



Burnout Pit Class Rules:

Street Class Rules: \$100 entry fee

- Helmet required
- Seatbelt required
- Driver's license required
- Fire Jacket required if factory firewall is removed or extremely altered
- Battery must be secure: OEM or aftermarket battery hold-down recommended
- If non-OEM style fuel tank, aftermarket fuel cell must be separated from driver with sheetmetal firewall and properly vented
- Driver & passenger exterior door handles must be operational
- (1) passenger allowed but must be 18 years old, unless authorized by legal guardian and must wear a helmet
- Front brakes are required, rear brakes are optional
- One entry per vehicle per event, no double classing with the same vehicle.
- **Prohibited in Street Class: Non pump-gas fuels such as Methanol or C16**

Pro Class: \$250 entry fee

- **Helmet w/face shield or headsock required**
- Seatbelt or race harness required
- Driver's license required
- **Fire jacket required**, full fire suit recommended
- All Pro Class Turbocharged vehicles must have exhaust that exits up or down; exception horizontal exhaust is permitted with (2) 3/8" cross bolts added near the turbine outlet(s)
- OEM or aftermarket battery hold-down required
- If non-OEM style fuel tank, aftermarket fuel cell must be separated from driver with sheetmetal firewall and properly vented
- Driver & passenger exterior door handles must be operational
- Front brakes are required, rear brakes are optional
- (1) passenger allowed but must be 18 years old, unless authorized by legal guardian and **must wear fire jacket and helmet w/face shield**
- One entry per vehicle per event, no double classing with the same vehicle.



Class Judging

Pro Class:

Judges will score pro runs on a scale from 0 to 100 points:

Continuous Smoke (1 to 25 points): Pro drivers are scored on how well they keep the smoke rolling from start to finish without any breaks.

Amount of Smoke (1 to 25 points): Huge clouds are required for maximum points. The more smoke, the higher the score. Judges will consider variable wind conditions when scoring.

Using the Whole Pad (1 to 25 points): Pro drivers are scored on how well they use the entire pad during their burnout run.

Driver Style and Ability (1 to 25 points): Pro driver's style and skill will be judged. Overall tempo, aggressiveness, vehicle control, and crowd engaging theatrics will be rewarded in this category.

Scoring Deductions:

Minimum run time is 45 seconds for Pro Class, anything less results in zero points.

Tread remaining on burnout tires (subtract 1 to 5 points per tire)

Stopping or Stalled Engine during run (subtract 1 to 5 points)

Backing up during run (subtract 1 to 5 points)

Crashing hard into barrier and/or moving barrier (Disqualification)

Street Class :

Judges will score street class runs on a scale from 0 to 75 points:

Continuous Smoke (1 to 25 points): Street class drivers are scored on how well they keep the smoke rolling from start to finish without any breaks.

Amount of Smoke (1 to 25 points): Huge clouds are required for maximum points. The more smoke, the higher the score. Judges will consider variable wind conditions when scoring.

Driver Style and Ability (1 to 25 points): Street driver's style and skill will be judged. Overall tempo, aggressiveness, vehicle control, and crowd engaging theatrics will be rewarded in this category.

Scoring Deductions:

Minimum run time is 30 seconds for Street Class, anything less results in zero points.

Stopping or Stalled Engine during run (subtract 1 to 5 points)

Backing up during run (subtract 1 to 5 points)

Crashing hard into barrier and/or moving barrier (Disqualification)