



Eastern European Drift Championship

Rules and regulations

Riga, Latvia, 2016

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1. GENERAL PROVISIONS

These Regulations are the basic normative documents for the organization and conduct of the Eastern European Drifting Championship EEDC 2015.

THESE REGULATIONS ARE PUBLISHED IN ENGLISH.

2. DEFINITIONS

COMPETITIONS- a sporting event, which defines the final results, and is awarded with prizes.

DRIFTING - sports car race driving in a controlled skidding, taking place entirely in a specially prepared asphalt track (site).

INITIATION – making the car lose traction of one or two axes relative to the vehicle trajectory of movement

PARTICIPANT - an individual who has drivers licenses, and has declared the car to participate in the competition.

ORGANIZER – legal or natural person who arranges this competition.

RULES AND REGULATIONS – Mandatory official document describing the details of the multi-stage competition.

COURSE/TRACK – specially prepared to conduct drifting competitions asphalt Track or platform.

JUDGED AREA - part of the track, on which the evaluation of performance of the participants by the judges is performed. The judged area always has to have marked the beginning and end.

QUALIFICATIONS - a mandatory part of the competition, which defines the participants admitted to final part of the competition.

PAIR RUNS OR TANDEM - a mandatory part of the competition, passing on the "Olympic" system, which defines the winners of competitions.

SERVICE PARK – limited territory on which cars of the participants and technical support are parked when off the track.

ZONE OF REFILLS – specially equipped, with the necessary safety requirements, area on which refueling of participants vehicles is performed.

3. GENERAL CONDITIONS OF PARTICIPATION

3.1 PARTICIPANTS

3.1.1 Any individual has the right to declare the car to participate in the competition.

- 3.1.2 Any participant who is entering this event has the right to appoint a representative to communicate with the organizer and officials of the competition. The representative can perform all the functions defined as functions of participant in these Rules and Regulations, and is the only person (apart from the Participant), authorized to carry out the rights granted to the Participant by this Rules and Regulations. Information on the representative of the Participant must be submitted to the Organizer at the time of registration.

3.2 APPLICATION FOR PARTICIPATION

- 3.2.1 Any individual wishing to participate in one of the stages of EEDC 2016, has to send duly filled application form to the organizer prior to the event.
- 3.2.2 The application is a contract between the Participant and the Organizer and has to be signed by both parties or confirmed by correspondence. The application requires the participant to take part in the competition, and the Organizer – meet to the participants all provisions of these Rules and Regulations.
- 3.2.3 Organizer is not liable for any loss or damage caused to the participants and their property, except as expressly provided in these Rules and regulations. All participants take part in the competition at their own risk. With his signature on the application form participant disclaims any right to compensation for expenses that may arise as a result of the accident during the competition. This refusal (of any rights to compensation expenses) refers to the organizer, officials and other participants in the competition.
- 3.2.4 Organizer must send the applicant a written confirmation of receiving an application, to a e-mail specified in the Application no later than two days following the date of receipt. On the last day of Application deadline, such confirmation must be sent immediately.

3.3 ENTRY FEE

- 3.3.1 Participation Fee EEDC 2016 is directly determined by the organizer (maximum of EUR 150,00) of a separate stage and is specified in the special Rules and Regulations for the stage.

3.4 ALLOWED VEHICLES

- 3.4.1 In any Drifting competition only cars with a drive to the rear axle can participate, In EEDC 2016 events cars must meet the technical requirements specified in Appendix 1 of these Rules and Regulations. Participant may, before the start of the official administrative checks, replace vehicle specified in the application form.
- 3.4.2 On the outside of each car involved in competition the official labeling and participation numbers has to be hosted. Organizers shall provide each participant a set of official stickers and place, on the billboard, scheme of their deployment.
- 3.4.3 Throughout competition the official label must be located and secured on the car, they must be completely visible, and can not be overlapped by any other label. For violation of this requirement Participant shall be punished by a fine of 150\$ fee.
- 3.4.4 Driver Name and flag of the country to be displayed on the outside of each car.
- 3.4.5 For the absence of both starting numbers participant may be excluded from the competition.

- 3.4.6 In the competition for drifting the use of tires of any type, except studded, with no visible damage and deformation is allowed. The use of racing “Slick” type on the rear axle (not intended for public roads) tires- is prohibited. Treadwear of the rear axle wheels must be at least 140 (UTQG). Maximum tire width may not exceed 19” 265 mm. Technical requirements for participants vehicles- presented in Appendix 1.
- 3.4.7 You can use the spare car, with this car should be declared as a backup during the administrative checks and specified in the application for participation. Spare car can only declared by the Participant and used only by one of the driver (drivers) which were stated in the application. Only one driver may use specific spare car in one competition.

3.5 OFFICIAL DOCUMENTS

- 3.5.1 Organizer of each stage EEDC 2016 must issue the following official documents:
- Rules and regulations for the stage;
 - Security plan;
 - Newsletters;
 - A list of participants with board numbers;
- All official documents for competition shall be issued and published in English and posted on the bulletin board.
- 3.5.2 Rules and Regulations for the stage should contain general information about the competition:
- Accurate timetable for activities with exact dates, times and locations (location);
 - General Staff working hours, registration and documents submission hours;
 - Timetable for the on-track activity;
 - Time and place for technical inspection;
 - Timetable for official press conference.
- 3.5.3 Safety plan must specifically describe the ways and means of addressing issues to provide necessary security measures for all major areas (safety of spectators, participant’s safety, safety of marshals and other officers of the competition) and must contain:
- Area plan with marked safety zones and guards;
 - Contact information of the competition Staff, which is responsible for ensuring of safety measures at the event;
 - Duty regulations of the personnel involved in ensuring safety during event
 - Other documents which Organizer may deem important and necessary.
- 3.5.4 Participant list is compiled in accordance with following rules:
- All the participants list’s should include the name, city/country, car make, horsepower and board number;
 - A list of participants is announced after Application deadline;
 - A list of approved participants is announced after administrative and technical checks, but before official training sessions.

3.6 OFFICIALS

- 3.6.1 Official – person authorized to perform certain functions during the competition
The organizer determines composition of the officials, including:
- Chief manager of the race;

- Judges for the race;
- Safety officer;
- Technical commissioner;
- Participant relations officer;
- “Park ferme” officer;
- Press attaché.

All of the above officials are appointed by the organizer and are statutory officials.

Statutory officials (Officials) are entitled to perform only those functions for which they are assigned, the same person may be appointed to perform multiple functions, given he has appropriate qualification.

- 3.6.2 CHIEF MANAGER of the race is responsible for conducting competition in accordance with these Rules and Regulations, for which he:
- Decides on the application of these Rules and Regulations and enforces execution by Officials and officers off the race;
 - Coordinates work of the Officials and officers of the race.
- 3.6.3 Safety Officer prepares safety plan for the event and ensures its execution. He should be included in the organizing committee.
During competition Safety officer must constantly maintain contact with Head manager of the race.
- 3.6.4 “Park Ferme” officer is responsible for technical and administrative checks to ensure complains of participants vehicles to requirements specified in these Rules and Regulations.
“Park ferme” officer:
- Organizes all technical checks;
 - During competition, on case of detection of the car, whose design may be considered unsafe, immediately reports to Chief Manager of the race and follows his instructions.
- 3.6.5 Participant relations officer provides operative communication between Officials and Participants during competition, as well as informs participants on the competition progress and explains to them the provisions of governing documents if necessary.
- 3.6.6 Participant relations officer should avoid passing on, to other Officials and Judges, questions that can be solved with usual explanation, except in case of official protest. He also should behave respectfully and obligingly; refrain from any statements and actions which could cause protests.
- 3.6.7 Participant relations officer must be competent in matters of these Rules and Regulations.
- 3.6.8 “Park ferme” officer is responsible for crevice park, its layout, allocation of places for the participants and teams (organizes collection of preliminary information on the participants needs) supervises order and movement within service park during competition, ensures fire safety measures.

3.7 CONTROVERSIAL ISSUES, APPEALS

- 3.7.1 Participants may request oral explanation in matters concerning any situation within the scope of the competition, these questions should be applied to Participant relations officer.
- 3.7.2 If the applicant is not satisfied with the response he has the right to submit a protest in writhing to a Chief Manager of the race, in which he must present all the facts that, in his opinion, effect decision of the case.

- 3.7.3 Participants relations officer must accept the protest and immediately transmit it to Chief Manager of the race, time limit to apply the protest must not exceed 15 minutes after an event of dispute.

3.8 JURY DECISION RECONSIDERATION APPEAL

- 3.8.1 Participant shall be entitled to apply for a Jury decision reconsideration for his (her) tandem run. This appeal shall be applied in no later than 5 minutes after the actual tandem run. Decision shall be reconsidered within the current leg (e.g. TOP-8). The application is submitted in writing or orally to the Chief Manager, which is transmitted by Chief Manager or Participant relations officer. Circumstances described in such statements should be examined by Chief Manager. If Chief Manager deems set objective circumstances he shall refer the application of the Participant to the Jury of the competition.

3.9 INSURANCE

- 3.9.1 Private medical insurance, insurance against accidents and injuries is obligatory for all EEDC participants, a minimum of EUR 1500,00. The organizer controls availability of compulsory medical insurance and insurance against injuries and accidents, valid within motor racing competition, during administrative check-up.

3.10 ADVERTISEMENT

- 3.10.1 Participants cars can carry any type of advertising, as long as it is:
- Consistent with the law of the host country;
 - Not occupying sites that are reserved by the organizer of the event;
- 3.10.2 At each EEDC stage organizer has the right to place mandatory advertising on each participating car. Participants can decline this mandatory advertising by paying 150,00 EUR fee.

4. RACE COURSE

4.1 DURATION OF THE COMPETITION

- 4.1.1 Any competition begins with administrative and/or technical inspection and ends with an official ceremony of awarding the winners.
- 4.1.2 The maximum duration of the race day, provided by these Rules and Regulations , should not exceed 10 hours.
- 4.1.3 These Rules and Regulations provide that one stage should take up to 3 (or less) days.

4.2 REGISTRATION

- 4.2.1 All participants that have arrived to the competition must be registered and clear both-administrative end technical inspections. Date and time of registration and inspections shall be published by the Organizer in competitions program.
- 4.2.2 Registration and inspections should take place in the competition HEADQUARTERS, headquarters should be located in close proximity to the track.

- 4.2.3 Each participant, during administrative inspection must submit these documents:
- Drivers license;
 - Car registration documents or sports passport;
 - Valid insurance policy.
- At the absence of necessary documents, organizer may refuse to register the participant.
- 4.2.4 At each stage, the organizer shall provide the sale of insurance policies from insures and accidents.

4.3 TECHNICAL INSPECTION

- 4.3.1 All cars participating in the competition must be technically inspected. Date and time of inspections shall be published by the Organizer in competitions program.
- 4.3.2 Technical inspection is committed by the TECHNICAL COMISIONER of the competition. .
- 4.3.3 The main objective if technical inspection is- to check that vehicles participating in the competition meet technical requirements and check participants gear.
- 4.3.4 After this technical inspection Technical commissioner secures a sticker at the left upper side of the windshield meaning – technical inspection has been passed. The participant is obliged to keep that sticker up to the and of the competition.

4.4 SERVICE PARK (PARK-FERME)

- 4.4.1 All participants who arrived on the stage, are placed at the service park in accordance with a participant allocation scheme, which is located in the competition headquarters on a bulletin board.
- 4.4.2 “Park ferme” Officer is responsible for the participant placement in the service park. Upon arrival each participant must apply to “Park ferme” Officer for placement instructions.
- 4.4.3 Each participant has the right to place in the service- car on which he takes part in the competition and the technical support vehicle. The size of standard module to accommodate participant is 6x6m. If participant needs more space, he has to notify the organizer by e-mail no later than 5 days before competition.
- 4.4.4 Activity prohibited with in service park without special preparation:
- Smoking
 - Kindle an open fire
 - Refueling
- 4.4.5 For smoking in the service park participants and members of his team shall be punished by a fine of \$100

4.5 REFILLS ZONE

- 4.5.1 Refills zone is arranged in close proximity to the service park.
- 4.5.2 During placement in the service park, participant must pass to the organizer pre-marked canisters with fuel.
- 4.5.3 All fuel, which is used to refill participating cars, during competition is kept only in the Refills Zone.
- 4.5.4 Rules of refueling in the Refills Zone:

- The engine must be stopped, no people are allowed to stay inside the car during refills, one person is filling fuel and second is staying near holding a working fire extinguisher with a capacity no less than 4kg. Fire extinguisher and one refueler provides organizer.
- There can be a maximum of two cars in the refills zone at the same time.

4.6 PRACTICE SESSION

- 4.6.1 The organizer is obliged to provide participants with a opportunity of free and official scheduled practice sessions on the track.
- 4.6.2 Only participants who have passed administrative and technical inspections are allowed to attend practice sessions.
- 4.6.3 All participants are obligated to run at least 3 laps of official practice session prior to qualification. These runs must be done within the official scheduled practice time.
- 4.6.4 Before practice organizer must run a briefing for participants, where necessarily should be present scheme of the track, showing the beginning and the end of judged area, location of the judges tower and clipping points.
- 4.6.5 During practice session the lack participating cars outer panels (bumpers, side skirts) can be tolerated, the presence of the hood and trunk lid is a must.
- 4.6.6 Only at free practice session is allowed to have passenger in car. Passenger must be wearing a full gear- helmet and a long clothing that eliminating exposed skin. All the time when car is on the track, the driver and passenger seat belts must be wearing all the time.

4.7 QUALIFICATION

- 4.7.1 Participants who passed administrative and technical inspections, as well have participated in official practice sessions, are allowed to run qualify.
- 4.7.2 The main objective of qualifying races is to determine 32 best participants who will compete in the main competition. In case of a smaller number of participants organizer has the right to allow 16 best participants to attend the main competition.
- 4.7.3 Qualification passes on the track of the competition. Each participant has the right for three judged runs without warm-up run.
- 4.7.4 The judges put up points for each valid run, which are recorded in the general qualification protocol (for more details about judging, see Section 6)
- 4.7.5 Organizer has, no later than in 45 minutes after the last qualifying run, to publish results of qualification on the official bulletin board.

4.8 TANDEM RUNS

- 4.8.1 Tandem (pair) runs are the main part of the competition.
- 4.8.2 Thirty two best participants, judging by the results of qualification runs, form a "Top32" group which takes part in the main section of the competition. Participants of the "Top32" form a grid based on their position after qualification: participant, ranked first, compete with the one ranked 32nd, the second – with the 31st and so on. This way 16 pairs are formed (nets scheme look on the Appendix 1).
- 4.8.3 16 winners in the "Top32" go to the next round- "Top16", 8 winners of "Top16"- get to "Top8" 4 winners in the "Top8" goes to semifinals.

- 4.8.4 Two opponents that have lost their Semifinal runs are competing for the 3rd and 4th places in the separate pair run.
- 4.8.5 Two drivers who have won their Semifinal runs pass to the next round – “Final”. Final is a full pair run, the winner of which is declared the winner of howl competition, defeated party receives the title of– second place winner.

5. JUDGING

5.1 QUALIFICATION

5.1.1 Qualification runs are judged with reference to the 4 basic criteria:

- Line
- Angle
- Speed
- Impression/ Impact

5.1.2 Line-the perfect line, defined by the judges, which must be followed by the participant while drifting on the track (in most cases, the estimated line is identical to the fastest trajectory through the track). Overall score for the run will be substantially reduced for not following predefined “perfect” line.

Line is set by the inside and outside “clipping points”. Distance of the car from these points is reflected in the score for criteria -“Trajectory”

“Clipping point” – Key area on the track, in which the participant must steer his car, which must be in the state of extreme over steer, as close as possible to a given point, thus following correct , from the standpoint of judging, trajectory. “Clipping points” are divided in to inside and outside clipping points.

“Inside clipping point” – zone on the track, in which the participants score is determined by how close the cars front bumper goes by (while maintaining over steer condition) to a given point (marked with a special cone). “Inside clipping point” is placed on the inner side of the track (inner side of the corner or where the car should be facing with the front end), in most cases at the apex of the corner.

“Outside clipping point”- zone on the track, in which the participants score is determined by how close the cars rear bumper goes by (while maintaining over steer condition) to a given point (marked with a special cone). “Outside clipping point” is placed on the outer side of the track (outer side of the corner or where the car should be facing with the rear end), in most cases at the entrance or/and exit of the corner.

“Clipping zone”- zone on the track, in which the participants score is determined by how close and how long the cars rear bumper goes by (while maintaining over steer condition) the “clipping zone” “Clipping zone” can only be at the outside (outside clipping zone) of the track and should not be longer than 5 meters. “Clipping zone” can be marked with special cones or evaluated visually by the judges.

Judges must explain in detail the trajectory they want to see from the drivers (the line that will give them maximum points for this criteria). Usually this line is optimal for the car to move in the state of drift and proper use of this line means minimal loss of speed on the judged parts of the track which further improves overall score for the run.

“Off track” situation occurs when the car goes with more than one wheel of the track or hits the track marking cone (or clipping point marking cone) with the base (area between front and rear axles of the car) of the car. In the event of the “off track” situation judges will estimate 0 points for this criteria or for a full run. Judges must explain in detail the scenario when the car will be considered “off track”.

- 5.1.3 ANGLE-average slip angle (the angle between cars axial line and the line of its movement) which is maintained by the participant via full length of the track. Magnitude of this angle is especially important entering the first corner. The loss or extreme reduction of this angle is considered a big mistake and will negatively effect the score for this criteria. In case of complete straitening (when slip angle can not be noticed with naked eye from judges place) or of this angle becoming too big (the car stops moving forward and/or spins) the judges most likely will give 0 points for this criteria or for a full run. Angle should be stable, and the pilot should be avoided as much as possible adjustments. The angle may be measured by suitable equipment.
- 5.1.4 SPEED – speed that participant develops throughout evaluated part of the track, is the third criteria. The basis for estimating cars speed is by a greater extent the input velocity (speed entering the first corner), but it is also important how the driver is able to maintain highest average speed while drifting. Extreme loss of speed (or at worst stopping the car) will most likely end up with 0 points for this criteria or a full run. Speed during the competition can be measured by the appropriate equipment.
- 5.1.5 IMPRESSION – energy and effectiveness that participant demonstrates during his run. It may be the large amount of smoke from the wheels, early initiation before entering the first corner or sharp transition from one side to another. Any other things that can be requested and explained by the judges.
- 5.1.6 Full throttle-passing a certain area specified by the judges at the maximum speed and throttle.

5.2 JUDGING PAIR RUNS

- 5.2.1 Judging pair battles is done on the same basic criteria as a qualification runs.
- 5.2.2 Car running second in the pair heat is estimated by the ability to catch up and mirror the leading car. Advantage is acquired for ability to match speed, angle, change of direction, distance between cars, ability to initiate drift in parallel with leading car. “Points are assigned” based on the comparative advantages of two participants, when the basis for comparison is the leading car.
- 5.2.3 During the pair run ,on the evaluated part of the track, can only be two participating cars, car “A” and car “B”. During the first evaluated pass of the pair run car “A” (participant ranked higher after qualification) is the leading car and car “B” is – the chasing. On the second run, cars switch places. Throughout a full pair run a chasing car can not overtake the leading one, only in the case of emergency situation (the loss of trajectory by the leading car or in order to avoid collision)!!! In case of not enough pronounced difference between the participants, judges (and viewers) can inflict a full re-run (full re-run is a full “isolated” pair run when both drivers get to lead and to chase 0 or (after 2 reruns) a run till one of participants makes some kind of mistake (sudden death).
- 5.2.4 Number of re-runs is mainly decided by the judges, but there are no more than 3 reruns.

- 5.2.5 Cars are positioned at the starting line, by the track judges, side by side. After the start was given, both cars accelerate in the “Drag race” fashion up to the initiation point. At that point distance between cars should not be more than 3 car lengths (depending on the track specified by the judges). Chasing car must take position behind leading car before entering the thirist corner.
- 5.2.6 Winner of a pair run can advance to the next round (from Top32 to Top16 and cetera).
- 5.2.7 CALCULATING POINTS FOR THE PAIR RUNS
- 5.2.8 Result for the pair run depends from:
1. Angle
 2. Distance
 3. Ability to mirror the trajectory of the leading car
 4. Sports behavior
 5. Closing the distance when following and increasing when leading
 6. Controlled finish
 7. DEMS – electronic assistant (when applicable)
 8. Judges decision!
1. Angle – see 3.1.3
 2. Change of distance between the cars entering evaluated part of the track and at the finish. Score depends whether this distance increases, stays the same or decreases.
 3. Ability to mirror the trajectory of the leading car– during the briefing before pair battles judges will explain the preferred driving line for “tsuiso” (pair battle), which does not necessarily must be the same as for the qualification. If necessary, the line can and should be adapted for pair runs (by the judges). Leading (“A”) cars task is to follow this line, chasing (“B”) car must follow the lead car, while keeping in mind transitions and priorities of the car in front, there for anticipating possible trajectory (and other) mistakes from car “A” is a must. Because of this, car “B” needs more time and space on the track, for this reason certain adjustments to the line and angle of the chasing car are justified although the range and where (on which parts of the track) this kind of adjustments are allowed must be specified by the judges.
 4. Sports behavior, politeness towards opponent during the run- example: the leading car slowing down more than necessary to tackle the corner (thus creating difficult situation for chasing car)... this kind of situations will be discussed during drivers briefing considering specific features of the given track.
 5. Distance within evaluated part of the track. Judges not only consider distance between cars at the entry of the first corner and at the finish, but also points for a chasing driver are being added if he, at some point of the track, gets close to his rival, too big of a distance can be considered as fatal error for a chase car (this distance -depends on the track and is specified for each track)
 6. Car potential ratio between rivals. Drivers with low powered cars are at a disadvantage when following more powerful cars (mainly due to smaller acceleration and ability to maintain big angle) therefore judges can give the privilege of up to 10% to a driver with a less capable car. This matter must be discussed at the briefing.
 7. Controlled finish. The car must stay under drivers control at all times, controlled drift when the car has already crossed finish line is a must
 8. Judges decision –is always above this Rules and Regulations and is also irreversible.

5.3 FATAL ERROR

5.3.1 Driver gets 0 point for making these mistakes:

- Spin out while drifting
- The car straightened and drove without “drift”
- Critical loss of speed or a full stop
- The car went out of the track (see 3.1.2- off track situation)

5.4 SIGNALS OF THE JUDGES AT THE TRACK

Each judge on the track is carrying a flag. Starter- green

Marshals on the track- yellow and red flags.

Green flag- the track is clear, driving at peak performance is allowed.

Yellow flag- danger on the track, slow down, no “drifting”

Red flag- stop racing, stop movement of the car.

6. SCORING IN THE SERIES

6.1 CHAMPIONSHIP SCORE FOR THE TOP16

All participants who got to the TOP16, get points which are split like this:

| PLACE | POINTS |
|--------|--------|
| 1 | 100 |
| 2 | 90 |
| 3 | 78 |
| 4 | 65 |
| TOP 8 | 48 |
| TOP 16 | 32 |
| TOP 32 | 16 |

6.2 CHAMPIONSHIP SCORE FOR THE QUALIFICATION

For the qualification results points are scored in accordance with below table:

| Place | 1 | 2 | 3 | 4 | 5-8 | 9-16 | 16-32 |
|--------|----|---|---|---|-----|------|-------|
| Points | 10 | 8 | 6 | 5 | 4 | 3 | 1 |

7. CREDITS OF THE SERIES

EEDC is played in personal credit.

Personal credit EEDC is enacted by the sum of the best points for All stages (e.g. if there are 4 rounds in EEDC 2016, 4 best stages will be counted in the overall standings).

8. CALENDAR EEDC 2016

DATES FOR THE STAGES EEDC 2016:

1. 14-15 May - Minsk, Belarus
2. 01-02 July - Kaunas, Lithuania
3. 26-27 August - Trackwood, Hungary
4. 02-03 September - Riga, Latvia

9. EEDC CONTACTS

Please feel free to contact us at info@eedc.eu with any question.

Official website: www.eedc.eu

Facebook page: <https://www.facebook.com/iameedc>

Instagram feed: <http://instagram.com/iameedc>