



DRAG WARS

FACILITY RULES:

- NO ALCOHOL NO DRUGS NO GANG PATCHES NO PETS NO FIREWORKS
- 10KM SPEED LIMIT AROUND ALL INTERNAL ROADS OF THE FACILITY INCLUDING STAGING LANES AND RETURN ROAD

EASY GUIDE FOR RACE ENTRY, SCRUTINEERING, PIT AREA, STAGING AND RACING:

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 signals you 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 end of the yellow painted lines on the side of the track, which is also where the Timing boards are.
11. At the very end of the strip, turn right onto the return road. VHT Lane 1 vehicle (left hand lane) must always give way to Segedins Lane 2 (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 your 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 safely enjoy your night's racing and to ensure the safety of your experience. Any action by anyone that may jeopardise this will be dealt with instantly and severely.

DRAG WARS RACING RULES:

No car at a Drag Wars event may run faster than 11seconds and no motorcycle may run faster than 10seconds. You will receive one warning before you are disqualified from racing.

If you want to run your Street Legal car or bike faster than 11seconds, you will need to obtain a Drag Racing license and Tech Inspection of the vehicle (bikes only need tech inspection if running quicker than 10s). Cars that are street legal and tech inspected can race in King of the Street provided the driver has a civil license and a 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 – Rotary Vehicles must have a scatter blanket / shield
- Compulsory mufflers – if your vehicle is suspected of producing excess noise, you may be asked to add extra mufflers or run the risk of being disqualified from any 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. If the 2 drivers/riders are both driving on the same night 2 entry fees are payable.
- 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 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

C1 = Turbo 4WD

HEADS UP

This is a Heads-Up class of racing for all street legal Turbo 4 wheel drive 4 & 6 cylinder vehicles 11seconds and slower...i.e. Skylines, Evos etc. **No V8's allowed.** Must have minimum 4 cars in order to run.

C2 = Turbo 2WD

HEADS UP

This is a Heads-Up class of racing for all street legal Turbo 2 wheel drive 4 & 6 cylinder vehicles 11 seconds and slower...i.e. Supra, Silvia etc. **No V8's allowed.** Must have minimum 4 cars in order to run.

C3 = All Motor (Naturally Aspirated) HEADS UP

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 V8's allowed.** Must have minimum 4 cars in order to run.

C4 = Quick V8s

HEADS UP

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

DIAL-YOUR-OWN

This is a Dial-in class of racing for all street legal Motorcycles 10seconds and slower. Dial-in's faster/under 10seconds will not be accepted. Must have minimum 4 cars in order to run.

C6 = Dial-Your-Own

DIAL-YOUR-OWN

This is a Dial-In class for all vehicles (excludes Motorbikes) 11seconds and slower. Dial-in's faster/under 11seconds will not be accepted. Must have minimum 4 cars in order to run.

C7 = Rotary Turbo

HEADS UP

This is a heads up class for street legal Rotary Turbo powered vehicles 11seconds and slower. Must have minimum 4 cars in order to run.

C8 = Pro Street / King of the Street HEADS UP

Heads up class for the quickest and fastest Street Cars. Vehicles must have bonnet, head lights and tail lights. However, they can go faster/under 11seconds provided the vehicle is Street Legal but also has a drag racing Tech Inspection and the driver has a Drag Racing license. **Drag Slicks and front runners permitted.** Must have minimum 4 cars in order to run.

BURNOUTS: For the Burnout Competition class only, your vehicle does NOT need to be street legal but it does need to go through the Scrutineering checks to ensure all safety parameters are met. A civil license (Restricted or Full License) is still required.

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 Meremere Dragway 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. Competition vehicles can only run until dusk when the lack of lighting becomes a safety issue.

All Exhibition / Competition Racers will need to see the Main Tower or Race Entry booth with Civil Driver Licence, Drag Racing Licence and Log Book – no Scrutineering is required if Racer has a Drag Racing Licence and Log Book.