



2<sup>nd</sup> – 3<sup>rd</sup> November, Barbagello Raceway, Wanneroo

## EVENT GUIDE

**Please read ALL these instructions carefully**

Welcome to the West Coast Nats, outlined below is everything you need to know about the event, including the event schedule and instructions upon arrival and throughout the weekend.

This Event Guide needs to be read in conjunction with Entry form attached.

**Please note that West Coast Nats is an ALCOHOL FREE EVENT, no Alcohol can be brought into the venue. Security will be checking vehicles, if you don't want it confiscated leave it at home!!**

All entrants will need to provide One (1) clear external photo of their vehicle with the completed entry form (for promotion and entry acceptance purposes). Full payment of your entry fee is required at the time of lodging your form, if your vehicle does not meet the minimum standards (as decided by West Coast Nats) you will be offered a full refund of your entry fee. To ensure successful entrants get plenty of track time we will be limiting numbers. West Coast Nats reserves the right to refuse entry to any vehicle.

Please note if you require a Carport OR Infield Access these will need to be paid immediately upon acceptance of your car as they will sell out quickly as there is a limited number available. These will be allocated by West Coast Nats to the successful entrants, if these are over-subscribed then the Promoters will allocate accordingly.

### **Event Arrival:**

Upon arrival to the venue on Thursday the 1<sup>st</sup> of November, Friday the 2<sup>nd</sup> of November or Saturday the 3<sup>rd</sup> of November entrants will be directed to the main gate to collect their entrant sticker and receive their armbands. Once inside the venue Entrants will be directed to the Scrutineering shed. Tow / Support vehicles can be driven into the venue only to offload tyres / fuel or camping gear, once the entrant vehicle is offloaded then your tow car and trailer must be removed from the pit area and all trailers to be left in the carpark at the rear of the venue (or kept with the support vehicle outside the venue).

If you're arriving on Friday (from midday onwards) please note that you **WILL NOT** be able to cross the track to gain access to the infield carports unless instructed by a West Coast Nats official. Please keep this in mind when planning entry as you will be required to stay in the outfield until permission is granted to cross the track.



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### **Carport / Pit Area Allocation:**

Carports will be allocated by the West Coast Nats to entrants that pre-nominate. Entrants requiring a marquee need to organise themselves and advise the Promoter accordingly. If you do not have a Carport or Marquee then the Pit area will be allocated on a “first come, first serve” basis. Entrants may bring in their own Shade or Marquee but these MUST be adequately secured to avoid any damage or harm to other entrants or spectators. West Coast Nats accepts no responsibility for Entrant provided Marquees.

### **Rules to adhere to for the Event:**

**This event will be conducted under the National Competition Rules (NCR's) of the Australian Auto Sport Alliance Pty Ltd (AASA), these supplementary regulations, and any further regulations and bulletins which may be issued. By entering this event, you agree to comply with these regulations.**

1. **DRIVING IN THE PIT AREA MUST BE WALKING PACE AS THERE WILL BE SPECTATORS AROUND... FAILURE TO ADHERE TO THIS WILL SEE YOUR VEHICLE STICKER REMOVED...**
2. A vehicle inspection will be completed on any vehicle competing in any of the driving events, including cruise the track. All loose items must be removed from the vehicle prior to inspection.
3. No unreasonable body damage will be permitted, some belt rash will be permitted. No holes in the firewall, no cracked windscreens. Cars to be neat and presentable.
4. For the Burnouts a 360-degree tail shaft loop must be fitted, the exception being vehicles fitted with a 2-piece tail shaft.
5. Long sleeve shirt, long pants, shoes and an approved helmet must be worn during Burnouts, Powerskids & the Tip-In Competition.
6. Please remove all press on hubcaps, wheel trims & Wheels Weights prior to vehicle inspection.
7. For the **Burnout finals**, numbers will be restricted to a maximum of 40 entrants for the Open Class & 30 for the Blown Class, timed over 2 minutes.
8. Both classes need to qualify on Friday night to be allowed to compete in the Final on Saturday.
9. Vehicles do not need to be registered to participate in any driving events BUT must be capable of passing a vehicle inspection.
10. Motorcycles are not eligible to enter the event.
11. No Motor Bikes allowed at Camping Area
12. No fuel, oil or Brake LEAKS. All fittings must be securely fastened.
13. Rear Brakes must work if you intend to participate in the Powerskids & Cruise the Track.
14. Brake lights/driving lights must be working.
15. Tyres must be in good condition, no steel belts hanging out or canvas showing.
16. Seat belts must be in good working order, including rear seat belts if you intend to carry passengers for Cruise the track or Burnouts.
17. Bonnets are NOT compulsory. However, all ancillary drive belts must be covered.
18. Each vehicle with mechanically operated throttles must be fitted with secondary accelerator return spring.



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19. Where wheel arches are cut to fit tyres, each subsequent opening so created shall be closed to ensure separation between burnt rubber and fuel tank.
20. Exhaust is not compulsory.
21. Entrant Window Stickers are **NOT** to be removed until after the EVENT.
22. No wheel weights for the burnout competition.
23. No structural rust. Brake and fuel lines must be at a safe distance from the exhaust.
24. All vehicles must be fitted with a 1-litre radiator overflow or water catch bottle and ensure there are no leaks from the rocker covers.
25. All batteries must be clamped; however they can be located in the boot.
26. All Entrants are required to have a Fire Extinguisher fitted inside their vehicle.
27. **PLEASE NOTE:** No **Glass**, if found it will be taken and **NOT** returned.

## Event Schedule:

### Thursday – 1st

3pm – 9pm: Entrant Bump-in, Scrutineering & Set-up  
(Entrants will allowed to cross the track for infield set-up)

### Friday – 2nd

7am – 1pm: Entrant Bump-in & Set-up (Entrants will be allowed to cross the track for infield set-up)  
1pm – 8pm: Entrant Bump-In (\*\*)  
1pm – 3pm: Cruise the Track  
3pm – 4pm: Powerskid Practice  
4pm – 5.00pm: Cruise the Track  
5.00pm – 5.30pm: Entrant Line-Up for Burnouts  
5.30pm – 6.00pm: Burnout Demos and Burnout Charity Auctions  
6.00pm – 8.30pm: Open Class Burnout Qualifying  
8.30pm – 10.00pm: Blown Class Burnout Qualifying

\*\* Entrants **WILL NOT** be allowed to cross the track to the infield until instructed by a West Coast Nats Official.



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## Saturday – 4th

|                |   |
|----------------|---|
| 6am – 9.00am:  | Entrant Arrival / Scrutineering / Driver Briefing |
| 9.00 – 12.00:  | Cruise the Track                                  |
| 12.00 - 12.15: | Drift Demonstration                               |
| 12.15 – 1.30:  | Powerskid Finals                                  |
| 1.30 – 3.30:   | Cruise the Track                                  |
| 3.30 – 3.45:   | Drift Demonstration                               |
| 3.45 – 5.00:   | Tip-In Competition                                |
| 5.00 – 6.00:   | Cruise the Track                                  |
| 6.00 – 6.30:   | Dinner Break                                      |
| 6.30 – 8.30:   | Open Class Burnout Final                          |
| 8.30 – 10.00:  | Blown Class Burnout Final                         |
| 10.00 – 10.30: | Burnout Expression Session                        |
| 10.30 – 11.00: | Presentations                                     |
| 11.00:         | Event Close                                       |

**This schedule may change**

**Please note that Entrants and Buddies can camp Saturday Night.**

\*\* The trophy Presentation will be after the completion of the Burnout Finals. To receive your awards and Cash, you have to be present or have someone there to represent you, as the prizes are too big to be posted.

## **CRUISE THE TRACK**

**NO OLD / BALD / HALF TREAD TYRES ALLOWED**

**NO POPPING OF TYRES ON THE TRACK**

**NO STOPPING ON THE TRACK TO DO A BURNOUT**

**NO DONUTS ON THE TRACK**

**SPEED LIMITED TO 120KM/H**



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All drivers are required to have **ZERO** blood alcohol level; Random breath testing WILL be conducted at any time during the event. Any Driver found to have a blood alcohol reading will be forced to park their car immediately.

1. If a Track Official displays a Flag in your direction you are to stop immediately and **NOT** proceed until directed by an official, if a yellow flag is shown, slow down.
2. No overtaking on the Cruise route when approaching the barriers or corners. Overtake only when it's safe to do so.
3. No Racing allowed
4. No driver changes can be made **AT ALL**.
5. All occupants must wear a seat belt, **NO SEAT BELT, NO CRUISING.** No part of the body to be outside the vehicle, no persons allowed in the back of Utes.
6. No stopping to do Burnouts during the cruise session, if you do STOP to do a burnout, don't bother as you will be asked to **PARK** your vehicle immediately.
7. Competitors must be ready to proceed onto the track when they are instructed to do so by an official.
8. Cruise sessions will be split into 3 groups, cruise session numbers will be allocated at the beginning of the event...Do not line up in the wrong cruise session
9. If the vehicle stops for any reason, everyone must remain in the vehicle until the safety vehicle/officer arrives.
10. Cruise the track cars can have as many passengers as they want as long as each passenger has their own Seat belt.
11. Do not have any one in your car without a **BUDDY ARM BAND.** This is the COMPETITOR'S responsibility.
12. **Static burnouts and donuts WILL NOT BE TOLERATED AT ALL. Promoters will not hesitate to remove entrant stickers and armbands if you cannot adhere to this requirement.**

## **BURNOUT RULES**

**All Burnout Entrants will line-up in the pit area and enter the Burnout Pad through the Track Cruise Exit point. This is to avoid congestion in the Pit Entry during the Burnout Qualifying and Finals.**

### **Burnout Rules & Regulations**

1. Competitor must qualify on Friday to allow them to compete in the Final on Saturday. One (1) qualifying burnout only will be permitted.
2. No entrant will be allowed to swap burnout groups unless agreed to by the Promoter.
3. All cars to assemble (with driver) when called for by the Announcer.
4. Cars to be turned out in a presentable fashion.
5. NO static burnouts are allowed.
6. Burnout Points are detailed below
7. Open Class Entrants will be given 90 seconds to qualify, no points will be given after the 90 second cut-off. This means if you want to pop tyres and your car isn't capable of getting tyres off in under 90 seconds then bring the appropriate tyres. Timeframe may be subject to change depending upon number of entrants.



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8. The list detailing the Top 40 Open Class Finalists & Top 30 Blown Class Finalists will be made available Saturday morning following the completion of qualifying.
9. All Drivers are to STOP if they see an official's flag or the Siren is sounded. If you fail to Stop you will be disqualified.
10. All tyres are to be taken away by the Competitor, DO not leave blown tyres at your site.
11. Passengers are allowed in the Competitor's vehicle as long as each person has a seat belt and has the appropriate Buddy Pass Armband after signing the Disclaimer. Armband must be visible before entering the Burnout Pad.
12. Driver and ALL passengers must wear a Long sleeve shirt and pants during Burnouts. Shoes must be worn at all times. No thongs or sandals allowed and a Helmet must be worn.
13. For the Burnouts a 360-degree tail shaft loop must be fitted, the exception being vehicles fitted with a 2-piece tail shaft.
14. We recommend a fire suit to be worn, but that is at the Entrants and Buddies Discretion.
15. Once Tyres are Blown get off the Burnout Pad via the Entry Road.

**BLOWN CAR DESCRIPTION:** Any car utilising physical forced-induction, whether it is aftermarket or Original Equipment Manufacturer (OEM) this includes all supercharged cars, turbocharged cars.

Fuel: Open to petrol, ethanol or methanol.

**OPEN CAR DESCRIPTION:** Naturally-aspirated cars only. Nitrous is permitted.

Fuel: Open to petrol, ethanol or methanol.

**Burnout Prize Money will be advised prior to the event.**

**Burnout Finals Prize Pool will include the following:**

|                           |                    |   |
|---------------------------|--------------------|---|
| <b>Blown Class:</b>       | <b>Prize Money</b> | <b>1<sup>st</sup> – 3<sup>rd</sup></b>  |
|                           | <b>Trophy</b>      | <b>1<sup>st</sup> – 10<sup>th</sup></b> |
| <b>Open Class</b>         | <b>Prize Money</b> | <b>1<sup>st</sup> – 3<sup>rd</sup></b>  |
|                           | <b>Trophy</b>      | <b>1<sup>st</sup> – 10<sup>th</sup></b> |
| <b>6 Cylinder Class</b> * | <b>Prize Money</b> | <b>1<sup>st</sup></b>                   |
|                           | <b>Trophy</b>      | <b>1<sup>st</sup> – 3<sup>rd</sup></b>  |

**\*A separate 6 Cylinder Class will only be run if we get sufficient entries.**





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## POINTS SCORE

| BURNOUT JUDGING |      | POINTS DEDUCTIONS             |     |
|-----------------|------|-------------------------------|-----|
| INSTANT SMOKE   | /10  | REVERSE                       | -5  |
| CONSTANT SMOKE  | /20  | DRIVE OFF THE PAD             | -5  |
| VOLUME OF SMOKE | /20  | STATIC BURNOUT                | -5  |
| DRIVER CONTROL  | /50  | FIRES                         | -5  |
| TOTAL           | /100 | FAILURE TO DRIVE OFF          | -10 |
|                 |      | TYRES (5 POINTS IF NOT BLOWN) | -10 |

- We will have a minimum of 3 Judges scoring the event.
- A Final judge's scorecard will be made available after the completion of the event.
- Please note that all judges' scores are final and no correspondence will be entered into regarding the Judges Scores.
- If you have an issue with the judging please contact the Promoters (Flinty or Ballistic) to discuss further.
- Promoters will not be involved in the scoring of the event to avoid any perceived bias.



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## POWERSKID RULES

The Powerskid competition is all about showing off your vehicle's raw power up the main straight and your driving ability to Smoke the Tyres for the longest distance.

1. Brake pedal is allowed to keep the car under control but will affect judges scoring.
2. No static burnouts, no donuts.
3. Vehicles must "get off the gas" at the pedestrian footbridge.
4. The judges will choose the most awesome display of horsepower, driver talent, engine revs, quantity and length of smoke as the awesome Powerskid winner. Trophies awarded to the Top 5.
5. You will have at least 1 Practice session on Friday to test your skills, then a minimum of 1 attempt during the Saturday Final.
6. Every one that has been nominated on their entry form for this event will be in for Saturday.
7. A 360-degree tail shaft loop must be fitted, the exception being vehicles fitted with a 2-piece tail shaft.
8. **HELMET Long sleeve** shirts and pants must be worn during Super Skids. Shoes must be worn at all times. No thongs or sandals allowed.
9. **NO PASSENGERS ALLOWED**

## TIP-IN COMPETITION

1. Any car is able to enter.
2. The Tip-In competition will be held on the in-field behind the carports.
3. Entrants must make sure they have fresh or relatively new tyres.
4. Entrants will be called forward one at a time to attempt the Tip-in.
5. Entrants must be wearing a Helmet, long pants, long sleeve shirt and shoes.
6. Once you have completed the Tip-In entrants are required to get off the pad, **do not** continue the Burnout.
7. Entrants will be judged on vehicle speed, instant smoke, volume of smoke and tip-in creativity / entertainment value. Prize Pool to be advised in due course.

**THE QUICKER YOU GET OFF THE PAD, THE BETTER CHANCE YOU'LL HAVE OF  
HAVING A 2<sup>ND</sup> GO AT THE TIP-IN COMPETITION.**





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### **Competitor Buddy Passes:**

Buddies must sign on with the Competitor on arrival. We will not be giving Arm bands out for the Competitor to take AWAY. They will be secured on the Buddy's wrist on arrival, then the Buddy has to **sign a disclaimer**, if they want to be a passenger in the Burnouts or Cruise the Track

No passengers are allowed in the COMPETITOR vehicle **WITH OUT AN ARM BAND**  
Officials will check this regularly.

**REMEMBER this is the responsibility of the Entrant to make sure passengers have the Buddy Armband.**

### **Transporter and Trailer Parking**

In order to avoid unnecessary congestion all transporters and trailers must be removed once your entered vehicle has been unloaded. Trailers cannot remain in the Show & Shine Area or any other areas. Camper Trailers can be left in the Camping area.

### **Camping RULES**

- Competitors & their Buddies are all welcome to camp at Barbagello Raceway for the duration of the event.
- West Coast Nats management reserves the right to refuse camping and/or move Competitors to other sites at our discretion if deemed necessary.
- It is the responsibility of the COMPETITOR to make sure the camping area is kept CLEAN at all times, anyone found not keeping the area clean or leaving their pit area in a mess will not be welcome back for future events.
- Any unsocial, loud or violent behavior by the COMPETITOR or the BUDDIES will NOT BE TOLERATED AT ALL and all parties involved WILL BE REMOVED FROM THE VENUE IMMEDIATELY.
- NO Motor Bikes AT ALL
- You may bring in your own Marquee, tent or Shade, make sure it is secured and set up properly
- ATTENTION: Please be aware, this is for camping area and we ask that you respect other campers by keeping the noise to a minimum; it is NOT a party area.
- No car to be started OR driven after the event is closed
- **PLEASE MAKE SURE YOU CLEAN THE AREA AND LEAVE IT AS YOU FOUND IT.**

## **PROMOTERS RESERVE THE RIGHT TO REFUSE ENTRY**

Should you require any assistance, please contact:

[www.facebook.com/WestCoastNats](http://www.facebook.com/WestCoastNats)  
[westcoastnats@bigpond.com](mailto:westcoastnats@bigpond.com)