



BURNOUT EVENTS - RULES AND REGULATIONS

Classes

IMPORTANT: Whilst every effort will be made to cater for entrants in their nominated burnout category at events, Sydney Dragway reserves the right to properly assign the appropriate class that burnout vehicle/s will participate in.

The classes are:

PRO:

Purpose built high end burnout vehicles. This includes all supercharged, turbo-charged or high performance tuned naturally aspirated engines. Nitrous is not permitted. Open to petrol, ethanol or methanol.

Please see General Points - Scrutineering for more information.

STREET:

Street appearing cars only. Minimal external engine or induction components to be visible out of the bonnet. Chassis rail modifications are not permitted, excluding mini tubs.

Nitrous is not permitted.

Open to petrol, ethanol or methanol.

Cars do not have to be street registered.

Please see General Points - Scrutineering for more information.

4's, 6's and ROTARIES:

(Competes within STREET)

Street appearing cars only with 6 cylinders (or less). Minimal external engine or induction components to be visible out of the bonnet. Chassis rail modifications are not permitted, excluding mini tubs.

Nitrous is not permitted.

Open to petrol, ethanol or methanol.

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General Points - Scrutineering

Vehicle – General

Street type vehicles will be classified as '**Street Vehicles**' provided street appearance is retained with original laminated glass windscreens/ rear glass window with limited modifications. Neat street style appearance is required.

Street car of monocoque construction only.

Space-frame chassis are prohibited unless originally used by the vehicle manufacturer, with only minor modifications permitted.

The front firewall/bulkheads must remain substantially unaltered except if modifications were required to allow room for the fitment of alternative engine/gearbox assemblies.

Tubbing of the rear fender wells for fitments of tyres is permitted.

Convertibles or open cars are not permitted.

Bonnets may be removed.

Radiator to be in original location or to remain at the front of the vehicle. Any additional radiators, tanks and hoses must be located outside the driver's compartment; radiator expansion tanks must be covered.

Interior

1. No loose objects to be in the cabin
2. Minimum lap sash seat belt for driver and passenger (where applicable)
3. Seats to be in good supportive condition and have all mounting bolts fitted

Fluids

1. No oil or coolant leaks shall be present.
2. Minimum 600ml coolant overflow Tank/Bottle
3. Fuel cells / tanks, battery must be isolated from cabin area
4. No liquid to run through cabin area unless fully enclosed in steel housing approved by Scrutineers
5. No sprayers to be used anywhere on the vehicle, including, but not limited to, tyres and radiators



Mechanical

1. Automatic vehicles must have an operational neutral safety switch
2. Battery to be secured with a clamp or bracket (it is highly recommended to have an isolation switch)
3. Recommended to have transmission shield or blanket
4. Modified Floor pan/Fire wall and Tunnel to be inspected by scrutineers for approval
5. Driveline Protection is essential. Tail shaft Loop with 360-degrees of enclosure minimum size 3mm thickness and 50mm width and installed within 150mm from front universal joint on all Pro cars.
6. Tyre must have road worthy tread. Bald tyres will not be permitted.
7. Hubcaps / trims / wheel weights must be removed from driven wheels. Valve caps required. Wheel nuts must be standard. Mag wheel nuts not permitted on steel rims. No flammable gases may be used to inflate tyres.

Number Plates and Signage

Sydney Dragway is a family orientated venue.

While we respect your right to express yourself with the number plate and/or signage on your vehicle, Sydney Dragway reserve the right to deem what could be considered offensive language and therefore, require immediate removal from the vehicle.

This may include but is not limited to offensive language, abbreviations and acronyms.

Any number plate and/or signage that is deemed offensive must be removed prior to leaving the scrutineering shed.

No taping over or similar covering over number plates or signage will be permitted.

Failure to follow this will result in disqualification from the event.

Changes After Scrutineering

1. No changes to be made after the vehicle has been Scrutineered unless vehicle is to be checked again



Additional Considerations For High Performance (Supercharged, Turbo) Vehicles

1. Blower Belt guards and restraints are required for all 'out-of-bonnet' (aftermarket) Superchargers.
2. Harmonic balancer, meeting SFI 18.1 requirements
3. Manual transmissions are highly recommended to have a clutch shield
4. Automatic Transmission shield or blanket (3mm steel shields over tunnel accepted upon approval)
5. Tail shaft loop 360 degrees no further than 150 mm from front universal
6. Bonnets are not required if the vehicle has an appropriate mechanical fan fitted
7. Mechanical fuel injection must have fuel shut off that is operational from drivers compartment
8. No fluid to run through cabin area unless fully enclosed in steel housing and approved by scrutineers

Competitor Courtesy and Driving Standards

- Every competitor deserves the right to compete on a relatively dry, debris-free pad. Therefore, each competitor is expected to have a level of respect for their fellow burnout competitor.
- If you know your car is about to leave oil or coolant all over the pad, please exit. You do not need officials to tell you. Please think of the next competitor who has used the burnout pad covered in the mess you made. It's considered common courtesy among burnout competitors.
- Once any competitor has entered the pad via the entrance road for their competitive burnout skid, the boundaries of the burnout pad are the walls, and the large Blue tyres on either end of the burnout pad. Any competitor that has the wheels spinning along either return road outside the natural boundary line of the walls may be disqualified.
- Burnouts on the return road, pit roads or any other area (other than the designated burnout area) will result in the Driver and vehicle being removed from competition at Sydney Dragway. The driver will be disqualified and have a time ban placed on them. The driver will be charged the cost of any damages.
- If a skid goes longer than three (3) minutes, it is the officials discretion to end the skid.
- A driver and passenger (where applicable) must keep their torso within the confines of the vehicle. The passenger must still be in a position to be restrained correctly by the



seatbelt. The passenger cannot go any further than the left armpit past the window sill and some part of the helmet must stay within the confines of the car. Failure to do so may result in disqualification and/or points penalty.

- Drivers will be held responsible for their passengers behaviour while in the vehicle. (where applicable)

Clothing

1. Must be of a fire-resistant material as a minimum. Absolutely no nylon.
2. Long pants, long-sleeve shirt
3. Enclosed shoes and Socks
4. Drivers & Passengers in Pro class and any vehicle running Methanol must wear a Fire Suit- 32A-5, Gloves and boots are highly recommended

It is highly recommended that all drivers and passengers wear a Fire Suit of a suitable level.

NOTE - Sleeves must be down before, during and after the burnout until the car is parked and turned off.

Helmets

Helmets must meet the following standards as a minimum:

- AS/NZS 1698:2006

Authority of Track Officials To Stop A Competitor

1. Fire
2. Dropping fluids or debris onto the pad including oil or coolant
3. Dangerous Driving
4. Static burnout (burnout must be done whilst moving)
5. Not performing a burnout (just driving around in circles)
6. Exceeding three minutes

Ignoring An Official's Direction To Stop May Result In:

1. Loss of points, and/or
2. Disqualification, and/or
3. Suspension from Sydney Dragway burnout events



Entrant Sign On - Scrutineering

- There are dedicated lanes for Pro, Street and 4's, 6's and Rotaries competitors
- All Drivers, Passengers (where applicable) and Crew MUST have photo ID to sign in
- Driver and Passengers (where applicable) must complete ALL required indemnity forms before they can sign in before they can compete
- Drivers with passengers (where applicable) must be at eighteen years of age or older
- Passengers (where applicable) must be eighteen years of age or older
- Drivers under the age of 18 must hold current drivers licence (P Plates as a minimum) and have legal guardian present with them to sign in. A legal guarding can only be - A) Parent or B) A court appointed guardian. (Siblings, Friends, neighbours will not be accepted as guardians)
- Parents must have Photo ID
- Legal Guardians must have Court papers showing legal guardianship.
- No ID, no competing.

Random Breath Testing (RBT) will be conducted on Drivers, Passengers (where applicable) and crew.

Alcohol Maximum Acceptable Limits

Drivers:

At time of sign-in: 0.0

At time of burnout: 0.0

Passengers:

At time of sign-in: 0.0

At time of burnout: 0.0

Failing the above will result in disciplinary action.



The Following Applies To Good Fryday:

CLASSES

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PRIZE MONEY:

1st Place PRO \$5,000 plus Trophy

2nd Place PRO \$2,000 plus Trophy

3rd Place PRO \$1,000 plus Trophy

1st Place STREET \$1,500 plus Trophy

2nd Place STREET \$750 plus Trophy

3rd Place STREET \$500 plus Trophy



1st Place 4's, 6's, Rotaries \$750 plus Trophy

2nd Place 4's, 6's, Rotaries \$300 plus Trophy

3rd Place 4's, 6's, Rotaries \$200 plus Trophy

Judging Criteria Interpretation

Whilst we sympathize with difficult judging outcomes in what is an interpretive sport, Sydney Dragway has a zero tolerance of threats, harassment or aggressive behaviour toward any official or other competitor regarding judging concerns or other matters relating to the event. Any issues encountered will result in disqualification and the person/s responsible will be removed from Sydney Dragway.

All judging enquiries are to be made directly to the meeting director only.

The judges scores are final. No correspondence will be entered into regarding this.

Competitors are not permitted to engage (formally or informally) with judges at the burnout events. Failure to follow this will result in disqualification.

Burnout Points Scoring

- Instant Smoke: 10
- Constant Smoke: 20
- Volume of Smoke: 10
- Driver Skill: 40
- Pop Tyres: 20
(ten for each tyre)

Vehicles must drive onto pad under own power.

1. Instant Smoke

Instant Smoke is a score given out of 10 for the amount of smoke produced by a driver in the first 3-5 seconds of their burnout from the start line. To achieve top points, the driver ideally should be selecting top gear almost immediately and increasing the RPM to the maximum to produce a large quantity of instant smoke.



A driver can easily sit in a static position on the start line and due to lack of movement he/she can produce large volumes of smoke. Static burnouts on the start line for more than 2-3 seconds will attract a deduction in the driving skill category. For instant smoke, drivers are encouraged to start moving into the pad at as soon as top gear is selected. After that initial 3-5 seconds, the period for gaining scores for instant smoke is over and the judge should mark his/her score.

2. Constant Smoke

Constant Smoke is a category that must be paid close attention to; as points are accumulated or deducted in this category from the moment the tyres begin to turn, until they have blown.

Constant smoke is a score given to drivers based on their ability to produce “the same” amount of smoke from start until finish.

To achieve top points in this constant category, a driver must keep the RPM at a constant level. This may be high RPM or low RPM as long as it is constant. If a driver produces inconsistent RPM, naturally the consistency of smoke will vary – thus affecting the score.

3. Volume of Smoke

Volume of smoke is directly related to the amount of smoke a driver produces with their car. The car may produce varied amounts of smoke throughout the burnout due to varied throttle control, or varied speed, or perhaps due to mechanical limitations on the car – eg: low horsepower. So the volume of smoke scores are accumulated simply put by how much smoke the car produces over the length of the burnout.

Not to be combined with or influenced by constant smoke scores. So factors that influence volume of smoke are engine RPM, gear selected (eg: is the car in top gear), speed of the burnout (cars that are driving way too fast tend not to make large volumes).

4. Driving Skill

Driving skill – not to be confused with driving control. We want to see your skills. Show us what you can do. Separate yourself from the others by showing some initiative and take some educated risks. Mix it up a bit; don’t copy the 50 cars that went out before you.

Scores are accumulated in the driving skill category by attempting or completing skilful manoeuvres including but not limited to tip in, 360’s, donuts etc. (Note – there is a difference between 360 and a donut – a 360 is done at speed with the momentum of the car carrying it through the other side of the spin – for instance like during a tip in, a donut is a slow circle completed by pivoting around while the front wheels are basically anchored.



5. Pop tyres

Tyres are scored at 10 points per tyre. Ideally you should aim to pop both tyres simultaneously. This can be achieved by completing an equal number of right hand versus left hand manoeuvres.

Note – once the second tyre is blown – this means the driver can no longer accumulate scores. But deductions of points may still be incurred.

6. Deductions of scores

Deductions

Hit Wall: -5

Reverse: -5

Static Burnout: -5 (more than five seconds)

Not Drive Off Pad: -5

Fire (Judging ends): -10

Hit Wall

Hit Wall. If a driver is deemed to have hit a wall, barrier, or any other obstruction he/she will be deducted 5 points for every time this occurs. The meaning of hitting the wall may be a heavy hit, or the slightest of hits. If there is any evidence of hitting the wall or a barrier the deduction will apply. This evidence may be suggested by vehicle damage or simply by being observed by a judge.

Reverse

If a driver pulls reverse under any circumstances, a deduction of 5 points will apply for each time this occurs. This includes having to pull reverse after blowing tyres. Eg: If you blow the tyres with your nose against the wall – you get out of the car to celebrate with the crowd, but then need to pull reverse to leave the pad – a deduction of 5 points will apply.

Static Burnout

If a driver is deemed to be static for a period of 5 seconds or more a deduction of 5 points shall apply. This may be due to a driver being engulfed in his own smoke and struggling for vision, it may be due to the driver being close to the wall or barrier. If a driver is static for 5 seconds or more it shows poor driving skill so 5 points will be deducted for each time it occurs.



Drive Off Pad.

At the completion of the burnout, a driver must drive the car off the burnout pad, completely under its own power. No additional assistance shall be allowed. If a car pops tyres and is too low to get off under its own power, the deduction shall apply. If a steering arm breaks and the car needs assistance from a person outside of the vehicle to direct the wheels, the deduction shall apply. If a throttle cable breaks and the engine is still running but needs to be pushed off by officials the deduction shall apply.

Fire:

If the vehicle catches fire and has to be stopped by officials and fire crew, judging will stop.

Run Order

A run order will be made available to competitors on the day of the event.

Once you have been allocated a group, you are not permitted to swap groups unless approved by the meeting director.

Pit/Paddock Allocations & Fees

The competitor entry fee includes the following:

PRO ENTRANTS (\$150): 1 x Burnout Vehicle Pass, 1 x Tow Vehicle Pass, 1 x Support Vehicle Pass, 2 Buddy Passes.

STREET ENTRANTS (\$100): 1 x Burnout Vehicle Pass, 1 x Tow Vehicle Pass, 1 Buddy Pass.

4's, 6's and ROTARIES (\$80): 1 x Burnout Vehicle Pass, 1 x Tow Vehicle Pass, 1 Buddy Pass.

ON THE DAY ENTRY:

Starts Noon the business day before the event - If entries are still available.

PRO ENTRANTS (\$200): Includes Car and Driver ONLY

STREET ENTRANTS (\$150): Includes Car and Driver ONLY

4'S, 6'S and ROTARIES (\$130): Includes Car and Driver ONLY