2026 FIA INTERCONTINENTAL DRIFTING CUP

Drivers Briefing- RACE INFO AND TANDEM RUNS



OFFICIAL NOTICE BOARD

Platform for all Official Documents of the CUP

Download the App and use this password to access it.

Documents will be forwarded in the WhatsApp group – But Sportity is the official platform

STAY AWARE OF THE PROCEEDINGS

Provisional Results

#	CAR no.	DRIVER	RUN 1	RUN 2	BEST RUN
1	8	Stavros Gryllis	84,5	95,5	95,5
2	995	Timur Lypskyi	93,0	91,5	93,0
3	911	Raman Kandratsenka	89,0	92,5	92,5
4	25	Samuel Mladenov	86,0	91,5	91,5
5	444	Kasper Eidsmo Sand	89,0	91,0	91,0
6	007	Roman Zelinskyi	91,0	88,0	91,0
7	77	Karim Hany	80,5	91,0	91,0
8	91	Yves Meyer	90,5	77,5	90,5
9	10	Abdul-Karim Jahan	90,0	89,5	90,0
10	17	Artem Khorolskyi	88,5	84,5	88,5
11	130	Valerii Shevelov	86,0	87,5	87,5
12	48	Mārtiņš Immermanis	86,5	87,0	87,0
13	9	Mathias Locatelli	65,0	87,0	87,0
14	93	Benediktas Čirba	0,0	86,0	86,0
15	22	Christos Chatzaras	84,5	85,5	85,5
16	229	Elias Hountondji	71,5	85,5	85,5
16	229	Elias Hountondji	71,5	85,5	85,5
17	23	Daniel Pelikan	75,5	84,5	84,5
18	2	Ioannis Vernicos Eugenides	74,0	84,0	84,0
19	38	Patrik Cselotei	83,0	0,0	83,0
20	119	Manuel Vacca	82,5	80,0	82,5
21	29	Christos Kouta	78,5	81,5	81,5
22	90	Péter Porkolab	76,0	81,5	81,5
23	3	Lou Fourel	81,0	79,0	81,0
24	94	Francesco Giori	79,0	81,0	81,0
25	78	Piter Kozlowski	80,5	67,0	80,5
26	900	Patrik Ovsonka	80,0	76,0	80,0
27	13	Edgara Krogeris	77,0	79,0	79,0
28	56	Salem Alsarraf	79,0	0,0	79,0
29	999	Lukáš Souhrada	78,5	77,5	78,5
30	50	Alexandros Spondylidis	78,5	68,0	78,5
31	420	Michel Hamwy	74,0	78,0	78,0
32	599	Yeva Ivanov	76,5	71,0	76,5

EVENT SCHEDULE

FIA INTERCONTINENTAL DRIFTING CUP

THURSDAY, 12 NOVEMBER

08:00
Paddock opens

10:00 – 18:00
Paddock Installation

13:00 – 16:00
Administrative Checks

13:00 – 16:00
Technical Checks

16:00 – 17:00
Track Walk – judges and drivers

22:00
Paddock Closes

SUNSET: 17:09

FRIDAY, 13 NOVEMBER

08:30	Paddock opens
08:30 – 09:45	Administrative Checks
08:30 – 09:45	Technical Checks
09:45 – 11:00	Drivers' briefing No. 1
11:15	Family Picture
11:45 – 13:10	Official practice No. 1 – Group 1
13:10 – 13:20	Technical break – track preparation
13:20 – 14:45	Official practice No. 1 – Group 2
14:45 – 14:55	Technical break – track preparation
14:55 – 15:55	Official practice No. 2 – Group 1
15:55 – 16:05	Technical break – track preparation
16:05 – 17:05	Official practice No. 2 – Group 2
17:30 – 18:15	Qualification Briefing
21:00	Paddock Closes

SUNSET: 17:08

SATURDAY, 14 NOVEMBER

08:00
Paddock opens

09:30 – 11:00
Official practice No. 3 – Group 1

11:00 – 11:15
Technical break – track preparation

11:15 – 12:45
Official practice No. 3 – Group 2

13:30 – 16:30
Qualification – FIA IDC 2026

17:00
Drivers' briefing – Top 32

SUNSET: 17:07

SUNDAY, 15 NOVEMBER

07:30
Paddock opens

10:00 – 12:00
Tandem Practice – Top 32

12:00 – 12:30
Technical break – track preparation

12:30 – 13:00
Opening ceremony

13:30 – 17:00
FIA IDC – Top 32

17:15
Podium Ceremony

22:00
Paddock closes

SUNSET: 17:07

2026 FIA INTERCONTINENTAL DRIFTING CUP

Technical Matters

Frans Steilberg: FIA Technical Delegate

Dainis Akmentins: FIA Assistant Technical Delegate

Alexios Marantzidis: Chief National Scrutineer

Competition Timeout & procedure

Purpose: Safety-related car repairs only — no strategic use or Set-up changes.

Duration: Maximum 5 minutes.

Limit: 1 Competition Timeout per competitor, per event. Not permitted during practice.

Only the Team Representative must request the Competition Timeout to the FIA Technical Delegate or his Assistant.

Once the car has reached the Garage, team will have 2 **minutes** to prepare the necessary tools and equipment.

Repairs may only start once the timeout is officially declared and that the officials are ready to supervise.

Car must be **fully repaired and ready to compete within 5 minutes**.

Failure to complete repairs in time = **run forfeited to the opponent**.

No tyre changes, except for collision-related de-beading or rim/tyre damage, subject to approval.

Repairs must be carried out in the **Team Garage, under the supervision of the Officials.**

The car may be **inspected for safety/compliance** before returning to competition

Damages due to a collision

After a collision, the **Judges will determine who is at fault for the collision.**

Only the driver not at fault may request the repair time.

Request may only be made by the designated **team representative and must be made to the Technical Delegate or his Assistant**

The Maximum repair time is **10 minutes.**

must be carried out in the **Team Garage, under the supervision of the Officials.**

The car may be **inspected for safety/compliance** before returning to competition

Drivers' equipment









Drivers must be fully equipped when called to warm-up zones!

Any driver without the required equipment will not be allowed to drive and may be reported to the Stewards.

Competitor Safety

REFUELLING

There will be a designated fuel refuelling point.
Refuelling in the paddock is strictly forbidden.
Only two cars may refuel at the same time; all others must wait in the queue near the refuelling zone. Team members per forming refuelling are strongly recommended to wear gloves and protective glasses.
Wearing clothing that fully covers legs and arms, as well as closed shoes, is mandatory-no shorts or short shirts allowed .
The number of team members involved in refuelling should not exceed two people



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General Organisation

Janis Bluss

WARM UP ZONE

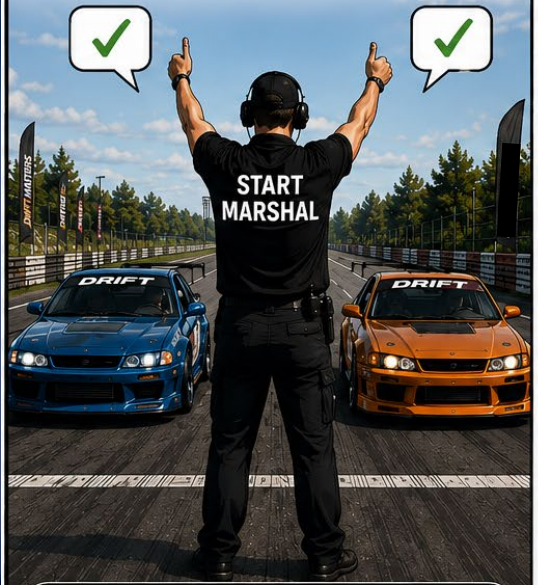
- Tire warming is allowed only in the warm-up (“burnout”) zone/boxes.
- Changing or checking tire pressure is prohibited in the warm-up zone during the race. This must be done before hand in the pre-start area. Any team members entering the pre-start area must wear a high-visibility vest.
- Mechanics are not allowed to touch the car after it leaves the pre-start zone. This rule applies only during qualifying and tandem runs.

START PROCEDURE IF THE START LIGHTS FAIL

THE START WILL BE GIVEN USING A GREEN FLAG

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1 THE START MARSHAL SHOWS A THUMBS-UP TO EACH DRIVER



DRIVERS MUST CONFIRM BY GIVING A THUMBS-UP BACK.
Make sure both drivers are ready and have acknowledged the start signal.

2 THE START MARSHAL RAISES THE GREEN FLAG AND HOLDS IT UP



DRIVERS MUST STAY ALERT AND BE READY TO START.

3 THE START MARSHAL DROPS THE GREEN FLAG THE START IS GIVEN



ONCE THE FLAG BEGINS TO MOVE DOWNWARD, THE RUN STARTS.

STARTING PROCEDURE

We are using the staggered start position.

The chase car is allowed to leave the start line before the start light turns green if necessary to maintain proximity to the lead car along the straightaway. If the chase Driver needs to slow down as a result of starting too early, the chase Driver will be considered at fault, provided that the lead car starting procedure was correct.

The lead car must leave when the start light turns green.

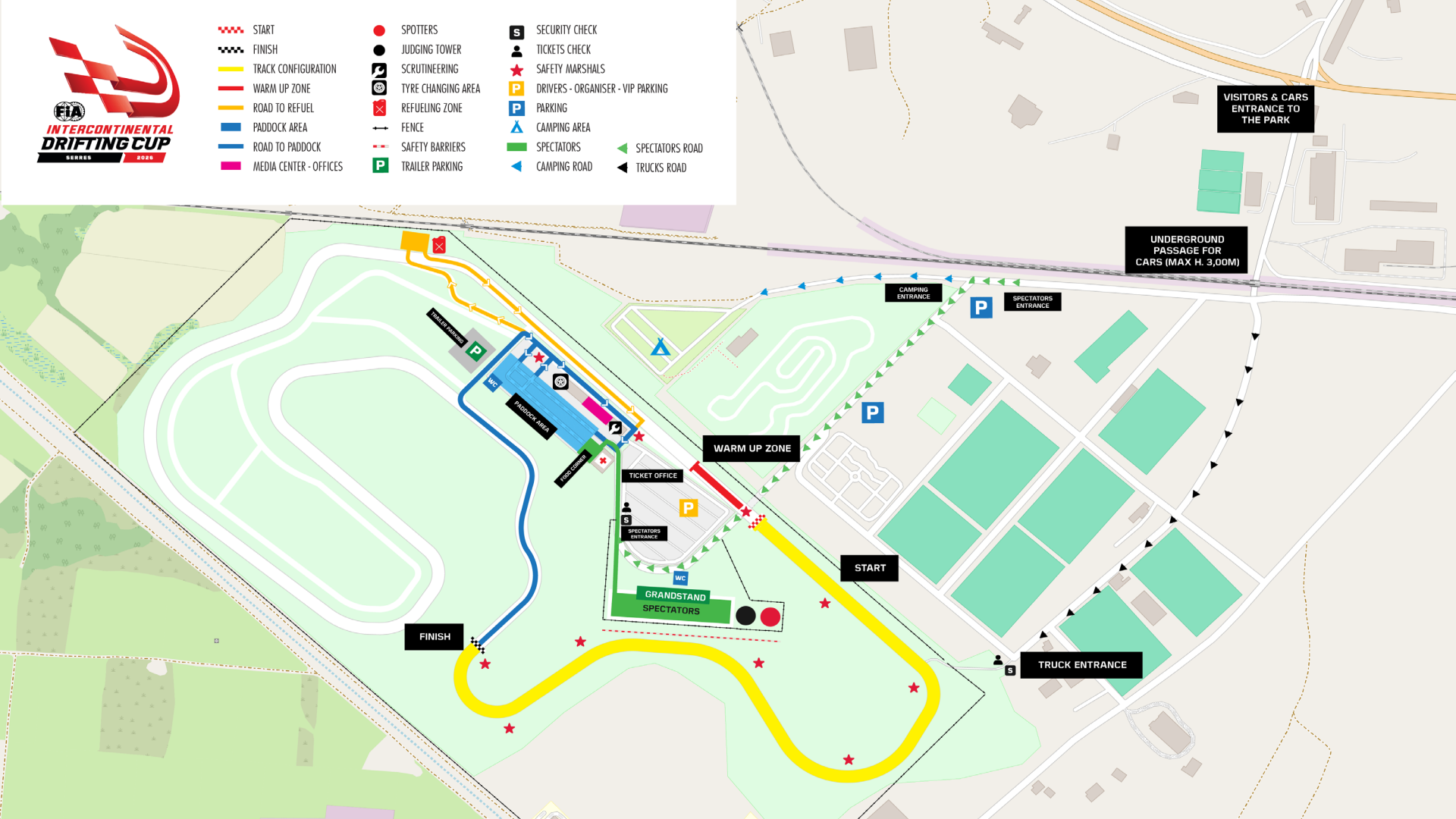
- If the lead car leaves early it will receive a strike.
- If the lead car leaves late (2s) it will receive a strike.

When the strike is applied run is restarted by red flags and red lights

The third strike given to a Driver during a battle will result in the Driver receiving an Incomplete for that run.

ANNOUNCEMENT PLACE

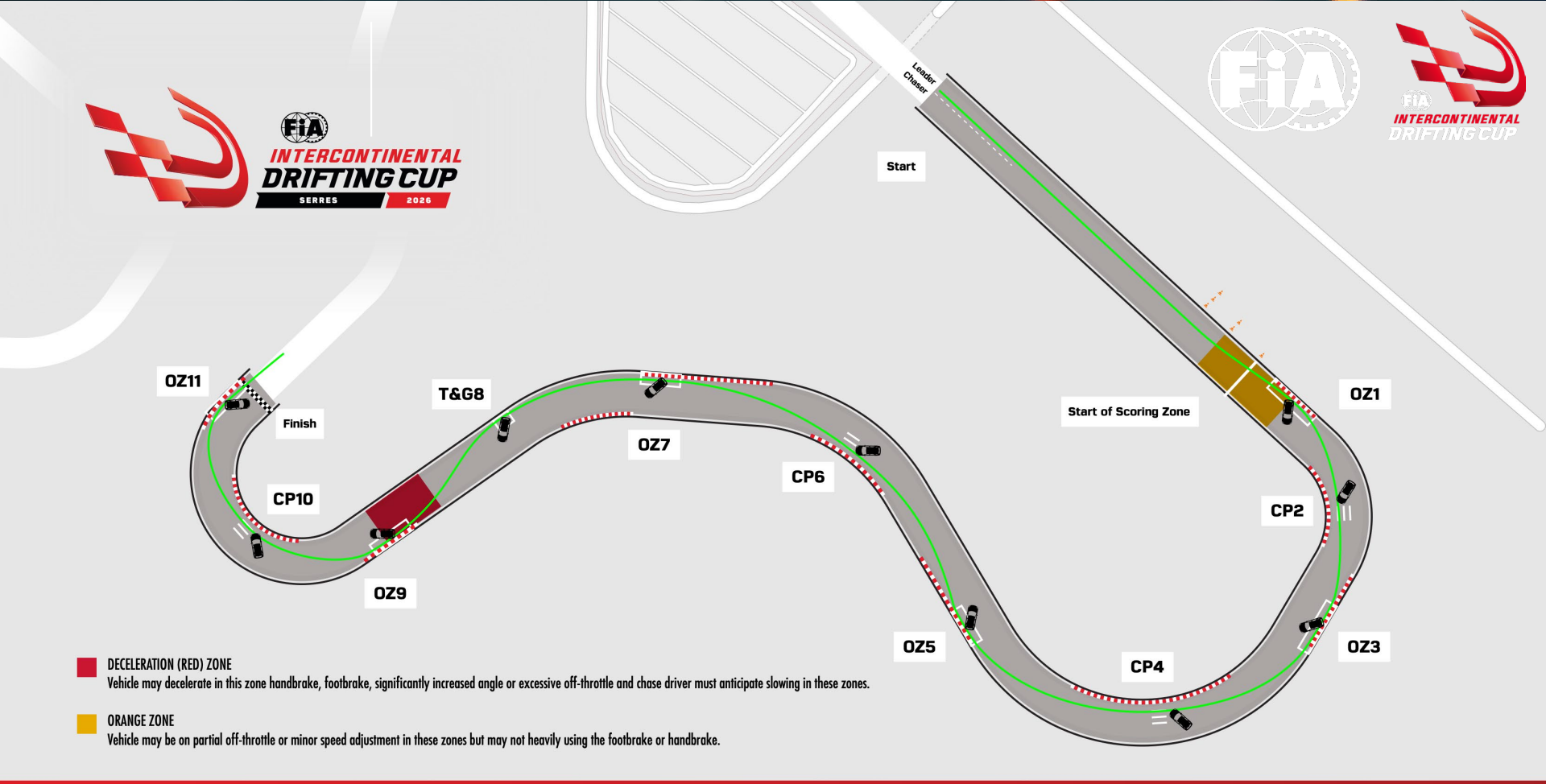



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DRIFTING CUP
SERRES
2026
START
FINISH
TRACK CONFIGURATION
WARM UP ZONE
ROAD TO REFUEL
PADDOCK AREA
ROAD TO PADDOCK
MEDIA CENTER - OFFICES
SPOTTERS
JUDGING TOWER
SCRUTINEERING
TYRE CHANGING AREA
REFUELING ZONE
FENCE
SAFETY BARRIERS
TRAILER PARKING
SECURITY CHECK
TICKETS CHECK
SAFETY MARSHALS
DRIVERS - ORGANISER - VIP PARKING
PARKING
CAMPING AREA
SPECTATORS
CAMPING ROAD
SPECTATORS ROAD
TRUCKS ROAD
VISITORS & CARS ENTRANCE TO THE PARK
UNDERGROUND PASSAGE FOR CARS (MAX H. 3,00M)
CAMPING ENTRANCE
SPECTATORS ENTRANCE
TRAILER PARKING
WC
PADDOCK AREA
ROAD CLOSED
WARM UP ZONE
TICKET OFFICE
SPECTATORS ENTRANCE
GRANDSTAND
SPECTATORS
START
FINISH
TRUCK ENTRANCE

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Judging Regulations

Vernon Zwaneveld ; Wadhah Uqba ; Andreas Gavalakis



DECELERATION (RED) ZONE
Vehicle may decelerate in this zone handbrake, footbrake, significantly increased angle or excessive off-throttle and chase driver must anticipate slowing in these zones.

ORANGE ZONE
Vehicle may be on partial off-throttle or minor speed adjustment in these zones but may not heavily using the footbrake or handbrake.

INITIATION

- Driver should not initiate later than last initiation cone sign
- Lead driver can use full width of the track
- Initiation style is a free choice. However, drivers should slow down as little as possible – same rules as in qualification
- The lead driver has the right of way at initiation
- Single file initiation.

LEAD DRIVER GOALS

- Aim for a 100 points qualifying run.
- Drive a chaseable lead run
- Follow the Accel/Decel map

LEAD DRIVER POINT DEDUCTIONS

- Shallow line
- Low/over angle
- Poor transitions
- No commitment
- Corrections

CHASE DRIVER GOALS

- Initiate no later than the lead car
- Maintain close proximity
- Match or better the lead car's angle
- Mimic the lead driver's transitions and line
- Use the lead driver as moving clipping point

PROXIMITY

IDEAL



COMPROMISE



POOR



BYE RUN

The driver needs to initiate at competition pace to prove that his car is capable of drifting.

INCOMPLETE SCORE IN BATTLES

- Spinning Out
- Opposite drift
- Hood and/or doors opening during a run
- Stop drifting or major straightening
- 3 wheels off the marked track layout
- Unchaseable lead run
- Performing an Illegal pass - passing is only permitted if lead car is completely off track/ shuts down.
- Unsportsmanlike behavior
- A chase driver intentionally not chasing the lead driver after a zero was scored on the previous run. (Example: The chase will be considered incomplete if lead car passes the finish line and chase car hasn't reached OZ9).
- Spinning after the finish line


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THANK YOU FOR YOUR ATTENTION
AND GOOD LUCK IN BATTLES !
TOYOTIRES