

Modified Article	Date of Application	Date of Publication

A capitalised and italicised word in this document is defined in the FIA International Sporting Code (Code) or the National Competition Rules (NCR), including their Appendices.

Any HEADING is for reference only and has no regulatory effect.

1. AUTHORITY

- 1.1 Each *Drifting Event* is to be held under the FIA International Sporting Code including Appendices and the National Competition Rules (NCR) of *Motorsport Australia*, these Standing Regulations and the *Supplementary Regulations* for the *Event*.
- 1.2 For *Organising Permit* purposes, each *Drifting Testing / Practice / Demonstration* activity will be as follows:
 - 1.2.1 *Drift Practice / Testing / Demonstration (Organising Permit: Non-competition – speed)*

2. INTRODUCTION

Drifting Testing / Practice / Demonstration is conducted in an *Automobile* on a sealed surface where the object is for the *Driver* to follow a designated line through a flowing section of corners whilst demonstrating a combination of line, *Angle* and style around a *Course*.

3. OFFICIALS

- 3.1 The appointment of each Official, including any duties, will be in accordance with the *NCR*.
- 3.2 Duties of specific officials for a *Drifting Competition* are as follows:
 - 3.2.1 **Start Line Official:** Start Line Official/s will be responsible for lining up each *Automobile* in the correct order and for their release at the *Start*. They will be a Judge of Fact for breach of the *Start* procedure.

Start Line Official/s will be located at the *Start Line* if the *Course* layout permits. Where the *Start Line* and *Finish Line* are in the same location, a light system will be used to signal the *Start*.
 - 3.2.2 **Pit Official:** Pit Official/s will be located in the pit area and responsible for calling each group of *Automobiles* to queue prior to the *Start*.

Pit Official/s will be responsible for liaison between the *Competitor/Driver* and the Clerk of the *Course*.

The Chief Pit Official will be responsible for timing of a *Competition Time-Out*.

4. COURSE

- 4.1 A *Drifting Testing / Practice / Demonstration* may be conducted on a sealed surface within the confines of either a *Circuit* holding a Motorsport Australia Category A or B Track Licence or a Motorsport Australia Category C Track Licence for *Drifting*.
- 4.2 *Drifting Testing / Practice / Demonstration* may only be conducted on a sealed surface *Course* approved by *Motorsport Australia* with its layout specified in the *Supplementary Regulations*
- 4.3 In all cases the *Organiser* must ensure that the venue has specific and controlled areas for spectator safety. The Clerk of the *Course* must ensure all spectators remain in designated areas behind established first lines of protection as per the Motorsport Australia Track Operator's Safety Guide.
- 4.4 At the discretion of the *Organiser*, certain parts of the *Course* and/or venue may be designated a "no drift zone", e.g. changeover area, entry/exit areas.

- 4.5 Fire extinguishers must be present at the *Start* area, finish area and at observers/flag marshals' points around the *Course* or venue.
- 4.6 A first aid/medical plan must be submitted to *Motorsport Australia* with the *Organising Permit* application by the *Organiser*, appropriate for the level of event being run and in accordance with the General Appendix - Medical Services at Motor Sport Events in the *Motorsport Australia Manual*.
- 4.7 A speed limit of 10 km/h will apply in the pit and paddock area. Failure by any *Driver* to respect this limit may be referred to the Stewards who may apply a penalty up to and including *Disqualification* from the *Competition*. The Clerk of the Course is the Judge of Fact for determining any breach of this regulation.

5. AUTOMOBILES

5.1 ELIGIBLE AUTOMOBILES

- 5.1.1 Each eligible *Automobile* must be a series production vehicle originally manufactured with at least 2 seats and rear-wheel drive.
- 5.1.2 A specific *Drifting Competition* may require additional *Automobile* eligibility requirements.

5.2 MOTORSPORT AUSTRALIA AUTOMOBILE LOG BOOK

Except for a road registered *Automobile* and unless otherwise approved by *Motorsport Australia*, each *Automobile* must hold a Motorsport Australia Automobile Log Book in accordance with Technical Appendix - Schedule L.

5.3 SAFETY REQUIREMENTS

- 5.3.1 Each *Automobile* must comply with Technical Appendix - Schedule A and B.
- 5.3.2 Each *Driver*, and *Passenger*, as a minimum must wear apparel, including a helmet, as required in Technical Appendix - Schedule D for *Speed*. A Frontal Head Restraint (FHR) is highly recommended for both Driver and Passenger and when used must, an FHR must be worn in accordance with Schedule D.
- 5.3.3 Each *Automobile* in a *Drifting Speed Event* must be fitted with a fire extinguisher as required for a *Speed Event* in Technical Appendix - Schedule H.

5.4 SAFETY CAGE STRUCTURE

- 5.4.1 Each open *Automobile* (i.e. without a supporting structure between the top of the A-pillars and rear window) must be fitted with a minimum of a Type 2 Safety Cage in accordance with Technical Appendix - Schedule J.
- 5.4.2 Each Safety Cage fitted must comply with Technical Appendix - Schedule J and be registered/certified in accordance with Technical Appendix - Schedule J.
- 5.4.3 For an *Event* that does not require an *Automobile* to be fitted with a safety cage structure, the Chief Scrutineer may approve a Safety Cage that is not compliant with Technical Appendix - Schedule J or that is not registered/certified by *Motorsport Australia*.
- 5.4.4 Each *Automobile* that is to carry a *Passenger* must comply with the requirements detailed in Article 11.

5.5 SEAT BELTS / HARNESSES

- 5.5.1 A seat belt or a safety harness must be worn at all times whilst the *Automobile* is in motion both on and off the competition surface. The permitted seat belt and safety harness standards are listed in Technical Appendix - Schedule I.
- 5.5.2 A safety harness or seat belt must be fitted and worn in accordance with any manufacturer's instructions.

5.6 WHEELS AND TYRES

- 5.6.1 Any tyre must be commercially available in Australia and be certified and marked on the tyre wall with E-Mark, D.O.T or AS Standards.

5.7 MODIFICATIONS

- 5.7.1 Except for any engine exhaust outlet, it is permitted for components, to protrude through the bonnet to a maximum height of 200 mm above the bonnet line. Any rotationally moving component protruding through the bonnet must be fitted with an effective guard.

- 5.7.2 The primary engine exhaust outlet/s may exit through the bonnet of the Automobile provided they point directly upwards for the final 100 mm of the outlet, do not protrude more than 20 mm above the bonnet line, and have a double overlaid cross (X) welded into the exit. Each other exhaust outlet must comply with Technical Appendix - Schedule B.
- 5.7.3 Each exhaust system component must be outside the *Cockpit*. It is permitted to modify the *Automobile* floor, firewall or other panel below a horizontal plane passing through the horizontal centreline of the rear wheel hub to permit the exhaust system to pass through a cut-out/relief therein. Any relief or cut out made for the passage of the exhaust system must be completely sealed to the *Cockpit*.
- 5.7.4 It is permitted for a turbocharger waste gate exhaust outlet (e.g. screamer pipe) to exit separate to the primary exhaust outlet provided it exits at the perimeter of the *Automobile*:
- 5.7.4.1 to the side;
 - 5.7.4.2 to the rear; or
 - 5.7.4.3 through the bonnet provided that the outlet protrudes only to a maximum height of 30 mm above the bonnet line.

5.8 FUEL

Each *Automobile* must only use Commercial Fuel as defined in Technical Appendix - Schedule G.

6. LICENCES

Refer General Appendix – Competition Licences.

7. BRIEFING

- 7.1.1 Each *Competitor* and *Driver* must attend for the duration of any briefing as required in the *Supplementary Regulations*. Failure to attend any briefing may be referred to the Stewards.
- 7.1.2 The briefing may include:
- 7.1.2.1 information on the *Course* layout including the area for the start/finish and changeover;
 - 7.1.2.2 any other information necessary for the conduct of the *Test/Practice/Demonstration*.

8. SCRUTINEERING

Each *Automobile* must undergo scrutineering in accordance with the *NCR* prior to participation in any *Test/Practice* or at any other time at the discretion of the Clerk of the Course.

9. FLAG/LIGHT SIGNALS

- 9.1 A green signal is displayed to indicate the *Course* is clear and ready for competition. Regardless, a *Driver* must follow the direction of any start line official.
- 9.2 A yellow signal is displayed to indicate that a *Driver* must cease *Drifting* and proceed at a reduced speed until passing a green signal.
- 9.3 A red signal is displayed to indicate a hazard on the *Course* requiring each *Driver* to cease *Drifting*, proceed at a substantially reduced speed and continue to the finish area unless otherwise directed by an official to stop.

10. DRIVING STANDARDS

- 10.1 Any direction or request by an official must be followed.
- 10.2 It is the responsibility of the *Driver* to be familiar with the layout of the *Course*.
- 10.3 Driving outside the sealed surface of the *Course* is prohibited. The Clerk of the Course is the Judge of Fact for determining any breach of this regulation.
- 10.4 Except in a designated area as specified by the Clerk of the Course, any burnout or “scrubbing of tyres” is prohibited. The Clerk of the Course is the Judge of Fact for determining whether a burnout or “scrubbing of tyres” has been conducted.
- 10.5 A *Driver*, and/or any *Passenger*, is prohibited to extend any part of their person outside the *Bodywork* of the *Automobile*.

10.6 Dangerous driving or unacceptable conduct may be referred to the Stewards.

11. PASSENGERS

A *Passenger* will only be permitted in accordance with the Motorsport Australia Motor Sport Passenger Ride Activity (MSPRA) Policy and only in an *Automobile* which is fitted with a minimum of a Type 2 Safety Cage in accordance with Technical Appendix - Schedule J.

12. GROUPING

12.1.1 There are different levels of skill used to group each *Driver* for a *Drift Practice* event:

12.1.1.1 **Beginner:** A *Driver* with limited experience with *Automobile* control as determined by the Clerk of the Course. A beginner will be limited to single release *Drift Practice* and must be given adequate spacing to minimise *Automobile* to *Automobile* contact;

12.1.1.2 **Intermediate and Advanced:** An experienced *Driver* as determined by the Clerk of the Course. An Intermediate or Advanced *Driver* must nominate their group at scrutineering. Grouping is not mandatory for Intermediate and Advanced skill levels, however it can aid in skill development.

12.1.2 The Clerk of the Course may re-allocate a *Driver* to a different group based on their skill level displayed on *Course*.

13. SESSIONS

13.1.1 At the discretion of the *Organiser*, sessions may be allocated for the following:

13.1.1.1 **Beginner:** single release only

13.1.1.2 **Tandem:** Intermediate and Advanced only with a maximum of 2 *Automobiles*

13.1.1.3 **Battle:** Intermediate and Advanced only with a maximum of 2 *Automobiles*

13.1.1.4 **Team Drifting:** Intermediate and Advanced only with a maximum of 4 *Automobiles* for a group containing 1 or more Intermediate *Driver* and 6 *Automobiles* for a group containing all Advanced *Drivers*.

13.1.1.5 **Drift Train:** Intermediate and Advanced only with a maximum of 4 *Automobiles* for a group containing 1 or more Intermediate *Driver* and 6 *Automobiles* for a group containing all Advanced *Drivers*.

14. CHANGEOVER AREA

The location of the changeover area must be provided to each *Driver* at the *Driver* briefing. This area must be at least 35 metres long and clearly identified using traffic cones or similar on the side of the *Course* to indicate its start and finish.

15. DEFINITIONS

Battle: A *Drifting Competition* where 2 *Drivers* battle against each other and are judged according to a predetermined criteria. Each *Battle* will consist of 2 passes through the *Judged Area*, with each *Driver* taking a turn to lead.

Driftkhana: A *Drifting Competition* where only 1 *Driver* at a time completes the *Course* and is timed and judged according to a predetermined criteria.

Drift Practice: A non-competitive activity where the objective is to drive through the *Course* (on either a slow section of a *Track* or a skidpan) with speed restricted to a maximum of 70km/h to develop the skills of *Drifting* and which is not timed, judged nor scored. *Tandem* activities are permitted.

Drift Train: A non-competitive activity where a group of similarly skilled *Drivers*, as determined by the Clerk of the Course and/or the Head Judge, complete the *Course* in a line. This activity is not judged and competition between *Drivers* is prohibited.

Judged Area: The only section of the *Course* where *Judging* will take place.

Speed Drift Practice: A non-competitive activity where the objective is to drive through the *Course* (on a *Track*) without a speed restriction to develop the skills of *Drifting* and which is not timed, judged or scored. *Tandem* activities are permitted.

Tandem: An activity where 2 *Automobiles* attempt to drive together in close proximity to emulate the line, *Angle*, style and speed of the lead *Automobile*.

Angle: The degree of maintained yaw angle at which the *Automobile* moves along a set line or course relative to the *Automobile's* direction of travel.