

# ***SUMMERNATS***

## **SUMMERNATS EVENT BURNOUT RULES**

### **Document History**

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## Driver and Vehicle Requirements

1. Drivers of Burnout Vehicles are required to wear;
  - a. Fire suit meeting or exceeding SFI 3.2A/5 or FIA 8856-2000 as a minimum.
  - b. Closed toe shoes
  - c. Helmet meeting AS/NZS 1698:2006 or AS/ NZS 1698 at a minimum.
  - d. The use of flame-retardant balaclava, socks, gloves and shoes is highly recommended.
2. One passenger in the burnout vehicle is allowed. The passenger must be afforded the same measure of protection afforded the driver under Summernats Burnout rules. Passenger must be 18 years or older.
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 reading above 0.00 will be excluded until such times as the driver returns a 0.00 reading. Passengers returning a reading of 0.05 or higher will be excluded until such times as the passenger returns a reading lower than 0.05.
6. It is recommended that spare wheels and tyres be located at the pit area to change blown wheel tyre combinations may before re-entering the cruise route.
7. It is recommended entrants have a 1kg fire extinguisher securely installed inside their vehicle.
8. Each driver must hold a current Australian full civil driver license and valid driver event accreditation
9. Directions and requests by officials must be obeyed. Each Driver is required to behave in a safe and responsible manner at all times.
10. Each Driver will be responsible for the conduct of their passenger.
11. Seat belts must be worn by driver and passengers at all times while the vehicle is in motion.
12. Mechanical work (including wheel changes) cannot be undertaken in the staging area.
13. Failure to comply with competition rules and official instructions can lead to disqualification, eviction and long-term bans from the event.

## Burnout Scrutineering:

Each Burnout vehicle, as a minimum, must comply with the following:

- Valid and current event and driver accreditation acquired during event scrutineering
- No visible oil or other fluid leaks
- No loose items inside the vehicle and/or the boot area
- No signs of water or diesel sprayers on rear tyres
- Wheel nuts fitted and secured to all wheel studs
- No hubcap/s, wheel trims or embellishments
- Wheel weights removed
- Each tyre can only be inflated with natural air and no other chemical, gas or fluid may be used to inflate a tyre
- No steel valve caps

Other vehicle recommendations, as follows:

- A radiator overflow bottle (catch can) is preferred and recommended
- A scatter shield is preferred and recommended
- Go Pros or similar may be used, however must be fixed to the bonnet. No 'selfie sticks' are permitted

Only methanol or petrol-based fuels are permitted during competition.

- Exhibition vehicles are not considered competition vehicles and alternative fuels are allowed by prior approval.
- Leaded fuel is not permitted

## 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 5 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. 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. Suitable firefighting equipment and qualified personnel must be present.
8. Qualified first aid personnel must be present.
9. No alcohol permitted in pits, staging or burnout areas.
10. 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 out of 100 points.

Judges allocate points for the following:

- INSTANT SMOKE – up to 10 Points

The start of your run is just as important as the finish. Vehicles that do not produce smoke immediately are allocated less points.

- CONSTANT SMOKE – up to 20 Points

The vehicle must smoke its tyres from the very start to the finish without interruption. Hesitation for direction change or any other cause will result in loss of points.

- VOLUME OF SMOKE – up to 20 points

The volume of the smoke plume produced is also taken into consideration. Judges will be mindful of the varying wind conditions.

- DRIVER CONTROL – up to 40 points

The driver must produce all of the above and demonstrate skill and control across the entire course from the start to the finish line, including the donut pad. Excellence in the donut pad area alone is not considered to be a good burnout.

- BURSTING TYRES – up to 10 points

Whilst not mandatory, it improves your chance to win. Remember, this is entertainment! Continuing the burnout on rims will result in points being deducted.

- BURNOUT TIME

The minimum burnout time will be 40 seconds. Any burnout less than 40 seconds will be judged as a “Did not Finish” (DNF). A deduction of 10 points for each 5 second under a burnout time of 60 seconds will also apply (to a maximum time deduction of 40 points)

### **Point Deductions**

Point deductions, for each instance, will apply for:

- Reversing -5
- Stopping or Stalling -5
- Contact with a barrier -10
- Failure to drive off the pad -10
- Small Fire -5
- Large Fire (judging ends) -10

### **Burnout Judges**

11. The list of Burnout Judges (Judge of Fact) are available within the event regulations.

- a. The judge's decision shall be applied as a ‘Judge of Fact’ and are considered final. No protest may be made regarding the decision of the judges.