

DM.GP  
1ST & 2ND  
MAY 2026  
Autodromo  
Valllunga

DRIFT MASTERS 2026  
Drift  
MASTERS



ROUND 1

# ITALY

AUTODROMO VALLELUNGA, ROME



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IN PARTNERSHIP WITH





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**MASTERS**

**QUALIFYING**  
**BRIEFING**

# ***SCORING SYSTEM***

- Judge 1 : 60p Line
- Judge 2 : 60p Line + 5p Commitment
- Judge 3 : 20p Angle + 5p Initiation + 10p Fluidity
- Each judge may use half points when scoring e.g. 47.5 points out of a possible 60.
- Both line judges evaluate the entire track; the final result is the average of their two scores.
- The scores for Commitment, Angle, Fluidity, and Initiation will be added together.



Finish Line

OZ1

OZ9

Start of Scoring Zone

Start Line

**Drift**  
**MASTERS**

OZ4

IZ2

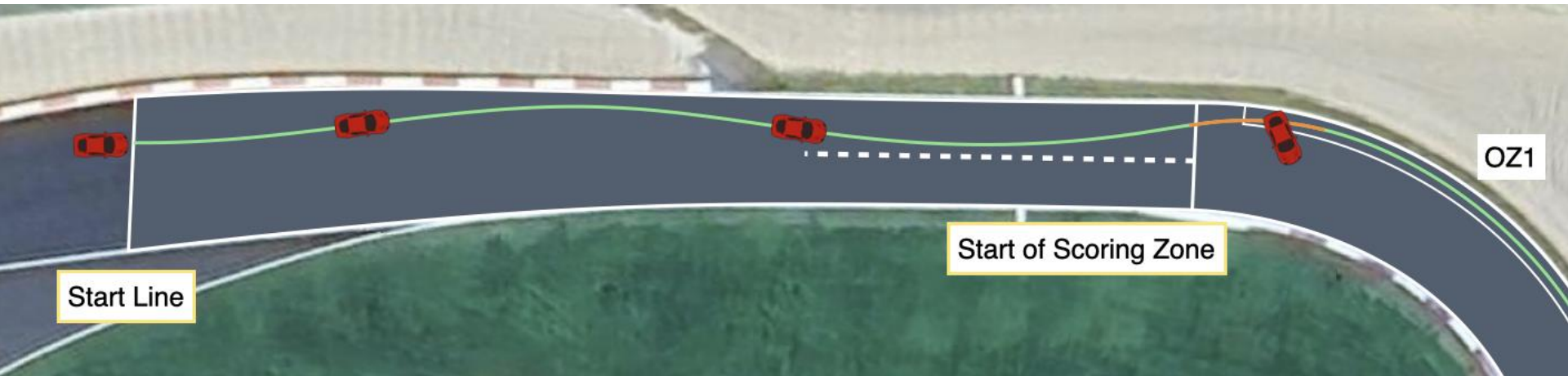
IZ5

OZ3

OZ7

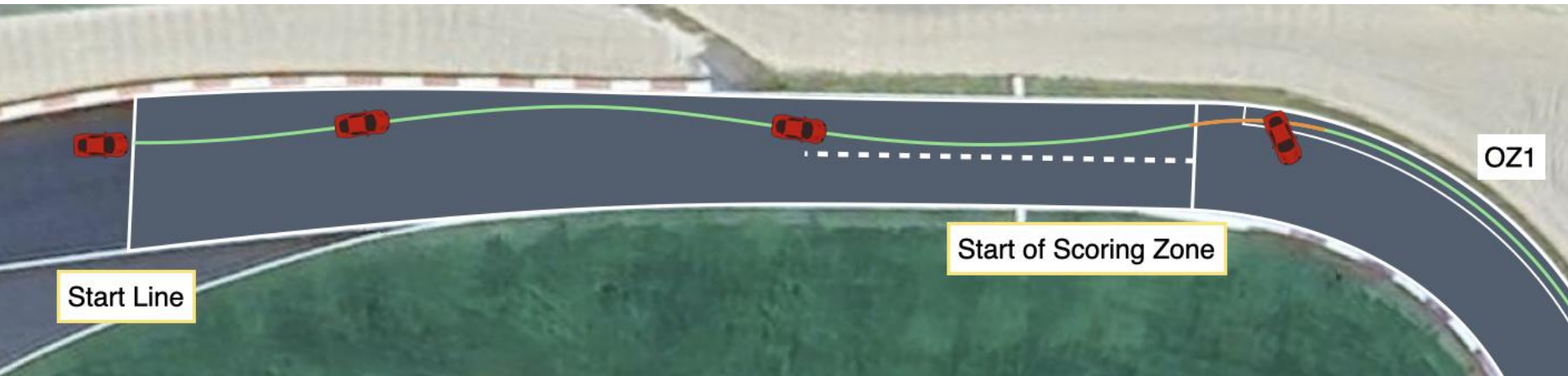
OZ6

OZ8



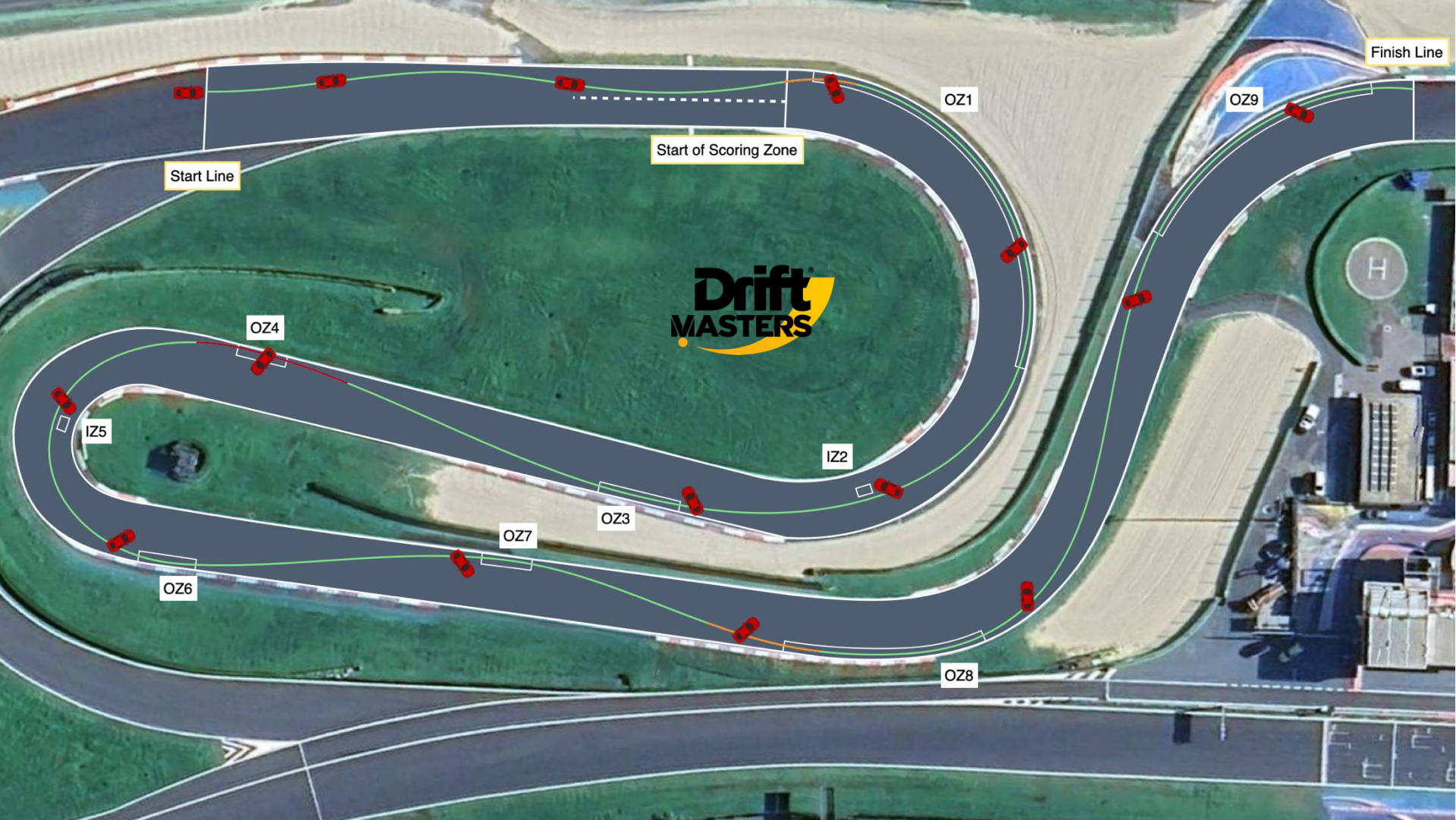
## ***DRIFTING INITIATION***

- ✓ During qualifying the vehicle must be sideways, as it passes the single standing cone placed trackside.



## ***INITIATION IS OPEN:***

- ✓ Handbrake
- ✓ Clutch kick
- ✓ Weight transfer
- ✓ (Weight transfer/ Clutch kick scores higher)



Finish Line

OZ1

OZ9

Start of Scoring Zone

Start Line

**Drift**  
**MASTERS**

OZ4

IZ2

IZ5

OZ3

OZ7

OZ6

OZ8



Finish Line

OZ1

OZ9

Start of Scoring Zone

Start Line

**Drift  
MASTERS**

OZ4

IZ5

IZ2

OZ7

OZ3

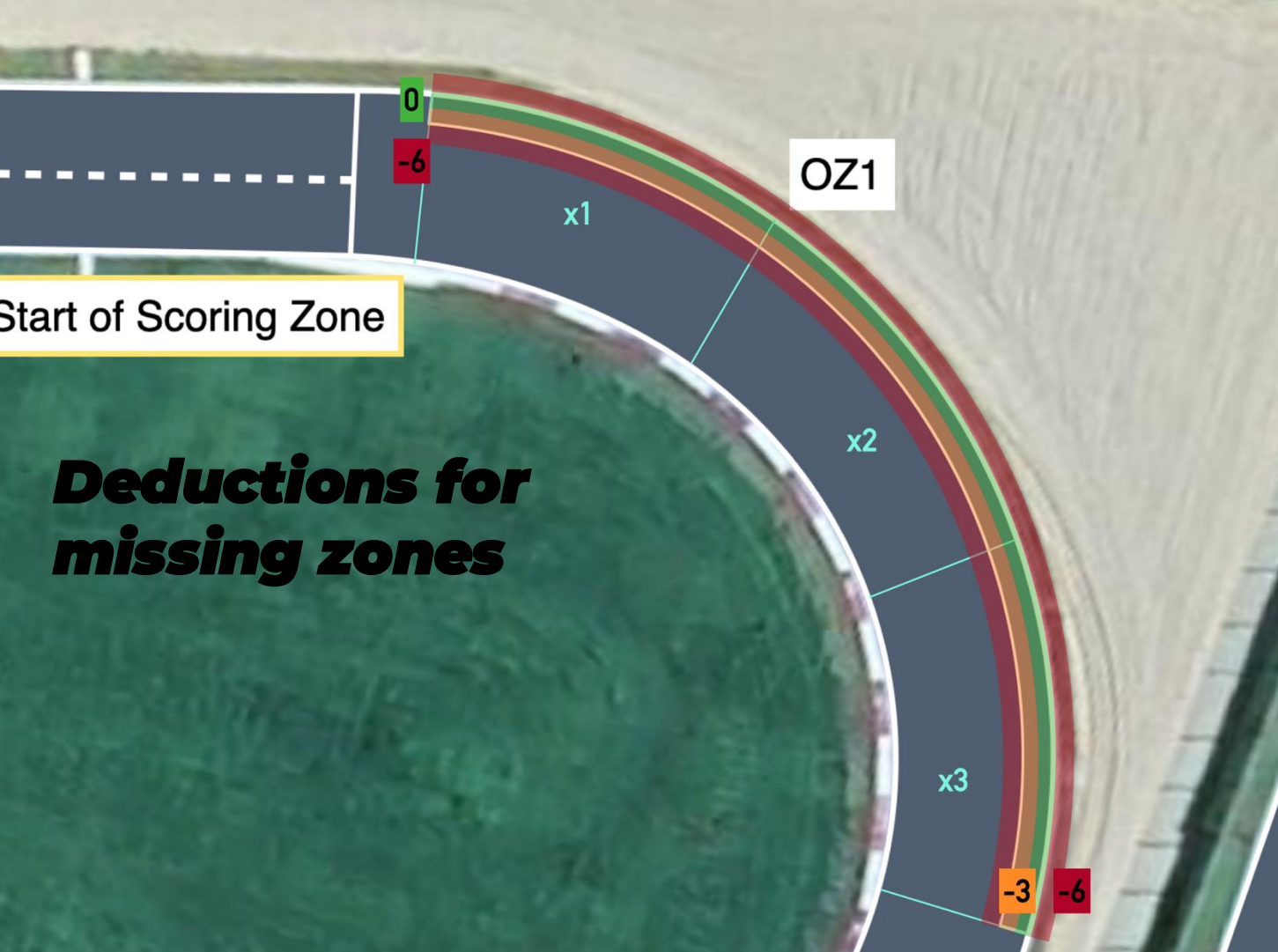
OZ6

**Acceleration/ Deceleration/ Orange zone:**

**Green zone:** Vehicle must be accelerating or at very least maintaining speed.

**Orange zone:** Vehicle may be on partial throttle or minor speed adjustment in these zones, but may not be heavily using the handbrake or footbrake

**Red zone:** Vehicle may decelerate in this zone using handbrake , footbrake or excessive off throttle and the chase driver must anticipate slowing in these zones



Start of Scoring Zone

***Deductions for missing zones***

0

-6

OZ1

x1

x2

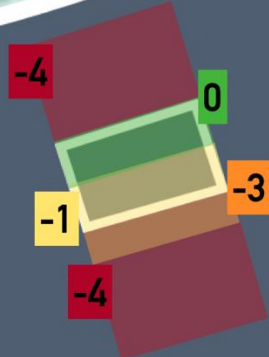
x3

-3

-6

# Deductions for missing zones

IZ2

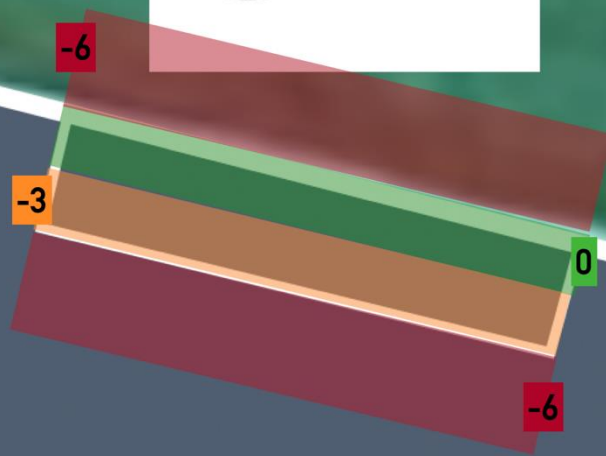


# Deductions for missing zones

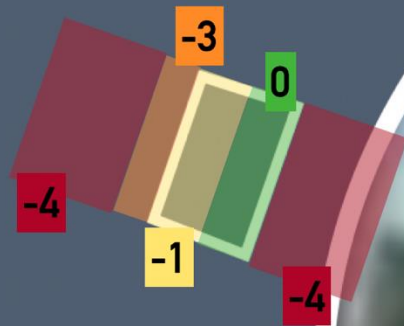


# ***Deductions for missing zones***

OZ4



# ***Deductions for missing zones***



**IZ5**

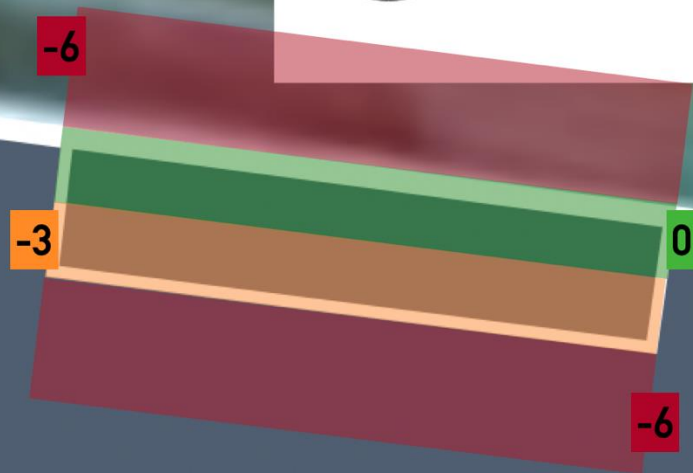
# Deductions for missing zones



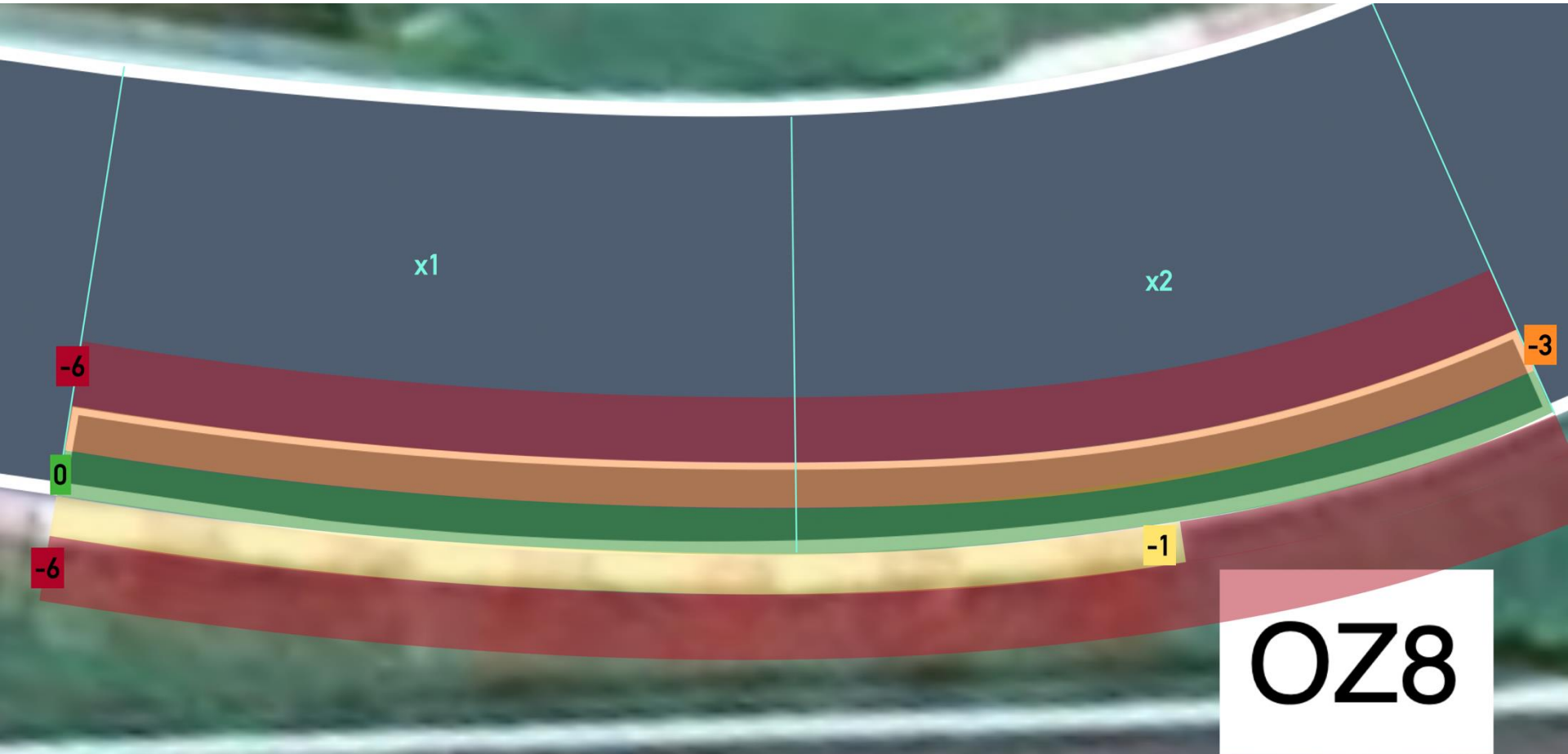
OZ6

# ***Deductions for missing zones***

0Z7



# Deductions for missing zones



# Deductions for missing zones

Finish Line



OZ9

-6

-3

x2

x1

0

-6



# LINE 60%



- ✓ Get to the edge of the track before OZ1 starts
- ✓ Fill OZ1 completely
- ✓ Leave OZ1 as soon as it ends
- ✓ Front right wheel into IZ2 and continue to OZ3
- ✓ Decelerate after transition and fill OZ4, stay wide after OZ4, before getting to IZ5
- ✓ Get to OZ6 using smooth arc, transition to OZ7 and then to OZ8
- ✓ Speed adjustment possible only after transition is finished
- ✓ Before transition to OZ9 stay on wider half of the track as on track layout map
- ✓ Fill OZ9 completely and stay wide until after the finish line

# ANGLE 20%



- ✓ Consistent angle from OZ1, through IZ2, to OZ3
- ✓ Smooth transition from OZ3 to OZ4
- ✓ Consistent angle through OZ4
- ✓ Deceleration by increased angle after transition is finished at OZ4
- ✓ Consistent angle from end of deceleration zone through IZ5 to OZ6
- ✓ Smooth transition from OZ6 to OZ7
- ✓ Snappy transition from OZ7 to OZ8
- ✓ Consistent angle through OZ8
- ✓ Smooth transition from OZ8 to OZ9
- ✓ Consistent angle through OZ9 till finish line

# STYLE 20%



## ✓ **INITIATION= 5%**

- ✓ Early – Initiation cones will be used for reference
- ✓ Rate to angle - Quickly getting to the desired angle
- ✓ Smooth – no corrections
- ✓ Speed

## ✓ **FLUIDITY = 10%**

- ✓ Smooth transitions
- ✓ Lock to lock angle
- ✓ Car is settled and flows through the course
- ✓ Throttle application
- ✓ Accuracy

## ✓ **COMMITMENT = 5%**

- ✓ Aggressive on throttle to initiation
- ✓ Consistent throttle application
- ✓ Approaching outer track edges with confidence
- ✓ Maintaining proper pace throughout the course as per the Decel map

## **Points Deductions:**

- Double initiation
- Tire off course
- Missing zones and clips
- Short Straightening (correction)
- Off line
- Lack of Angle

## **Zero score:**

*If a driver does any of the following mistakes in a qualifying run, the driver will not receive a score for that run.*

- Spinning Out
- Opposite drift - Drifting with the opposite angle required at that point on course
- Hood and/or doors opening during a run
- Stop drifting
- Three wheels off
- Unchasable Run – Run which contains errors too large to chase



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**BATTLE**  
**BRIEFING**

# ***DM 2026 TANDEM JUDGING CRITERIA***

- Lead runs will account for 10 points per judge for the battle score, and chase runs will account for 9 points per judge for the battle score.
- Scores are not shown during the livestream, only accesible upon request
- A driver is less likely to have a good chase run, if the lead run is not well performed.
- An example of how this scoring system will work is as follows:

	Lead Score (Maximum 30)	Chase Score (Maximum 27)	Total (Maximum 57)
Driver A	28	25	53
Driver B	24	26	50

In the above scenario Driver A would win the battle and proceed to the next phase of the competition.



Finish Line

OZ1

OZ9

Start of Scoring Zone

Start Line

**Drift**  
**MASTERS**

OZ4

IZ2

IZ5

OZ3

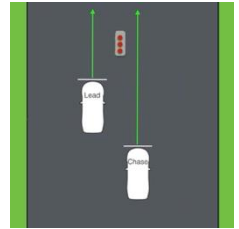
OZ7

OZ6

OZ8

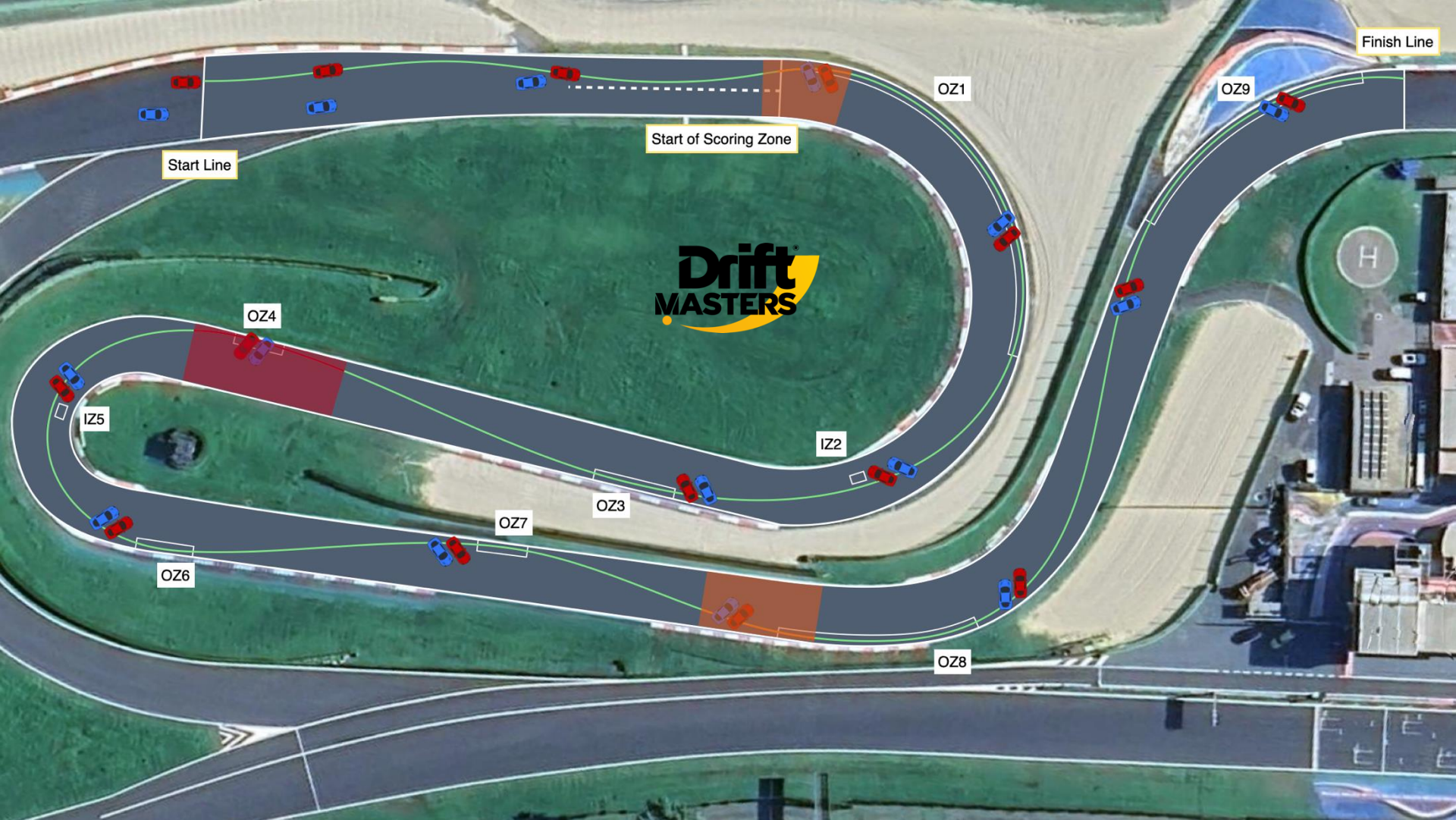
# START LINE & INITIATION

- ✓ The Lead should accelerate in the lefthand lane,
- ✓ the chase car may accelerate staying in the righthand lane.
- ✓ The chase car may be slightly ahead of the lead after the start line but must be behind the lead before start of scoring zone
- ✓ Cars should accelerate all the way to the initiation point
- ✓ Penalty's will be applied to any lead driver that slows or lifts before initiation
- ✓ This also includes handbraking in the incorrect direction to the corner
- ✓ The chaser is allowed to start from a position further back than the leader, with a designated line marking the maximum permitted distance.



- ✓ The TANDEM INITIATION PROCEDURE for this round is recommended **single file**
- ✓ The lead driver may use a “flick” to initiate, lead driver can use full width of the track, but can't lose momentum thanks to that (recommended to use only 2/3 of the track).
- ✓ Both vehicles must be sideways as they pass the single standing cone in the “3, 2, 1” cone sequence placed trackside.
- ✓ The lead car must leave when the start light turns green.
  - ✓ If the lead car leaves early (before green light) they will receive a strike.
  - ✓ If the lead car leaves late (1s) they will receive a strike.
  - ✓ **No chicane. (False starts are monitored using a photocell system at the start line.)**
- ✓ Battles are scored by comparing assessing lead runs and chase runs by point system.





Finish Line

OZ1

OZ9

Start of Scoring Zone

Start Line

**Drift**  
**MASTERS**

OZ4

IZ2

IZ5

OZ7

OZ3

OZ6

OZ8

## ***LEAD DRIVER GOALS:***

- ✓ Run the qualifying line
- ✓ Run as close se possible to 100 point qualifying run
- ✓ Run a chaseable lead run
- ✓ Follow the Accel/Decel map

## ***CHASE DRIVER GOALS:***

- ✓ Initiate no later than the lead driver
- ✓ Maintain close proximity to the lead driver with as much duration as possible
- ✓ Match or better the lead drivers angle
- ✓ Mimic the lead driver's transitions and line throughout the course

## ***Starting Line Order System***

- The previous system—where the higher qualifier automatically led the first run—has been updated.
- Under the new system, **the higher qualifier now has the option to choose** whether to lead or chase in the first run. This decision is made **before the start line**, just after tire warm-up, before the battle begins.
- **◆ Higher qualifier chooses to lead or chase**
- **◆ Choice is made before the start line**
- **◆ Lower qualifier takes the remaining position**

# **OVERTAKING**

- ✓ Overtaking is allowed but:
  - ✓ The lead driver must be offline or completely off course
  - ✓ The chase driver must carry sufficient angle and on the qualifying line.
  - ✓ The chase driver becomes the lead driver once the chase vehicle has fully surpassed the lead driver's vehicle.
  
- ✓ 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 vehicle that was passed will receive a ZERO on that run.

# CONTACT



Drifting is a non contact sport, and contact may result in penalties. A light rub is allowed but penalties may be applied for heavier contact, or contact that effects the lead cars line.

## **LEAD VEHICLE**

- ✓ If the lead vehicle loses drift, goes off line or unnecessarily reduces speed too drastically in tandem and the chase vehicle hits the lead vehicle, the lead vehicle may be deemed at fault for the collision. Each judge will ascertain fault.

## **CHASE VEHICLE**

- ✓ If a Chase driver has a collision with a lead driver who is fulfilling the lead driver goals then he will be deemed at fault.
- ✓ After contact both drivers must attempt to complete the run.
- ✓ If the Judges believe the lead driver deliberately spun their car after contact or stopped drifting, then they may apply penalties to that driver also.

# ***DAMAGE DUE TO COLLISION***

- ✓ Once a collision has occurred, the Judges will ascertain fault.
- ✓ In some cases, damage sustained to the vehicles may require time to repair. Only the vehicle not at fault may request up to 10 minutes to repair their vehicle.
- ✓ Judges may grant 10 minutes for repairs if a driver was properly fulfilling their role in the battle and sustained damage as a direct result of a significant mistake by their opponent.

# INCOMPLETE RUN:

The following constitute an incomplete in tandem:

- ✓ Spinning Out
- ✓ Stop drifting
- ✓ Three wheels off
- ✓ A chase driver intentionally not chasing the lead driver after a zero was scored on the previous run.
- ✓ Performing an Illegal pass - results in a zero for the chase driver
- ✓ Getting legally passed- results in a zero for the lead driver
- ✓ Opposite drift- Drifting with the opposite angle required at that point on course
- ✓ Hood and/or doors opening during a run
- ✓ Collision with the other driver that is considered "avoidable" or unsportsmanlike
- ✓ Proximity box
  - ✓ (If lead car is behind finish and chase car is not in OZ9, chase driver receives incomplete, if lead driver has fulfilled his goals)
- ✓ Unchasable Lead – A Lead run which contains errors which are too large to follow



An aerial photograph of a drift racing track at sunset. The track is a wide, paved oval with a red and white checkered border. A large grid of drift cars is lined up along the inner edge of the track, ready for a race. The sun is low on the horizon, creating a warm, golden glow and long shadows. In the background, there are several trailers and tents, some with logos like 'EBC' and 'Budmat'. The surrounding area is a mix of grass and dirt, with a forest in the distance. A large yellow diagonal graphic is overlaid on the left side of the image.

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