

# **BURNOUT COMPETITION RULES AND GUIDELINES**

Burnouts at Autofest Events will run as the follows:

- **Springnats:** Friday Expression Session (this is where you will have your chance to preview the track.)
- **Mount Gambier: No expression session.(2018)**
- **Bathurst: No expression session.**
- **Ingham;** Friday Expression Session (this is where you will have your chance to preview the track.)

**ALL EVENTS:** Burnout **ENTRANTS** numbers will now be limited to 100 and this will be on a 1st in best dressed policy, so get your entries in fast when they are released or risk missing out.

**Entrants** will be allocated in **5 groups of 20** so no more waiting in line all day and these groups will be made in order of entry. **Example;** the first 20 entered burnout cars go into group 5 the next 20 in group 4 and so on.

Burnout **ENTRANTS** will be judged over two days of the Burnout Competition (Saturday and Sunday) and their two burnouts (one each day) will both be judged and their points tallied and that score will determine their position in the competition.

**Entrants** will have **two minutes** to impress the judges and crowd and any entrant that remains stationary for more than **5 seconds** will be disqualified. **Entrants** will be scored for each Burnout over the 1st two minutes of their Burnout only. **Entrants** must have a fire extinguisher, radiator catch can and a 360 degree tail shaft loop must be fitted (the only exemption will be two piece tail shafts).

After your **two minutes** is up you will be advised by an official and also a loud horn or flag that your time is up. A minimum of 4 judges will be placed evenly around the Burnout area and at the conclusion of each day will meet and compile their scores. Following is the way the burnouts will be scored.

1. Instant smoke with the entrant proceeding in a straight line for the first 15 meters
2. Continuity of smoke
3. Amount of smoke
4. Driving technique including special turns and the capability to avoid curbs/barriers
5. Blowing a tyre (only one tyre necessary to protect the tracks surface from damage)
6. Drive of the track and the end of their skid
7. Judges Decisions Are Final

**Entrants and passenger** require long sleeves, long pants, covered footwear and a helmet.

**NO PASSENGERS UNDER THE AGE OF 14 YEARS WILL BE PERMITTED**

**DNF** - a DNF will be put in place, if you hit a wall, if you have a fire and are stopped.

**FIRES** - if there is a fire forward of the driver's door you will be stopped and you will be given a DNF but allowed to restart your skid. If there is a fire at the rear of your car and it is deemed dangerous or unsafe by the fire crew then you will be stopped and be given a DNF. **SO FIRES ARE ONLY DNF IF YOU ARE STOPPED...**

**IT'S A MUST TO OBEY THE FIRE CREW, IF NOT YOU WILL BE ELIMINATED.**

## **Burnout Regulations:**

1. It is compulsory for all burnout entrants read and understand the General Rules and Regulations and Burnout Competition Rules and Guidelines.

**Anyone that does not understand any of the rules or regulations are asked to contact the event Office and your queries will be answered.**

2. All cars to be assembled with driver at least half an hour before commencement of the Burnout Competition at the area notified within drivers briefing.
3. All support vehicles must notify Main office before going to burnout area.
4. No Static Burnouts (this means instant disqualification)
5. Continuing to do burnout after tyres have blown will incur a 5 point penalty
6. Cars must be clean and well presented
7. No retread tyres or well worn tyres are permitted, remoulds are OK
8. All wheel nuts and studs must in place and checked for tightness
9. No wheel weights, trims or covers allowed
10. ALL Drivers MUST have current CAMS license
11. ONLY ONE FRONT SEAT PASSENGER ALLOWED
12. PASSENGERS AGE MUST BE 14 or OVER.
13. Drive Wheels must be STEEL (No ALLOY Rims)

## **Classes:**

**4/Rotary, 6cyl N/A, 6cyl Pro, 8cyl N/A, 8cyl Pro, Top Female, Best Overall Pro and Best Overall N/A**