

# SCORE SHEET RULES FOR OFF-STREET BURNOUT COMPETITIONS

**LAUNCH:** This section is worth 24 points in total. It will be judged on,

- ❖ **ENGINE REVS** /noise, it will be rated on vehicles ability to quickly reach full revs every gear possible and maintain these revs throughout the whole launch period. The noise will be judged on its clean, smooth volume!
- ❖ **SMOKE** production, it will be rated on instant smoke and constant smoke throughout the launch period.
- ❖ **CONTROL** vehicle/driver, it will be rated on driver/vehicle compatibility, in regards to start-up of burnout, smooth rev out in first and up-shift into higher gears and then a controlled STRAIGHT move forward to the burnout pad main arena, where a task is involved and a main performance is required.

**MAIN PERFORMANCE:** This section is worth 24 points in total. It will be judged on,

- ❖ **VEHICLE PERFORMANCE** It will be rated on the judged vehicles burnout compatibility, like power to weight and drivability with brakes and wheel combinations.
- ❖ **DRIVER PERFORMANCE** It will be rated on the judged drivers burnout skills and talents and trademarks in the area available and the rules given.
- ❖ **COMBO/SET – UP** It will be rated on smoke direction, noise direction, tune-up, temperature, tyre blow-out and still drivable. Ability to complete the “job” and drive out. No vehicle parts dragging when both tyres blown out.

**TASKS:** This section is worth 20 points in total. It will be judged on drivers skill and knowledge of his or her car.

- ❖ **FOUR CONSECUTIVE DONUTS** In either direction first, but must finish the first four in that direction, then finish the next four in the opposite direction. All this must be done in one move.
- ❖ **TRANSITION TO EXIT** You will be required to come out of your last DONUT neatly and it's an easy four points there.

**GOALS:** This section is the final section and is worth 32 POINTS in total.

- ❖ **TYRE BLOWOUT** One will score a maximum 8 points for a tyre blow out where both tyres blow together. 6 points if it's 1-2 blowout. 4 points if it's one, then after a while longer the second blows. 2 points if one tyre blows and the vehicle drives off. No points in this section for no blown tyres.
- ❖ **TYRE PERFORMANCE** One will score a maximum of 8 points for big thick constant smoke throughout the whole entirety of the burnout. 6 points for a good and engulfing smoke display. On the other hand 2 points for screeching tyres and scattered smoke.
- ❖ **FINISHING MOVE** This is only open to the competitor who doesn't want to blow there tyres at the end, for whatever reason it maybe. 8 points is up for grabs, for the perfect donut at the end of ones burnout and exit straight through the finish line. This means approaching the end of the main pad facing the finish line at 12 o'clock and performing a perfect circle donut and exiting right at 6 o'clock.
- ❖ **TIME TAKEN** From start to finish, it has been made clear that nobody wants to see a car (or tow truck) go for too long. So you can earn easy points here. 8 points for completing your burnout in 1min 30 or faster. Going for 2mins 30 or longer will result in a nil score. This will highlight Australians tuffest burnout car.
- ❖ **EXIT ROAD** This is the drive from the main pad to the finish line, its here where the scoring ends. And where the tyres should blow. The exit must be done as straight as possible. It's an easy 8 points here. Then a tally of points will be counted and then the deductions will be added up and taken off the main score sheet.
- ❖ **CROWD FAVOURITE** This will be chosen at the end of the event by the crowd. The judges will throughout the day choose ten entrants and then the crowd will pick the eventual winner, by voicing there opinion when the entrant is announced.

**DISQUALIFICATIONS:** This means the end of your day or night. You have paid and entered, so it's up to you. The rules and guidelines are there for all to obey, and success of this event will guarantee the next event.

- ❖ DISOBEY OFFICIALS AT ANYTIME ON THE PAD AND IN STAGING LANES.
- ❖ DISOBEY FLAG COLOURS.
- ❖ PUSH IN LINE.
- ❖ EXCEED DIRECTION BY MORE THAN TEN SECONDS.

Easy rules that can be obeyed or disobeyed, now if it seems unreasonable at this stage please **DON'T** enter! When disqualified, a sticker will be placed on top of your entrant sticker for all to see and will be instructed to leave the venue. No refund will be available at any stage. There are good chances many turns can be had, if the day goes to plan. You have received a pre-warning. You will only ruin your own day!

**PENALTIES:**

- ❖ **STATIC** This section can deduct 8 points from your burnout score, for continual static after your start/launch. It is the easiest item for the judges to find for a penalty. With extras added to our track hire for damage, we will imply heavily to the judges that they enforce this rule.
- ❖ **REVERSE** Another very easy to enforce rule, and can cost you up to a maximum 8 points.
- ❖ **NEGLIGENT BURNOUT:** 8 points for colliding with fences or barriers. 6 points if vehicle wheels leave the pad. 4 points for vehicle blow-up. 2 points for a breakdown. There can be a couple of breakdowns occur in one attempt. And static becomes a deduction again as well. So some preventative maintenance will be required.

**\*\*DON'T FORGET THAT ANY PENALTY POINTS ACCUMULATED ARE EASIER EARNED THAT SCORED POINTS! THAT PENALTY COULD BE THE DIFFERENCE BETWEEN "WIN OR LOSE"\*\*\***

**BURNOUT WARRIORS MANAGEMENT ARE BURNOUT FREAKS, SO ASK THE QUESTION FIRST OF ANYTHING YOU ARE NOT SURE ABOUT.**

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