

Qualifying Points (Riders): MotoGP qualifying is divided into two sessions: Q1 and Q2. The top 10 riders from FP2 automatically advance to Q2, while the remaining riders, compete in Q1. At the end of Q1, the two fastest riders move on to Q2, while the rest are assigned grid positions from P13 onwards based on their lap times. Q2 then determines the final starting order for the top 12 positions, with the fastest rider securing pole position.

Riders qualifying (1-12): P1 - 12 points, P2 - 11pts, P3 - 10pts, P4 - 9pts, P5 - 8pts, P6 - 7pts, P7 - 6pts, P8 - 5pts, P9 - 4pts, P10 - 3pts, P11 - 2pts, P12 - 1 point

No Time Set: -10 points

Disqualified: -20 points

Out-qualified your team-mate: + 2 points

Out-qualified by your team-mate: - 2 points

Reach Q2: + 2 points

Penalty (quali): - 3 points/5-place grid penalty

LCR Honda/Honda HRC/Yamaha/Trackhouse riders qualifying in the top 10: +5 points

(Performance bonus)

LCR Honda/Honda HRC/Yamaha/Trackhouse riders qualifying in the top 5: +10 points

(Performance bonus)

Pole rider smashing quali lap record: +5 points

Outqualifying all factory bikes of the same constructor - +5 points

Top speed (Quali - Top 5): 1st - 5pts, 2nd - 4pts, 3rd - 3 pts, 4th - 2 pts and 5th - 1 point.

Note: If 2 riders have the same top speed, the rider who has qualified higher will be placed higher

Qualifying Points (Teams): Teams will score the combined points scored by the two riders (real-world riders) of the team in qualifying as mentioned above. In addition, they will score more as follows.

Neither rider reaches Q2: - 3 points

One rider reaches Q2: + 3 points

Both riders reach Q2: + 5 points

Front-row start for both riders: + 7 points

Front-row (1-2) start: +10 points

1 rider beating all factory bikes (of the same constructor): +7 points

Both riders beat all factory bikes (of the same constructor): +15 points

Top speed (quali): +5 points

Race Points (Riders):

Riders Race results (1-22): P1 - 25 points, P2 - 21pts, P3 - 20pts, P4 - 19pts, P5 - 18pts, P6 - 17pts, P7 - 16pts, P8 - 15pts, P9 - 14pts, P10 - 13pts, P11 - 12pts, P12 - 11pts, P13 - 10pts, P14 - 9pts, P15 - 8pts, P16 - 7pts, P17 - 6pts, P18 - 5pts, P19 - 4pts, P20 - 3pts, P21 - 2pts, P22 and further - 1 point

DNF (Did Not Finish): -10 points

Disqualified: -20 points

Position gained: +1 point per position

Position lost: -1 point per position

Fastest lap (FL): +5 points

Beat your team-mate (race): +2 points

Grand chelem (pole + win + FL + lead all laps): +15 points

Hat-trick (pole + win + FL): +5 points

Triple (pole + sprint win + GP win): +10 points

Lap record: +5 points

Penalty (race): -3 points/single long lap penalty
-3 points/5-second time penalty
-10/drive-through penalty

Home race win: +3 points

Home race podium: +2 points

LCR Honda/Honda HRC/Yamaha/Trackhouse riders finishing in the top 10: +5 points
(Performance Bonus)

LCR Honda/Honda HRC/Yamaha/Trackhouse riders finishing in the top 5: +10 points
(Performance Bonus)

Finishing ahead of all factory bikes of the same constructor: +7 points

Top speed (Race - top 5): 1st - 5pts, 2nd - 4pts, 3rd - 3 pts, 4th - 2 pts and 5th - 1 point.

Note: If 2 riders have the same top speed, the rider who finishes higher will be placed higher.

Race Points (Teams): Teams will score the combined points scored by the two riders (real-world riders) of the team in the race as mentioned above. In addition, they will score more as follows.

Both riders in the top 10: +5 points

Home race win: +5 points

1-2 finish (race): +10 points

Top speed (race): +5 points

Note: If 2 riders have the same top speed, the rider who finishes higher will be placed higher.

Sprint Race Points (Riders):

Riders Sprint results (1-9): P1 - 10 points, P2 - 8pts, P3 - 7pts, P4 - 6pts, P5 - 5pts, P6 - 4pts, P7 - 3pts, P8 - 2pts, P9 - 1 point

DNF (Did Not Finish): -10 points

Disqualified: -20 points

Positions Gained: +1 point/position

Positions Lost: -1 point/position

Fastest Lap (Sprint): +5 points

Beat your team-mate: +2 points

Finishing ahead of all factory bikes of the same constructor: +5 points

Penalty (sprint): -3 points/single long lap penalty
-3 points/5-second time penalty
-10/drive-through penalty

LCR Honda/Honda HRC/Yamaha/Trackhouse riders finishing in the top 10: +5 Points (Performance Bonus)

LCR Honda/Honda HRC/Yamaha/Trackhouse riders finishing in the top 10: +10 points (Performance bonus)

Top speed (Race - top 5): 1st - 5pts, 2nd - 4pts, 3rd - 3 pts, 4th - 2 pts and 5th - 1 point.

Note: If 2 riders have the same top speed, the rider who finishes higher will be placed higher.

Sprint Race Points (Teams): Teams will score the combined points scored by the two riders (real-world riders) of the team in the race as mentioned above.

Both riders in the top 10: +5 points

1-2 finish (Sprint): +10 points

Top speed (Sprint): +5 points

Prediction Challenge 1 Points:

| Question | Range | Question | Range | Question | Range |
|---|----------------------|---|----------------------|---|----------------------|
| What position will your rider be in on lap 30? (Range: P1 - P22) | Bang on: 12 pts | Position gap to the pole position rider? (Range: 0-21) | Bang on: 12 pts | Position gap on the race day between the actual rider of your selected team? (Range: 1-21. Example - If Ducatii is your selected team, then you need to predict the position gap between Bagnaia and Marquez) | Bang on: 12 pts |
| | DNF: 0 pts | | plus minus 1: 11 pts | | plus minus 1: 11 pts |
| | plus minus 1: 11 pts | | plus minus 2: 10 pts | | plus minus 2: 10 pts |
| | plus minus 2: 10 pts | | plus minus 3: 9 pts | | plus minus 3: 9 pts |
| | plus minus 3: 9 pts | | plus minus 4: 8 pts | | plus minus 4: 8 pts |
| | plus minus 4: 8 pts | | plus minus 5: 7 pts | | plus minus 5: 7 pts |
| | plus minus 5: 7 pts | | plus minus 7: 5 pts | | plus minus 7: 5 pts |
| | plus minus 6: 6 pts | | plus minus 10: 3 pts | | plus minus 10: 3 pts |
| | plus minus 7: 5 pts | | plus minus 12: 2 pts | | plus minus 12: 2 pts |
| | plus minus 8: 4 pts | | plus minus 15: 1 pts | | plus minus 15: 1 pts |

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|--|----------------------------|--|--------------------------|--|--------------------------|
| | plus minus 9-10: 3 pts | | Out of range: -1 pts. | | |
| | plus minus 11-12: 2 pts | | | | Out of range: -1 pts. |
| | plus minus 13-15: 1 pts | | | | |
| | Plus minus 16-21: -1 | | | | |

Prediction Challenge 2 Points:

Question - Predict the fastest lap (FL) of the race.

(minute) : (second) . (millisecond) (millisecond) (millisecond)

Example - Predict the fastest lap of the race for the Thai GP. Grid Master will provide the fastest lap data for the previous 3 races.

Suppose your answer is 1:29.450

And the actual FL is 1:29.575

Grid Master will compute the difference (regardless of positive or negative) between the actual FL and your answer. In this case, this difference is **0.125**

This difference will be **subtracted** from your final team score.

Hence, your final score will be

(turbo-rider points) + (non turbo-rider points) + (team points) + (prediction challenge 1 points - range specific question, if any) - (prediction challenge 2 points - fastest lap)

Assuming your final score was 250 points before the fastest lap computation, your final score now will be

250-0.125
= 249.875

This prediction challenge adds more excitement and acts as an excellent tie-breaker.

Note: In a rare scenario where the teams are tied, the team that was created earlier will finish higher.