



**Nascar Heat**  
**The Ezine**  
**2012 Issue**



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## Nascar Heat, E-Zine 2012.



By Ryan Callagan, aka Ucrdoh

Nascar Heat is entering its twelfth year, which is very ancient in computer game terms. Yet life goes on, people come and go, but Nascar Heat keeps going along. The game title, "Nascar Heat," is somewhat of a misnomer, while Nascar racing is the core, what is amazing how Nascar Heat has expanded to sport cars, open wheel, and dirt track racing. In this issue of the Nascar Heat E zine, we'll be covering the progress of leagues that races these various mods and venues, as well as interviewing those who continue to keep this game going for online, and offline game players.



## A recap of 2011.

2011 brought much fanfare to heat, as well as new material. The 2011 cup mod was released, an updated truck mod for league use in the Nascar Heat Racing League. Speedsims showed teasers of their upcoming Sport Car Prototype Mod, which has now been released! The Mod Squad also showed teasers of several mods that are due out in the future, the 2012 cup mod, a new truck car set with new bodies, a vintage cup car set, and perhaps a trans-am car set that Raybee has been working on. Updates on older mods, Spike, after racing Gasoline Alley, took it upon himself to make a carset of the Roadster Era. Revolutionary Racing created two carsets, a 2011 nationwide carset, as well as Sprint Cup Alternative carset.



A Preview of the Sport Car Prototype Mod by DaveO

## Track Releases

Smoke, the community track maker kept up his feverish pace if releasing track after track. Starting the year off with Seven Hills in the U.K. Then in an unprecedented move, he released his first oval, the Nashville Fairgrounds oval track, which has already been put to use by several leagues. He followed up by releasing "The Milwaukee Mile." one of the most famous tracks in the United States. While versions of Milwaukee existed, they were usually converts from other tracks. This track was also put to use by the usual suspects. An updated version of Monaco was also released by smoke, shown with more previews of the Sport Car Prototype Mod. Yet the biggest track release of the year was Daytona Road Course. Daytona Road Course has eluded heat for a long time, some people have tried to start it, but it couldn't come fruition until smoke completed it to much fanfare.

Other community members, Blaxman, and Hunter made track updates. Blaxman repaved Daytona, as well as updated the Kentucky Speedway, Hunter updated Sears Point and Watkins Glen with new logos and flaggers.



*Grand-Am Cars in Action at Daytona Road Course*

## Recap of League Action in 2011

League Action in Nascar Heat was consistent throughout the year, rarely was there a point in 2011 where there wasn't a race to be had. Smaller leagues came and went. Others stayed even if activity wasn't much.

### [Nascar Heat Racing League](#) [NASCAR Heat Racing League: 2011 Retrospective](#)

*Written by lepage71, league administrator*

The NASCAR Heat Racing League celebrated its tenth season in 2011. To no one's surprise, the league continued its successful tradition of fun NASCAR Heat competition. Like previous seasons, a great mixture of veterans and rookies alike participated in another exciting campaign of races. During its regular season over the winter and spring, the league hosted two series, each with 16 races. The NHRL NBS Series, with its uniquely competitive NBS mod, staged events on Friday nights. The NHRL CUP Series, using bover907's newly-released NHRLC11 mod, competed on Saturday nights. And, in a twist over the summer, the league broke new ground, launching its first short track mini-series with The Mod Squad's WRS mod. As most have come to expect, every series offered its own dynamic story lines, exciting race battles, and worthy champions. In the end, three drivers walked away with titles.



In the NBS Series, defending champion lepage71 faced unprecedented pressure from a group of improving and veteran competitors. Seven different drivers earned victories in 2011, as lepage71, kyle, Hammer, Rookiesrock, and Bmxtwins traded positions in the standings throughout the season. After taking the first two events, kyle jumped to the early championship lead, but lepage71 ultimately wore him down on his way to a repeat, leading the circuit with six wins. Among the compelling stories, both Hammer and Mustangman drove to their first series victories, while six different rookie drivers hit the track for the first time in league competition.

In the CUP Series, Rookiesrock and lepage71 had a two-driver battle for the championship. That outcome, however, was far from certain for much of the season. Like in NBS, kyle drove to the early points lead, winning and soundly dominating the first two events. Hammer, building on 2010, emerged as a serious contender, leading drivers with six poles and earning four victories. But with five wins apiece, Rookiesrock and lepage separated themselves with consistent finishes, including top-fours in each of the final seven races. In the finale at Dover Downs, Rookiesrock topped off a magical finish, winning both the event and title over lepage. The final points margin? Six!



The summer WRS Series brought a different flavor to the league, featuring a packed schedule of eight races in four weeks. Aside from the close racing, the challenging courses were a major highlight of the series, as drivers visited difficult venues like Concord, Nashville, and Limerock Park. Bmxtwins emerged in a big way, not only winning his first league races, but also his very first championship. He outdistanced lepage71 and Hammer in a thrilling series of on track showdowns.

With everything considered, 2011 may have been the league's best season yet. The league looks forward to another chapter of online racing in 2012. To read these stories and more, visit [www.nascarheatracingleague.com!](http://www.nascarheatracingleague.com!)

### [Speedsims](#)

SpeedSims celebrated 7 years last October, and has kept up it's tradition of providing road course mod traditions. SpeedSims had released Shelby Can-Am mod in the fall of 2010, and then started a very successful series with the Shelby Can-Am mod, with following the rules of real life Shelby Can-Am races that are held in South Africa. We had so many thrilling races with must have been one of the best fields in SpeedSims We had 7 different race winners and at least 4 or 5 more potential ones, and I don't think this happened before, ever. This must have been one of the best fields in SpeedSims history. DaveO took the championship, with Burnout finishing 2nd, and Cholerix 3rd over all in the series championship..



*Several Shelby Can-Am Drivers scrambling at Sardian Park*

Then we jumped right into a GT3 Challenge series, with usual suspect DaveO winning all the races in the series, it was a great season also. With Patch finishing 2nd, and Cholerix finishing 3rd.



*GT3 Drivers battling at Chatham.*

SpeedSims is not also known for online racing but also a modding site, and a place in the heat community to host tracks and mods for the community. During 2011 we also spent much time modding the Sports Car Prototype mod, which takes up a lot of personal time. During this time we provided several special events with new and old mods to be raced for fun by our league members. Then we jumped right into having an FXR 2011 championship series. We average over 18 drivers at each race, and was a complete success. We saw two guys dominating the entire series V. Belendazda dominating the series with 5 wins, and also L. White getting 1 win. Then we saw Chopper start practicing harder and his racing craft improving, and he went on to win the last race of the series.

Starting in the fall of 2011 speedsims did a Honda and VTA series, at a variety of tracks with DaveO dominating both series so far, which are continuing into 2012.

2012 is looking to be an awesome year for online racing at SpeedSims. With the new release of the Sports Car Prototype mod, we have planned with much anticipation to have a multi mod road course series to start in march.

Also brand new to heat this year will be Blaxman having his own section called NHPS (Nascar Heat Platinum Series) He will be bringing racing at SpeedSims on Tuesday nights, starting sometime in March with his soon to be released G3 mod. So all in all it looks like 2012 is shaping up to be a fantastic year at SpeedSims.



*Shelby Can-Am Pace Park Frenzy!*



*The Cars going through the turns of Jarama!*

## NASR

NASR's 2011 season started off running the Platinum G2 Nationwide COT mod. Once again NASR would be using the identical setup format to help create a level playing field for all participants. The season would see a battle play out between Donaldson and GTSVip9 for the championship, with each taking home five victories. Patch and Rookiesrock would spoil the party along the way with each picking up a victory. The season finale saw Donaldson taking home the championship by 83 points over GTSVip9, and Racingrick picking up his first career NASR victory with a dominating performance, leading 36 of the 50 scheduled laps.

Next was the very exciting NASR All-Star Showdown. All previous NASR champions and drivers with two or more wins were guaranteed a starting spot in the showdown, with the rest battling their way in through the All-Star Open. Twelve drivers competed in the Open, with A.Kline picking up the win and T-Bone, Racingrick, FFS\_Budman, Bover907, Breeze, scraging, and little-t transferring to the rear of Segment 1. A.Kline then bested the 14 car field in the first segment with Donaldson not far behind. Donaldson would then dominate segment 2 by leading all 15 laps, but the real story was the race for the final transfer position. Joining Donaldson were Rookiesrock, GTSVip9, Hammer, CKA19, T-Bone, Bover907 and Racingrick besting Chowda for the final position. The video recap can be found here:  
[http://youtu.be/TP2h\\_LEzo8E?hd=1](http://youtu.be/TP2h_LEzo8E?hd=1)



Next NASR would fire up their new Division B, headed by Donaldson, for two short seasons using the High Compression CTS mod. This would be the

first series to use the new point system styled after the current NASCAR system and would see two shorter races a night at two different tracks. Season One saw Rookiesrock taking home three wins, Hammer and GTSVip9 collecting two wins, and Donaldson picking up one. This season would produce the closest points finish in NASR history with Rookiesrock edging out GTSVip9 by a single point. Season Two would quickly shape up into a repeat of Season One with Rookiesrock being challenged by GTSVip9 for the championship. In the end, Rookiesrock would pull off back to back championships with an eight point margin over GTSVip9 to go along with his five victories. GTSVip9 picked up four wins, Donaldson claimed two and T-Bone's first NASR win at came at Daytona.



*Rookiesrock and GTSVip9 Battling it out for the Truck title!*

**HEAT** Finder

[Find All Online Heat Racing Here!](#)

NASR's final season for 2011 would mark another first for the league, a series crowning a team and individual champion. This series would prove to be the DaveO show with him picking up 6 victories, including the final four races of the season. DaveO's final win by .013 seconds over Rookiesrock was the closest in NASR history. Rookiesrock, Bmxtwins and kyle also picked up two wins a piece during the season. Team BBFF with drivers DaveO, Rookiesrock, Hammer and kyle would dominate the season and pick up the Team Championship over Last Lap Motorsports, Team NASR, Cyber Racing, and Team Speed Brigade. DaveO would round out his remarkable season by winning the Driver's Championship by 30 points over GTSVip9, who was held winless for the first time in NASR history. NASR would like to congratulate all of our 2011 champions and thank everyone who participated and helped us to another great year.



*DaveO beating Rookiesrock at the Line!*



The [place](#) to look for old mods!

## Legend Car Heat Racing League

Legend Car Heat, a league restarted by Dusterlag in 2010, ran three full seasons in 2011!

The first season started with a bang with first time winner 24#88#fan grabbing the win at Charlotte being pushed by his father, racingrick. Bmxtwins and his brother mustangman won the next four races, and seven out of ten! Both of them won on a variety of tracks, putting them a class above the rest. While the brothers were not winning, dusterlag stole the show winning three times. While bmx edged away from his brother to take the championship new contenders emerged. Osteo, in his first ever Nascar Heat beat the competition at IRP, following with a second win at thunder road. At the end of the regular season the brothers took the last two races at Limerock and Bristol. At the season ending all star race in Pocono, a familiar face to heat, but not familiar to legends, Donaldson took the victory with many more to come.

The Second Season was much shorter, but still very action packed Donaldson started the season with a win at California, proving his worth at the draft tracks. The new Nashville oval proved to be an interesting open setup race with T-bone beating patch on the last lap! Two time legends champion, bmxtwins won the intense but difficult track at Tring. His brother followed suit with a victory of his own at Dover. Osteo returned to the series midway through and kept up his winning ways, winning three of the next four races. Only Donaldson could keep him getting four in a row! Another chaotic race gave Bmxtwins his second victory, but Donaldson's win at the regular season finale at Bristol gave him his third win of the season and his first Legends Championship. The all star race took place at Charlotte instead of Pocono, with ucrdoh almost becoming a first time winner in the all star event, but was penalized due reckless re-entry, giving Dusterlag his only victory of the season.



*Season Two in a nutshell!*



The third season had a changing of the guard where Mustangman and Bmxtwins only committed part time, left Donaldson with almost no challengers until late in the season. Donaldson picked up the pace where he left off, winning the first three events. It wasn't until spike broke his streak at the very challenging rally track, yet donaldson won his fourth event in five races at Pocono the next week. After that win, there were four different winners in four weeks, Patch holding off donaldson at Jacksonville, Donaldson winning at Nashville, Mustangman making a cameo appearance and victory at tring, and ucrdoh making up for his loss at Charlotte winning Limerock holding off patch at the last lap! However, Donaldson Finished off the season with a win, and his second championship in a row! The final race of 2011 was another all star race at Charlotte and ucrdoh was able to get a win where it he lost it last season in a thrilling photo finish of .009 against donaldson!



*Ucrdoh, hit by JB0007, held off Donaldson!*



**Legend Car Heat  
Racing League**

[Look For More Legends Action in 2012!](#)

## Open Wheel Action

Dusterlag also restarted the OWAction league which ran one season in 2005, and ran a full season with the Platinum Grand Prix which had seven different winners in eleven races! Following Indycar's idea of having separate oval and road course championships, Duster also instituted this idea as well, with Patch taking the Oval Championship, and BMX taking the Road and Overall titles!

The series started with a welcome race at Chicagoland speedway with identical setups, patch took the pole, with fuel mileage playing the winner patch took the win with patch taking only three stops, while everyone else had to take four.

The next race was at the fast Homestead Miami speedway where ucrdoh dominated the practices, and took the pole, but lapped cars and poor tire strategy seemed to be his undoing allowing bmxtwins to take his first win of the season.

Following the high speeds of Miami Owaction went to the road course at infineon, with patch starting pole, spun out on turn two, and the next four drivers spun out on the same turn. Ucrdoh, after starting 5<sup>th</sup> took advantages of everyone's mistakes to cruise to the win.

The hills of Sonoma gave way to the 1.5 miler at Kansas where Dusterlag took the lead from patch on pit road and leading 59 laps to victory!

Following the oval of Kansas came the streets of Surfers Paradise where Bmxtwins outwitted everyone who couldn't handle the fast corners.

Indianapolis was also a challenge for everyone who couldn't hold the exit corners. Patch led the majority of the race until he ran out of gas on the last lap, giving Dusterlag his second oval win!



The wet track of Montreal proved difficult for everyone, but Mustangman outlasted them all including a challenge from heat veteran oldns\_low.



*Mustang beating Oldns\_low at Montreal wet.*

A ad hoc non-points event in Las Vegas in honor of fallen Indy car star Dan Wheldon, Dusterlag got the lead in pit stops and honored Wheldon with a superb victory.

A certain oval championship for Dusterlag was lost when he couldn't fully participate in the final oval event in Milwaukee, which proved to be chaotic in short track form, with ucrdoh leading the first third until taken out by lapped cars, with Donaldson, in his only appearance in the series lead the majority of the laps, and took home the victory. Patch was crowned the oval champion being the most consistent throughout the short season.

The final points event at Watkins Glen settled the points race for the road course and overall championship with Bmxtwins leading every lap with only three drivers on the lead lap at the end.

The all star event at Texas was a wild race with a massive accident on lap two separating the field, which provided a lot of leaders, but GTSVip9 proved the most formidable by leading only four laps, but taking home the victory!



*The start of the Texas big one!*

### [Heat Racing Series](#)

By Jess Rathburn

So here we all are at the end of the first Heat Racing Series G2 Cup races. At this time I would like to personally thank everyone who attended any of the events that were scheduled. If it wasn't for you racing would not of been possible. "Thanks". The series started at Daytona\_rpv. The event was scheduled for 45 laps and ran for 56:24.879. RookiesRock got the pole for the race with a time of 45:653. He jumped out to an early start showing the rest of the field how its done. But on 9/30/2011 it wasn't RookiesRocks night. Patch would end up winning the first event. RookiesRock would end in 5th position but would lead the most laps.

The next three races were all dominated by the driver of the 25 car...BmxTwins. He came out of the gate with his foot through the floor board. Although Patch won the pole at Atlanta with a time of 28:899 and RookiesRock would capture his 2nd pole at Martinsville running a 19:173. BmxTwins would get the pole at Talladega with a 48:441 and get the checkered flag at Atlanta, Martinsville and Talladega.

After the first four races it was Patch, Hammer and RookiesRock in the top three in points. The race at Charlotte would stir things up a bit. Hammer would get the pole for this 90 lap featured event with a time of 28:679. It would be a battle all day between Hammer and Donaldson. Donaldson

would end up in victory lane and dominating the most laps leading 68 out of the 90 laps scheduled. Patch would end in 5th RookiesRock in 4th but Hammer would end in 2nd and the only driver in the top 3 who would lead any laps. That would hand the points lead over to Hammer after 5 events and 13 points separates 1st from 3rd.

Texas would shake things up once again. RookiesRock would gain another pole at this 1.5 mile track sprinting out with a 27:962 qualifying effort. Patch and RookiesRock fought hard all day to decide who would get the points for most laps lead. When the dust cleared in Texas and the 80 laps we run in a time of 40:48.572. It would be Patch who would high in the saddle with the win..but .. it would be a good points day for RookiesRock who would win the most laps lead battle by one lap. Hammer failed to make this event moving him to 3rd in points RookiesRock would take 1st and Patch would move to 2nd with only two races remaining.

The next track on the schedule is Richmond. We all know Richmond short flat track where attitudes and tempers like to flare. Mustangman would make his presents known by getting the pole for this event hot lap of 21.259. The 105 laps we raced in 45:51.391 and the race was won by Patch. RookiesRock did not make this event. That would drop him to 2nd (116) and Patch (117) up to 1st in the points. Third would be Jess Rathbun who has steadily and quietly climbed his way up. Jess Rathbun has 101 points 18 away from Patch with only one race to go.

The last event of the series would be held at Michigan. The event is scheduled for 55 laps. The story of this race was Patch and RookiesRock were separated by 1 point going into the event...However RookiesRock fail to enter the race thus giving the Championship to Patch. The pole winner for this race would be Patch running a 36:570. Patch would also win this event with Jess Rathbun finishing 2nd at Michigan and runner up in the points. This is the Heat Racing Series Cup series wrap-up. I hope everyone enjoyed the racing and will join in for further Heat Racing Series events. "Thanks" again and see ya all trackside 96



The G3 cup cars at an updated sears point!

## Mod Previews

Usually every year with Nascar Heat, and every active Nascar sim community, there is the cup mod for the next year, interest begins at the end of the season. In 2011, Blaxman released the cup mod at the green flag of the Daytona 500. In 2012, he intends to follow that precedent in releasing the 2012 Sprint Cup mod on February 26<sup>th</sup> 2012.

What sets this year different from other years, is that a new multimod concept is being release, called G3. Announced in late November, G3 will cater to those whose league uses live cautions, which were started by Revolutionary Racing in 2010. A new feature to be added are chase view gauges. A model which can be optional in the new mod.



*A preview of the 2012 Sprint Cup Carset, on the re-banked phoenix.*

Also upcoming is a Camping World Truck Series mod based off of Nascar Racing 2003, which would allow any .tga of a truck in the NR2003 mod, could be run in the Nascar Heat mod as well. This template game crossover has been demonstrated in the 2009 rfactor indycar mod, and blaxman's Platinum Grand Prix mod.



*A preview of the upcoming Camping World Truck Series Mod, by The Mod Squad*

The last truck mod came in the first generation of the Multi Mod, but according to Raybee1970, there will be carsets from 2008-2011. The original truck mod is a favorite among leagues, this truck mod is sure to please.



*Jim Rathmann's Gasoline Alley Car by Spike*

Over the course of 2011, a couple of surprises were revealed that also could be included in Platinum G3. The first surprise came in the form of the Vintage Cup Mod, according to Raybee1970 this is a long term project that is still a while off, but for those who love Nascar Heritage, this mod is one to look forward to!



*Preview of the Vintage Cup Mod, by The Mod Squad.*

The next surprise came later in the year where Raybee1970 posted pictures of a Trans Am mod that DaveO said were Ray's "babies" Raybee1970 sent them over to Blaxman on December 6<sup>th</sup> 2011. This mod will fit right in with the Road Racing Demographic at Speedsims and at Revolutionary Racing. According to Blaxman "hell yeah.... these are gonna be out in 2012. You guys can bet your last dollar on it!"

# **THE MOD SQUAD**

*The Leader of the Nascar Heat community!*



*A Preview of the Trans-Am Mod, by The Mod Squad*

Another mod long in the works is the GT1 add on to the Sport Car GTS mod, by Cholerix. This add-on will fill the gaps in the SCGTS mod, that already have GT3 and GT2 options. The cars that will be released are, Porsche 911 GT1, McLaren F1 GTR LM, Lister Storm GTL, and Lotus Elise GT1. With Mercedes CLK GTR, and Panoz GTR1 being released later in the year. DaveO, just releasing the SCP mod, will now finish the GT1's for Cholerix sometime this year.



## In this Section, we interview the major players in Nascar Heat, starting with our youngest. BmxTwins



*Bmxtwins in his NHRL title winning Weekly Racing Series Car*

You're our youngest [league administrator](#) in Nascar Heat, have you felt growing pains since starting in 2010?

Of course, Revolutionary Racing was very successful when it first started and we have struggled at certain points to keep the attendance up.

What has kept your league going?

Well, for one Blaxman. Secondly, the live cautions kept the league unique.

And where is it going?

Hopefully, we will stick with the popular G3 mods that are to come and run live cautions on them with the odd events in other mods.

Was Nascar Heat your first Sim?

Yes, I have the original disk from when I was in 1st grade or so, and I still play on that same disk, and I am now 17.

What has kept you with Nascar Heat?

Well, HEAT is easy to play on any computer, and the community is great. When did you start racing online?

I started racing online at the NHRL about 4 years ago, and let me tell you I was not a good driver.

How far do you think you've come as a racer?

A long ways, but it's all due to practice. I won a championship at NHRL, and that is something not many people can say.

What is your favorite mod?

Well, all of Blaxman's stuff is great. But in all seriousness I think I would have to choose the G3 cars that are soon to be released.

What was your favorite league season/race?

My favorite season would have to be our first Cup season at Revolutionary Racing. My favorite race, well that's a toss up between the Daytona test race where we had 22 participants and Donaldson's win over Racingrick by 0.02 of a second at Talladega.

Your league was the first to implement live cautions. Do you feel you've mastered it?

Mastered it, that is doubtful. We still have lots of things to perfect ranging from safety car procedures to having a sufficient amount of admins at each race.

Do you plan on running other games besides Heat?

Well, we already currently run some leagues at the simulator Live For Speed, but outside of that I think we will stay with HEAT.

Do you think Nascar Heat has enough leagues?

Right now, HEAT has a perfect amount of leagues. We have each league doing its own unique thing which definitely helps to keep each league populated.

What do you think the best way to bring more racers into heat?

Well we certainly need to retain our current drivers first and foremost. Bringing new drivers in, how about those whose PC's cannot handle NR2003 or other such games. Can never hurt to have a community leader advertising at other sites. It also is a community effort, tell your friends from

other games! I have helped 2-3 people get HEAT setup that still race it today.

Any advice on those starting a league?

In all honesty, I wouldn't start one without asking for others opinions. Find out if it is something that interests others and then ask other admins for advice about starting up.

What do you see for Heat's future?

Most imminently, I see the new G3 mod that Blaxman has been cooking. But I also see some action from the SpeedSims side of things whether it be Smoke's tracks or DaveO's recent mod releases. I also see the HEAT community staying small, but dedicated. You don't need 20 cars for good racing, we saw some great racing at NHRL with 10-12 cars a race for WRS.

What would you like to see in HEAT?

Well I wouldn't mind some durable beginners cars where you can beat and bang. I also wouldn't mind some new oval tracks.

## DusterLag



Heat finder, LCHRL, and OWAction Administrator

When did you get started with Nascar Heat?

It was in 2004 a family friend had the CD sitting in a corner, they had received it as a gift and never opened the box (not racing fans), they asked me if I wanted it and I said absolutely! I had been racing other NASCAR games and was thinking I could start collecting them all. Being the techie I am even at 15 I started browsing the internet looking for new tracks, groups, etc. and atop the search list for NASCAR Heat I discovered the NHRL (still near the top today), known as the NASCAR Heat Rookie League at the time now the NASCAR Heat Racing League, I recall being intrigued that you had to be approved to race and I just had to try out! After a lot (I mean months) of try out sessions with Skoty Speed I was finally approved to race at Watkins Glen, amazingly I qualified 3rd but finished 9th, last of the cars still running. But still I was hooked with the game and league! I still consider NHRL my "home" league, its a crucial part of the NASCAR Heat community in my mind.

Is Nascar Heat your first racing sim?

No, I recall playing the old Sierra NASCAR Racing game with my Dad at his work when I was young, we didn't have a computer back then, I still have the CD! When I was 13-14 I was really into tech and scrounged together some computers, I was really into NASCAR so I started getting games as gifts. EA's NASCAR Thunder 02, 03 and 04 I raced online sometimes in leagues and mostly just for fun. I've also had and raced the others NASCAR Racing 2003, NASCAR Sim Racing but none ever stuck with me.

What got you interested in bringing back heat finder?

Well before you talk about Heat Finder you must go back to Internet Race Finder, this was a central tool for online racing throughout the Heat community and unfortunately it went away. The idea of an Internet Race Finder 2 had been floating around for awhile and several people were talking about doing a project like this. A well respected community member, Suchayo, began the "IRF2" project but was limited on implementation. Suchayo and I began talking about was initially was simply a hosting partnership, this quickly moved to a development then ownership partnership. Suchayo taught me a lot about how Heat's Multiplayer function communicates and the data available. I felt we needed to go beyond a simple online server listing, IRF2, and really provide an all-in-one online racing resource. Heat Finder was born as the Online Racing Community Resource with the goal of growing and supporting the online Heat community. Over the last few years we have provided a live server listing,

remote server manager, two public servers, community support, a great moderation staff, community news streams (to promote leagues and other community groups and improve their online racing footprint) and NASCAR Heat Essentials 2 (in association with The Mod Squad to improve game simplicity for new Heat gamers).

You restarted the legends league in 2010. Have you found running leagues difficult?

I love running leagues, it certainly has its difficult moments but you have to balance it from all sides. Providing a fun, fair and competitive racing environment to a community that's as welcoming as this one is a great feeling. I'm also blessed to have a great League Administration staff in Grumpy and ucrdoh, without them helping I would not have been able to re-start the Open Wheel Action Racing League as well as the Legend Car Heat Racing League.

What is your favorite mod?

Not sure I can really pick one, they're all great in their own way. From LCH to NHRLTS to SCP to the Platinum series they're all unique and special in their own ways.

Do you think Nascar Heat has enough Leagues?

Absolutely not, there are certainly overly saturated mods, league types, race configurations but there are so many options out there across the board were not even close to having enough. For example the "Normal" mode, it has died over the last several years but definitely still has a place to be re-born!

What was your favorite season you've ran?

I'm going to have to go back to NHRL for this one, I can't recall exactly what year/season number it was but I had a great racing partner and team going called Cutting Edge Motor sports. doZer24 and I put together a great team and pulled off some of our best finishes across the CUP, NBS and CTS series they were running at the time and had a lot of fun doing it.

Do you see yourself starting up more leagues?

I can't say I don't want to, but I can't see myself having time to do so unless I can grow my League Administration staff a couple more. Plenty of full league

designs already on paper. ;)

What has been your biggest difficulty in running leagues?

I wouldn't say I've had specific difficulty outside of the same trouble all leagues have, maintaining a consistent driver count across an entire season. Sadly many leagues have tried to fix this problem with shorter seasons but still run into the same problem. Personally I feel it's a marketing problem more than anything and it saddens me that premier leagues have changed the way they operate by moving to shorter seasons of less value.

Where do you see yourself as a racer?

Not sure about this one, I don't feel like I'm the best but at the same time I think I'm able to race with the best when setups and conditions are equal. My biggest problem is setups, I've never been able to figure out setup development which affects my performance significantly.

What would you like to see more out of the community?

Game promotion, growing our community is the only way to keep it alive and to increase overall contributions to it. For example as of writing this the Heat Finder Facebook page has 258 fans, of those fans they are connected with another ~121,000 people. If every fan got one of their other friends racing or involved in the Heat community we would double our footprint, there's bound to be more than one of each fan that would be interested.

Where did you model your administration style after?

Not sure I really modeled my administration style after anyone or method, it's simple the way I live and run my own life and it translates to the Heat community just fine. Blame my Dad I suppose! ;)

You seem to help out a lot with troubleshooting the game, have you ever considered going into modding?

Considered yes, Dabbled a bit in it as well but the time consumption is incredible. Between Heat Finder, LCHRL, OWAction and oh ya real life with a Wife, 4yo, 1yo and a Job I'm pretty strapped for time. ;)

Where do you see Nascar Heat's future going?

Honestly I think it's bright, we have a great bunch of people running things,



contributing and many young interested community members that most wouldn't think of being the next Raybee, Smoke, themask but there out there you just need to look with an open mind.

For any of those who would give Nascar Heat a hard time for being such an old game. What would you tell them?

You haven't raced it or been a part of its community yet! Give it another try and you will change your mind!

## Lepage71 Nascar Heat Racing League Administrator



What was your first racing sim?

NASCAR Racing 3

When did you get started with Nascar Heat?

I got the game shortly after it was released. I didn't start racing online until a little later, though.

Why Nascar Heat?

For me, it was the first racing game where I was able to compete online. I had never tried previously. Internet connections weren't that great in the early 2000s.

Why did you start up the Nascar Heat Racing League?

I had fun doing pickup races with a group called the NASCAR Heat Rookie League. The league folded, but some of its drivers still wanted to race, so I started a new league and changed its name.

What has kept the league going after all these years?

Probably three things. First, all of our great league members. Over the years, we've had nearly 200 hundred different racers, many of whom competed for long periods of time. Secondly, our successful recruiting efforts. Even with many drivers coming and going, we always seem to find new recruits year after year. Lastly, the dedication of the administrators, in the sense that we try to be fair and consistently do a good job. Most of the time, people seem to respect those goals.

Have you considered any other games?

Occasionally. A few seasons ago, we hosted a couple short series with NASCAR Racing 2003. They were pretty fun, but we always ended up enjoying Heat more. At this point, there aren't many Heat leagues, so that's kind of our calling card nowadays.

Have you ever considered running a league outside of the nascar realm?

No. I wouldn't be able to devote time to that.

Does Nascar Heat have enough leagues?

Yes, for the amount of drivers around. I wouldn't mind seeing that number grow, though.

What was your best year for the league?

We seem to improve each year, so I'd have to say 2011. I'm sure 2012 will continue the tradition.

What administration style suits you best?

That's a good question, I could write a book on the topic. If anything, we try to constantly balance two approaches: the open-minded and valued. We want to be responsive to our members but also adhere to a core set of principles. If we didn't have certain, guiding values, then we wouldn't be objective or credible as administrators. The league would have fallen apart

long ago.

A lax, or strict one?

Generally, we try to be flexible. When we might need to assess a penalty, for example, we always try to find a justification for leniency. But when something needs to be done, we'll stand for what we think is right.

What makes you a contender year in and year out?

I've always been good at playing these games, which isn't limited to Heat. So it's part talent, part experience, and part having a good mind for strategies.

Experience, or do you keep improving on yourself?

I definitely improve each year. You have to in order to contend.

What mods do you like to play outside of your own leagues?

Aero Heat, the Platinum series, road course mods

What do you think the best way to bring more people to Nascar Heat, despite it's age?

Spread the word and tell friends to try it. We've had people join our league after the buying the game for \$1 on Ebay. What's there to lose?

Any advice for those starting a league?

You should have some experience racing in leagues before starting a league. I don't think it's a good idea to start one because it sounds like fun. You need to know the basics of what to do. Our members will probably get a chuckle out of this question, because the topic has occasionally come up on our forums. In funny ways.

What do you see for the future of Nascar Heat?

I think it can keep going well into the future. And why not? It'll last as long as there.

## DaveO Speedsims racer and league administrator.



When you started racing heat in 2003, where did you race?

I started doing pickup races on IRF, just like most new guys did. Back then there were tons of guys to race with, you just showed up, and raced.

Was it the cup mod at the time, or did it vary?

It varied with Nascar Mods and RC .

Who got you started?

I purchased the game, and found web sites on the internet and then found the Nascar Heat Community. I first did pickup races on IRF for a couple of years. Then I met my old buddy EFGordon, who taught me a lot in the earlier days.

When did you switch to sport cars?

I started out racing in 2003, first on IRF, then I started racing Nascar styled mods in leagues for a few years. Then back in 2007 there was a heated discussion on The Mod Squad about how one Heat member had produced an article saying heat was dead. That's when a thread started about creating an Ezine magazine, and they needed guys to interview modders and review there recent work. I jumped at the chance to review Cholerix's brand new released SCGTS mod and interview him. I enjoyed racing his mod offline and always had a passion for road racing, and that's when I met Karl, we've been close friends ever since. ☺ I was also invited to participate in the first ever SCGTS race at North Point. The Ezine magazine never got off the ground, but the SCGTS article did get published on it's own in the heat community. Ever since that first race, I've been a member at SpeedSims ever since.

How much practice do you do before a race? Rather do you practice more or less now than before?

Practice much less now. I'm lucky if I practice 30 minutes before a speedsims event. For ovals in the future, that might change.

How good do you think you are with setups?

A great setup can only get you so far. It takes a combination of many factors. In reality, one man's winning setup, can be junk to another driver. It depends on many factors. Basically it comes down to your own personal driving style on how you create your own sets. But anyways I let my driving do my talking for me.

What is your favorite mod?

Group C Shelby, SCGTS, SCP Platinum Mods, NBS

What was your favorite series?

Group C racing with my friends and my good buddy Crash. Crash and I both love to go fast, and no matter how close we came to one another it was like we had a 6th sense about the other guys driving, we could race one another cleanly on road courses over 200 mph and never once have an accident between each other. It's something I've never experienced before. Any time I've ever raced a Group C race I've always walked away with such an adrenaline rush, and with a smile on my face no matter if I won or came in last place. It was just a freaking challenge to race.

2011 was arguably your best year in nascar heat, with winning Shelby Can Am, GT3 mini series, the majority of the speedsims special events, and the NASR fall cup series, do you agree?

I don't think of it in winning Championships. It's the comradely I find with my friends. Heck I could consider 2010 my best year when Karl was modding the Shelby Can Am mod, when I started getting into modding, or testing with Blaxman on his mods. I just started asking questions. I can take it or leave it for championships.. I've met people from all over the world because of Nascar Heat, and it's the people and friendships that have kept me going all these years.

Any advice for people who are having a hard time getting a grip on the game/mods?

Yes, when first starting out, take your time running against the AI's and learning about keeping your car under control. Don't start using fast guys setups, it will just mess you up because they tend to make there setups looser. Always start with a stable setup first and work your way up, and don't ever hesitate to ask someone for help!

Find a buddy to go online with so you can share advice with back and forth.

You started working with Karl on Speedsims in 2009, was this your first admin job?

I started racing at SpeedSims in 2007. then also helping out Karl back then. Officially started being a so called admin in 2009. We decided to team up to run SpeedSims together as co-maintainers in 2009.

Does being an administrator interfere with your ability as a driver?

Nope, I do it because I love to race.

We've seen many leagues come and go, and some that fall before they start. What keeps speedsims going year after year?

Basically it's the fantastic members and the administrators and there dedication to keep the league going. To keep something thriving, you have to be interested in maintaining it. It's like modding, your going to mod the cars that you like. Not what someone else likes.

So, for me I enjoy racing, so it's just something we do so we can have fun with our hobby with others.

Does Nascar Heat Have enough leagues?

For the amount in the community I would say yes, but I would like to see that increased.

It seems that your role in maintaining speedsims increased in 2011 since Karl has scaled back his involvement. Has it been any different?

Karl's role has been scaled back because of real life things. We still run SpeedSims together as a team. That has not changed. Yes, my role has increased over the last year. But, that's fine. That's why we are a team, when things come up in real life, we have the other to depend on.

Anything more you would like to see out of SpeedSims, or the rest of the heat community for that matter?

Karl and myself like SpeedSims to stay a friendly niche simracing community place, that offers a good point to start into simracing and perhaps stay. And a well known distribution place for nice Heat tracks and mods, not just our own. Everybody who's interested to setup and maintain a racing series or distribute his mod/track is welcome to do so at SPEEDSIMS; only prerequisite is some at least basic quality. People that come here to race should associate some certain quality with the "brand" SPEEDSIMS' main topic is and will stay creating NASCAR Heat Road Course Mods and online racing, but we're open to other sims as well, we already have run the occasional LFS series in recent years.

Speedsims took a break from nascar heat during the summer of 2011, running heat one off events, and running a Live for Speed league. Will 2012 follow the same pattern?

Every so often we like to do the occasional Live For Speed series. But we are a heat league first and foremost. Besides doing online racing we also do modding, we spent most of 2011 creating the SCP mod. 2012 should be a fantastic year of racing at SpeedSims. Our traditional Saturday races we will be kicking off doing a multi Mod road course series. Blaxman will also be doing a series on Tuesday nights with his soon to be released G3 mod. So we will be continue with our traditional races on Saturdays and Blaxman will be expanding with Series on Tuesday nights with his Platinum mods.

Have you considered adding another administrator to fill Karl's role in that regard? Or is it going to be a rotating role depending on the league?

Karl and I have been running SpeedSims together as a team, that has not changed. But our main idea about Speedsims has always been. To make Speedsims some entity that does NOT depend on one or another admin, but will live on with new admins, in case some drop off. Life happens, priorities change, and is simply unlikely someone will go on same way for more than a handful of years (most sites suffer from that). So fresh blood is always welcome if its fits into the mentality/style/way Speedsims runs. Plus we have a bunch of great guys who help with running series, like Triz, Chris and Blax.

Since you have been on board from that administrator point of view, what would you consider the most successful series you have run?

Good question and a hard one to answer. I've admin and co-admin heat

series and LFS series, with Cholerix, Triz, Chris and Blaxman over the years, I've enjoyed most series that I have raced and admin in, and each one has been successful in it's own right. SpeedSims has a bunch of great members and dedicated staff members. It's like a 2nd family we all try to help one another out with different tasks so not one person is struggling to try and do everything.

What do you consider the best way for a league to promote itself?

Advertise about your league and it's events at other Heat sites with banners and videos. Also have it posted out at Heat finder's news section, and facebook. Tell your friends about upcoming series, that you race with in other leagues.

You started showing previews of the Sport Car Prototypes, what made you choose that to make your first mod with?

The mod idea came up with chatting with my friend Karl one day. His exact words were "Want to create your own heat mod"? I've been interested in modding the last few years, it started when I started doing testing for Blaxman on his mods a few years back, and I started asking questions about it, then I got a little bit more into it when Karl started modding the Shelby Can-Am mod. Karl and I started tossing around the idea of a DTM mod or a 70's style Lemans mod. The 70's style Lemans mod idea really got me thinking. Because these cars are the earlier version Sports Cars before Group C cars came out in the 80's. Group C cars I LOVE to race, and just thinking about creating something from around the same era really got me thinking if I could really do this. I love older Sports Cars. Might as well create cars that you have a passion for imho. So it was an easy choice.



**SpeedSims**  
Online Sim Racing and Modding  
*Seven years going strong!*

## A Review of the Sport Car Prototype Mod.

On January 19th 2012, SpeedSims released the the Sport Prototype Mod and Grand Valley track. It was a combined adventure of DaveO and SpeedSims RC track maker Smoke.. you can get it [here](#)

The SCP mod contains two popular early 1970;s World Sports Car Championship season, the Ferrari 512M, and the Porsche 917k are the two featured cars which were scratch built models. The Porsche 917 dominated these early years, and the Ferrari 512 was considered a close equal. For Nascar Heat users this mods a real treat, the first sport car mod since the Shelby Can-Am mod of 2010. These cars were raced in real life right before the aerodynamic advances of the Group C cars of the 1980's. However, since these advances haven't came out yet, the cars physics were created to react to real life era, of not having any down force. Lets put it this way, if you don't know what down force is, you'll know what it is when your take one of these cars out for a spin. The little down force they had in that era was located in the lift area. The Car's are just as much as a challenge to drive as it's later counter parts the Group C cars. Major difference is Group C era cars were full of down force, which is like having the cars glued to the track at all times. To where in the 70's era the cars had a lighter feel, kinda like driving without having any power steering. But just as much of a challenge to drive as Group C cars.

When I take the Porsche out on to the track, the car feels at first like it's not ready to respond to what I wanna do, reason being it takes about one lap to warmup the tires,I had take the cars with a different approach to driving, but once you learn it, the cars are a blast to drive. Each car is a little different, since they both have there own unique individual physics some prefer the Porsche, I prefer the Ferrari, but it is up to you the driver to figure out. One thing I am particularly fond of, is when you do a track that has a setup already there, DaveO put up a time as sort of a benchmark, for online racers, this is important, offline racers can also have fun measuring themselves amongst one of heat's best drivers!

Once there, you can select amongst several cars that raced in those early 1970's including the famous car # 20 Gulf Oil Porsche from the movie, LeMans,which is on the cover of the e-zine. Optionally, if you have the skills, you can paint your car. Like I did here on the next page.

However, given time, one gets used to it. It's an adrenaline rush to race. All in all the mod is fun, with hard work, one can master each car, and each track as well.



*The Porsche and Ferrari side by side*

One of the only things that stand out for the mod is the Custom User Interface (UI). While different from the original UI, it stands out like the Shelby-can am and SCGTS mods.



*The new custom user interface!*

There will be add-on's to this mod in the future, to hopefully bring in several cars for the 70's era. Starting with the Lola T70 Mk3B, and a Ford Mk IV.

## Grand Valley

Along with the SCP mod, there was also a track included, the much anticipated Grand Valley, from community track maker, smoke. This track is originally from Grand Turismo, converted from rfactor, it is a longer version of the previously released Grand Valley East. The track has two tunnels, a bridge, and still has the light dirt traps that can cause drivers to lose it if they're not careful. On the next page are a couple screen shots of this wonderful track.



*The SCP Cars at the new Grand Valley Track!*

## A Word from your author.

As a said at the beginning "Nascar Heat" is a misnomer. While the Nascar Heat Racing League still uses the games original physics, most other mods have moved beyond, MGI, the games producer has allowed community members to modify the game, and take it farther than anyone, even the creators expected. Nascar Heat is one of the few games that have been released for free with the copyright content removed.

The community has a whole has endured longer than most games, especially in this era. When Magnus Tellbom declared heat dead in his 2007 article in Auto Sim Sport, the uproar through the community pushed it farther than ever before. It is hard to find a a Nascar Mod, that is new, and completely free. What keeps this community going is the great people, as Dave mentioned in his interview.

Blaxman mentioned that Nascar Heat is a cult sim, which I think it is true, its age can put off a lot of people, but there are a lot of others here, when hooked, they're of the most loyal people to a sim that I have ever seen. Most people move onto the next thing, whether it rfactor, its sequel rfactor 2, iracing, but there are those that stay despite these games, I consider them great, people, and great friends.

Nascar Heat continues to grow, reach out to new people, new leagues have been formed in the last year, and have a dedicated following. When speedsims releases a mod, that peaks attention for the next league that will be run. You get new people, plus their dedicated followers. In the year since its release, the 2011 Nascar cup mod had over 1500 downloads! With the big size, this isn't someone downloading it over and over again, there are people there who never talk in forums, but these people are out there, enjoying it, and I hope you get into Nascar Heat as well. For me, as long as it is compatible with windows, I should enjoy it for years to come.



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Thank you to the heat Community, for being awesome!