

FORZA DRIFT EVENTS - RULEBOOK 2024 - WWW.FORZADRIFTEVENTS.COM

Forza Horizon 5 / Version 2.8

CAR REGULATIONS



1. DRIVETRAIN

- 1.1. Only RWD drivetrains are allowed.
- 1.2. AWD cars must be RWD swapped to be eligible for competition.
- 1.3. FWD cars are not allowed. (Even if swapped)
- 1.4. Mid- and Rear-engine cars are not eligible for competition.

2. REQUIRED UPGRADES

- 2.1. Drift Springs and Dampers (No positive front camber, no positive rear camber over 0.3 allowed)
- 2.2. Race Front and Rear Anti-roll Bars
- 2.3. Race Roll Cage
- 2.4. Race Clutch
- 2.5. 4 Speed Drift Or 6 Speed Race Transmission
- 2.6. Race Driveline
- 2.7. Drift Differential (You must simulate a locked differential by using values 100/100 on differential settings)

3. TIRES & WEIGHT

- 3.1. Minimum car weight is **2200 lbs / 1000 kg**.
- 3.2. Permitted Tire Compounds:


- Sport Tire Compound (Wheel & Controller)
- Semi-Slick Tire Compound (Controller)

NOTE: Some cars use Sport Tires by default. To confirm this, check the next available tire compound on your car. If it's Semi-Slick Tire, your car is using Sports. If it's a Sport Tire, you're using either Stock or Street Tires.

Tire lettering is a must if you're using Semi-Slick Tires.



- 3.3. Drivers must follow a weight to tire width list:
For example: If your car weighs 3000 lbs, your maximum allowed tire size is 305mm. You can however run any size tire below your weight bracket.

		OPEN DRIFT SERIES
WEIGHT TO TIRE WIDTH SHEET		
2200 LBS / 1000 KG	245MM	
2400 LBS / 1088 KG	255MM	
2600 LBS / 1179 KG	265MM	
2700 LBS / 1224 KG	275MM	
2800 LBS / 1270 KG	285MM	
2900 LBS / 1315 KG	295MM	
3000 LBS / 1360 KG	305MM	
3100 LBS / 1406 KG	315MM	
3200 LBS / 1451 KG	325MM	
3300 LBS / 1496 KG	335MM	
3400 LBS / 1542 KG	345MM	

4. ENGINE & POWER

- 4.1. Cars must be within a **500** to **1000** HP range to be eligible for competition.
- 4.2. ±10 HP rule is applied. **For example:** you are allowed to have a minimum of **490** HP or a maximum of **1010** HP in your competition car. This rule is set to generally make engine upgrading more open and approachable.

5. VEHICLE RESTRICTIONS, REGISTRATION & INSPECTION

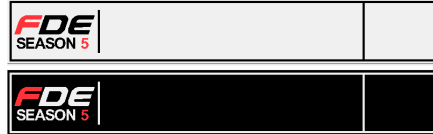
- 5.1. Please refer to our "FDE_Vehicle_Restrictions_2024.pdf" document.
- 5.2. Drivers must register themselves and their car for the current season to be allowed to compete. Drivers are locked to the car they register for the whole season, but are allowed to change their setups between rounds. All vehicles may still be subject to random inspections during the competition. Driver and car registration form can be found on our discord. (Registrations during mid-season are allowed.)
- 5.3. Drivers cheating or using a non approved/eligible setup on their car are disqualified from the ongoing round. Repeated breaking of this rule will result in a ban for the current season of competition.

6. LIVERY & PAINT

- 6.1. No offensive or meme liveries allowed in the competition
- 6.2. All drivers competing must use an official FDE namecard with your name, nickname or gamertag in it along with your driver number or optionally a country flag
- 6.3. You can find these in the vinyl editor by searching “FDE” or by using the share codes provided below:

White: 553 246 203

Black: 112 751 076



Fonts used should be simple and readable. Please avoid cursive fonts.

7. GAME SETTINGS

- 7.1. Traction Control: Off
- 7.2. Stability Control: Off
- 7.3. Launch Control: Recommended
- 7.4. Steering: Simulation
- 7.5. Shifting: Manual Or Manual W/ Clutch
- 7.6. Anti-Lock Braking: Off
- 7.7. Rewind is required
- 7.8. Accessibility->Notification Duration: Minimum of 5 is recommended

8. COMPETITION RULES

QUALIFICATIONS:

- 8.1. Each driver will be given one run to set a qualifying score. If that run results in an incomplete, they will get a second attempt to set a completed and scorable run.
- 8.2. Every run will be judged and scored by these three different factors: LINE, ANGLE and STYLE.
- 8.3. Drivers who set a completed run with a high enough score to make it to Top 32 or Top 16 will advance to Head-To-Head Battles.

HEAD-TO-HEAD BATTLES:

- 8.4. Lead driver must give a chaseable and as close to a 99 point run as possible.
- 8.5. Lead driver must not compromise line or angle to get away from the chase driver.
- 8.6. Chase driver must maintain as close proximity as possible to the lead driver.
- 8.7. Chase driver must mimic the lead driver's transitions and lines.

- 8.8. Initiate at the same time as the lead driver in the starting line, when you get the GO sign from the host. Lead drivers must accelerate only after the third honk has ended. (Refer to terminology section down below for more info)
- 8.9. Chase driver must allow the lead driver to initiate the drift first and give the lead driver proper space to do so within the 3 2 1 cones. (Refer to terminology section down below for more info)
- 8.10. Chase driver may not pass the lead driver, unless prompted by a crash or the lead driver is off course.
- 8.11. Chase driver must try to match or better the lead driver's angle.
- 8.12. If a crash were to occur resulting in straightening, spinning out or the driver going off course, it'll be looked at and decided by our judges to see who's at fault.
- 8.13. Chase driver must try to avoid over-aggressive contact with the lead driver to the best of their ability.
- 8.14. If a battle winner can't be decided, judges can call for "one more time" (OMT). This means that both drivers will repeat their head-to-head battle again. Multiple one more times may be issued by the judges if it's needed to determine a winner.

GENERAL:

- 8.15. If a driver has 3 or more tires out of the track during their run, the run will be disqualified which results in "did not finish" (DNF).
- 8.16. Spin outs or straightening without contact will be considered as incomplete, resulting in "did not finish" (DNF).
- 8.17. Scraping a wall or a fence is okay if it's not determined to be a collision. (i.e. it doesn't affect your line, angle or speed).
- 8.18. Drivers are allowed to call for a restart for their run if deemed necessary, but it must be called before the driver passes the restart marker on the track. Call for restart is done by stopping/rewinding your car before the restart marker. This is allowed once per driver during the competition.
- 8.19. Respect the judges calls and decisions or you will be disqualified. If you feel like your run was misjudged, you are allowed to challenge the judges decision but you must submit a video evidence as a proof or your request will be denied. The case will be investigated immediately to allow the competition to continue. *We advise everyone to record their runs during the competition.*
- 8.20. *Deceleration* and *momentum zones* must be followed and are track specific.
- 8.21. No showboating or gloating of any kind or you will be disqualified.
- 8.22. No disrespect of any kind towards anyone or you will be disqualified. Keep all discussion civil and respectful.
- 8.23. Player error such as dead controller batteries, wrong tune, or having to go afk during their run will result in a disqualification.

- 8.24. Connection issues present during a run will warrant one re-run (chase or lead). If the same driver has visible connection issues on the re-run unfortunately they will be disqualified.
- 8.25. In-case of a desync issue causing behavior not present in all 3 connection ends, will warrant for re-run if this causes unfair advantage/disadvantage to the driver(s). (Connection ends being both drivers and the official stream.)
- 8.26. Drivers must be ready and drive to the starting line as fast as possible for their runs when called.

9. JUDGING (Order of Priority)

- 9.1. Line (Optimal line, clipping points, zones and transitions)
- 9.2. Proximity (Execution, following lead line, car location, angle etc.)
- 9.3. Angle
- 9.4. Style (Consistency, lack of mistakes, smoothness, fluidity etc.)
- 9.5. Mistakes (tire drops, deceleration, adjustments, contact, over-rotating etc.)

10. SCORING SYSTEM (Qualifying)

- 10.1. Each run will be judged based on three different factors: LINE, ANGLE and STYLE via a point system from 0 - 33 points each, making the maximum total points obtainable to be 99 points.
- 10.2. In the event of a qualifying tie, the higher position will be calculated by these factors, in this order: 1. Line Score, 2. Angle Score, 3. Style Score, 4. Current Rank/Season Standing, 5. Judges Discretion.

11. RANKING SYSTEM

- 11.1. Each driver will gain a certain amount of points based on their performance and rank after the round has ended.
- 11.2. Total ranking of each driver will be calculated at the end of the season.
- 11.3. Qualifying rank:

Qualifier Rank (Per round)	Points received
1st	5
2nd	3
3rd	1

11.4. Competition rank:

Rank (Per round)	Points received
1st	100
2nd	90
3rd - 4th	80
5th - 8th	70
9th - 16th	50

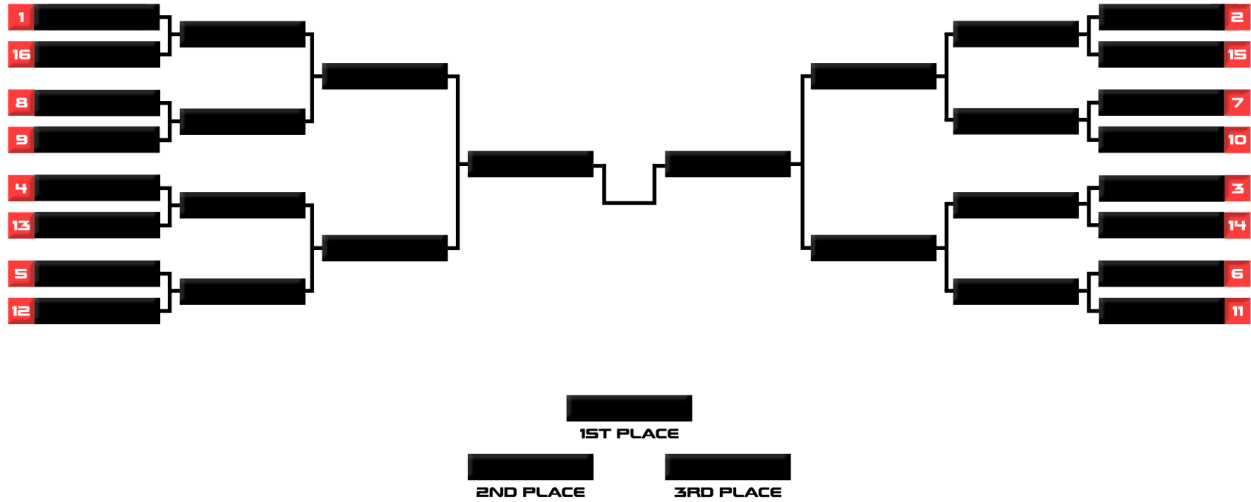
12. BATTLE BRACKET

- 12.1. Once a driver has advanced to Top 32 or Top 16 and proceeds to Head-To-Head Battles, a battle bracket will be formed which all drivers follow.
- 12.2. Battle-Bracket has 16 or 8 drivers on each side of the bracket. Order of the drivers depends on their qualification rank. If qualifications weren't held, order of the drivers will be randomized.
- 12.3. If an opposing driver fails to show up to the line when battle is starting, the other driver will be given a bye-run and therefore advances further in the battle-bracket.
- 12.4. Visual example of the battle-brackets:



TOP 16

FDE SEASON 5



13. TERMINOLOGY

- 13.1. GO sign = Host will make a countdown from 3 to 1 to initiate your run. This is done either by saying it or using a camera car's horn.
- 13.2. Restart marker = Every track has a specific cone, line or an object that is used to mark the restart marker.
- 13.3. 3 2 1 Cones = A line of cones, used to indicate a point of restart marker, earliest initiation point and an last initiation point for the drift.
(This document may be updated at any given point. Please pay attention to our official channels of information for any updates on this document.)

THANK YOU FOR SUPPORTING US:

