



2026 EVENT PACKET

The Double 8 Showdown is a 32-driver single elimination tournament that emphasizes style, skill, and adaptability.

All battles in the early brackets will be held on cageless LAYOUT 1. Once the competition transitions to the FINAL 8, all battles will be done on cageless LAYOUT 2. That's right! **TWO layouts in a single drift competition!**

The **DOUBLE 8 SHOWDOWN** be held at **DRIFTCON AFTERDARK** on **October 3, 2026**.

Car + Driver: \$250 + \$50 Optional Practice (Practice recommended due to time constraints Sat.)
Maximum of 40 Drivers (32 to qualify)

Any questions not addressed can be directed to kevin@evergreenspeedway.com or matt@driftcon.us.

Drivers that are competing in the Double 8 Showdown AND Team Tandem Finale will receive a 50% discount code for their Team Tandem entry via email. Please reach out if you did not receive the code.

Qualifying to determine the Top 32 position. Bracket will be a standard single elimination NCAA style bracket.

QUALIFYING ON BOTH LAYOUTS

A big change for 2026 is the return of traditional qualifying which will now award series points. The unique spin for the Double 8 Showdown is that each driver will get ONE run on each layout to determine their overall qualifying position.

Drivers will be awarded up to 100 points for each run. These will be combined to get their final qualifying score.

Note: The driver does not get their highest score from either layout. Both layouts are worth the same number of points and will be added together.

EARLY BRACKET COMPETITION – LAYOUT 1

Every Top 32 and Top 16 battle will be done on Layout 1.

FINAL 8 BRACKET – LAYOUT 2

After all Top 16 battles are finished, the Final 8 should prepare for the layout change. Each driver will get one “sight lap” on Layout 2 before moving into competition.

Once the bracket reaches the Top 8, tire changes and fueling between battles is expected to take 7 minutes or less.

JUDGING

The panel will consist of 3 judges (**Mike Hilyar, Frank Mirabelli, and TBD**). Judges want to see use of the entire track. Utilize the whole width of the infield for transitions. Focus on the clipping points and outer zones. In tandem battles they want to see proximity.

BACKUP CARS FOR WARFARE ON THE 5/8 COMPETITORS

Drivers competing in both competitions at DriftCon Afterdark will be allowed to use a backup car of equal or less horsepower in the event of part failure or damage that knocked them out of previous competition. Even if they qualified in their original car, they will be allowed to swap cars in this special circumstance. Eligibility of the backup car will be determined by the Tournament Director.

Once battles begin within the Double 8 Showdown, there will be no swapping to a backup car.

COMPETITION

Each Battle will consist of two runs. The higher ranked competitor will lead on the first run and be the chase driver for the second run.

On the first run the lead car will be directed into the burnout box and will have 20 seconds to stage at the start line. The chase will then be released into the burnout box and will have 20 seconds to stage at the start line.

The starter will then make sure that both competitors are ready at the line and then trigger the start light sequence. The lead car cannot leave the line before the green light illuminates. The chase driver can leave the line any time after the yellow light illuminates but must not beat the lead car to the initiation zone. Judges will make all decisions at who is at fault when a start has been fouled. Any fouled starts will be recalled. The at-fault driver will be warned and multiple offenses by the same driver may be cause for disqualification.

At the completion of the first run. Drivers will return to the start line immediately with them swapping starting line positions. No crew may touch the car in between runs without approval from the Tournament Director.

At the completion of the second run, Drivers will stop at the designated area and await a decision from the tower. As we get deeper into the tournament and the time in between battles narrows, Officials will allow 10 minutes for competitors to fuel, change tires and/or cool down their cars. Bring enough crew and tools to be prepared for this.

The tournament will continue until we have a winner. The 3rd place position will be determined by pairing up the two eliminated drivers from the top 4 in a standard battle. The highest qualifier will lead first.

The top 3 will report to the front stretch at the conclusion of the event for the awards ceremony.

COMPETITION TIME OUTS

One (1) 5-minute duration competition time out is allowed per event. The timer starts when work begins on the car. The car must be on the ground and ready to compete at the end of the 5 minutes. **5-minute timeouts are not allowed during qualifying.**

TIME OUTS - DAMAGE DUE TO CONTACT

Judges will determine the driver at fault. Both teams have the right to enact a 5-minute time out (even if they have previously used their one per event) and crews may use this time to assess and repair damages from the incident. Crew members may not use this time to make other adjustments to the car. The “at fault” car must be ready for competition at the end of the 5 minutes. The “not at fault” car may request an additional 5 minutes to complete repairs. Evergreen Drift officials will oversee any additional time requests and closely monitor the progress.

GUARANTEED PAYOUT	
PLACE	AMOUNT
1	\$3,000*
2	\$1,500*
3	\$1,000*
4	\$500
5	\$250
6	\$250
7	\$250
8	\$250
9	\$125
10	\$125
11	\$125
12	\$125
13	\$125
14	\$125
15	\$125
16	\$125

***Additional Prize(s):**

BC Racing Credit

\$400 1st place

Kenda Contingency (Drivers Running Kenda Tires):

4 Tires 1st Top Finisher

2 Tires 2nd Top Finisher

2 Tires 3rd Top Finisher

Tire Agent Motorsports (RaceTreads) Racers Program Drivers:

\$250 1st Top Finisher

\$150 2nd Top Finisher

\$100 3rd Top Finisher

DRIFTCON AFTERDARK SCHEDULE

SATURDAY OCTOBER 3, 2026 – MAIN GATES OPEN 3PM

8:00 – Back Gate Open / Tech Inspection

9:30 – Double 8 Showdown / Warfare on the 5/8 Driver's Meeting

10:00 – MANDATORY MEDIA Meeting at Tech Trailer

10:30 to 11:15 – Double 8 Showdown Practice Layout 1

11:15 to 12:00 – Double 8 Showdown Practice Layout 2

12:00 – EARLY ACCESS GATE OPENING

12:00 – MANDATORY Team Tandem Driver's Meeting (Tech Trailer – 1 Member Minimum)

12:00 to 1:00 – Warfare on the 5/8 Qualifying (1 Practice Lap Before Qualifying)

1:00 to 3:15 – Double 8 Showdown Qualifying (Layout 1 + Layout 2)

3:00 – MAIN GATE OPENING

3:15 to 4:00 – Team Tandem Practice

4:00 to 5:00 – Warfare on the 5/8 Competition Top 8 to Finish

5:00 to 6:30 – Top 32 to Top 16 Competition

6:30 to 8:00 – Top 16 Introduction and Competition

8:00 to 8:15 – Hoon-Off Burnout Competition

8:15 to 9:45 – Team Tandem Finale Qualifying and Competition

9:45 to 10:00 – Drifting & Car Show Awards Ceremony

***It is the driver's responsibility to follow the schedule and stay on time. We will make constant announcements in the pits, so please stay alert to keep the show rolling.**

DOUBLE 8 SHOWDOWN & 5/8 PRACTICE DAY SCHEDULE

FRIDAY – OCTOBER 2, 2026

3:00 – Back Gate Open / Tech Inspection

5:00 – Double 8 Showdown Layout 1 Practice

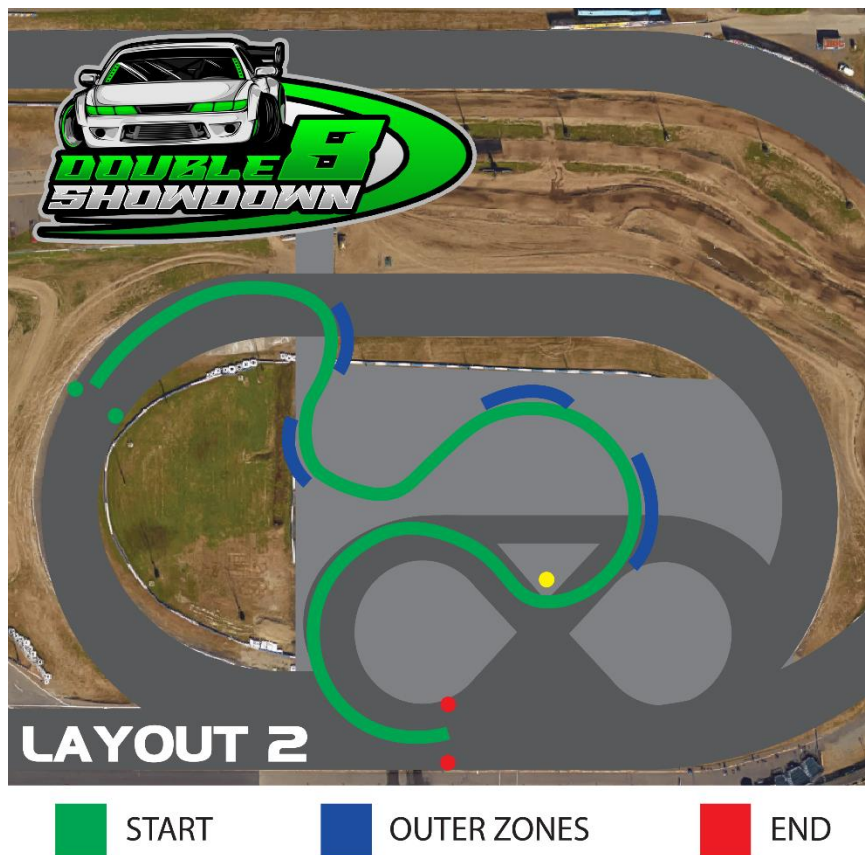
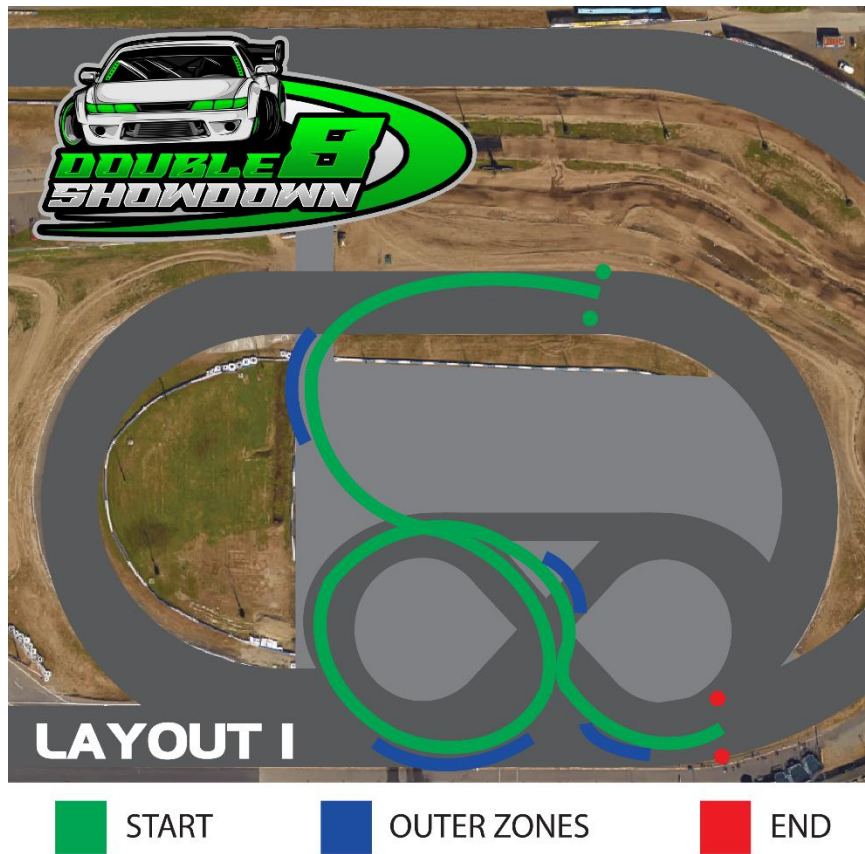
6:00 – 5/8 Practice

6:30 – Double 8 Showdown Layout 2 Practice

7:30 – 5/8 Practice

8:00 – Double 8 Showdown Layout 1 Practice

9:00 – Practice Day Ends



***CLIPPING POINTS AND OUTSIDE ZONES WILL BE CONFIRMED BY THE JUDGES IN THE DRIVERS MEETING.
THIS MAP SHOULD ONLY BE USED AS A GENERAL IDEA OF THE LAYOUT.**

RULES

1. Competing Models
 - a. Any rear-wheel drive production model car.
 - b. No kit car or karts will be permitted.
*Exceptions for other vehicles will be made by the tournament director on a case-by-case basis
2. Body/Glass/Mirrors
 - a. All body panels must be attached in a way that keeps them solidly mounted.
 - b. Cars are expected to have complete bodies including fenders, bumpers, and a hood at the start of the event.
 - c. Door, quarter, and rear window glass must be OEM or clear LEXAN if present (must be securely mounted).
 - d. Windshields are required and must not have any damage that impairs vision.
 - i. Windshields must be OEM glass or Lexan/polycarbonate replacement.
 - ii. Lexan/polycarbonate windshields must be a minimum thickness of .125-inch
 - iii. Lexan/polycarbonate windshields must be securely mounted and have a vertical brace. Brace must be centered in the windshield and be securely mounted to the top and bottom.
 - e. Interior
 - i. All non-essential and/or loose items must be removed.
3. Roll Cage/Driver Protection
 - a. A tandem legal roll cage is NOT required for this tournament but is highly recommended.
 - b. Convertibles
 - i. The bar must be higher than the driver's helmet when normally seated.
 - ii. The main hoop must not be more than 6" behind the driver.
4. Engine, Transmission, Fuel, Chassis, Steering and Mechanical
 - a. Engine and Transmission Modifications
 - i. Engine, transmission, ECU and/or final drive modifications are free, but only the rear wheels may propel the vehicle.
 - b. Fluids
 - i. All fluid systems must be free of leaks.
 - ii. Catch tanks for the transmission and differential are strongly recommended.
 - c. Exhaust
 - i. Exhaust modifications are free but must meet the DB Rule of 90 db at 50 feet. Failure to meet this will result in not being allowed to compete.
 - d. Cooling System
 - i. Cooling system modifications are free.
 1. A one (1) pint minimum capacity sealed catch can is required.
 - e. Brake System
 - i. The primary braking system must operate all 4 wheels.
 - ii. Secondary brake systems are allowed.
 - f. Steering System
 - i. Steering modifications are free.
 - g. Wheels and Suspension
 - i. Wheel bearings, shocks, steering and suspension must all be in good operating condition with no excess play.
 - ii. No broken or missing lug studs or nuts are allowed.
 - iii. No damaged wheels that pose a safety hazard.
 - h. Electrical System and Battery
 - i. Cars must have functional headlights, brake lights and tail lights.
 - ii. A master electrical switch is highly recommended.
 - iii. Battery must be securely mounted. Subject to Tech approval.
 - iv. Batteries moved from the factory location must be enclosed in an approved battery box and vented properly.

- v. Positive battery terminal must be covered with an insulating material
 - i. Fuel System
 - i. Metal fuel filters are required
 - ii. No fuel lines may run through the driver's compartment
 - iii. A firewall must separate all fuel tanks and/or fuel system components from the driver's compartment
 - iv. Two (2) throttle return springs are required on all carbureted engines.
- 5. Tires
 - a. There are no limitations on size, treadwear, or quantity of tires to be used for competition.
- 6. Occupant Safety Equipment
 - a. Helmets must be worn during all on track sessions & must meet the following criteria:
 - i. DOT rated open or full-face style helmets are allowed.
 - ii. Must be free of any noticeable damage.
 - iii. Must cover temples and ears.
 - iv. Evergreen Drift Tech Officials decisions are final. If they are not comfortable with your helmet you will not be allowed to use it.
 - v. SA2915 or SA2020 or equivalent helmet Highly Recommended.
 - b. Clothing Requirements
 - i. Any occupant must wear full length pants and a short-sleeved shirt at minimum. SFI rated fire rated driving suit is highly recommended.
 - ii. Closed toe shoes are required.
 - c. Seats
 - i. All seats must be securely mounted at all 4 points of contact.
 - d. Seat Belts
 - i. Seatbelts must be free from any cuts, tears or conditions that would affect their ability to protect you in an accident.
 - ii. Aftermarket harness when used must be DOT, SFI or FIA certified.
 - iii. All seat belt systems are to be mounted according to the manufacturer's instructions or to the SFI Guide for seat belt mounting.
 - e. Fire Suppression
 - i. All cars must be fitted with a minimum of a two (2) lb fire extinguishing bottle.
 - ii. Must be mounted in the driver's compartment within easy reach of the driver while fully belted in.
 - iii. Bracket must be securely mounted.
 - iv. The mounting bracket must be a quick release type.
 - v. Extinguisher must be rated at least 10 BC.

RULE BOOK DISCLAIMER

These rules and regulations are designed to provide for the orderly conduct of racing events and to establish minimum acceptable requirements for such events. These rules shall govern all events, and by participating in these events. All participants are deemed to be in compliance with these rules and regulations. All rules are subject to the interpretation of the track officials. Any equipment the officials consider exotic or not in the interest or intent of the rules will be considered not legal for competition.

NO EXPRESS OR IMPLIED WARRANTY OF SAFETY SHALL RESULT FROM PUBLICATIONS OF OR COMPLIANCE WITH THESE RULES AND/OR REGULATIONS.

These rules are intended as a guide for the conduct of the sport and are in no way a guarantee against injury or death to a participant, spectator, official or others. The Technical Director shall be empowered to permit minor deviations from any of the specifications or impose further restrictions that, in his opinion, do not alter the minimum acceptable requirements.

NO EXPRESSED OR IMPLIED WARRANTY OF SAFETY SHALL RESULT FROM SUCH ALTERATIONS OF SPECIFICATIONS.

Interpretation of, or deviation from these rules is left to the discretion of the Officials. Their decision is final. It's the responsibility of the driver to ensure their car confirms to all rules and regulations at all times.

It is the responsibility of the competitor to make sure they know how to properly install, maintain, and use their personal and vehicle safety gear.

SPECIAL NOTE

All participants are expected to take pride in being part of our entertainment. Racing entertainment is what we sell to the public and we will not tolerate anyone or anything that detracts from the show. Cars in the opinion of the Officials that lack in appearance or are deemed unsafe will not be allowed to compete until acceptable. All car construction rules will be decided by Evergreen Drift tech inspectors. Their decisions are final.