



Burnout Regulations

The event will be held under the rules of the Australian National Drag Racing Association. The organisers by accepting the entry of any car, motorcycle or other vehicle or by allowing any car to participate in the event shall not be deemed to warrant or guarantee the competency of any drivers or mechanics participating in the event of any officials appointed for the supervision of the event pursuant to these rules, or the efficiency or mechanical soundness of any car, motorcycle or other vehicle entered for and taking part in the event, or that the strip for the event is in a safe condition for racing, or competitive driving, or that such strip or any part thereof shall be free from spectators or any obstacles or that the rules governing said event shall be observed by any other entrant, driver or mechanic therein.

The following regulations apply:

Driver / Licensing

1. Long sleeve shirt / long trousers / full shoes (non flammable) helmet (AS/NZS 1698) minimum.
2. Motor cycles: require long pants, approved motorcycle jacket, gloves, boots and an approved helmet,
3. Drivers of Exhibition Burnout vehicles with non-original windscreen or firewall will be required to wear a Wool or Nomex one or two piece fire suit as a minimum, plus fire resistant gloves, shoes and socks.
4. All participants will be required to hold an ANDRA Divisional Licence as a minimum.
5. ANDRA Breathalyser testing may be conducted, with any participant returning a measurable reading being excluded.
6. All Drivers must hold or have held a civil drivers licence. Learner Permits are not permitted

Vehicles

Street Vehicles

7. Street type vehicles will be classified as "Street Vehicles" provided street appearance is retained with original windscreen and a solid firewall.
8. Any body produced by an automotive manufacturer will be permitted except those made of fibreglass or composite. Convertibles will be permitted but driver must wear full face helmet with a visor.
9. Full sized trucks and other special vehicles will require specific permission from ANDRA to participate.
10. Engine swaps permitted provided modifications meet street regulations or have been inspected to meet satisfactory requirements
11. Radiator to be mounted securely within the engine bay. Any additional radiators, tanks or hoses are to be located outside the drivers' compartment
12. Tail Shaft loops are highly recommended for all vehicles, but are compulsory for all vehicles using supercharged, turbo, nitrous engines and those with engine swaps.
13. Driven wheels must be enclosed by standard mudguard fitment as a minimum



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14. Every vehicle will be given a general safety check prior to competition. The safety check will cover such items as throttle and ignition operation, containment or hot fluids under the bonnet, integrity of engine drive fans, check of pipes and hoses carrying flammable liquid and relevant safety items.
15. All seats must be securely mounted and lap/sash belts are required as a minimum. Interior must retain street type trimming with no sharp edges or loose wiring (i.e. minimum 2 front seats)
16. Secure door latches and outer door handles must be visible and operative.
17. All batteries must be securely mounted located outside the driver's compartment or mounted in and approved enclosed battery box.
18. Bonnets mudguards and doors must be in place
19. Front windscreen and rear window required
20. Supercharged vehicles with an ANDRA performance index of 10.99 or quicker must use approved and properly mounted blower restraints
21. Vehicles using superchargers, turbo or nitrous engines with a clutch must be fitted with a steel flywheel and pressure plate. It is highly recommended that vehicles using automatic transmissions use an approved transmission blanket or shield.
22. Vehicles using Nitrous Oxide must comply with ANDRA General Regulation Number 4.1.12 in the ANDRA Rule book.
23. Methanol or petrol fuels permitted. Fuel lines must be routed outside the drivers' compartment, unless they are approved one piece steel braided fuel line and enclosed in steer tube to prevent leaking into the drivers' compartment.
24. Hubcaps / trims / wheel weights must be removed from driven wheels. Steel valve caps required. Non flammable gases may be used to inflate tyres.
25. Street type treaded tyres must be used, with a minimum of 1mm tread depth across full surface of the tyre.
26. Where throttle linkages run through body panels they should be protected from fouling in the case of a collision.
27. No fluid permitted to be squirted or sprayed onto tyres during the burnout.

Purpose Built Exhibition (Burnout) Vehicles

28. Purpose built Exhibition Vehicles are defined as "chassis" type vehicles with major modifications not complying with the "Street" definition.
29. Front windscreen required. Other window may be removed.

Burnout Area

30. Specific areas with bitumen or concrete surface, clear of hard debris (stones, metal parts, glass etc.) must be provided for conduct of burnouts.



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31. Where spectators/officials/media personnel are located within 20 metres of the boundary, fixed barriers must be in place. Barriers should consist of properly mounted double row Armco® or moveable concrete sections of appropriate mass and height.
32. Where barriers are not used, the boundaries of the burnout area must be clearly marked.

Conduct

33. Participants crossing the boundary or touching the barrier/s at any time will lose points in the skill area of judging.
34. Passengers permitted. The passenger must be afforded the same accommodation and safety equipment as the driver, as required by Section 5.28 of the ANDRA regulations.
35. Suitable fire fighting equipment and qualified personnel must be present.
36. Qualified first aid personnel must be present.
37. No alcohol permitted in paddock, staging or burnout areas.
38. The Competitor, Passenger and 'crew person' are all **required to sign an indemnity form** to receive a **wrist band** that allows them to enter the arena and remember the driver and passenger must wear a helmet, long sleeves, long pants, shoes and socks and your crew person must have shoes and socks and a T-Shirt as minimum.
39. Official burnout competitions (when held) will be decided by a panel of judges who award points for each of the following criteria.
 - **Vehicle Presentation (10pts)**
 - **Instant Smoke (10pts)**
 - **Skill/Control (10pts)**
 - **Continuous Smoke (10pts)**
 - **Tyres popping (5pts per tyre)**
 - **Crowd Reaction/Entertainment (10pts).**