoring telemetry

- the free tools tell you exactly where the time went.

Ego protests

- you are a rookie for a month. Accept it and you'll be quick sooner.