



FIA MOTORSPORT GAMES 2024

DRIFTING

SPORTING REGULATIONS

FEDERATION INTERNATIONALE DE L'AUTOMOBILE | Geneva, Switzerland





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1. Introduction

These Sporting Regulations have been drafted by the FIA Drifting Commission and follow the FIA Guidelines for Drifting Events. These Sporting Regulations are applicable only to the FIA Motorsport Games 2024: Drifting Competition, organised by the FIA and SRO Motorsports Group.

The FIA Motorsport Games will take place at Circuito Ricardo Tormo, Spain, from the 23rd to 27th October 2024.

Under the present Sporting Regulations, terms referring to natural persons are applicable to both genders.

2. General Information

This competition is organized in accordance with the FIA International Sporting Code (the “Code”), the National Sporting Code of the ASN (RFEDA) governing the competition, the FIA Motorsport Games 2024 Event Regulations that can be found on www.fia.com, the FIA Motorsport Games 2024 Brand Guidelines, and the Circuit Regulations.

The Organiser shall be responsible for conducting the competitions in accordance with the provisions set out in these Regulations.

Drifting is a scored competition in which cars compete by performing controlled slides of the rear-axle on a defined track (racetrack, closed road, or marked track); drivers should prevent the interruption of rear-axle slides of the car by spinning or straightening of the car (rear axle is following front axle). Only rear-axle drive cars can participate. Generally, each competition will comprise of three stages:

- Practice,
- Qualification (Solo Runs), and,
- Battles (Tandem Runs).

3. General Code of Conduct and Behaviour

The general code of conduct is binding for all Competitors during the competition, as well as any related promotional activities before or after the event. The Competitor is responsible for the behaviour and actions of all team personnel and guests.

Failure to adhere to any of these rules will result in the Competitor being reported to the Stewards, and possibly sanctioned.

The general code of conduct and behaviour is set out in the FIA Motorsport Games 2024 Event Regulations, which competitors must refer to.



4. Competition Divisions

4.1. Competition Participants

The Competitor is always a driver with a car. It can possibly be another registered person, or entity, holding a valid International Competitor licence delivered by its ASN, authorized to act on their behalf.

However, the team members must appoint a person to act as a team representative (Driver, Team manager, Spotter). The team acts solely through a team representative who officially represents the team, can protest and can opt out the team from the competition, or even from the championship. It is permitted to replace the team representative. If a team representative is replaced during the competition, it is the driver's responsibility to report the change to the event secretary. Replacement of the team representative is only affective following a formal notification of this change to the event secretary.

4.2. Competition Category

This competition is restricted to cars in compliance with the following categories:

- FIA DC1 Specification Vehicles, adhering to Article 269 of Appendix J to the Code, or,
- 2024 FIA Motorsport Games: Drifting Competition – Technical Regulations.

4.3. Entry Procedure

4.3.1. Competitor Applications

Applications to compete in the FIA Motorsport Games: Drifting Competition must be submitted to the FIA via an ASN.

Competitors' registration will be opened by the FIA on 04/03/2024 and will close on 23/09/2024 and/or as defined in the FIA Motorsport Games 2024 Event Regulations that can be found on <https://www.fia.com/regulation/category/969>.

The Competitor must register their profile on the registration platform that can be found on: <https://motorsportgames-registration.fia.com/account-creation/driver>

By submitting their registration, the Competitor acknowledge that all the information provided, including his intention to apply, has been shared to his National ASN, which will decide whether or not to approve his application.

Applications must be made in accordance with the requirements set out in the FIA Motorsport Games 2024 Event Regulations.

The entry fee is €1,000 per car.

There is no restriction on the number of cars that may take part in the competition, so long as there is no more than one car per nation.

The FIA entry list will be published at least 48 hours before the beginning of the Competition.



4.3.2. Competitor Nationality

Drivers must carry the Passport of the country they are representing and have been selected by the ASN of that country.

Drivers are eligible to represent a nation who is not their current ASN so long as they hold the passport of the nation they are representing and start permission from their current ASN.

4.3.3. Competitor Eligibility

All drivers, competitors and officials participating in the Competition must hold current and valid licences.

The minimum licence requirement for drivers is an FIA International Grade D1 (ITD1), along with an authorisation issued by their ASN in accordance with Article 3.9.4 of the Code.

A driver must also be in possession of a current medical certificate of aptitude, included either on the competition licence or in an attached document.

4.4. FIA Motorsport Games: Drifting Title

The title of FIA Motorsport Games: Drifting Competition for Drivers will be awarded to the driver who has won the competition.

If requested by the FIA, the winning driver must be present at the annual FIA Prize-Giving ceremony. All competitors shall use their best endeavours to ensure that their driver attends as previously mentioned.

The FIA Motorsport Games: Drifting Competition will contribute one Gold, one Silver and one Bronze medal towards the overall FIA Motorsport Games medal table.

4.5. FIA Motorsport Games – Awards, Trophies, Podium Ceremony and Prize Giving

Competitors must refer to the FIA Motorsport Games 2024 Event Regulations.



5. Competition Officials

The competition officials are appointed by the organizer in consultation with the ASN and/or FIA. Officials must declare any conflicts of interests that may prejudice the performing of their roles.

All officials shall conduct themselves according to the highest standards of behaviour and failure to do so may result in loss of appointment for the event or revoking of their licence.

The following roles will be among those appointed and named in Appendix 3:

- Stewards,
- Clerk of the Course and/or Race Director,
- Event Secretary,
- Chief Scrutineer and/or Technical Delegate, and,
- Judges
- Chief Medical Officer
- Competition Relation Officer.
- Safety Delegate
- Media Delegate
- Sporting Delegate

5.1. Stewards

The Stewards must be in close contact with the Clerk of the Course for the duration of the event in order to ensure the proper running of competition. The Stewards are appointed by the FIA and/or ASN under whose jurisdiction the competition is organised. The Stewards have the absolute power to ensure compliance with all appropriate regulations and procedures, and report only to the applicable courts.

The responsibilities of the Stewards will include (but are not limited to):

- Approving any changes to the event regulations through issuing a Bulletin,
- Considering any matter referred to them by the Clerk of the Course, Race Director, Judges or Chief Scrutineer and/or Technical Delegate and imposing penalties, up to and including disqualification, as required,
- Postponing or suspending a competition in case of force majeure or serious safety reasons, on recommendation of the Clerk of the Course and/or Race Director,
- Approving any changes to the competition timetable, and,
- Approving the final classification of the competition.

5.2. Clerk of the Course and/or Race Director

The Clerk of the Course will be responsible for ensuring the competition is organised and run to a safe standard and in conformity with the competition regulations. If the event is a single round of a Series, Competition or Championship, a Race Director may be appointed to work alongside the Clerk of the Course to ensure that similar standards and procedures are followed across all Series, Cup or Championship events.

Competitors must follow all instructions from the Clerk of the Course and/or Race Director.



The responsibilities of the Clerk of the Course and/or Race Director will include (but are not limited to):

- Ensuring that all officials and assets are in position and that the racetrack is safe and ready for competition,
- Liaising with the relevant local authorities to ensure a safe, regulated event, and,
- Keeping the competition on schedule according to the published timetable.

5.3. Event Secretary

The Event Secretary is responsible for all event documentation, including Competitor information, ASN regulations and official classification. It is the responsibility of the Event Secretary to ensure that the event is permitted to take place by the local government, ASN and FIA, and that each competitor is permitted to take part.

5.4. Technical Delegate and/or Chief Scrutineer

The Chief Scrutineer examines the competition cars and the drivers' personal protective equipment, in order to ensure their conformity with the regulations.

A Technical Delegate may be appointed who will supervise and assist the work of the Chief Scrutineer and have full authority over the national scrutineers. If appointed, the Technical Delegate is responsible for all technical matters, including scrutineering.

The responsibilities of the Chief Scrutineer will include (but are not limited to):

- Conducting checks prior to the start of the event on all entered cars to ensure that they are safe for competition in compliance with the appropriate Regulations and entered into the correct competition category,
- Monitoring the condition, providing reports and advice on all cars involved in accidents, including assessing their suitability to resume competition activity, and,
- Ensuring that all drivers correctly wear or use their required personal safety equipment, including gloves, boots, fireproof undergarments, race suit, helmet and Frontal Head Restraint, as required in the Regulations.

5.5. Judges

The judging panel consists of three judges, one of whom is appointed as Head Judge, specifically named in the Special Provisions for each Sporting Event. The Head Judge is responsible for the driver's assessment protocols and maintains communication with the Clerk of the Course, Race Director and Stewards throughout the event. During qualifying, the Judges will independently assess each competitor's qualifying runs using individual criteria, which are then added together for a possible total of 100 points.

During the tandem battle portion of the competition, the judges will independently determine a winner by comparing the lead runs of both drivers, as well as the chase runs of both drivers during each battle. Judges can use video replays or any other measuring tools to help them reach a decision and are considered as a Judge of Fact. In the case of significant changes in the driving conditions, the Judges may recommend changes to the layout to the Clerk of the Course, for approval by the Stewards.

The judging criteria for qualifying will be a combination of the following:



- Speed,
- Angle of drift,
- Line (line is designated by clipping points, outside zones and touch & go areas), and,
- Style.

The judging criteria for tandem competition are:

- Lead driver's line, angle and style,
- Chase driver's ability to mirror the lead driver's line, angle, speed and style, and,
- Chase driver's proximity to the lead driver.

Judges responsibilities shall include:

- Determining the course layout before the competition, in cooperation with the Clerk of the Course and/or Race Director,
- Providing exact feedback to the competitors throughout the competition,
- Determining responsibility for any contact/incidents on track. Beyond this, if further action is required, the Judges can refer the matter for the consideration of the Stewards, and,
- Analysing specific complaints or queries.

5.6. Chief Medical Officer

The Chief Medical Officer (CMO) must be a Medical Professional and approved by his ASN. He is responsible for the organisation of the medical service connected with all activities generated by the event. The CMO has overall control of the provision of medical services at the event, liaising directly with the Race Director/Clerk of the Course as appropriate.

The CMO is responsible for:

- Managing the organisation and administration of the medical services at the event, which includes the recruitment of appropriately trained and qualified medical personnel,
- Planning and coordinating the medical teams for the event, supervise their on-event deployment and take responsibility for medical decision making at the highest level.

5.7. Competitors Relations Officer

The Competitors Relations Officer (CRO) is the link between the Officials and the Competitors but is independent of both. He is it asked in supporting the Competitors with any relevant information or assistance they may require.

The CRO is responsible for:

- Calling the drivers in the burn-out zone according to the start list,
- Dealing with queries from Competitors but not Protests or Appeals,
- Communicating relevant information to the Competitor in instances where the driver is summoned by the Stewards of the event or the Clerk of the Course, and,
- Providing any relevant information to the competitors when any change in the regulations or any other issue that may affect them occurs.



5.8. Safety Delegate

The Safety Delegate is designated to help the safety Officials of the competition to perform their duties, to ensure, within their fields of competence, that all the safety regulations governing the FIA Championship are respected, to make any comments they judge necessary, and to draw up any necessary reports concerning the event.

The role of the Safety Delegate is to review and validate the Event Safety Plan prior to the event and its implementation during the event, and to supervise the work of the Chief Safety Officer throughout.

The Safety Delegate is responsible for:

- Attending safety planning and evaluation meetings in relation to the event.
- Monitoring the safety of the public and media areas.
- Coordinating between FIA and ASN any administrative items regarding safety.
- Evaluating and reporting on any safety-related incident at the event.

5.9. Media Delegate

The Media Delegate is reporting to the Director of Communications, the Media Delegate takes overall responsibility for all media activities and works closely with the Press Officer at an event. He is also responsible for protecting, monitoring and enhancing the image of the FIA, the sport and its events and is the day-to-day link between the FIA, media and event organisers. The role of the Media Delegate is to manage and monitor all media activity before, during and after the event.

The Media Delegate is responsible for:

- Coordinating and write FIA press releases about the event.
- Managing and administer the permanent media credentials.
- To work closely with FIA Sport and assist with the updating of regulations governing media requirements.
- To manage and monitoring of media interviews with FIA Officials.

5.10. Sporting Delegate

The Sporting Delegate is appointed by the FIA and shall be responsible for the global coordination between the ASN, Organiser and the Promoter for the Event. He is responsible for:

- Managing the global coordination of ASNs, Organisers and Promoters of the Event ensuring that they are provided with full information on their duties and the tools to perform their missions, and that their assignments are accomplished in accordance with the Regulations.



6. Penalties

Any violation of these regulations or the applicable Sporting Code may result in the Competitor being referred to the Stewards, who have the right to investigate and penalise as required.

The following Penalties may be applied by the competition Stewards:

- Warning,
- Reprimand,
- Fine,
- Disqualification,
- Suspension, or,
- Exclusion.

Any fine must be paid by the deadline stated in the decision.

7. General Provisions

As per Article 14, it is within the rights of the Chief Scrutineer and/or the Technical Delegate to not permit a car to take part in a competition should it be deemed as unfit or dangerous. During the whole competition, the car must be in complete shape (including bumpers, bonnets, doors and other parts). Exception may be granted in the event of an accident, at the discretion of the Chief Scrutineer and/or Technical Delegate. No liquids may be leaking from the car.

8. Graphical Charter, Numbers, Branding and Advertising on Cars

8.1. Graphical Charter

The Competitors car design must comply with the instructions set out in the FIA Motorsport Games 2024 Brand Guidelines.

8.2. Competition Numbers

The Competitors shall have the right to select their starting number (ranging from 2 to 999) by making a request to the organisers when submitting their entry. Numbers will be assigned on a first come first served basis. #1 will be reserved for any reigning champion who may use that or select another (if available). If a request is not received from the Competitor, their number will be assigned by the organisers.

Competitor numbers should be positioned as per the FIA Motorsport Games 2024 Brand Guidelines.

8.3. Competition Branding

Placing any other labels or stickers on the front window, apart from any supplied by the organisers, is strictly forbidden.

All cars must display their national flags and country names in compliance with the 2024 FIA Motorsport Games 2024 Brand Guidelines.



8.4. Advertising on Cars

All advertising on cars should not obstruct the driver's vision.

All advertising displayed on cars must be in compliance with the Code, the respective National Sporting Code and applicable advertising laws of the host nation, the FIA Motorsport Games 2024 Event Regulations, and the FIA Motorsport Games 2024 Brand Guidelines.

9. Safety

9.1. General Safety

Should any car have a technical failure on the track during a competition or practice, it must be removed from the track as quickly as possible so that its presence does not interfere with the competition.

It is strictly forbidden for drivers to drive in the opposite direction of the competition unless it is approved by the Clerk of the Course and/or Race Director as necessary for the car to be removed from a dangerous position.

The car will be recovered from the track only by event officials and only after it has first come to a stop. Team members may be permitted to access the track and assist with the recovery only at the express permission of the Clerk of the Course and/or Race Director, however, they are not permitted to conduct repairs to the car on the track, only assist in the cars immediate removal. Except in case of fire, the driver should remain inside the car to assist with its recovery. During practice and competition, drivers may only use the designated track and must always observe the rules of the Track regarding driving behaviour.

In a collision, breakdown, or other incident on the track, the track marshals will display a red flags, which they can each deploy at their discretion when required. Should a red flag be displayed, the drivers must immediately slow down, stop drifting and proceed to the end of the track if safe to do so. In the event of a serious accident, the Clerk of the Course and/or Race Director or the CMO may instruct the driver to undergo a medical observation or examination. In this case, a driver may not re-join the competition until cleared to do so by the CMO

The Clerk of the Course and/or Race Director may instruct a driver or his team to undergo an Anti-Alcohol test or a test for addictive substances at any point during the event.

Following an accident, the Chief Scrutineer and/or Technical Delegate may check a car to determine if it remains safe and fit for competition.

Refuelling of a car is only permitted in the designated refuelling area and must be performed with the utmost care. An additional team member equipped with a minimum 6kg handheld fire extinguisher must be present throughout the refuelling process.

9.2. Track Control

The Clerk of the Course and/or Race Director and the Head Judge must inspect the course before the start of Practice and again before the start of both qualifying and the tandem battles begins.



It is the Clerk of the Course's responsibility to ensure that the track is safe and ready for competition.

10. Event and Personal Insurance

Competitors must refer to the FIA Motorsport Games 2024 Event Regulations.

11. Signalization

In drifting, only two flags and/or light panels (if available) should be used to signal to drivers and officials on track:

- **Red flag** – cancellation of the run due to a hazard on track. Immediately decrease speed, continue to the finish area if safe to do so or stop on the track if requested to do so by an official.
- **Green flag** – used to indicate that the track is clear of obstacles and ready for competition.

Should a competitor ignore the instructions given by an official's flag or light panel, the Clerk of the Course may refer the matter to the Stewards.

12. Administrative Checks

Prior to the start of the competition, each Competitor must have provided the organiser with at least the following:

- Their original Competition Driver's Licence, including a letter of authorisation for foreign events if they are competing abroad,
- Their Team Licence, if appropriate,
- A completed Entry Form and evidence that they have paid the necessary Entry Fee for that Competition, and,
- Any other specific documentation that has been requested by the Organiser, Host ASN or the FIA.

Failure to produce all the required documentation will result in the refusal to let the Competitor take part in the competition and possible forfeiture of any paid fees, at the organiser's discretion.

13. Scrutineering

13.1. General Scrutineering Practices and Requirements

At a time and place and in a manner determined by the Chief Scrutineer / Technical Delegate, and prior to the start of competition, all cars and driver safety equipment must undergo scrutineering.

Furthermore, every car remains subject to further technical inspections at any time before, during or after an event, at the time and in the place and manner directed by the Technical Delegate or the Stewards of the Event.

By entering the competition, the Competitor certifies that:



- His car and personal protective equipment will remain in good condition and the same as stated on the Scrutineering check list throughout the entire event,
- The Competitor will in fact use all safety and personal protective equipment noted on the Scrutineering check list and as required by the Regulations, and,
- The Competitor will immediately notify the Technical Officials of the event in case of any deviation to the items/equipment stated on the Scrutineering check list.

Falsifying a Scrutineering check list or failing to comply with the Regulations may subject competitors to disciplinary action as determined by the Stewards, up to and including disqualification from the event.

If required, Technical Officials may at any time inspect, seal for inspection, download specific stored data and/or tear down a participant’s car.

Failure to comply in full with any inspection request may subject competitors to disciplinary action as determined by the Stewards, up to and including disqualification from the event.

All determinations by Technical Officials regarding the timing and method of technical inspection shall be final and not subject to appeal or review. Technical inspection assists Technical Officials with determining, in their judgment, eligibility for participation at an event.

The technical inspection does not in any way change the fact that the Competitor, the crewmembers, and the car owner are ultimately responsible for the safety and operation of the car and equipment.

13.2. Tyre Restrictions

The tyre width that may be used by a car during the competition will be determined by the weight of that car. During scrutineering, the weight of each car, in a fully assembled condition as if ready to start the competition, will be recorded and assigned to one of the below tiers. The driver must be in the car during weighing, wearing all required safety clothing/equipment. Once a car weight has been recorded, the tyre width that it may use for the duration of the competition will be fixed as per the tiers in the below table:

Tier	Vehicle weight (kg)	Permitted Tire Width (mm)
1	Up to 954	235
2	955 – 1089	245
3	1090 – 1224	255
4	1225 – 1500	265

Periodic weight checks will be conducted by the Chief Scrutineer/Technical Delegate throughout the Competition and if a car is found to be weighing outside of the tier for which tyres it is using, will be reported to the Stewards.

There are no limits to how many tyres may be used in the competition, providing that all other Articles of these regulations are respected.



13.3.Noise Restrictions

During competition, a maximum noise restriction of 103Db(A) applies at the 2024 MSG and will be strictly enforced:

- The noise restriction requirement will be enforced and will be checked by the Technical Officials,
- Each competitor is responsible for their own compliance with these noise restrictions, and
- Further noise restrictions apply, as per the Event Regulations and/or the Circuit Regulations.

14. Competition

14.1. Briefing

The briefing is to be held on schedule and conducted in the appropriate language. Only the driver, their team manager and spotter should have access to the briefings. Attendance throughout the briefing is mandatory for all drivers during briefings pertaining to qualification and battles. The Head Judge and/or Clerk of the Course will lead the briefings. During the briefing, the drivers will be informed of any changes to the event's program and/or any changes to the Supplementary Regulations. The judges will define the ideal line, in particular the placement of clipping points and clipping zones.

Any driver who fails to attend a briefing without prior permission and sufficient reason, will be referred to the Stewards and may be subject to penalisation.

14.2.Practice

Drivers are allowed to start each practice session only when permitted to do so by the start marshal. The maximum number of cars on track (i.e. between the start line and the finish point) is four during practice. In the case of a track that returns upon itself, the maximum number of cars on the track at one time would be two during practice. Participation in practice is not compulsory.

After the start of the competition, it is strictly forbidden to practice on the track outside the time of official practice sessions, as determined by the event timetable. It is also strictly forbidden to practice at other areas of the facility outside of the track during the competition period. Failure to adhere to these regulations will result in the Competitor being referred to the Stewards.

At the discretion of the organiser, a system to control the number of lead runs and chase runs will be applied by the start marshal with the aim to provide equal number of lead runs and chase runs for each car.

14.3.Competition

The competition track layout and specific judging criteria can be found under Appendix 4.

The bracket structure that will be followed will be determined by the number of entries received, but a minimum of a Top-16 bracket will be guaranteed.



If the Tandem Battle section of the competition cannot be completed for any reason, the qualification results will be used as the sole criterion for the overall driver ranking at that event.

14.4. Staging Area, Start Line and Finish Line Procedure

14.4.1. Staging Area Procedure

Prior to the start of each run, the Clerk of the Course and/or Race Director will ensure that the track is ready and that all officials are ready for the beginning of the run.

14.4.2. Before each Qualifying Run

The steps to be followed in order to start a qualifying run are:

- Officials confirms to the Clerk of the course and /or Race director that they are ready for the next run;
- Clerk of the Course and/or Race Director declares that the track is ready for competition;
- Competitors Relation Officer (CRO) calls competitors to burn out zone.

If a driver is not ready to come to the designated burnout area when called by the CRO, they will forfeit their place in the qualification running order. However, the Clerk of the Course and/or Race Director, at their own discretion, can decide whether or not to allocate the driver to another place in the running order.

14.4.3. Before the First Run of a Tandem Battle

The steps to be followed in order to start a tandem battle are:

- Officials confirms to the Clerk of the course and /or Race director that they are ready for the next battle;
- Clerk of the Course and/or Race Director declares that the track is ready for competition;
- Competitors Relation Officer (CRO) calls competitors to burn out zone. Competitor with higher qualification result to be called first.

If a driver is not ready to come to the designated burnout area when called by the CRO due to necessary repairs to be carried out, the Competitor representative must declare the need for a Competition Timeout to the Chief Scrutineer or the Technical Delegate, in accordance with Article 21.

14.4.4. Between Tandem Battle Runs

After the first run of the battle, both drivers must return to the start line immediately. When Drivers are at the start line, the same steps as outline in Article 18.1.2. must be followed in order to start the Second tandem.

If a driver is not able to return to the start line immediately because necessary repairs must be carried out, the Competitor representative must declare the need for a Competition Timeout to the Chief Scrutineer or the Technical Delegate, in accordance with Article 21.

The second driver must remain at the start line for the duration of his opponent's Competition Timeout.

14.4.5. Start Line Procedure

The start line is located at the beginning of the course and may be marked by an Arch. It is the official starting point of each qualifying run and tandem battle. There will be a signal (either a light panel or a flag) that is shown by the start line marshal, which signals when the car(s) can leave the start line. During both qualifying and tandem battles, there may be a cone chicane, as illustrated in Figure 1, which is designed to decrease the acceleration of the lead car, permitting the chase car to maintain proximity down the straight away leading up to the initiation point. If the lead driver hits one or more cones within the chicane during a tandem battle, the battle will be halted and restarted, communicated either via a marshal or light panel posted trackside prior to the initiation point.

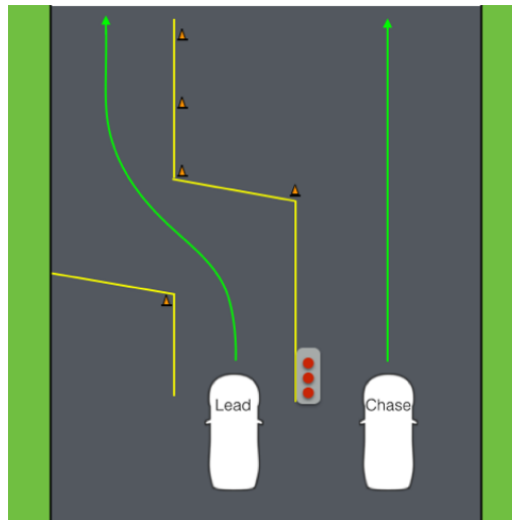


Figure 1

The lead car must start within two (2) seconds after the start marshal signals to do so, either through a flag or a light. If the lead car starts before the marshal signal, or after the two (2) seconds allowed, it will be noted by the Judges, and a restart may be ordered. Multiple such infractions possibly resulting in an incomplete being awarded for that run.

14.4.6. Finish Line Procedure

While the finish line represents the end of the judged course, the Driver must exit the judged course in a controlled way. The Judges will assess the Driver's control of the car as it crosses the finish line. Should the Driver exit the judged course in an uncontrolled way, the Driver's run will be judged as incomplete.

15. Qualification

15.1. Qualifying Format

Drivers will complete two non-consecutive runs on the course. Running order will be ascending through Competition numbers, with the smallest number scheduled to go first. Depending on the number of competitors entered, the organisers may decide to distribute all entries across small groups. If so, the drivers in one group will complete both their qualifying runs before the competition proceeds to the following group.

If there is a technical defect on a car during the qualification, all results achieved up to the time of the defect are valid and scored. The driver is obliged to enter the qualification with the car in a condition in order to be able to pass the qualification run (tyres, petrol, etc.). The repair of technical defects during qualifying is permitted, but only in the interval between the qualification runs. Tyre changes and minor modifications/repairs between qualifying runs are permitted. The Driver must be prepared (dressed, fastened in the running car) for his qualifying runs at the moment when driver two places in front is starting (in the specified order). Driver is obliged to observe and follow the instructions of the start line marshal. If driver do not appear in time for the qualifying run, then he loses the qualifying round. The driver is obliged to continue in the competition with the same car he has qualified in. The best score of both qualification runs will be retained for the qualification classification.

15.2. Initiation during Qualifying

During both qualifying runs, the car must be sideways as it passes the Initiation point, usually indicated by a marker such as a single standing cone in the “3, 2, 1” cone sequence placed trackside, as per Figure 2 below.

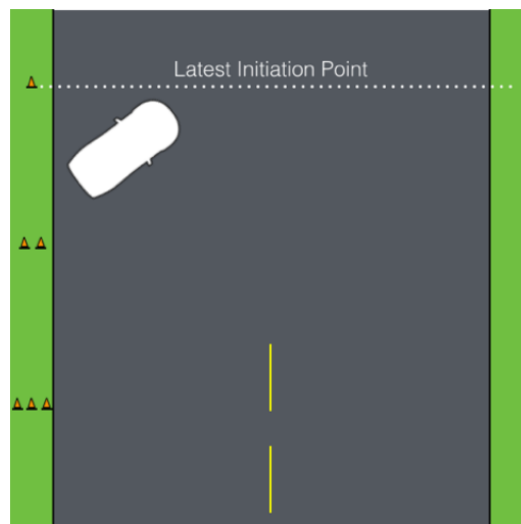


Figure 2

15.3. Qualifying Scoring

Qualifying scores will be awarded based on a combination of the four criteria below (allocated points are a recommendation):

- Line
- Angle



- Style (commitment and fluidity)
- Speed

Judge 1 will be responsible for awarding the points for Line for each car. Judge 2 will be responsible for awarding the points for Angle of each car. Judge 3 will be responsible for awarding the points for both Style and Speed for each car.

The allocation of points shall be set before the Judges before the start of each event and may vary from event to event but must always total to a maximum possible score of 100. Speed can only be used as a scoring criteria when there is an accurate method of measuring speed available.

The speed will be part of the Judging criteria only in the event that an on-board telemetry system or Timekeeping system is supplied to the Judges, so the initiation speed and the average speed can be precisely assessed.

Exact scoring criteria to be detailed in Appendix 4 and communicated during the drivers' briefing.

15.4. Qualifying Judging Criteria

Drivers are expected to start with a committed, high angle initiation, drift through all of the outside zones and reach all of the inner clips with the maximum degree of angle and pace, while making quick, aggressive transitions with no corrections or mistakes.

Driving at the high difficulty level described by the judges, the driver is showing their level of car control.

Drivers that do not fill the outside zones, reach inner clips, or do so at a low degree of angle while making mistakes or corrections will receive deductions.

15.4.1. Line

Drivers will be judged on their ability to adhere to the line stipulated by the line judge during the drivers' briefings. Points will be allocated to outside zones and inner clips but may also be allocated to "touch & go" areas. Line points will be divided into by sectors (see Figure 3) at each track.

Line judge also gives deductions for wheels off the track:

One wheel off the track:	Two points deducted for each offence.
Two wheels off the track:	Five points deducted for each offence.
Three wheels off the track:	Ten points deducted for the first offence. If repeated during the same run, zero Line points will be awarded for that run.
Four wheel off the track:	Zero points

Further deduction examples:

- Missing zones & clips
- Partially filling zones

15.4.2. Angle

Drivers will be judged on their ability to achieve and maintain a high level of angle, as described by the angle judge during the drivers' briefings. Angle points will be divided into sectors (see Figure 3 as an example) at each track.

Deduction examples:

- Lack of angle
- Corrections
- Double initiation

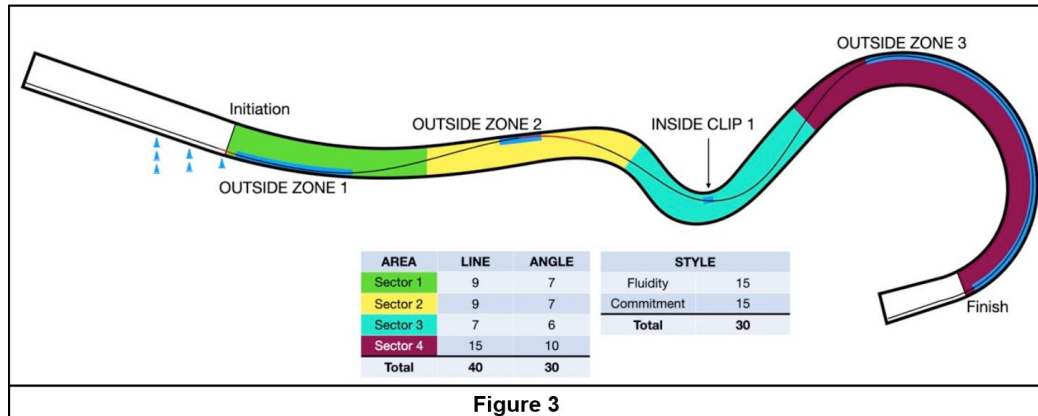


Figure 3

15.4.3. Style and Speed

Style is separated into two components: Commitment and Fluidity. Speed can also be separated into two components: initiation speed and average speed throughout the run.

Commitment

- Consistent throttle application.
- Maintaining pace throughout - using momentum to fill zones and the width of the course.
- Make it look exciting - approach barriers and track edge with confidence.

Fluidity

- Smooth rotation during transition.
- Lock to lock angle.
- Car is settled and flows through the course smoothly.

Initiation Speed

- Half of speed points awarded for achieving the target initiation speed. This target is a minimum speed to be achieved to gain the initiation speed points. Drivers may go faster but will not be awarded with additional points.

Average speed throughout the run

- Half of speed points awarded for achieving the target average speed throughout the run.
- Average speed will be measured from initiation to the finish line.

- When possible, average speed should only be calculated using telemetry from the car that can ensure the correct line was followed, and not simply from timekeeping between the Start and Finish of a run.

Deduction examples for Style or Speed:

- Off or partial throttle prior to initiation.
- Initiating beyond latest initiation point.
- Slowing outside deceleration zones (As per Figure 4, as an example).
- Timid approach to walls or course outlines.
- Slow rotations.
- Stepped rotations (controlling the steering wheel to add small amounts of angle at a time).
- Inaccurate rotations (achieving degree of angle, then adding or subtracting angle).

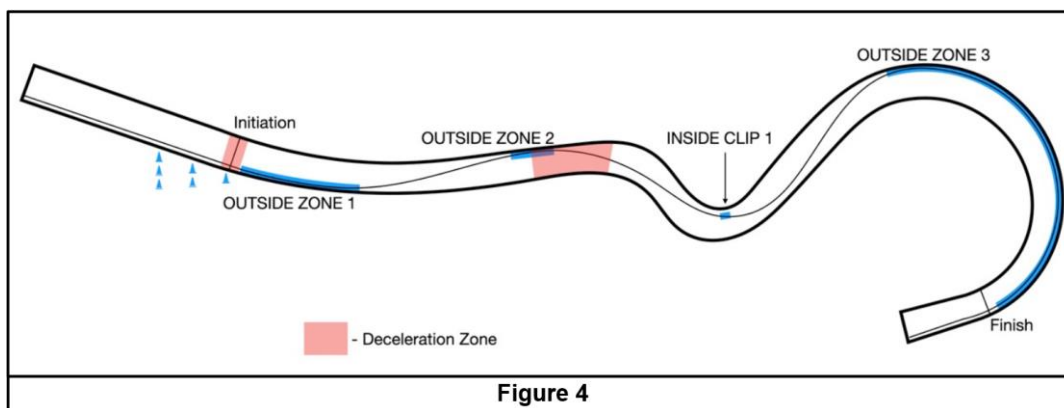


Figure 4

15.4.4. Zero Points in Qualification

Zero (0) points will be awarded for a qualification run if any of the following occur:

- A spin of a car between the start and end of a scored section of a track,
- Leaving a scored area of the track by all four wheels,
- Not initiating drift,
- Stopping car before finish line,
- Major straightening,
- Opposite drift (Drifting with the opposite angle required at that point on course), or,
- Hood and/or doors opening during a run.

A driver who will score two zero (0) points in qualification will not be permitted to participate in the battles.

15.4.5. Qualifying Tie Breaker

In the event of equal scores in qualifying, the following steps will be applied in order to determine the final classification:



Tie Breaker 1	High Qualifying Score (HQS)
Tie Breaker 2	Low Qualifying Score (LQS)
Tie Breaker 3	HQS Style Score
Tie Breaker 4	HQS Line Score
Tie Breaker 5	HQS Angle Score
Tie Breaker 6	Maximum Average Speed
Tie Breaker 7	Maximum Initiation Speed
Tie Breaker 8	LQS Style Score
Tie Breaker 9	LQS Line Score
Tie Breaker 10	LQS Angle Score

In the event that the above tie breakers are not enough to separate two drivers tied on the same score, further qualification runs may be ordered by the Clerk of the Course and/or Race Director in order to determine the qualifying classification.

15.5. Force Majeure

In the event that qualifying cannot be completed, such as due to a rain-out or other circumstances, qualifying order will be established from the results of each drivers first qualifying run only.

Should a complete cycle of first qualifying runs have not yet been completed, the Stewards may determine the best method to rank each car, but the event format should be adjusted to consider all cars as qualified, giving each the opportunity to advance to a Tandem Battle.

In the event of rain or weather that does not cause cancellation of qualifying, the Judges have the right to make adjustments to the judging criteria and to subsequently disseminate this information to the spotters and drivers.

16. Tandem Battles

Following qualifying, the main part of the competition will follow a knock-out format during which two competitors compete in tandem, known as a Battle.

The driver is obliged to compete in each Tandem Battle with the same car he has qualified with.

16.1. Elimination Format

The qualified drivers are placed into a standard bracket based on their qualifying position, usually a Top 32, Top 24 or Top 16 (according to Appendix 1).

The tandem battles consist of two head-to-head runs per battle, with the winner advancing to the next level of the bracket. The higher qualifier in each Battle will always be lead car for the first run.

If a car is broken or unable to pull to the line for the battle, the remaining car must make a “Bye Run” to be able to move on in the competition. The Bye Run is a non-judged qualifying lap to demonstrate that the car is mechanically ready for competition.

In the event of a tyre de-beading on the course, the car will not be permitted to continue with that tyre. Rear Tyre changes will not be permitted during Competition Timeout unless de-beading has occurred or rim/tyre damage due to a collision. Rear Tyres are required to make two consecutive



runs. In the event that a front tyre has become damaged, the Clerk of the Course and/or Race Director may allow that car to change the damaged front tyre in order to conduct their run.

Any driver(s) deemed to not be at fault for a collision resulting in tyre de-beading / rim damage, will be able to conduct repairs in the course of the Article 20.6.3.

A driver deemed to be at fault for a collision resulting in tyre de-beading / rim damage, will only be permitted to conduct repairs by requesting a Competition Time Out as per the Article 21.

The driver is obliged to arrive at the start area within the specified time limit. In the event that the driver does not appear for their run, that run will be launched without their participation and thus their participation in the battles ends.

16.2. Tandem Judging Criteria

The Judges will look for which driver performs better in the tandem battle. The Judges will watch both Run 1 and Run 2, comparing both lead runs to each other and both chase runs to each other, allowing them to determine which driver won in each position. If the Judges are unable to determine a winner from these two runs, they can request for that a One More Time (OMT) is called. If the Judges cannot make a decision from the OMT then they will look at Runs 1 and 2 to determine the winner (if a winner is still not found, the higher qualifier will proceed in the competition).

Unless stated otherwise by the event organisers, during the Semi-Finals, only 2 OMTs will be permitted, but during the Final and third place match (if applicable), there will be no limit to how many OMTs may be called.

In the event of two unrelated incompletes from both drivers on one of the runs, that battle can be decided on a run where both drivers were able to successfully complete their respective task. In this case the battle will be determined by a lead to chase evaluation, where judges will choose a winner of the battle.

16.2.1. Lead Driver Goals

- a. Perform the equivalent of a 100-point qualifying run,
- b. Fill all zones while on the designated line while achieving a high rate of angle,
- c. Maintain momentum and only slow down if in a designated Deceleration zone, and,
- d. Perform a chaseable lead run.

A chaseable lead run will have filled the zones, attained the inside clipping points and maintained a consistent speed and/or slowed/braked in the proper areas, giving the chase driver a reasonable opportunity to chase and mimic with good proximity. The leader has the right to choose the speed of the drift, which must correspond to the character of the track and previous runs in qualification and practice.

An unchasable lead run will have a variety of errors and or deductions that make it difficult for the chase driver to mimic or keep up with while in drift. An unchasable lead is always negative for the lead driver, but the degree to which judges apply judging penalties can/will be dictated by the actions that affects the chase driver.



16.2.2. Chase Driver Goals

- a. Initiate no later than the latest initiation point,
- b. Maintain close proximity to the lead driver with as much duration as possible,
- c. Match or better the lead drivers' angle, and,
- d. Mimic the lead driver's transitions and line throughout the course.

The chase driver's goal is to complete the course with as much proximity to the lead driver as possible, while mimicking the lead driver's angle, line and transition points and style. The chase driver must initiate no later than the latest initiation point, make no corrections or mistakes, and remain in drift until the finish line has been passed to show his/her abilities in comparison to the other driver. A chase driver that does not establish and maintain proximity may be at a disadvantage.

16.2.3. Decel Map

The Decel Map (Figure 4, as an example) provides a graphical representation of the course where the judges would like to see the lead car on-throttle and off-throttle/braking. Lead runs that do not conform to the graphical representation of the course will receive deductions. The Decel Map will be used to ascertain fault in tandem collisions.

16.3. Incomplete Tandem Runs

If a driver makes any of the following mistakes during a tandem run, the driver will not receive a score for that run, which will therefore be considered as an incomplete.

The following constitute an incomplete in tandem:

- Spinning Out,
- Opposite drift (Drifting with the opposite angle required at that point on course),
- Major straightening,
- Hood and/or doors opening during a run,
- Collision with the other driver that is considered "avoidable" or unsportsmanlike,
- A chase driver intentionally not chasing the lead driver after an incomplete was scored on the previous run,
- Three consecutive restarts, resulting from errors,
- Performing an illegal pass (results in an incomplete for the chase driver),
- Getting legally passed (results in an incomplete for the lead driver), or,
- Lead or Chase driver is not fulfilling the goals set for Lead (unchasable lead) and Chase (inactive chase).

When a lead driver gets an incomplete, the run is over and the chase driver is not required to continue drifting for safety reasons. When a chase driver gets an independent incomplete, the lead driver is responsible for completing the course. If the lead driver does not complete the course in this situation, they may also be given an incomplete. If a driver in either position is deemed at fault for causing another driver to incomplete, the car at fault will inherit the other car's incomplete.

16.4. Passing

Passing of the lead car by the chase car is only permitted in Tandem battles when all four of the following conditions are met:

- The lead driver must be offline or completely off course,
- The chase driver can only pass on an inside clipping point,
- The chase driver can only make pass on the inside of the lead driver, and,
- The chase driver becomes the lead driver once the chase car has fully surpassed the lead driver's car.

Upon completion of a properly performed legal pass, the chase driver will become the lead driver and must complete the run according to the judging criteria. Once the run is completed the car that was passed will receive an incomplete on that run.

16.5. Tandem Initiation Procedure

The point of initiation will be clearly marked on the course, with two lanes also marked on the course. The lead driver may use a “flick” to initiate but must always remain in their lane (not touching the dividing line at all) while doing so.

The chase driver may follow either of the following two procedures for their initiation:

- **SIDE BY SIDE** - The chase driver can choose to initiate immediately beside the lead driver within the full width of the chase car lane. The car must not cross the centre line until the end of the lane markings. This will end an appropriate distance from the latest initiation point. This will give the lead driver the full width of the lead car lane to initiate, while giving the chase car the opportunity to maintain proximity and also time to get positioned for an initiation before the latest initiation point.

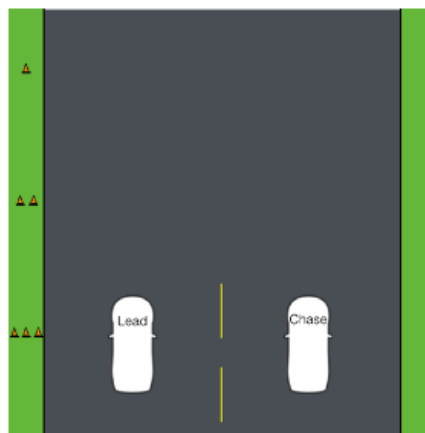


Figure 5

- **SINGLE FILE** - The chase driver can also choose to initiate behind the lead driver. In this case, the chase driver can remain in the same lane as the lead driver with as much proximity as the chase driver can achieve while staying behind the lead car. The lead driver has the full width of the lead car lane to initiate in any manner desired, as the chase car must stay behind the lead car until the lead car has initiated.

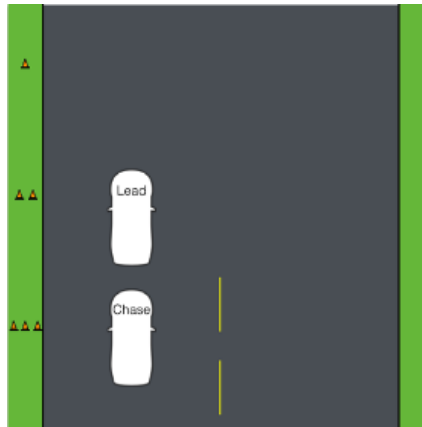


Figure 6

Violations of side by side or single file initiations may result in a restart or a point deduction from the judges. On some tracks the judges may decide to enforce only one initiation procedure. In such cases, this will be clearly communicated at the first drivers briefing.

16.6. Tandem Collisions and Contact

Car contact in drifting is something that is accepted as part of the sport, however, collisions of cars while in head-to-head battle requires specific rulings and guidelines as follows:

16.6.1. Lead Car

If the lead car loses drift, goes off line or unnecessarily reduces speed in tandem and the chase car hits the lead car, the lead car may be deemed at fault for the collision.

16.6.2. Chase Car

If a Chase driver has a collision with a lead driver while they are fulfilling their lead driver goals, then the Chase driver will be deemed at fault.

16.6.3. Damage due to Collision

Once a collision has occurred, the Judges will ascertain fault. In some cases, damage sustained to the cars may require time to repair. Only the driver not at fault may request up to 10 minutes to repair their car.

16.6.4. Run 1 Collisions

If a car cannot be repaired after a collision and was deemed not at fault during the incident, the Chief Scrutineer and/or Technical Delegate will verify that indeed the car is not repairable in time for the second run of that battle and pass the information to the judges, who will declare that driver the winner of the battle. The driver will receive any points for winning that battle.

If the case above occurs in the final battle, the Clerk of the Course and/or Race Director have the right to permit additional time for repairs up to a maximum total of 20 minutes, in order to allow the competition to be completed.

If both the lead car and the chase car wreck on the first run of the battle and are unable to continue due to excessive damage, with no driver deemed at fault (i.e. both driver's wreck independently of each other), the winner is determined based on the higher qualifying position.



16.6.5.Run 2 Collisions

If a collision occurs on Run 2 of a battle, the judges will deem fault and then default back to Run 1 to judge the outcome of the battle.

If both the lead car and the chase car wreck on the second run of the battle and are unable to continue due to excessive damage, with no driver deemed at fault (i.e. both driver's wreck independently of each other), the winner is determined based on the scoring of the first run of that battle. In case of even scoring, the winner of battle will be determined based on the higher qualifying position.

Should the cars have contact, which may or may have not affected either driver or may have not been either driver's fault, the Chief Scrutineer and/or Technical Delegate may need to inspect both cars for safety reasons and determine as to whether or not the car(s) remain safe and fit for continued competition.

In the above scenario, if the result leaves either driver with a tyre puncture or wheel damage, the Chief Scrutineer and/or Technical Delegate may request that both drivers change their tyres and/or wheels in order to ensure that one driver does not receive an advantage over the other driver.

16.7.Car Service during Tandem

Competition cars cannot be serviced between the first and second runs of a tandem battle. This includes tyre changes, tyre pressure adjustments, suspension adjustments, and fuelling.

16.8. Tandem Replays and Telemetry

When such technology is available, a video replay should be shown to the Judges after each battle run. An event's timetable should be created to accommodate this within its schedule.

All judging is done from the designated judging stand, which should be placed in a location so as to give the maximum view across the course. If a clipping point is not visible from the judging stand, an additional system must be available for that point. This could be something as simple as a marshal with a flag to communicate if a clip has been made, or a technological solution such as video or telemetry.

External data or video is not admissible in the evaluation of a protest.

Should telemetry be used, the organisers will have the right to install equipment on each car as required. Any refusal to allow such technology to be installed will result in that competitor not being permitted to take part in the competition. In the event that on-board telemetry is used, it will only be considered as a tool to assist the Judges with scoring and the final decision will always remain with the Judges.



17. Competition Timeout

To maintain safety in the competition, teams may request a Competition Timeout in order to perform any necessary repairs. Competition Timeout's are not to be used for strategic purposes.

A competition timeout will be fixed at five (5) minutes and each competitor can only request one (1) competition timeout per event, unless stated otherwise in the Supplementary Regulations. A competition timeout may not be requested during the practice or qualifying sections of an event.

When a competition timeout is requested, no team member or driver may perform any repairs on the car until the start of the competition timeout is indicated by an official.

Once the competition timeout is started, all performed repairs must be completed within the allocated five (5) minutes and the car must be ready for competition at the end of the five (5) minutes. An official may request to inspect the car for compliance and safety after conclusion of the competition timeout. Competitors who fail to make the necessary repairs within the allocated five (5) minutes, will forfeit the run to the opposing driver.

Only the designated team representative will be permitted to request the Competition Timeout. The competition timeout can only be requested from the Chief Scrutineer or Technical Delegate, although in certain circumstances, the Clerk of the course and/or Race Director may grant a Competition Timeout after consulting with the Chief Scrutineer or Technical Delegate.

In the event that a de-beading or rim/tyre damage has occurred due to a collision, the Clerk of the course and/or Race Director may permit a tyre change after consulting with the Chief Scrutineer or Technical Delegate. Otherwise, no tyre changes will be permitted during a Competition Timeout and tyres are required to last for both battle runs.

Competition Timeouts are for car repairs, no tyre pressure or suspension setting adjustments etc. are permitted.

Competition Timeout repairs must be completed in the hot pit. Cars are not permitted to go to the main pit or paddock for a Competition Timeout, unless specifically noted otherwise in the drivers' briefings.

18. Final Overall Classification

At the end of the Tandem Competition, the winner of the final battle will be ranked in first place of the overall classification. The losing finalist will be ranked in second position.

If there is a specific battle for third place, the winner of that battle will be ranked in third place of the event, with the loser in fourth place. If there is no specific battle for third place, the two losing drivers from the round of four (Semi-Finals) will be assigned to third and fourth placed overall in accordance with who placed higher in the ranking of qualifying.

The four losing drivers from the round of eight (Quarterfinals) will be assigned from fifth to eighth places overall in accordance with who placed higher in the ranking of qualifying.

The same procedure will thus be assigned for all further Tandem battle rounds (Round of sixteen, round of thirty-two, etc.) to assign the final positions in the overall classification.



Those who failed to progress beyond qualifying will appear in the order that they were ranked in the qualifying classification.

Any driver who fails to record a score in qualifying should appear on the final classification as “Not Classified” (NC).

19. Protests and Appeals

19.1. Protests

Protests are expected to be well founded, reasonable and based on sound evidence.

A protest against an entry, driver or a car’s eligibility may be made at any time prior to publication of the final classification. Protests against telemetry and judges (who are considered as a Judge of Fact) decisions are not permitted.

External data or video are not permissible in the evaluation of a protest, except in cases when they have been requested by the Stewards.

19.1.1. Filing a Protest

Only the driver or Competitor Representative have the right to protest. Should a protest be made against multiple drivers, they must be filed and considered individually, unless the specific incident involved both at the same time.

Every protest shall be made in writing and must specify which part of the Sporting Regulations, Technical Regulations or applicable Sporting Code that is alleged to have been violated.

Protests must be in writing (in English) and signed, accompanied by the appropriate fee and submitted within the permitted timeframe to the Clerk of the Course or his representative. Failure to correctly adhere to these procedures will lead to the protest being denied.

19.1.2. Protest Fee

The Protest fee is €250 per occasion, unless specifically stated otherwise in the Supplementary Regulations.

19.1.3. Reviewing Protests

The Stewards will review all protests received and shall render a decision as soon as possible. At the end of an event, the podium ceremony will be permitted to proceed based on the provisional classification, regardless of whether there is still an ongoing Stewards enquiry that may affect the final classification.

If a protest is rejected, the protest fee will be forfeited.

If a party is not satisfied with the results of a Stewards’ decision, they are reminded of their right to appeal to the applicable Court of Appeal.

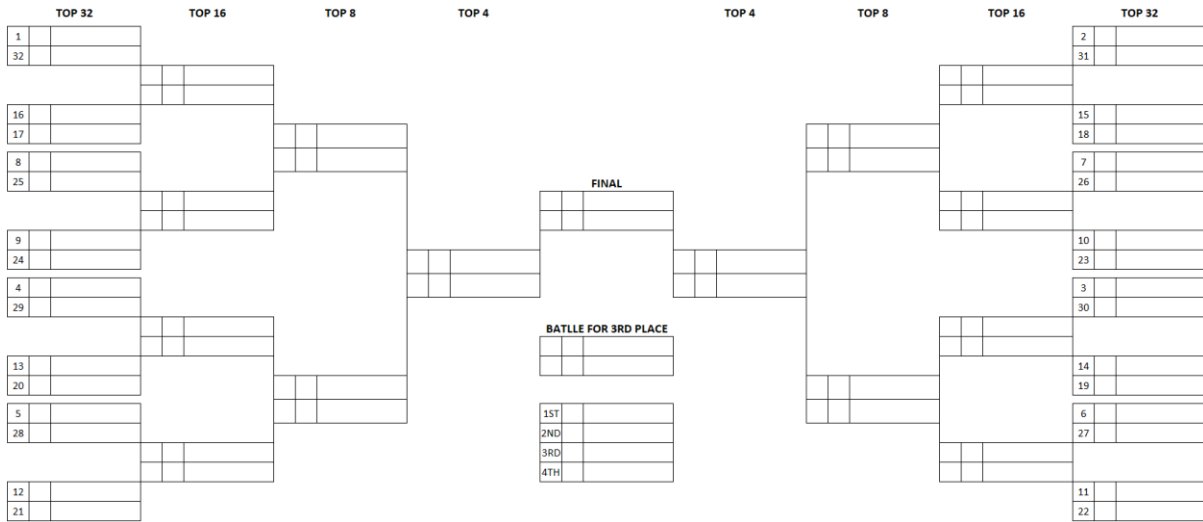
19.2. Appeals

Appeals shall be made in accordance with the Code and the FIA Judicial and Disciplinary Rules. Any appeal must be accompanied by a fee of €3000.

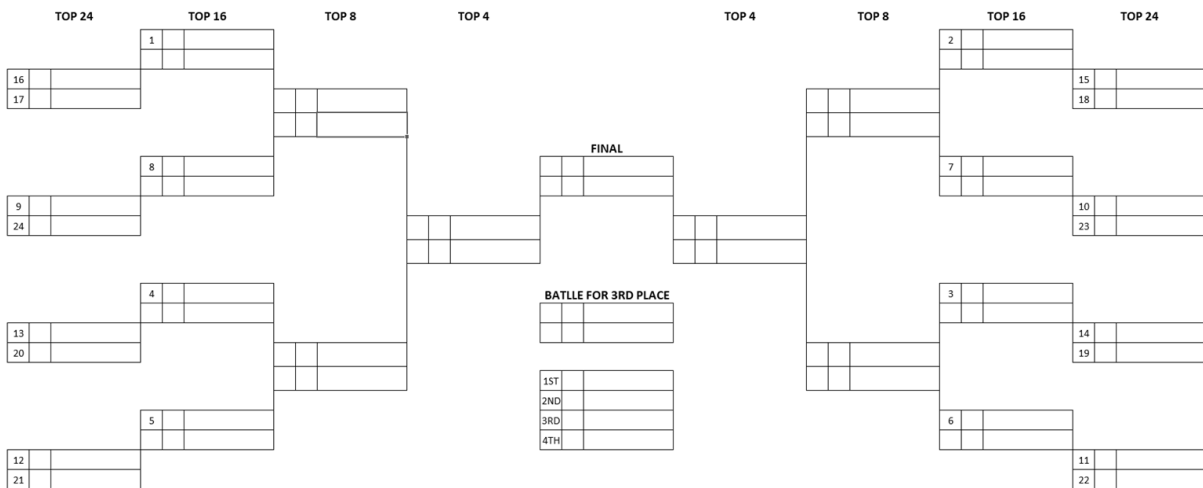


Appendix 1 – Bracket Templates

TOP32 Bracket



TOP 24 Bracket



Appendix 2 – Glossary of Terms

Angle	The difference between the course direction and the direction in which the car is pointing.
Bobble	When a car is in a sustained drift and there is a slight loss or increase in angle, followed quickly by a return to the initial position.
Briefing	A time when all of the drivers competing in an event must convene at one location to receive vital safety, competition, judging and scheduling information pertinent to the event in question. Briefings are mandatory and must be attended by the driver and one team member, with the driver being fully suited.
Burn-out zone	A designated safe area near to the start line where the drivers are allowed to warm-up their tires by spinning its wheels.
Bye Run	A Bye Run is a non-judged qualifying run to prove that the mechanical condition of the car is ready for competition.
Chaseable Lead	<p>A chaseable lead run is a run that gives the chase driver a fair chance to fulfil their responsibilities. A chaseable lead involves the following:</p> <ol style="list-style-type: none"> 1. The lead driver maintains the dictated pace throughout the course. 2. The lead driver generally adheres to the Decel map, 3. The lead driver fills the majority of the outside zones and hits the inside clipping points. 4. The lead driver dictates and expresses control throughout the entire course. <p>Please note that a chaseable lead is not only required in tandem competition, but also during each driver's qualifying runs. Failing to do the aforementioned may result in judging penalties.</p>
Chaser	The car that follows at the beginning of a tandem battle.
Chicane	Is an offset in the lead car's lane outlined with cones to make it visible to all drivers. The chicane is in place to slow the lead driver down off the line and allow the chase driver to maintain proximity down the straight away leading up to initiation.
Collision	Is defined as when a car touches another car and/or part of the course and is interrupted in line and angle.
Commitment	How consistent a driver can be while negotiating the course in terms of throttle application, maintaining pace and using momentum to fill outside zones and touch & go areas. Commitment also refers to the level of confidence and dedication displayed by the driver when approaching course edges and course barriers, keeping in mind the use of throttle, pace and momentum mentioned above.
Contact	Is defined as when a car touches another vehicle and/or part of the course and generally stays uninterrupted in line and angle.

Correction	When a driver uses the hand brake to adjust the angle or the line of their car when either are poor.
Drifting	Drifting is a driving technique in which a driver breaks the rear wheels out of a gripping position and counter-steers the car around a course marked by clipping points, clipping zones and touch & go areas. Judges dictate the desired line throughout the course, highlight specific areas of importance and determine the score each driver earns as they attempt to qualify for the main competition. Once drivers have earned their position in the competition bracket, drivers compete against each other two at a time on the same course. Judges determine the winner and which driver moves onto the next bracket.
Fluidity	Refers to the rotation of the car on its own axis during initiation and transitions between turns. Ideally the rotations should be quick, smooth and accurate. Once at angle, the car should remain settled and in control until the next transition.
Hot Pit	A Hot pit is a designated area near to the startline where work may be carried out on cars during the Battle section of a competition.
Initiation	The act of breaking rear wheel traction while increasing the angle of the car in relation to its direction of travel, while adding counter-steer to maintain the angle attained. Techniques include clutch kicking, pulling the hand brake, weight transfer, and a combination of two or more of these techniques.
Inside Clipping Point	A point on the course, generally on the inside of a corner, that has been clearly marked and is used as a reference for both the line and angle judges to judge competency in their respective criteria. Drivers are required to pass by the cone with their front bumper as closely as possible to receive a score from the line judge, while the angle judge will score each car's angle as it passes by each of the clipping points on-course.
Judges	There are 3 Judges per event. Each judge is responsible for one aspect of the judging criteria (line, angle or style) during qualifying; these responsibilities rotate among the 3 judges throughout the season. The judges are responsible for relaying the desired line, angle and style requirements to the drivers during the driver's briefings, which they then use to dissect each qualifying run. During tandem battles, they watch both lead and chase drivers compete against one another to determine a winner.
Latest initiation point	Is the point at which the car must be sideways. It is marked by single standing cone in the "3, 2, 1" cone sequence.
Lead	The car that is leading at the beginning of a tandem battle.
Line	The ideal trajectory to be driven by the competitors throughout the course as described by the judges during the driver's briefings. The ideal line will be indicated with clipping points, clipping zones and touch & go areas throughout the course.
One More Time (OMT)	Occurs due to lack of a majority vote from the judges. The tandem battle that received the OMT vote from the must run the tandem battle again until the result is a majority vote decision. One More Time (OMT) calls are not

	intended for poorly executed tandem battles. The judges reserve the right to make a judgment call on battles that contain a multiple variety of mistakes and/or deductions and declare a winner.
Opposite Drift	When a car attains angle in the opposite direction of what is stipulated for that area of the course.
Outside Zone	An area, generally on the outside of the course along the edge of the pavement or along a wall or barrier, that has been clearly marked and is used as a reference for both the line and angle judges to judge car in their respective criteria. Drivers are required to place the rear of their vehicle in between the cones for the length of the zone while in drift to receive a score from the line judge, while the angle judge will score each car's angle as it passes by each of the clipping zones on course.
Pass	When a chase vehicle goes by a lead car during a tandem battle. A pass is only considered legal if it was performed at a clipping point, the lead car was offline and if the chase car.
Transition	The act of rotating a car from a high degree of angle in one direction to a high degree of angle in the opposite direction without stopping the rotation at any point in between.
Unchaseable Lead	<p>An unchaseable lead run does not give the chase driver a fair chance to fulfil their responsibilities. An unchaseable lead run may involve some or all the following:</p> <ol style="list-style-type: none"> 1. The lead driver varies pace unpredictably or not as described on the course. 2. The lead driver does not adhere to the Decel map, whether due to driver error or car malfunction or trying to get away from the chase driver by cheating one or more of the lead driver responsibilities. 3. The lead driver missing the majority of the outside zones and/or inside clipping points. 4. The lead driver is out of control or erratic throughout the course. <p>Please note that a run can be deemed "unchaseable" in qualifying just as it can in tandem competition.</p> <p>Additionally, an Unchaseable lead can be more consequential to a lead driver in tandem if the chase driver is within relative proximity and affects (or seemingly affects) the chase driver.</p> <p>An Unchaseable lead is always a negative for the lead driver, but the degree to which the judges apply judging penalties can be/or will be dictated by the actions that affect the chase driver.</p>



Appendix 3 – VISA Information required under ARTs. 6 and 11

2024 FIA MOTORSPORT GAMES



FEDERATION INTERNATIONALE DE L'AUTOMOBILE

2024 FIA MOTORSPORT GAMES

APPENDIX 3 – Drifting Competition

Information required under Articles 6 and 11.1 of the 2024 FIA Motorsport Games – Sporting Regulations

PART A

1. NAME AND ADDRESS OF THE NATIONAL SPORTING AUTHORITY (ASN).
2. NAME AND ADDRESS OF THE ORGANISER.
TEL :
EMAIL :
SITE WEB :
3. DATE AND PLACE OF THE EVENT.
CIRCUITO RICARDO TORMO – OCTOBER 23RD - 24TH - 25TH - 26TH - 27TH 2024
4. DATE AND TIME OF THE CHECKS:
ADMINISTRATIVE AND SPORTING CHECKS:
TECHNICAL SCRUTINEERING:
5. START TIME OF THE RACES.
FREE PRACTICE 1:
FREE PRACTICE 2:
QUALIFYING SESSION:
TANDEM PRACTICES:
TOP 32 AND FINAL:
6. ADDRESS AND TELEPHONE AND EMAIL TO WHICH ENQUIRIES CAN BE ADDRESSED.
7. DETAILS OF THE CIRCUIT, WHICH MUST INCLUDE:
 - LOCATION AND HOW TO GAIN ACCESS.:
 - LENGTH OF THE COURSE:
8. PRECISE LOCATION AT THE CIRCUIT OF :



- STEWARDS' OFFICE.
- RACE DIRECTOR'S OFFICE.
- FIA OFFICE.
- DRIVERS' AND COMPETITORS' BRIEFING.
- OFFICIAL NOTICE BOARD.
- WINNER'S PRESS CONFERENCE.

9. LIST OF ANY TROPHIES AND SPECIAL AWARDS.

10. THE NAMES OF THE FOLLOWING OFFICIALS OF THE EVENT APPOINTED BY THE ASN:

1. STEWARD:
2. CHIEF NATIONAL SCRUTINEER:
3. CHIEF NATIONAL MEDICAL OFFICER:
4. EVENT SECRETARY:

PART B.

THE NAMES OF THE FOLLOWING OFFICIALS OF THE EVENT APPOINTED BY THE FIA:

1. CHAIRMAN OF THE STEWARDS:
2. 2ND INTERNATIONAL STEWARD:
3. RACE DIRECTOR:
4. JUDGES:
5. STEWARDS SECRETARY:
6. TECHNICAL DELEGATE:
7. ASSISTANT TO THE TECHNICAL DELEGATE:
8. COMPETITORS RELATION OFFICER:
9. MEDIA DELEGATE:
10. CHIEF MEDICAL OFFICER:
11. SAFETY DELEGATE:
12. SPORTING DELEGATE:

PART C

DETAILED TIMETABLE IN APPENDIX:

PART D

ORGANISATION AGREEMENT

AVAILABLE FROM THE FIA SECRETARY

FIA VISA:



Appendix 4 – FIA MSG2024: Drifting Competition – Judging Criteria