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RULEBOOK – 2019 AUTUMN SEASON

VERSION 1.0

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A. GENERAL INFORMATION

§1 Introduction

KW Suspensions, Pirelli, the ADAC and RaceRoom present the new season of the ADAC GT Masters Esports Championship! This season consists of four live events, with three rounds directly at the ADAC GT Masters races and one round at the ADAC SimRacing Expo!

Qualify as one of 30 drivers for the RaceRoom Online Shootout, where you can become one of 8 permanent starters of the championship, travelling to each of the four championship rounds. Or secure one of 4 additional spots for the races, on the individual time attack qualifiers.

5000 € prize money are on offer, split between the top 10 of the final standings! In addition, for each round including the shootout, you will receive a hotel for one night, 250 € travel support and of course, you can watch the most spectacular GT championship live!

All Esports races will be streamed live!

§2 Glossary

- Driver: Person that drives in the competition.
- Race Server: In-game room drivers join to participate in an event.
- Staff: Person(s) organising the leagues for RaceRoom.
- Text Chatting: Use of the in-game chat function which drivers can use to send text messages to other competitors and/or staff.
- Voice Chatting: Speech between two or more persons, usually via Discord, but refers to contact through any other software.

§3 Staff List

Thomas Bienert
Robert Wiesenmüller
Georg Ortner
Michael Bell

The „RaceRoom“ and „Sector3“ accounts on the forum forum.sector3studios.com also count as staff. The Staff can be contacted via e-Mail at competition@raceroom.com

§4 General rules

4.1 Reading and understanding the rules

Every driver participating in any event of the ADAC GT Masters Esports Championship presented by RaceRoom is agreeing to having understood the rules, and is agreeing to obeying to the rules. By entering, you are bound to the rules. Failure to understand the rules is not an excuse. If you have questions about certain rules, ask the staff via e-Mail.

4.2 General Behaviour

Every driver participating in any event of the ADAC GT Masters Esports Championship presented by RaceRoom must always show good behaviour. Any discriminatory or offending actions, words, posts or contents are forbidden and can lead to permanent exclusion of the events.

4.3 Cheating and usage of external software

It is not allowed to use external programs or data that alter the functions of the simulation in order to gain a competitive advantage. Drivers caught cheating in any part of the championship will be excluded from all parts of the ADAC GT Masters Esports Championship presented by RaceRoom. In case no usage of software can directly be proven in the files, but due to video evidence, it is still obvious that the driving behaviour of the car cannot be explained with normal game functions, a ban on video evidence is also possible.

4.4 Accounts

You have to enter your real name in your RaceRoom ingame account in order to participate. Fake names or names with clan tags are not allowed and if you use them, you will not be invited to the online multiplayer races and you are not eligible for prizes.

Multiple accounts or deliberate creation of new, lower ranked accounts are not allowed and will result in a permanent exclusion from the ADAC GT Masters Esports Championship presented by RaceRoom, or on repeat offense or in case of ban evasion, in an exclusion from RaceRoom in general.

4.5 Decisions by the Staff

The decisions made by the RaceRoom staff are binding. If a situation is not covered by the rules, the RaceRoom Staff will have the final decision on it. Any statements made by the RaceRoom Staff on the Forums, at Events, in Text Chatting or in Voice Chatting, that are specified as rules, also count as rules and have to be accepted by all drivers.

§5 Organiser

RaceRoom Entertainment GmbH
Aspachweg 14
74427 Fichtenberg
Germany

For questions regarding the sporting regulations:
competition@raceroom.com

§6 Declaration of Consent

The winners agree that their names will appear in live streams and press releases handled by RaceRoom, the ADAC, Pirelli and KW.

The winners agree that RaceRoom can make and broadcast photographs and movie recordings (e.g. internet stream), on which the winners are identifiable as well as statements, interviews and similar captured on audio and video. RaceRoom are entitled to use these recordings.

§7 Data Privacy

All personal data is collected and processed in accordance with the statutory provisions governing data protection in Germany. Only the personal data that is required to handle the competition and prize is collected and forwarded onto partners of RaceRoom and the ADAC. All employees and partners of RaceRoom and ADAC are obliged by RaceRoom and ADAC to maintain data secrecy. Data is only transferred to state agencies or authorities within the framework of legal regulations. The participant agrees to this. The data is deleted after the competition has been carried out.

§8 Premature Termination of the Competition

RaceRoom and the ADAC have the right to terminate or cancel the online qualifier at their discretion at any time. No claims can be derived from any premature termination.

RaceRoom and ADAC have the right to exclude one or more participants from taking part in the competition in the event of any manipulations or attempted or suspected manipulation.

§9 Changes

RaceRoom and ADAC explicitly reserve the right to amend or modify these conditions at any time, with effect for the future. The competitors shall be notified about this at a suitable point.

§10 Legal disclaimer

There is no legal recourse. The law of the Federal Republic of Germany applies exclusively and the jurisdiction of ADAC shall apply in the event of a dispute. If any of the abovementioned provisions in these conditions of entry should be ineffective or contain a loophole, the other provisions shall remain unaffected by this. Ineffective or incomplete provisions shall be maintained with effective content which comes as close as possible to reflecting the sense of the ineffective content.

By participating, the user automatically accepts the conditions of entry.

B. SPORTING REGULATIONS

§11 Live Event Calendar:

Event:	Location	Track	Schedule
Regular season:			
Nürburgring GT Masters	RaceRoom Café Nürburgring	Nürburgring Short 40 min	17.8.2019 14:30 CEST - 20:00 CEST
Simracing Expo	ring°arena Nürburgring	Nürburgring GP 40 min	30.8.2019 14:00 CEST - 20:00 CEST
Hockenheim GT Masters	Paddock Hockenheim	Hockenheim GP 40 min	14.9.2019 14:30 CEST - 20:00 CEST
Sachsenring GT Masters	Paddock Sachsenring	Sachsenring 2x40 min	28.9.2019 14:30 CEST - 21:00 CEST

§12 Online Qualifiers

12.1 Time Attack Qualifiers

Event:	Starts	Ends	Track	Qualifiers
Shootout Time Attack:				
RaceRoom Shootout	19.7.2019 15:00 CEST	30.7.2019 12:00 CEST	Zandvoort GP	Top 30
Regular season:				
Nürburgring GT Masters	19.7.2019 15:00 CEST	12.8.2019 12:00 CEST	Nürburgring Short	Top 4
Simracing Expo	12.8.2019 12:00 CEST	26.8.2019 12:00 CEST	Nürburgring GP	Top 4
Hockenheim GT Masters	26.8.2019 12:00 CEST	9.9.2019 12:00 CEST	Hockenheim GP	Top 4
Sachsenring GT Masters	9.9.2019 12:00 CEST	23.9.2019 12:00 CEST	Sachsenring	Top 4

12.2 Shootout Multiplayer Races

Event:	Date	Track	Location	Drivers
Shootout Time Attack:				
Shootout Oschersleben	4.8.2019 18:30 CEST	Oschersleben (A Moto) 40 min	Online	Top 30
Shootout Red Bull Ring	4.8.2019 20:00 CEST	Red Bull Ring 40 min	Online	Top 30

§13 Eligibility

RaceRoom staff has the right to deny any entries without giving reasons.

You have to use the e-Mail address with which you registered on RaceRoom for official e-Mail correspondence.

If you apply to the conditions listed above, as long as you have read and agreed to the rules of this rulebook, and there are no outstanding bans, you are allowed to enter the championship.

§14 Participation online

14.1 Entry conditions

In order to participate, you need to own at least one car and one livery, and the respective track of the leaderboard competition.

Cars and tracks are available as a bundle, or individually here: <http://game.raceroom.com/store/>

If you qualify for a multiplayer race, and the race direction assigns a livery to you that you do not own yet, you have to purchase it.

There is no separate, additional entry fee.

14.2 Leaderboard rules

Difficulty: Free choice

Fuel Usage: Off

Tyre Wear: Off

Mechanical Damage: Off

Damage: Off

Fixed Setups: No

Cut Rules Penalties: In-Game, slowdown penalties

Automatic Clutch: Allowed

Automatic Gears: Allowed

Game time: Noon

Weather: Good

14.3 Cars and Liveries

On the leaderboard, drivers can use whichever car they want, and they can use a different car on each leaderboard. The cars from the live event are not affected by the online car choice.

14.4 Team and Community

You can specify a team or a community that you will be representing during the Championship in your RaceRoom driver profile. There are no point tables for teams or communities; however the names will be used for promotional materials and the broadcast commentary. It is not necessary to specify a team or a community. Any offending or discriminatory names will be rejected by the Staff.

§15 RaceRoom Shootout

15.1 Invitations

The best 30 drivers on the RaceRoom Shootout qualifier will be invited via e-mail on Tuesday, 30.7.2019.

They have time to respond until Thursday, 1.8.2019, 12:00 CEST to confirm their spot.

A second round of invites will be messaged on Thursday, and has time to respond until Friday, 2.8.2019, 16:00 CEST.

Drivers will then receive a gridmail with all server information.

15.2 Car Choice for shootout

Car choice is free and has to be submitted in the confirmation mail. The livery will be assigned by RaceRoom. You can take a different car than on the leaderboard, but you have to take the same car for both races.

The following cars will run with a penalty weight in the races:

- Audi R8 LMS GT3 – 10 kg
- Callaway Corvette C7R GT3 – 10 kg
- Mercedes AMG GT3 – 30 kg

15.3 Server settings

Difficulty: GetReal

Fuel Usage: On

Tyre Wear: Normal

Mechanical Damage: On

Damage: On

Qualifying: Unlimited laps, open session, 15 minutes

Formation Lap: No

Type of Start: Standing

Fixed Setups: No

Flag Rules: Visual Only

Cut Rules Penalties: In-Game, slowdown penalties

Mandatory Pitstop: Yes

Automatic Clutch: Allowed

Automatic Gears: Allowed

Game time: Noon

Race length: 40 minutes

18:30 CEST	Practice	Oschersleben (A, Motorcycle Chicane)
19:00 CEST	Qualifying	Oschersleben (A, Motorcycle Chicane)
19:15 CEST	Race	Oschersleben (A, Motorcycle Chicane)
20:00 CEST	Practice	Red Bull Ring
20:30 CEST	Qualifying	Red Bull Ring
20:45 CEST	Race	Red Bull Ring

15.4 Point Allocation and Championship

The points scored will be added to form a championship table.

Position	Server 1
1	25
2	20
3	16
4	13
5	11
6	10
7	9
8	8
9	7
10	6
11	5
12	4
13	3
14	2
15	1

In case of a points tie, the following factors are deciding:

- Amount of multiplayer wins
- Amount of 2nd places, then 3rd places, 4th places etc.
- Amount of penalty strikes received (less = better)
- Leaderboard time for Shootout qualifier
- Random Draw

In order to receive points, the game has to count you as a finisher.
Penalty points will be subtracted from the score of the driver.

15.5 Rules and Penalties

Rules as specified in §21 and §22 apply. Additional rules will be published in the gridmail. Incidents and Penalties follow the description in §23 with the following exceptions:

- a) Reports have to be sent in until Monday, 5.8., 16:00 CEST (there is no cooldown period) via e-mail to competition@raceroom.com
- b) 3 Strikes result in a non-invitation for the regular season.
- c) Strikes will not be carried over to the regular season.

16.6 Official results

The results will be official on Monday evening, and published at:
<https://forum.sector3studios.com/index.php?forums/Esports/>

§16 On-Site Event Invitations

16.1 Invitation to events

At the end of the time attacks, you will receive an e-mail invitation from the ADAC with all information regarding the respective event.

Please confirm your spot as soon as possible, and follow the deadline specified in the e-mail. Make sure to check your mails on Monday Afternoon.

If you cannot participate, and you know so during the confirmation period, please tell us that you cannot attend and your spot will be allocated to another driver. If you finished just outside of the top 4, be prepared to receive a later invitation.

16.2 Attendance

Once you have confirmed your presence, you are expected to show up for the event.

If you miss one event for which you have confirmed your presence, you will receive only 50% of the prize money. If you miss a second event, you will be excluded from any further events from the championship. Late absence reports are not possible and will be ignored, except if there is a medical certificate.

16.3 Travel support

For each event, the ADAC will provide:

- One hotel night, for one person
 - o SimRacing Expo: Friday -> Saturday
 - o All GT Masters Events: Saturday -> Sunday
- 250 € travel support
- For the GT Masters rounds: Parking Ticket
- For the GT Masters rounds: Entrance Ticket

These services will only be provided for every single qualified person, so for a total of 12 drivers in each event, and with no exceptions, regardless of age, nationality or distance to the event. Extending it to two or more persons is not possible. There will be no shuttle service from the hotel to the track.

§17 Fixed Starters

The eight best drivers of the RaceRoom Shootout will become fixed starters of the championship. This means, that they have a guaranteed spot for each race of the ADAC GT Masters Esports Championship, receive travel support for each round, and are expected to show up at each live event.

§18 Guest Starters

For each race of the regular season, four additional spots at the live event will be given to players via an individual online time attack qualifier for each round, run after the rules specified in §13.

These drivers will also receive travel support, and are also eligible for prize money.

§19 Regular Season

19.1 Schedule and Calendar

The schedule and calendar are specified in §11.

All drivers must be present at the briefing. Not showing up for the briefing means that you are not allowed to start. The exact location and time of the briefing will be communicated in the invitation mail, but is within the times specified in the calendar.

19.2 Car choice

Each driver is only allowed to drive each car model **once per season**. This also applies to guest drivers.

There are five cars available:

- Audi R8 LMS GT3
- BMW M6 GT3
- Callaway Corvette C7R GT3
- Mercedes AMG GT3
- Porsche 911 GT3 R

The car choice has to be specified before each event, when you reply to the invitation of the ADAC. Sachsenring counts as one event. You will drive the same car in both Sachsenring races.

19.3 Server settings

Difficulty: GetReal

Fuel Usage: Off

Tyre Wear: Normal

Mechanical Damage: Off

Damage: Off

Qualifying: Unlimited laps, open session, 10 minutes

Formation Lap: No

Type of Start: Standing

Fixed Setups: Yes

Flag Rules: Visual Only

Cut Rules Penalties: In-Game, slowdown penalties

Mandatory Pitstop: Yes

Automatic Clutch: Allowed

Automatic Gears: Allowed

Game time: Noon

Race length: 40 minutes

19.4 Point Allocation and Championship

The points scored will be added to form a championship table.

Position	Server 1
1	25
2	20
3	16
4	13
5	11
6	10
7	9
8	8
9	7
10	6
11	5
12	4

Guest drivers are eligible for points.

The championship standings can be viewed at
<http://game.raceroom.com/championships/33#standings>

In case of a points tie, the following factors are deciding:

- Amount of multiplayer wins
- Amount of 2nd places, then 3rd places, 4th places etc.
- Amount of penalty strikes received (less = better)
- Leaderboard time for Shootout qualifier
- Random Draw

In order to receive points, the game has to count you as a finisher.
 Penalty points will be subtracted from the score of the driver.

19.5 Championship Title

The driver with most points at the end of the season will be crowned **ADAC GT Masters - 2019 Esports Champion**.

§20 Equipment for regular season

20.1 General Equipment

Participants will be provided over the course of the event with headsets. Usage of own headsets is allowed.

Just like in technical problems in real racing, we cannot exclude the possibility of hardware failures.

There will be no restarts if there are hardware failures, and players affected by hardware failures will not be compensated.

While being on the stage, touching cables or simulators of other teams is strictly forbidden and in the case of suspected manipulation, may lead to a disqualification.

20.2 Equipment at ADAC GT Masters Nürburgring

Contestants will race on RaceRoom simulators, equipped with Logitech G920 wheels and pedals. Accessing the controller settings, changing force feedback, steering rotation or car settings ingame is not possible. The car setup is fixed. Wheels are set to the default profile of the event version.

20.3 Equipment at ADAC GT Masters Hockenheim and Sachsenring

Contestants will race on Nürburgring Esports Lounge Equipment. More information to follow.

20.4 Equipment at ADAC GT Masters Hockenheim and Sachsenring

Contestants will race on RaceRoom simulators, equipped with Fanatec wheels and pedals (CSL pedals, V 2.5 wheelbase, CSL P1 wheel). The drivers are allowed to change the force feedback and rotation settings, directly on the wheel, on their own risk. Accessing the controller settings or car settings ingame is not possible. The car setup is fixed, with only brake bias adjustable via the steering wheel. Wheels are set to the default profile of the event version.

§21 On-Track Etiquette

21.1 General sportsmanship

This is a simracing competition, and drivers must respect the sport, the competition and their competitors. Drivers must always aim to achieve the best result for themselves in each race, while driving within the rules and obeying to fairplay.

21.2 Important basics

First of all, make sure that you are always in control of your car. This is the most important rule. Inability to control your car is not an excuse if you cause an accident.

Remember at all times that you are driving with other humans. So stay humble, and race with respect.

Also remember, you are in an official competition, competing with your real name. You do not want to make a fool out of yourself.

21.3 Start phase

In the start phase, you have to be extra careful. It is very easy to cause an accident affecting many cars. Start phase accidents will be penalized more harshly.

21.4 Overtaking and defending

Overtaking is one of the most crucial parts of racing. All drivers involved in an overtaking move must show respect and drive with care. Do not force a chasing car off the track by leaving too little room. Do not change your line in the braking zone. If the attacking car is alongside going into a corner, drivers must adjust their line to avoid contact. Blocking a car that has an overlap is not allowed. An overlap is defined that the front of the attacker's car is at least next to the rear tyres of the defender's car. When you exit a corner and the car on the outside has an overlap, you have to leave enough space for the car so that it does not have to leave the track. Excessive divebombing is also not allowed.

21.5 Track Boundaries

The track boundaries are following the ingame penalties. In general, they are as follows: 2 wheels always on track, kerbs count as track. Track-specific exceptions will be explained in the gridmail. When you exceed the track boundaries, you will see a black and white flag on your screen and you are expected to give back the time gained.

Exceeding the track boundaries is not allowed and will be automatically penalized with a slowdown penalty. You will see a time on your display. This time signals how much you actually have to slow down compared to the racing speed. Therefore, simply using a braking zone to solve the penalty will not work. If you ignore the slowdown penalty for 60 seconds, you receive a drive through penalty. If you finish the race with a pending slowdown, you will receive a 90 second time penalty. You have to move off the racing line in order to serve a slowdown. Keeping a car which has received a slowdown penalty on the racing line is a penalizable offense.

21.6 Race Line

In terms of race line participants can protect their position by changing line once. Excessive weaving and blocking is not allowed. If you re-enter the track, you have to be extremely careful and should not defend against the cars on track that are approaching with higher speed.

21.7 Qualifying

In qualifying, it is your own responsibility to find free space on the track when starting a hot lap. A car on a hot lap does not have to yield for a faster car approaching from behind. If you are on an in- or out-lap, however, you have to let faster cars pass you without blocking them. If you are on a fast lap approaching a slow car, flashing your lights is a way of notifying them that you're on a fast lap. You are allowed to press escape during qualifying to return to the pits.

21.8 Lapping

When being lapped, a participant needs to have a predictable trajectory and keep a regular trajectory and speed. Excessive maneuvers such as braking earlier/harder or changing lines to try and facilitate the lapping usually end up in misunderstandings. Participants need to be aware of their surroundings and yield to a car lapping them by simply not fighting for position. Blue flags will be signalled in game. Ignoring blue flags can lead to a penalty.

§22 Flag signals and their meaning

22.1 Yellow flag

A yellow flag indicates an accident. Please be extra careful when you see a yellow flag on your screen.

22.2 Blue flag

A blue flag indicates a faster car approaching from behind, and is typically shown on your out lap or when being lapped. Let the driver pass safely to avoid a penalty. Ignoring blue flags will result in a penalty.

22.3 Black and white diagonal flag

A black and white diagonal flag signals when you go off the racing surface. You have to slow down to give back any advantage gained by cutting the track.

22.4 Black flag

A black flag indicates a disqualification.

§23 Incidents and Penalties

23.1 Definition of Incidents

"Incident" means any occurrence or series of occurrences involving one or more drivers, or any action by any driver, which is reported to the stewards by other drivers which include (but is not limited to):

- Causing a collision which disadvantages competitors.
- Forcing a driver off the track.
- Illegitimately preventing a legitimate overtaking manoeuvre by another driver.
- Illegitimately impeding another driver during overtaking.
- Dangerous driving.
- Using in-game text chat during qualifying or race sessions
- Lack of respect, foul language or bad attitude towards other drivers, staff, or the spectators
- Violations of track boundaries
- Unsafe track entry

23.2 Reporting Incidents

23.2.1 Report procedure

If you feel like another driver has disadvantaged your race, you or your teammate can report him to the stewards at the event. Report forms will be provided at the location.

Your name:
Offending team:
Session time left, when the accident happened:
Corner or track section:
Short description of the incident:

Separate incidents have to be covered in separate reports.

The report form has to be handed over to a staff member.

23.2.2 Rules for reports

You can only report incidents which have affected the race of your team. Reporting scenes that have no influence on your race is not allowed and the reports will be ignored.

23.2.3 Deadline for reports

Incident reports have to be provided during the race or up to 10 minutes after the race.

23.2.4 Appealing penalties

Appealing penalties after the fact is not possible.

23.2.5 Conduct with report and defence statements

Any reports that contain disrespectful or discriminatory comments towards the race direction or other competitors will be ignored, and the offender will be excluded from future events of RaceRoom.

23.2.6 Automatic staff reviews

The staff has the right to investigate incidents that are visible on the broadcast.

23.2.7 Incident review format

Incidents will be investigated after the race.

Incidents involving cars that have finished on the podium, or involving drivers who are in the top 5 of the standings of their respective division, will be reviewed directly after the event, backstage, in the arena.

Incidents involving other cars will be investigated after the event, in the week afterwards, online.

23.3 Penalties

23.3.1 Introduction to penalties

In this championship, you can receive time penalties.
In addition, you can receive strikes for unfair driving.

23.3.2 Penalty point catalogue

A regular penalty is 5 points + 1 strike.

In cases where no driver is disadvantaged, but the offending driver still broke the rules, such as (but not limited to) careless driving, contact with no position loss, track limit infringements with no advantage gained or unintentional contact with small time loss, the penalty may be reduced to a warning or the point penalty may be halved. No strike is given.

In cases such as (but not limited to) disadvantaging a large group of drivers due to contact, very careless driving, repeated track limit infringements to gain an advantage, the penalty points may be doubled and 2 strikes may be given.

In severe cases, such as (but not limited to) extremely careless driving, constant track limit infringements to gain an advantage, the penalty may be multiplied by 3, and 3 strikes may be given.

Extreme cases, such as (but not limited to) cheating or deliberately wrecking another driver will lead to a disqualification and to an instant ban from ALL events of the ADAC GT Masters Esports Championship presented by RaceRoom and 5 strikes. His points score of the championship will be reset to 0 (with no other drivers moving up in previous rounds).

Repeat offenders may have to face a harsher penalty.

This penalty point catalogue is not complete. If you find a new way to break the rules which is not covered here, you will still receive a penalty. Also, the stewards can adjust these penalties according to the circumstances.

23.3.3 License points system

When you receive 5 strikes, you will be banned from the remainder of the season, and receive no prize payout.

License points cannot be dropped, removed or taken back.

23.3.4 Announcement of penalties

Full descriptions of the stewards decisions will be released here:

<https://forum.sector3studios.com/index.php?forums/Esports/>

§24 Broadcasts

The multiplayer races of the first server will be streamed live on the Facebook page of ADAC GT Masters, as well as the YouTube and Twitch Channel of RaceRoom, with German commentary.

§25 Prize pool

25.1 Prize pool payout

In total, 5.000€ will be paid out for the final championship standings. Prize money will be paid out according to the official final results. The official results will be published here:

<https://forum.sector3studios.com/index.php?forums/Esports/>

Position	Payout
1	1500 €
2	1000 €
3	700 €
4	500 €
5	400 €
6	300 €
7	200 €
8	200 €
9	100 €
10	100 €

25.2 Rules for prize payout

In order to claim the full prize money, you have to start all races that you registered for. If you miss one race without a medical certificate, your payout will be reduced to 50%. If you miss two races without a medical certificate, you will receive no payout. The next drivers in the points will move up in this case.

25.3 Violations against the rules and effect on prize payout

Violations against §3 of this rulebook, §20 of this rulebook, §21 of this rulebook and §22 of the rulebook may lead to an exclusion of the championship. As soon as you are excluded from the championship, no prize money will be paid out for you.

25.4 Claiming prize money

The ADAC will handle the prize payout and inform you regarding the details in due time.

25.5 Payout and taxes for drivers living inside Germany

Cash prizes from sports competitions in Germany are generally taxable. It is the responsibility of the winners to take care of it.

25.6 Payout and taxes for drivers living outside Germany

If you have your permanent residence outside Germany, for any winnings over 250€, taxes apply according to §50a EStG. The tax is 30%, plus an additional 5,5% solidarity surcharge on the tax. Therefore, the sum that is paid out is reduced.

Income-related costs, such as the cost of travelling and accommodation, can be subtracted from the part of the total sum that has to be taxed.

The exact paid out sum will differ from case to case, depending on the cost of travelling and accommodation.