



MALLALA PERFORMANCE NATIONALS

Mallala Motor Sport Park      Saturday 28<sup>th</sup> April  
www.mallala.com

## GENERAL REGULATIONS

The meeting will be known as the Mallala Performance Nationals (Mallanats), and will be held under these Regulations and additional Bulletins that may be issued. **This is NOT a motorcycle event.** The AASA Permit No. for this event is **TBA**

### VARIETY OF EVENTS BEING HELD:

CRUISE THE TRACK, BURNOUTS, GO TO WHOA, DYNO CHALLENGE, SHOW 'n SHINE, DRAGS & POWER SKIDS

For your information the entry/indemnity form and event schedule are separate documents. **Please read all documents carefully** and fill out and sign the entry form and return it with your payment to Mallala Motor Sport Park.

### FOLLOWING ARE THE REQUIREMENTS TO TAKE PART IN THIS EVENT:

- Long sleeve shirt and long pants of non-flammable material must be worn (except Cruise the Track), no shorts, thongs or sandals – feet must be covered. NO NYLON. Driving suits are preferable.
- An approved helmet that complies with Australian Standard AS1698 must be worn at all times for events taking place on the track, except for cruise events. All drivers must supply their own helmet.
- Inappropriate behaviour will result in exclusion from the event.
- NO ALCOHOL TO BE CONSUMED BY ANY PERSONS WHEN IN THE PIT PADDOCK. Failure to comply will result in being asked to leave the facility.
- All drivers are required to have a zero blood alcohol level if they wish to take part in this event. Officials will conduct random breath tests.
- All vehicles must have safety checks prior to cruising the track or competing in any of the competition events (see schedule).
- All vehicles must have a sturdy, well fitted exhaust system.
- Severe vehicle body damage or untidy paint work is not acceptable.
- Vehicles do **not** need to be road registered to participate in any events.
- If a **red flag** is displayed you are to stop immediately and not proceed until directed by an official, if a **yellow flag** is shown, slow down. If an entrant is shown a **black flag** they must return to the paddock immediately.
- The speed limit in the Paddock is 5kph.
- All cameras on or in cars must be checked by an official for mounting security. Cameras must have a secondary fitting.

### SAFETY CHECKING

#### 'Early Bird' Park Up & Safety Check

We will be having park up and safety checking between 4pm and 7pm on Friday 27<sup>th</sup> April for those wanting to avoid the rush Saturday morning. If you wish to take advantage of this camping will also be FREE Friday night.

This is not compulsory, if you can't make it Friday afternoon normal Safety Check will be on Saturday morning 28<sup>th</sup> April. After arrival, entrants must proceed to the scrutiny bay in the Paddock area where a vehicle safety check will be carried out for approval to take part in this event. An official approval sticker will be affixed to the approved vehicle after passing safety check. Show 'n Shine (Static) vehicles do **not** have to be checked.

### **Minimum Vehicle Safety Requirements**

- Spare tyres and loose objects are to be removed from the boot before safety check takes place, and must not be put back in your vehicle until completion of competition.
- All hubcaps and wheel trims are to be removed before taking vehicles for safety checks.
- All loose objects to be removed from inside the vehicles before safety check takes place.
- All batteries must be securely clamped; however they can be located in the boot.
- No fuel, LPG, brake fluid or oil leaks. All fittings must be securely fastened.
- Brake lights must be working.
- Seat belts must be in good working order.
- If car is supercharged, all belts must be covered (except as agreed to by the Chief Safety Checker).
- Tyres must be in good condition, no steel belts or canvas showing.
- All vehicles must have a bonnet unless permission is given. If no bonnet, fanbelts must be covered.
- No structural rust.
- No holes in the firewall.
- Brake and fuel lines must be at a safe distance from the exhaust.
- It is advised that all vehicles should carry a 900g Fire extinguisher securely mounted in the vehicle. This is not compulsory but preferable.

### **PASSES**

**One event pass and one paddock vehicle pass** will be issued per entry and must be collected from the Credentials Office on the day.

To collect your pass, please proceed to the Credentials Office located inside the main gate at Mallala Motor Sport Park.

The Credentials Office will be open at 4pm Friday 27<sup>th</sup> April until 7pm and at 7.00am on Saturday 28<sup>th</sup> April.

### **PASSENGERS**

Buddy passes and Track Cruise passes can be purchased from the event entry form or on the day at the Event Office (in the Paddock).

- **Buddy Passes \$30.00** (Burnouts, Go to Whoa, Power Skid, Drags)
- **Cruise the Track Passes \$15.00** (Cruise the Track only)

**All** passengers must sign an AASA 'Passengers in Vehicles' disclaimer, which should be done when purchasing passes.

**Note: One buddy per car.**

**Note: Cruise the Track Passengers must be seated in a seat with a seatbelt Max 3 per car. Maximum 1 passenger if you want to do burnouts in the designated area, helmets must also be worn for burnouts by both driver and passenger.**

The minimum age for all passengers is 16 years of age.

Passengers under 18 years must fully complete an indemnity together with their parent or legal guardian. Proof of guardianship to be produced at time of signing.

Wristbands will be issued and must be shown before entering the track. This will be monitored closely.

All occupants in vehicles **must** wear seatbelts.

### **GARAGES**

There are 100 powered share garages available in the Paddock Area. Garages are to be booked and paid for in advance (with the entry form).

There is no charge for space on the lawn in the pit paddock.

### **NUMBERS**

Windscreen numbers will be issued to all entrants to ensure that each car has its own exclusive number. This will enable judges and fans to easily identify each individual car. Numbers will be issued at document checking/safety checking.

### **TYRES/WASTE OIL**

All tyres are to be taken away by the entrant, please **DO NOT** leave blown tyres at your site.

Please place waste oil in the designated oil disposal area at the rear of the pit paddock.

## **TRAILER PARKING**

Trailers must be removed from the pit/paddock area once the vehicle has been unloaded and parked in the Trailer Park adjacent to the Paddock. It is important that you provide your own security locks for your trailers (and garages).

## **CAMPING**

Camping at Mallala Motor Sport Park Friday 27<sup>th</sup> April will be **free** for those wishing to take advantage of the 'Early Bird' park up and safety checking. You will have the opportunity to bring your car to Mallala to get your safety checking done during a nominated time (4pm-7pm) to avoid the rush Saturday morning (this is optional).

## **TROPHY PRESENTATIONS**

Trophies will be presented after the final event. To receive your awards, you have to be present or have some one there to represent you.



# **EVENT SPECIFIC RULES & REGULATIONS**

## **BURNOUTS**

The Burnout Competition will be held on the designated Mallala Burnout area.

There will 2 classes: '**Open**' & '**Street**'

**OPEN:** Supercharged, turbocharged, NOS.

**STREET:** All other normally aspirated vehicles.

You will need to select which your class on the entry form.

The first round for each class will determine the top 30 cars to go through to the semi-final.

The final will include the top 10 vehicles from each class as determined by the semi-final eliminations.

All Burnout eliminations will be staged over a maximum of 2 minutes with the finals over 3 minutes. Any entrant that continues to remain stationary after receiving an instruction from an official may be disqualified. Results and trophy winners will be determined by the final.

A minimum of two (2) judges will be located adjacent to the burnout pad. At the conclusion of the competition, the judges will meet to compile their scores with the results being available from the Paddock Office.

\$1,000 and a trophy will be presented to the winner of the Open class and \$500 to the winner of the Street class.

Trophies will also be presented 2<sup>nd</sup> and 3<sup>rd</sup> place for each class.

Judges decision is final.

Judging will be determined by the following points

- Continuity of smoke
- Constant revs
- Driving control including special turns
- Use of burnout area
- Crowd reaction
- Tyre blowouts.

### ***Burnout Rules & Regulations:***

- A 360-degree tail shaft loop must be fitted. The exception being vehicles fitted with a 2 piece tail shaft.

- No re-grooved tyres are allowed for the Burnouts. If an entrant uses retreaded tyres he or she automatically accepts responsibility for any body damage caused by tyre failure. Entrants may only pre-qualify once and will not be allowed a second attempt.
- There will be no swapping of places in the queue, unless agreed to by the Promoter.
- All cars to assemble (with driver) 15 minutes prior to commencing events.
- Cars to be turned out in a presentable fashion.
- Burnouts must last 70% of the allocated time.
- Continuing to do burnouts on your rims will incur a penalty.
- Passengers shall be no more than 1 per vehicle. Helmets, long sleeved clothing and correctly fitted seatbelts must be worn by all occupants of the vehicle.
- No diesel, Water, or any other lubricant to be used on tyres.
- In the event of a fire, drivers must stop immediately as directed, switch off engine, fuel and battery supply. Driver & passengers must step away from the vehicle so fire crew can put out the fire.
- No opening of doors while performing burnouts
- No flares, or coloured powder inside tyres
- No wheel weights on outside of any driven wheels.
- No injection of oil or other fluids into engine to make engine smoke.

### **POWER SKID**

This will be staged on the front (start/finish) straight. Entrants form up at Turn 8 and proceed along the front straight. The Power Skid competition is designed to show off your vehicle's horsepower and your ability to use the power to smoke tyres for the longest distance while only using the brake pedal to keep the car under control.

The judges will choose the most impressive displays of horsepower, driver talent, engine revs, quantity and length of smoke.

- All cars must be seen to be street-driven vehicles rather than specially designed.
- All cars to assemble in the marshalling area (with driver) 15 minutes prior to commencing events.
- Cars to be turned out in a presentable fashion.
- There will only be one 'open' class.
- \$500 and a trophy will be presented to 1<sup>st</sup> place only.
- Trophies will also be presented to 2<sup>nd</sup> and 3<sup>rd</sup> place.
- Judges decision is final.
- Passengers shall be no more than 1 per vehicle. Correctly fitted seatbelts must be worn by all occupants of the vehicle.

### **GO TO WHOA**

This will be staged on the front (start/finish) straight. Entrants will form up at Turn 8 and proceed along the front straight for approximately 100 metres and come to a complete halt on the finishing line, with the results determined by the fastest times. Depending on the time available, entrants may have more than one attempt at setting their best time.

- There will be 2 cars per run. The slower car will be eliminated. The winning car must finish within the designated area. If not, the slower can wins.
- All cars must be seen to be street-driven vehicles rather than specially designed.
- All cars to assemble (with driver) 15 minutes prior to commencing events.
- Cars to be turned out in a presentable fashion.
- There will only be one 'open' class.
- \$500 and a trophy will be presented to 1<sup>st</sup> place only.
- Trophy will also be presented to 2<sup>nd</sup> place.
- Judges decision is final
- Passengers shall be no more than 1 per vehicle. Correctly fitted seatbelts must be worn by all occupants of the vehicle.

### **DRAGS**

This event will be staged for vehicles which comply with the Regulations listed below. The event consists of two car runs over 200 metres with a standing start and flying finish.

The competition will be conducted on the track between Turn 7 and Turn 6.

If time permits, Entrants may be able to have a repeat run.

- All cars must be seen to be street-driven vehicles rather than specially designed, or 'drag' cars.
- All cars to assemble in the marshalling area (with driver) 15 minutes prior to commencing events.
- Cars to be turned out in a presentable fashion.
- There will only be one 'open' class.
- There will be 2 cars per run. The slower car will be eliminated.
- Judges decision is final
- \$500 and a trophy will be presented to 1<sup>st</sup> place only.
- Trophy will also be presented to 2<sup>nd</sup> place.
- Only 1 passenger per vehicle. Correctly fitted seatbelts must be worn by all occupants of the vehicle.

**Please Note:**

- Vehicles must be fitted with fully operational street equipment including headlights, front windscreen, indicators, wipers, charging and cooling systems and street interior.

**DYNO CHALLENGE**

Once Entrants have completed document checking, they must visit the Dyno Challenge area to be allocated a time.

The first 40 entries only will be accepted.

The car with the most power in each class is the winner of that class.

A trophy will be presented to 1<sup>st</sup> place only.

Every car must have a safety shakedown run so that the Dyno Technicians are satisfied with safety.

There will be two full power runs with the Dyno Technician giving the owner of the car the option of another run.

After the shakedown run an Entrant may be allowed a max of three minutes after the shakedown run to make final adjustments. The Technicians will allow approx 15 secs of idle time between each run.

Any type of fuel is acceptable.

**Dyno Challenge Rules**

- The organisers (the equipment provider and technicians), reserve the right to deny entry to the Competition on the grounds of safety or some other reason that may not be in the spirit of the Competition.
- Entrants must secure a time with the Dyno staff to put their cars on rollers and sign a disclaimer.
- Entrants must fill out a Tech Inspection and Information Sheet prior to entry to the Dyno Challenge area.
- Entrants & their vehicles should arrive at the competition area at least 20 mins before their nominated time.
- Only the Entrant and one other person are to be in the competition area at all times. If the vehicle needs to be pushed or have major work done to it (after the first run only) then only the two nominated persons may work on the vehicle and a time limit of three minutes will apply after which further runs will be terminated and the vehicle disqualified.
- Any offensive or abusive actions will result in immediate disqualification of the vehicle and entrant.
- Entrants will only be given a second chance if there is a problem with the testing equipment.
- Cars that are unsafe in any way will not be allowed to enter the competition.
- No form of boost spiking is permitted in the competition.
- Cars must have a safe, working exhaust systems.
- Water, ice and dry ice are the **only** accepted aids for cooling intercoolers and intercooler exchanges. Any manual vehicle capable of revving higher than 7500rpm must be fitted with a Scatter Shield or Ballistic Blanket.
- 4-cylinder and rotary cars will be revved to a max of 8000rpm. 6-cylinder and 8 cylinder cars will be revved to a max of 7000rpm.
- All Dyno runs will be full throttle power runs. The maximum power reading to be before the 250kph max speed of the dyno.
- Only the operator, owner or nominated person of the car is allowed in the area during the dyno run session and must be seated in the car with the operator in the driver's seat. Whilst the testing is

underway one other person only is to be in the designated testing area, but outside the cell. The car owner has the ability to stop the dyno run at any time, as does the Dyno operator.

- All cars must run with bonnets on for safety reasons. Bonnets may only be removed at the discretion of the Dyno Technicians.
- No slicks, recaps or remould tyres are permitted.
- Drive tyres must be inflated to 40psi. It is the responsibility of the Entrant to deflate the tyres to correct pressures after testing is completed.
- The Dyno Challenge Competition Manager's decision is final.
- Trophies will be awarded for *Most Outright Power, Top 4 Cylinder NA, Top 4 Cylinder Boost, Top 6 Cylinder NA, Top 6 Cylinder Boost, Top V8 NA, Top Rotary, Top Rotary Boost.*

## **SHOW & SHINE**

The initial judging will take place during the safety check. Then further judging will take place during the event.

An area has been allocated for Show 'n Shine parking, but it is not essential that cars be left in this area.

Cars not competing in on track events, judging will occur over the weekend at the Show 'n Shine area.

Trophies will be awarded for; *Best Overall, Best Graphics, Best Interior, Best Modified, Toughest Ride, Best Paint, Best Number Plate, Best Ford, Best Holden, and Crowd Pleaser* (voted by Public)

The trophy presentation to the winners of the various categories will be held after the final event.

To be eligible for trophies and prizes, entrants are required to either compete in the driving events or have their car on display over the weekend.

## **CRUISING THE TRACK**

Entrants must be ready to proceed onto the track when they are instructed to do so by an official, while cruising is in progress, no further vehicles may enter the track

- Cruising includes the entire track.
- No overtaking is permitted. Please note cruising is not racing.
- Speed limit of 60kph at all times other than in designated burnout area.
- No driver changes can be made **AT ALL**.
- All occupants must wear a seat belt, **NO SEAT BELT NO CRUISING**. No part of the body to be outside the vehicle.
- No persons in the back of utes, or on the exterior of any vehicle.
- Burnouts are allowed during cruising, but **ONLY** in the designated area (Burnout Pad).
- Safety is a priority, so one mistake or bad behaviour by anyone and the cruise will finish.
- If a vehicle stops for any reason, everyone must remain in the vehicle until the safety vehicle arrives.
- Maximum 3 Passengers per car for cruising. Maximum 1 passenger if you want to do burnouts in the designated area, helmets must also be worn for burnouts by both driver and passenger.