



## 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. Lane 1 vehicle (left hand lane) must always give way to 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 without passing Tech Inspection and obtaining a valid Drag Racing license.**

You will receive one warning before you are disqualified from racing (on the trailer).

1. If a competitor runs quicker than the times stated above, they will receive a warning from an Area Steward or Main Tower / Pit Tower official.
2. If the competitor breaks the rule a second time at any event, they will be banned from running at Meremere Dragway in that vehicle.
3. If a competitor breaks the above rule during eliminations, they will be disqualified.
4. If both competitors in the same race break the above rule, they will both be disqualified.
5. If the Competitor wishes to continue racing / competing with that vehicle again, it must pass Tech Inspection (to be arranged in Racers own time and cost) and the driver must obtain a Drag Racing license. See <https://bit.ly/2E3dEy2> for a list of Tech Inspectors and <https://bit.ly/2QgTYxQ> for Drag Racing License forms.

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 cut off. If this is not done, 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 you want to run your Street Legal car or bike quicker than the ET breaks set above, you will need to obtain a Drag Racing license and your vehicle must pass a Tech Inspection.

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.

[http://dragway.co.nz/files/MDI\\_Track\\_Rulebook\\_6AUG18.pdf](http://dragway.co.nz/files/MDI_Track_Rulebook_6AUG18.pdf)

- 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. 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 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.

### **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.