

SUPPLEMENTARY REGULATIONS Carrerista Drift 2008

1. **TYPE OF EVENT** : Drift Challenge
2. **NAME OF EVENT** : Carrerista Drift 2008
3. **VENUE OF EVENT** : Changi Exhibition Centre
4. **STATUS** : Open
5. **DATE OF EVENT** : 27th to 31st December 2008
6. **AUTHORITY**
Held under these Supplementary Regulations and any Additional Supplementary Regulations issued by the Organiser whether written or oral, shall have the same force as these regulations.
7. **ORGANISERS**
MPT Motor Trading
Tel: 65 64474588
Fax: 65 63464588
E-mail: cj_race@mptmotor.com
8. **SUPPORTED BY**
Singapore Motor Sports Association
Tel: 65 62277889
Fax: 65 62270911
E-mail: smsa@pacific.net.sg
9. **OFFICIALS OF THE MEETING**

Race Director	:	Nicolas Ho
SMSA Observer	:	TBA
Clerk of Course	:	Andy Tan
Event Secretary	:	Doris Leow
Score keeper	:	Linda Lim
Chief Scrutineer	:	Keong
Chief Logistics	:	Sani
10. **ENTRIES**
 - 10.1 Opening Dates : Forthwith
Late Entry : 12th to 15th November 2008
Closing Date : 1700hrs, 15th November 2008
 - 10.2 Entry Fees
Entry fee is S\$300.00 per entry and S\$400.00 for late entry. Entry for cars allows only one entry in its class. The prescribed Entry Form must accompany all Entry Fee.
 - 10.3 Each vehicle can only be raced by only one competitor (ie. no sharing of cars). Each competitor may enter any number of vehicles but they must be in different classes.



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10.4 Conditions for acceptance or refusal of Entries.

If there are less than three entries in a class the Organiser reserves the right to amalgamate the class with another or cancel that class altogether. All entries received will be considered by the Organiser having regard to the suitability of the car and competitor. The Organiser may refuse to accept an entry without assigning a reason and its decision is final. Where an entry is not accepted by the Organiser, the entry fee will be refunded in full. Entry forms submitted without entry fees will not be accepted. Fax entries will only be entertained as provisional. All Entry Forms must reach the Secretary of the Meeting by the closing date.

10.5 Address of Entries

Entries are to be submitted by hand or mail to:

MPT Motor Trading
No.51 Ubi Ave 1 #01-31(2a) Paya Ubi Ind. Park Singapore 408933

10.6 All payments should be made payable to:

MPT Motor Trading

11. SERVICES TENTS, BANNERS & PASSES

- 12.1 S\$300.00 per car or S\$500.00 per tent (2 cars).
- 12.2 Banners at service tents are available at S\$1,500.00 per pc.
- 12.2 Pit pass are available at S\$100.00 limited to a maximum of 04 pass / per competitor (Photos require)
- 12.3 S\$100.00 per service vehicle. Limited to 01 pass / per competitor (Vehicle make, model & number require) Vehicles are allowed in paddock area for unloading only, parking lots will be provided.
- 12.4 Banners are permitted to be displayed with the service tent throughout the entire event duration at S\$1,500 per banner, size restriction, 16ft by 3ft.

12. POSTPONEMENT & ABANDONMENT

At the discretion of the Organiser, the meeting or part may be postponed or cancelled. In the event of complete cancellation or postponement of more than 48 hours, entrants will have no right to claim against the Organiser for loss or expenses incurred.

13. INSURANCE

Only Public Liability insurance will be arranged by the Organiser.

14. COMPETITORS

- 14.1 Any competitor who is not present at the Competitor's Briefing will not be allowed to compete. The onus is on the competitor to be present at the time and place stated.
- 14.2 The onus of responsibility for the conduct of crew will at all times be on the Entrant / Competitor. Any misbehaviour on the part of the crew will not be tolerated and the competitor will be liable to exclusion from the event for any breach of these regulations or refusal to obey instructions from Officials of the meet. No crew is permitted on the drag strip at any time without the express permission of the Clerk of the Course. Crews are limited to the paddock area only. Smoking is forbidden anywhere in the competition area including the Pits. The Organiser reserves the right to refuse entry for any member of a Pit Crew into the Course, Paddock and all areas under its jurisdiction without assigning a reason. Failure to comply with such a request will render the competitor/ team liable to exclusion from the event.
- 14.3 The drinking of any alcoholic beverages or intoxication by any other means (e.g. narcotics) is absolutely forbidden and any competitor or crew found guilty of such an offence will incur the immediate exclusion of the competitor from the competition and removal from the track, and referral to their respective ASN for further sanctions.



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- 14.4 If any competitor is under 21 years of age, the consent and signature of his/her parent or legal guardian must appear on the entry form.

15. TYPE OF CLASSES

- 15.1 Novice - To be determined by Classification Run
Advance - To be determined by Classification Run
Expert - To be determined by Classification Run
Show - Strictly for demo drift cars only (Demo drift cars will be decided by organizers)

16. DEFINITIONS

- 16.1 Drifting An activity designed to be undertaken by driving a car through a series of corners with the object producing as much yaw rate as possible from the vehicle whilst demonstrating the driver's ability to control the direction of the vehicle in a fluid type motion.
- 16.2 Drift Battle A competition where two cars battle against one another and are judged accordingly to the judging criteria for Drift Battles. Each battle consists of two passes through the judged area, with each car taking a turn to lead.
- 16.3 Judging A judge or panel of judges will establish the order of merit of competitors as they traverse the judged area. Assessment will be made according to car control competence based on the judging criteria. Judges will be appointed as "Judges of Fact" in accordance with NCR.
- 16.4 Judged Area The portion of the course where judging will take place. Activities occurring outside the judged area will not be taken into account by the judges. Activities occurring outside the judged area may be taken into account by the Stewards and Clerk of Course as appropriate.
- 16.5 Yaw Angle Is the degree of maintained angle at which the vehicle moves along a set line or course relative to the Vehicle's direction of travel.
- 16.6 Team Drifting A competition between teams of drivers, with 3-4 competitors in each team. Each team passes through the judged area individually (i.e. one team at a time) and is assessed by the judge or judges against a number of criteria which may include speed, line, angle, emulation and proximity. Teams compete for the highest point score. There are no elimination battles between teams. There is no competition between team members.

17. EVENT FORMAT

- 17.1 Challenge will begin with practices session for all competitors.
17.2 Follow by the classification challenge.
 - Classification run resulting 40% and below will be allocated to Novice Class.
 - Classification run resulting 41 to 69% will be allocated to Advance Class.
 - Classification run resulting 70 to 100% will be allocated to Expert Class.
- 17.3 Competitors will be allocated to their specific classes and decision is final.
17.4 Competitors will be challenge among their class.



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18. COMPETITION

18.1 Practice

Practice sessions will be scheduled by the Organizers. Practice runs will not be judged, and thus mistakes or good performances by competitors will not count towards their merit. Practice, is strictly an opportunity for competitors to familiarize themselves with the layout of the course and to appropriately tune and set-up their cars accordingly. The area established for practice must always include the entire judged area, and may also include additional areas.

18.2 Qualifying

Organizers may rank competitors into any qualifying order. This may for instance be determined by subjective assessment, performance in previous competitions or current championship standings. Qualifying order may also be determined by a judged a qualifying session(s) or run(s). A qualifying run is an opportunity for competitors to demonstrate their abilities within the criteria laid down for judging. Judges will view qualifying and rank competitors according to the criteria as set down. The amount of qualifying time and the number of qualifying runs given to each competitor will be determined by the Organizers of each event. The process for determining qualifying order will be defined in the Supplementary or Additional Supplementary Regulations for the event. Organizers have the right to use qualifying as a method of determining which competitors will progress to drift battles. The number of competitors that will be allowed to compete in drift battles (for example whether the competition will start with a round of 32, a round of 16, around of 8, etc) will be defined in the Supplementary of Additional Supplementary for the event.

18.3 Drifting Battle

A judged two car run as per the definition in 17.1 above. Each competitor will take a turn in leading in the drift battle and at the conclusion of the first run, the 2 vehicles will swap positions only in the designated changeover area. Overtaking between pairs is not permitted unless the driver of the lead car has slowed significantly or the passing maneuver takes place while both cars are demonstrating a significant yaw angle.

18.4 Changeover areas

The location of the changeover area must be communicated to competitors prior to drift commencing. The changeover area is to be a minimum of 35m in length and must be visually marked by e.g. cones on the side of the track at the start and finish of the changeover area.

19. METHOD OF SCORING

19.1 For each event a judge or panel of judges will be appointed by the Organizers. If there is more than one judge, the Organizers will nominate one judge as the head judge. The head judge will use this position only to adjudicate on tied scores.

19.2 Scores shall be based upon the qualitative assessment of judges.

19.3 Given the subjective nature of the judging, the judges' decision shall be final, and no protest may be made to the Clerk of the Course regarding the decision of the judges of an event.

19.4 Scoring will take place according to criteria set by the Organisers. Such criteria will be made available to competitors prior to an event commencing.

19.5 The judges are the only persons who may advise competitors on interpretations on the judging criteria.

20. JUDGING CRITERIA

Judging criteria will differ between Qualifying and Drift Battle. The judge's decision will be final and no protest will be permitted. For all drift events, the criteria for judging will include the following:

20.1 Qualifying

During qualifying judges will assess drivers against at least three criteria – speed, line and angle.



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20.1.1 SPEED

The speed that the competitor's vehicle maintains:

- Entering a corner
- Through a corner
- Through the entire judged area
- Maximum points will be awarded to the competitors whose vehicle maintains a consistent high speed yaw angle. (Relative to the radius of the corner).

20.1.2 LINE

How closely a competitor's vehicle is able to follow what would be a traditional racing line in racing. Maximum points will be awarded to competitors who 'clip the apex' of each corner, following a traditional racing line through the entry and exit of turns. Points will be deducted from competitors who fall to keep within the track edges while drifting.

20.1.3 YAW ANGLE

The angle of rotation of the vehicle relative to its direction of travel, as well as the competitor's ability to sustain this angle for as long as possible. Particular emphasis is placed on the competitor's ability to:

- Yaw entry angle into a corner
- Link corners using a consistent series of drifting motions
- Generates angle during entry into corners, from as great a distance possible for reaching the apex of the corner
- Maintaining a wide angle of drift for long periods
- Ability to control vehicle when maximum amount of opposite lock is use

20.2 Drift Battles

During Drift Battles judges may assess drivers against – Speed, Line, Angle Proximity and Emulation, Consideration will also be given during drift battles to factors such as overtaking, spins, collisions, accident avoidance and unsporting behavior.

20.2.1 PROXIMITY

Additional points may be awarded to competitors who, when chasing the lead car, are able to attain and maintain close proximity to the lead car.

20.2.2 EMULATION

Additional points may be awarded to competitors who, when chasing the lead car, are able to emulate the speed, line and angle of the lead car. Higher points will be awarded however, if the driver of the lead car demonstrates superior speed, line and angle.

20.2.3 OVERTAKING

The chase car may only overtake the lead car under drift conditions, i.e., where the chase car is able to demonstrate superior speed, line and angle, or when the lead car spins and the chase car is forced to overtake to avoid collision. In such circumstances the car that has been overtaken may penalized for that run. If the car has been overtaken subsequently regains its position with another legitimate overtaking maneuver, the point's penalty will be negated.

20.2.4 Overtaking under with vehicle non-drift conditions will be penalized.



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20.2.5 SPIN DURING BATTLE

If the lead car spins during a tandem battle run and the chase car fails to overtake, the lead car may score low points for that run. If a spin by the lead car forces the chase car to spin or take evasive action to avoid a collision the lead car may be penalized for that run. If the chase car spins during a battle then it may be penalized for that run.

20.2.6 ACCIDENT AVOIDANCE

If the driver of the lead car makes a mistake which causes the driver of the following car to take avoiding action or abandon the drift, points are deducted from the lead car. If the following car is using a concerning line, which will achieve a higher assessment (is closer to the inside of the corner) while achieving the same yaw angle as the lead car, and is forced to abandon its drift because of imminent collision with lead car, points may be penalized from lead car.

20.2.7 COLLISIONS

Judges may deduct points from the driver who is in their opinion responsible for a collision. Incidents which result in collisions, either between cars or between cars and barriers may be referred to the Clerk of Course.

20.2.8 UNSPORTING BEHAVIOUR

Competitors demonstrating behavior that, in the eye of the judges, provides them with an undue competitive advantage may be penalized. This applies whether the advantage is as a result of deliberate actions on the part of the competitor, or simply an incident or circumstances that might unjustly influence the results of competition.

21. PENALTIES

- 21.1** Actions contrary to the Regulations, any Supplementary or Additional Supplementary Regulations, the directions of officials or any other inappropriate behavior outside of applicable general competition procedures may result in penalties being applied in accordance with NCR's.
- 21.2** The penalty of exclusion from the event may be imposed upon competitors. Other lesser, penalties may be imposed such as loss of a qualifying run, percentage of point loss of day, loss of a practice run or reprimand, at the discretion of the Stewards, or where applicable, the Clerk of the Course.

22. PASSENGERS

- 22.1** Passengers will not be allowed in vehicles except under the following circumstances:
- 22.1.1 If the vehicle is fitted with a FIA compliant roll over protection structure, and
 - 22.1.2 If there is no competition component of the activity, and
 - 22.1.3 The Clerk of Course must give express permission for passengers in vehicles, taking into account the experience of the driver and other factors subject to their discretion.

23. SCRUTINEERING

The eligibility of all cars taking part in the competition will be checked by the duly appointed Scrutineers who shall not be required to give any reason for a decision they may take, but may at their absolute discretion require a competitor to comply with their request. Competitors deciding against will be excluded from the competition.

***Technical details for competitor car/s as per Appendix A.**

24. DETERMINATION OF WINNERS

- 24.1** A drag racer's primary objective is to become the overall winner of the category of competition in which his/her car is classified. A series of two-car, tournament-style eliminations are conducted. The



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losing vehicle in each race is eliminated, while the winning competitors progress into succeeding rounds of competition. This series of races continues until one winning competitor remains. That competitor is declared the category's winner.

24.2 At each event, a minimum of one qualifying session will be scheduled for each class. All eliminations will take place on the day of the event.

25. AWARDS

	<u>1st</u>	<u>2nd</u>	<u>3rd</u>
Novice Class	S\$600 plus trophy	S\$400 plus trophy	S\$200 plus trophy
Advance Class	S\$1,000 plus trophy	S\$700 plus trophy	S\$400 plus trophy
Expert Class	S\$3,000 plus trophy	S\$1,900 plus trophy	S\$900 plus trophy

***Trophies to be presented to 4th and 5th position (only if there is a minimum of 10 cars in each class)**

An appreciation plaque will be presented to all Class D participants

26. PROTESTS

Any protest must be addressed to the Secretary of the Meeting.

Protest Fee	S\$1,000.00
Protest Against Eligibility	S\$1,000.00 plus S\$2,000.00 deposit for dismantling
All Protest Fees are to be paid in cash	

27. POSTING OF RESULTS

Results of each batch of runs will be announced over the public address system as soon as possible after the runs and at the same time will be posted publicly at the Race Control and Paddock. Results will be considered official half an hour after posting provided there are no protests.

28. ADVERTISING

28.1 The sponsors of this event are TBA

28.2 Advertising is permitted on cars and competitor's apparel including helmets, overalls and jackets, provided that the placing of such advertisements in no way obscures or affects the legibility of competition numbers. The Organiser reserves the right to remove or obliterate any advertisement that they consider in bad taste or conflicts with any of the meet sponsors. The Organiser will indicate the positioning of sponsors decals and these decals shall not be placed anywhere else. If this space is not made available, the Organiser reserves the right to remove or obliterate any existing decals in order to attach the decals of the meet sponsors.

29. FLAG SIGNALS

The following signals will be used:

Green Flag	Start of race or practice
Red Flag	All competitors will immediately stop racing.

30. PROGRAMME OF THE MEETING

Saturday 27th December 2008
Sunday 28th December 2008
Monday 29th December 2008
Tuesday 30th December 2008
Wednesday 31st December 2008



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