



DRAG WARS RACING RULES

No car at a Drag Wars event may run quicker than 11seconds without passing Tech Inspection and obtaining a valid Drag Racing license.

If a vehicle runs a 10.59 or quicker without a log book, licence, current tech inspection and required safety gear, they will be banned from racing for a minimum of 12 months. No correspondence will be entered into. The vehicle must obtain Tech Inspection/log book and the Racer must obtain the relevant drag racing licence before the vehicle and the racer will be permitted to race again.

If a vehicle runs between 10.79 and 10.60 they will be disqualified for the remainder of the event. No correspondence will be entered into. The vehicle must obtain Tech Inspection/log book and the Racer must obtain the relevant drag racing licence before the vehicle and the racer will be permitted to race again.

If a vehicle runs between a 10.99 and 10.80, the racer and vehicle will be disqualified from any further participation at the event. We highly recommend that the vehicle get Tech Inspection/log book and the Racer obtains a drag racing licence. If the Racer returns and runs another 10second pass at any subsequent event, he/she and the vehicle will be banned from racing for a minimum of 12 months.

Note that the ban applies to both the Racer and the Vehicle. If any attempt is made by the Racer to modify the vehicle look, colour, registration of the vehicle etc to avoid detection at Scrutineering, you will face up to a 5year ban.

In addition to the above, the following will also apply.

- No time slips will be issued to any racer that breaks these rules
- We reserve the right to make public the identity of any racer breaking the rules
- These rules affect all meetings and events at NAPA Auto Parts Dragway Meremere including private track hire and Promoter events

The Meremere Dragway Board will deal with all infringements on a case by case basis.

If you want to run your Street Legal car quicker than 11seconds, you will need to obtain a Drag Racing license and must undergo Tech Inspection. All such vehicles can only race in **Pro Street / King of the Street** class provided it is both Street Legal **and** Tech Inspected and the driver holds a current drag racing license. Please contact the office on 0800 372 472 if you want / need a Drag Racing license.

- Compulsory Civil License – please have this available for Race Entry Officials at all events.
- No License, No Racing!
Cars = minimum Restricted License
Motorbikes = Minimum Learner License if bike and license meet the LAMS approved motorcycles for Learner & Restricted licenses



- Compulsory WOF
- Compulsory REGO
- Compulsory bonnet, head lights and tail lights
- Compulsory – securely tied / fastened battery
- Street Legal Tyres or D.O.T approved street legal drag tyres – strictly NO race slicks (**King of the Street only class permitted to run race slicks**)
- Compulsory – Manual Transmission Rotary Vehicles must have a scatter blanket / shield
- Compulsory mufflers – if your vehicle is suspected of producing noise in excess of 98dB at the boundary, you may be asked to muffle it or run the risk of being disqualified from further racing
- Racers may not use more than one vehicle to race in during the course of any one event (i.e. you cannot borrow your mates car to carry on racing if your car breaks down)
- Drivers – there may be 2 drivers/riders for the one vehicle. Entry staff must be told at the beginning of the season (or the first Drag Wars meeting that you enter) and it must be noted on the scrutineering card. Both drivers must pay the entry fee and both drivers will be entered under the same Race Number and in the same Race Class.
You can share driving/riding duties with a friend but you must both enter together. Sharing driving duties means that you alternate turns in Eliminations. The vehicle and race number can only appear once in an Elimination round – so Joe races in Round 1 meaning Jim has to wait until Round 2 to have his turn. If Joe loses in Round 1, that's the end of racing for both drivers and both can move to Grudge racing where there is no restriction on the amount of times each Racer can go down the track.
- Racers may enter to race in a maximum of two classes per event provided the vehicle is legal for both classes and two sets of entry fees will be required (one for each class entered).

MSNZ LICENSES: If your vehicle is not road legal (no WOF or REGO) but is MSNZ Log Book/licensed, you will run in Exhibition Only and may not enter into Racing / Eliminations with other Street Legal vehicles.

MINIMUM CLASS NUMBERS: All Classes must have a minimum of four vehicles in order for that Class to run and for prizes to be attributed. If your class does not have four vehicles, you will be moved to the C6 Dial Your Own class and your points for that event will be allocated to C6 Dial Your Own. No prizes will be valid if a class does not run due to a lack of numbers.

POINTS:

Racers obtain points for the class that they run in for that event
Points cannot be transferred from one class to another
Points cannot be transferred from one racer to another



CLASSES

11 Second Rule (in conjunction with the 10second rules on page 1 of this document): Please be advised that it is the responsibility of the competitors to withdraw from eliminations at any event, where they have run quicker than the 11second cut off. If this is not done, along with the penalties as detailed on page 1 of this document; a penalty of one meetings suspension will be imposed and any points gained at that event will be forfeited. After the event is completed, all run sheets will be checked, and any racer found to have breached this rule will be notified. If a competitor breaks the 11second rule during eliminations, they will be disqualified. If both competitors in the same race break the 11second rule, they will both be disqualified.

C1 = AUTOSALON Turbo 4WD

HEADS UP

.4 FULL TREE

This is a Heads-Up class of racing for all street legal Turbo 4 wheel drive vehicles 11seconds and slower...i.e. Skylines, Evos etc. No V8s allowed. Must have minimum 4 cars in order to run.

C2 = Turbo 2WD

HEADS UP

.4 FULL TREE

This is a Heads-Up class of racing for all street legal Turbo 2 wheel drive vehicles 11 seconds and slower...i.e. Supra, Silvia etc. No V8s allowed. Must have minimum 4 cars in order to run.

C3 = All Motor (Naturally Aspirated)

HEADS UP

.4 FULL TREE

This is a Heads-Up class of racing for all street legal Naturally Aspirated vehicles including naturally aspirated Rotaries 11seconds and slower...i.e. Civics, RX2s etc. No V8s allowed. Must have minimum 4 cars in order to run.

C4 = Quick V8s

HEADS UP

.4 FULL TREE

This is a Heads-Up class of racing for all street legal V8 powered vehicles 11seconds and slower...Commodore's, Falcons etc. Must have minimum 4 cars in order to run.

C5 = Motorbikes

HEADS UP

.4 FULL TREE

This is a Dial-in class of racing for all street legal Motorcycles 10seconds and slower.

Dial-in's quicker than /under 10seconds will not be accepted. Must have minimum 4 bikes in order to run.

C6 = Dial-Your-Own

DIAL-YOUR-OWN

.4 FULL TREE

This is a Dial-In class for all vehicles (excludes Motorbikes) 11seconds and slower.

Dial-in's quicker than /under 11seconds will not be accepted. Must have minimum 4 cars in order to run.

C7 = ALL ACCESS DRAINAGE LTD PRO-STREET

HEADS UP

.4 PRO TREE

Heads up class for street legal vehicles running 10.00-10.99 seconds. Vehicles must have bonnet, head lights and tail lights. However, they can run to 10.00seconds provided the vehicle is Street Legal but has also been Tech Inspected and the driver has a Drag Racing license. Drag Slicks and front runners permitted. Must have minimum 4 cars in order to run.

C8 = Pro Street / King of the Street

HEADS UP

.4 PRO TREE

Heads up class for the quickest and fastest Street Cars. Vehicles must have bonnet, head lights and tail lights.

However, they can go quicker than/under 11seconds provided the vehicle is Street Legal but has also been Tech Inspected and the driver has a Drag Racing license. Drag Slicks and front runners permitted. Must have minimum 4 cars in order to run.

EXHIBITION (COMPETITION CARS):

If you have a Competition Car or Bike and would like to use the Drag Wars series as a Test & Tune, you will need approval from the Board / Track Management before you may attend a Drag Wars event. Please contact the office on 09 2385564 or toll free 0800 372 472.

All such vehicles will be run as Exhibition Only and may not enter into Racing / Eliminations or run alongside any of the street legal Drag Wars vehicles. Due to lack of lighting at the track, Competition vehicles can only run until dusk when the lack of lighting becomes a safety issue.



FACILITY RULES: - NO ALCOHOL - NO DRUGS - NO GANG PATCHES - NO PETS - NO FIREWORKS
- 10KM SPEED LIMIT AROUND ALL INTERNAL ROADS:

1. Enter the facility via the gates off Dragway Road and continue through to the main gates. Gate entry is paid here. Once you've paid, turn left and head over to the Pit Area (left of the track).
2. Proceed to the Race Entry shed with your Civil Driver's License where you must complete entry forms and pay to race. If you turn up at scrutineering without having entered, you will be turned away.
3. Ensure you carry out any last minute preparation or make changes to the car that may be required e.g. changing tyres or removing heavy items.
4. Once you are ready to go, take your car, your helmet and your scrutineering card (supplied by Race Entry ladies) to the Scrutineering shed located right next door to Race Entry.
5. The Scrutineering track officials will check your helmet, your registration, WOF and relevant safety items (ie sufficient tread on tyres, radiator over flow bottle, battery is secured, scatter blankets on rotary powered vehicles etc) and write both your race number and your class for racing on your vehicle if all is in order.
6. You are now officially ready to race. A track official will advise when racing will start and what staging lanes you will need to be in – listen out for these announcements over the PA and head straight to the Staging Lanes when prompted.
7. Ensure your helmet is fastened your seatbelt secure and windows are wound up.
8. Move up the lanes until you reach head of staging – you'll know when you're there. The official will signal when you can move into the "dunk tank" – this is the beginning of the drag strip. Wait here until an official give you the signal to to begin your burnout.
9. On completion of your burnout, move into stage so the Starter can start your race. Please remember that there are NO burnouts past the Start Line. You will have one warning before being disqualified from racing.
10. Once the lights drop and you get on the gas, keep your foot down until you are past the last timing marker which is identified by the red painted walls on the side of the track, which is also where the Timings boards are.
11. At the very end of the strip, turn right on to the return road. Lane 1 vehicle (AeroFlow left hand lane) must always give way to Lane 2 (1st Auto Parts right hand lane).
12. Make your way back along the return road keeping to the 10kmh speed limit until you get to the bottom of the communications tower (adjacent to the start line) to collect your time slip.
13. Now you can head back to the Pit Area and give your car another quick check over before you line up for another blat.
14. At all times, obey all instructions from Track Officials. Disregarding and/or disagreeing with instructions from a Track Official will result in your immediate disqualification from further racing. Similarly, abuse of a Track Official will result in immediate disqualification from further racing and may be grounds for further disciplinary action such as a minimum year ban from the venue. Our Track Officials are all volunteers and are there to help you enjoy your night's racing and ensure the safety of your experience. Any action by anyone that may jeopardise this will be dealt with instantly and severely.