

## **Driver and Vehicle Requirements**

1. Drivers of Burnout Vehicles are required to wear;
  - a. Fire suit meeting SFI standard 3.2A/5 as a minimum.
  - b. Closed toe shoes
  - c. Helmet meeting AS/NZS 1698:2006 or AS/ NZS 1698 at a minimum.
2. One passenger per in the burnout vehicle is allowed in non-competition burnouts only. The passenger must be afforded the same measure of protection afforded the driver under Summernats Burnout rules.
3. Prior to the activity any passenger must be briefed on safety and procedural aspects by the officials and be required to complete the event waiver.
4. Drivers of Burnout Vehicles are required to have a technical inspection at Scrutineering and a pre-start in the Pit Area.
5. Breathalyser Testing will be conducted for drivers and passengers, any driver returning a measurable reading above 0.00 being excluded until such times as the drivers returns a 0.00 reading. Passengers returning a measurable reading above 0.05 being excluded until such times as the passenger returns a 0.05 or lower reading
6. It is recommended spare wheels and tyres to be located at the pit area to change blown wheel tyre combinations may before entering the cruise route.
7. It is recommended drivers and passengers also wear;
  - a. Driving fire retardant shoes, gloves and balaclava
8. It is recommended entrants have a 1kg fire extinguisher securely installed inside their vehicle.

## **Burnout Scrutineering:**

1. General safety check covering:
  - a. throttle and ignition operation
  - b. containment of hot fluids under-bonnet
  - c. integrity of engine driven fans
  - d. pipes and hoses carrying flammable liquids.
  - e. securely mounted safe driver's seat
  - f. helmet
  - g. complete firewalls
  - h. functioning factory seat belt as a minimum
  - i. secure door locks
  - j. fuel caps
  - k. batteries
  - l. outer door handles must be visible and operative.
  - m. Doors (where fitted) must be fixed in place.
2. The bonnet may be removed on Burnout Vehicles while competing where no mechanical fan is present.
3. Front windscreen required.
4. Scatter-shields required on supercharged vehicles using a clutch. Ballistic transmission protection is required on vehicles using automatic transmissions.
5. No hubcaps / trims / wheel weights permitted.
6. Treaded tyres must be used. Re-treaded tyres not permitted, except in cases where they are specifically produced for Exhibition Burnout Vehicles.
7. Only methanol or petrol-based fuels are permitted during competition.
  - a. Exhibition vehicle are not considered competition vehicles and alternative fuels are allowed.
  - b. Leaded fuel is not permitted
8. Where throttle linkages run through body panels, they should be protected from fouling in the case of a collision.
9. Return springs must be in working order.

## **Burnout Area**

1. Specific areas with bitumen or concrete surface, clear of hard debris (stones, metal parts, glass etc.) must be provided for conduct of all burnouts.
2. At a distance of no less than 6 metres behind the first line of protection barrier system, a Spectator Fence of 1.8 metres in height from the burnout pad surface to restrict debris from entering the public zone from the Burnout Pad.

## Conduct

1. Participants are to take steps to avoid making contact with the concrete barriers.
2. The burnout shall only commence when green lights are displayed at the start line or the competitor is flagged on by the start line official.
3. Where a competitor is “red flagged” the competitor is to cease the burnout immediately. This may be due to:
  - a. A fire within or outside the vehicle,
  - b. An identified mechanical issue with the vehicle,
  - c. Any safety concern raised by officials

Irrespective of the reason. When a vehicle is “red flagged” the driver must cease the burnout immediately.

**Red Flagged** – this term refers to the notification by red flag and red strobe light to the driver and passenger that the vehicle must cease their activities.

### **A failure to stop will result in a DNF point score**

4. If a vehicle is “red flagged” for a fire, the driver of the vehicle can only attempt to re-start the vehicle once extinguished if the track fire chief deems it safe to restart. In all other instances, the vehicle will be pushed or towed out of the pad by the recovery team.
5. When the burnout blows the tyres off the rims the driver shall drive out of the burnout pad as directed and it is recommended entrant fit an inflated tyre and wheel combination before proceeding back on to the cruise route.
6. Passengers are permitted in practice sessions only. The passenger must wear a seat belt where it is fitted and must keep all parts of their body inside the dimensions of the burnout vehicle at all times. Passengers must not push vehicles post burnout.
7. No fluid permitted on tyres (including squirters). Tyres can only be inflated with natural air; no other chemical or gas may be used in inflated tyres.
8. Suitable firefighting equipment and qualified personnel must be present.
9. Qualified first aid personnel must be present.
10. No alcohol permitted in pits, staging or burnout areas.
11. Entrants are required to follow the Summernats Entrant Code of Conduct and misconduct may result in disciplinary action.

## Judging

Judging is completed by assessing criteria of skill on a points system.

Points are awarded for:

- Instant Smoke
- Constant Smoke
- Volume of Smoke
- Driving Skill

Points are deducted for:

- Reversing
- Stopping or Stalling
- Barrier Contact
- Failure to Dive Off Pad
- Large Fire (Judging Ends)
- Failure to Pop Tyre