



2019 Open-Wheels.com 500 Mile Race

Press Conference

Wednesday, October 16, 2019

Zac Campbell

Driver, No. 2 Apex Racing Team with Indy 500 Group Chevrolet

MODERATOR: We are here with Zac Campbell, driver of the No. 2 Apex Racing Team with Indy 500 Group Chevrolet, Zac it is great to have you – how are things going?

CAMPBELL: Going pretty good – we are top of the time sheets right now after the first day... It is just the open test which doesn't really mean too much, but we are happy with where things have gone since May. We just emerged as a new group this year, but we are here and to be at the top of the open test, it leaves you feeling good – especially as we approach Opening Day.

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MODERATOR: What, for you in particular, has drawn you into this inaugural Open-Wheels.com 500 Mile Race?

CAMPBELL: Two things – the realism and the professionalism of the whole deal. To see something (like this) sanctioned the way that it is on iRacing is really a large step forward. I think it is sanctioned much better than even the world championship series that iRacing sanctions. It is incredibly impressive to see. And the realism factor is that it is just like the real Indianapolis 500.

We are going to be here for an entire month, basically, testing away in the (Dallara) IR-18 at Indianapolis just like the real guys do in the month of May. We will be there for every single day of practice, every day of qualifying, and up until race day we are really only going to be focused on this.

It is not as big of a time commitment or as much effort as real life, but the focus and determination is most definitely there.

MODERATOR: What have you seen on-track today, in particular how the Dallara IR-18 chassis has performed against the older Dallara DW-12 and Dallara IR-05 chassis to this point?

CAMPBELL: What we found, in terms of different chassis, is that the IR-18 – having the least amount of downforce and the most amount of power – it is really overall the best chassis. I haven't seen many DW-12's that are able to keep up. I know my teammate, Christopher Demeritt, went out there and tried the DW-12 out there, and we just couldn't make it work as well as we could the IR-18. That just made it a little easier choice on what chassis to use.

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MODERATOR: What is your (and your team's) focus or emphasis on improvement as we head into November?

CAMPBELL: There is really only the ceiling for qualifying right now. We didn't have quite the qualifying effort we wanted in May, but we managed to have the races that we wanted. (Brandon) Traino won the broadcasted split, and it was really apparent that we had the race setup nailed down.

We are obviously going to be putting folks into the race set, but I think qualifying is the main focus because that is where we struggled a little bit and we really want everyone into the show – or as deep into the show as we can get them. With how competitive the race is going to be, you never know. Over the next two or three weeks, that is going to be our main focus: Just getting those four-lap averages better and better.



MODERATOR: You mentioned you have a talented group of teammates. How do you all work off of each other to extract all you can for this year's race?

CAMPBELL: I think the biggest thing is that a lot of us have chemistry. Our group is a little reduced for this event because people can't make the time commitment or have other things going on, but I know that everyone is real familiar with the IndyCar and have raced the "500" for years. And we all know each other pretty well – we can spend nights and nights in chat rooms and Discord servers just talking away no matter what the topic is.

Just knowing each other and the way each other interact is important in forming these teams and bringing them together – especially in eSports and sim racing in general. It is important to form those close bonds with people because you can't see them – you don't go out to dinner with them – and so when you are talking with someone, the biggest thing you can do is form that close-knit bond and be able to really get everything you can. That off-track interaction really comes into on-track performance.

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MODERATOR: Zac has sponsorship from Logitech G, SDK Gaming, and Simputers PC Systems. Would you like to say a little piece on your sponsors?

CAMPBELL: Our sponsors have been great – they are really supportive of everything we are doing. I know SDK Gaming, they are a great company and I use them all of the time. Logitech – they have a great G29 (steering wheel) that I used today to go to the top of the time sheets. Everything is there, and we couldn't do it without our sponsors, really. I know that is saying something in sim racing, but it really shows and makes a performance difference when you have those backers and I couldn't be more thankful for them.