Qualifying Points (Drivers): Qualifying is divided into 3 parts: Q1, Q2 & Q3. (The slowest 5 drivers get eliminated in each session)

Drivers qualifying (1-10): P1 - 10 points, P2 - 9pts, P3 - 8pts, P4 - 7pts, P5 - 6pts, P6 - 5pts, P7 - 4pts, P8 - 3pts, P9 - 2pts & P20 - 1 pt

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

Reach Q3: + 3 Points

Penalty: - 3 Points/5-place grid penalty

Alpine/Haas/Kick Sauber/Williams/Racing Bulls drivers starting in the top 10: +5 Points
(Performance bonus)

Alpine/Haas/Kick Sauber/Williams/Racing Bulls drivers starting in the top 5: +10 Points
(Performance bonus)

Pole driver smashing qualifying lap record: + 10 Points

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

Note: If 2 drivers have the same top speed, the driver who has qualified higher will be placed higher.

Qualifying Points (Constructors): Constructors will score the combined points scored by the two drivers (real-world drivers) of the team in Qualifying as mentioned above.

Neither driver reaches Q2: - 3 Points

One driver reaches Q2: + 2 Points

Both drivers reach Q2: + 4 Points

One driver reaches Q3: + 5 Points

Both drivers reach Q3: + 8 Points

Front-row lockout: + 10 Points

Top Speed (Quali): +5 points

Race Points (Drivers):

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

DNF (Did Not Finish): -10 points

Disqualified: -20 Points

Overtaking: +1 Point per overtake

Position gained: +1 Point per position

Position lost: -1 Point per position

Fastest lap (FL): +5 Points

Driver of the day: +5 Points

Beat your team-mate: +2 Points

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

Hat-trick (pole+ win+ FL): +10 Points

Lap record: +5 Points

Penalty in a race: -3 Points/5 sec penalty

Drive-through penalty: -5 Points

Stop & go penalty: -15 Points

Home race podium: +2 points

Home race Win: +3 Points

Alpine/Haas/Kick Sauber/Williams/Racing Bulls Drivers finishing in Top 10: +5 Points **(Performance Bonus)**

Alpine/Haas/Kick Sauber/Williams/Racing Bulls Drivers finishing in Top 5: +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 drivers have the same top speed, the driver who finishes higher will be placed higher.

Race Points (Constructors): Constructors will score the combined points scored by the two drivers (real-world drivers) of the team in the Race as mentioned above.

Fastest Pit-Stop in the race: +5 Points

2nd **Fastest Pit-Stop in the race:** +3 Points

3rd **Fastest Pit-Stop in the race:** +1 Point

Overall Fastest Pit-Stop record: +10 Points
Both drivers in the top 10: +5 Points
Home race win: +3 Points
Top speed (race): +5 Points
Race 1-2 Finish Bonus: +10 points

Sprint Race Points (Drivers):
Drivers Sprint results (1-8): P1 - 8 points, P2 - 7pts, P3 - 6pts, P4 - 5pts, P5 - 4pts, P6 - 3pts, P7 - 2pts, P8 - 1 pt.
DNF (Did Not Finish): -10 points
Disqualified: -20 Points
Positions Gained: +1 Point/position
Positions Lost: -1 Point/position
Fastest Lap (FL): +5 Points
Overtaking: +1 Point/Overtake
Alpine/Haas/Kick Sauber/Williams/Racing Bulls Drivers finishing in Top 8: +5 Points
(Performance Bonus)

Sprint Race Points (Constructors): Constructors will score the combined points scored by the two drivers (real world drivers) of the team in the Race as mentioned above.

Prediction Challenge 1 Points:

Question	Range	Question	Range	Question	Range
What position will your driver be in on lap 30? (Range: P1 - P20)	Bang on: 12 pts	Position Gap to the Pole position driver? (Range: 0-19)	Bang on: 12 pts	Position Gap on the race day between the actual drivers of your selected team? (Range: 1-19. Example - If Ferrari is your selected team, then you need to predict the position gap between Leclerc and Hamilton)	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

plus minus 9-10: 3 pts		Out of range: -1 pts.		Out of range: -1 pts.
plus minus 11-12: 2 pts				
plus minus 13-15: 1 pts				
Plus minus 16-19: -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 Australian GP. Grid Master will provide the fastest lap data for the previous 3 races.

Suppose your answer is 1:19.450

And the actual FL is 1:19.575

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‑driver points) + (non turbo‑driver points) + (constructor 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 that the teams are tied, the team that was created earlier will finish higher.