



**MEREMERE DRAGWAY PRESENTS:
THE 2017 NZ NATIONALS
~~11th & 12th~~ 18th & 19th March 2017**

The 2017 NZ Nationals will run over two days as it did last year. It marks the final round of the NZ IHRA National Track Series. We will attempt to hold a minimum three rounds of qualifying on Saturday, with the Eliminations only to be held on Sunday. A fourth qualifying round may be scheduled on Saturday if time permits. There will be NO qualifying or race entry on Sunday **19th** March.

Entry

Gate entry: 8:00am Gates open Saturday - \$20.00 entry
8:00am Gates open Sunday - \$30.00 entry
You can purchase a weekend pass for just \$40.00
Race entry: Group 1 and 2 = \$120.00 IHRA NZ Members / \$140 Non IHRA NZ Members
Group 3 and 4 = \$100.00 IHRA NZ Members / \$120 Non IHRA NZ Members
Super Street, Mod Bike & Screaming Eagles = \$60.00 IHRA NZ Members / \$80 Non IHRA NZ Members, Junior Dragster & Teen Racers = FREE IHRA NZ Members / \$20 Non IHRA NZ Members

Racing Formats

- There is no Racer Return at the Nationals
- Racing is conducted for Group One through Four in an Elimination Tournament.
- The fields are qualified and laddered prior to race day on Sunday. Once class ladders are set and posted, no further amendments can be made whether by "Advised out" or otherwise. (PLEASE NOTE: Once you advise out of racing, you cannot advise back in. Only the Driver can Advise Out, we will not take notice from any other crew member, spouse or friend).
- Each Group has its own qualifying criteria and the laddering is done using the Pro laddering system.
- Grudge/Exhibition racing will be available subject to time constraints.
- Field sizes are: Group 1=8, Comp Bike=8, Competition=8, Top Street=16, Sport Compact=Unlimited, G3=Unlimited, G4=Unlimited.
- TREE: Group 1 & SCO= 0.4 PRO Tree. All other classes run on a 0.4 FULL Tree.

NB: There will be NO Exhibition class. You will be entered into the Race Category that your vehicle is classified for. OBS passes will be permitted on Saturday only.

Friday Program of Events

3pm Gates open (for out of town racers and crew wishing to camp)
There will be no qualifying or access to track on this day
10pm Gates will be locked – **NO exceptions**

Saturday Program of Events

8.00am Gates open
8:30am Entry and Scrutineering opens at the base of the Main Tower
10.30am Track opens for qualifying (we will endeavor to run 3 rounds depending on weather, track conditions such as oil downs etc)
11:30am Entry and Scrutineering Closes
10.00pm Gates will be locked – **NO exceptions**



Sunday Program of events

8.00am	Gates open
9.30am	Track opens for Eliminations Racing
5.00pm	Track closes (approx.)
5.30pm	Prize giving (approx.)

Race Day Schedule

Race day schedule will be available at entry – please note times are approximations only and the schedule is subject to change at any time without notice (for oil downs, breakages, weather and other unforeseen circumstances that may hinder our ability to provide a safe race track). Please listen closely to the Pit Tower PA and your Pit Runner for updates.

Race Day Factors/Weigh Bridge

CIC will be enforced for all index classes in **ELIMINATIONS ONLY** eg: Competition, Top Street, Sport Compact and Competition Bike. How it works is: if a racer has an index of 10.00 and runs a 9.5 in eliminations the next round their index will drop to half of the amount they went under their original index, so their new index will be 9.75 and if they go quicker the next round their index will be lowered again. **All index class cars must have been weighed before this meeting and the weights noted in the vehicles log book, any car that runs quicker than the index must come over the scales, any racer that by-passes the scales will be disqualified. It is the driver's responsibility to report to the weigh bridge.** Starting indexes will be available at entry and is posted on our website for your reference.

Tech Inspections

Before arriving at Meremere Dragway please ensure your vehicle is tech inspected and your Drag Racing License is up to date. IHRA Tech Inspections and licenses can be done at the track on Saturday morning **only** if pre-arranged with a tech inspector. See the Meremere Dragway website for a list of IHRA Tech Inspectors.

Scutineering

There will be no scrutineering for Tech Inspected vehicles (competition cars and bikes). The IHRA Area Steward and/or his assistant will however be carrying out random audits throughout the meeting. All vehicles with a WOF/Rego (>11.00 secs) will continue to be scrutineered at each event. Your competition number and bracket category is to go on the windscreen of each race vehicle and tow vehicle, and on the front right hand window so that the Main Tower by the startline can see it clearly. **Important Note: No express or implied warranty of safety shall result from scrutineering, Tech Inspection or audit checks. These checks are intended to assist the competitor with his/her safety and are in no way a guarantee against injury or death to a spectator or participants.**

Licensing

All competitors must hold applicable current licenses prior to race day (Sunday). A civil driver's license will be accepted for Super Street (slower than 11.00) and Mod Bike (slower than 11.00) on the day at competition meetings.

License Passes

To eliminate delays in the racing schedule all license OBS passes will occur during qualifying only.

Racer Detail Sheet

Please ensure you complete your personal and vehicle details at time of entry; your best time and speed, all your drag racing highlights and all your sponsors and crew details when you fill in forms



ON TRACK

Tow Vehicles

If you use a tow vehicle please ensure it uses the return road when following race cars down the track. **There is to be no parking on the return road by the main tower as this blocks spectator viewing. Please have your tow vehicle move down to the finish line end of the burnout pad.** In line with safety regulations, there should be no children or standing passengers on the back of the vehicles or hanging out of windows / doors. When going to tow cars from the braking area do not use the track but continue down the return road.

Random Alcohol Breath Testing

Random breath testing will be enforced at the track, any driver **or** crew that has a breath test over **100** will be disqualified from racing at this event

Fire Up

ALL VEHICLES MUST FIRE UNDER STARTERS ORDERS – not around the corner from the start line, not in the staging lanes but on the start line at the request of the Starter. There is no fire crew in the staging lanes or at head of stage to attend to you and your vehicle in the case of an incident. **Do not fire your vehicle of your own volition and then complain of overheating. Until instructed by the Starter, you will be required to wait on the start line for however long it takes the Starter to ensure the track is safe for your run.** Crew Chiefs are responsible for ensuring that the Starter's orders are heard and followed by all crew members at Head of Stage and on the Start line. In addition, the Starter will count his two minutes from the first burnout after giving the Starters Orders, not from when a racer fires if he/she fires of his/her own volition. (Applies only to vehicles that require an external starter - does not apply to vehicles that self-start).

'Chute Pins

'Chute pins must be removed before arrival at Head of Stage - NO exceptions. Failure to do so may result in disqualification during eliminations. **Your crew chief will be warned once by the Starter – the second offence during the course of the weekend will result in disqualification.**

Courtesy Staging

Courtesy staging continues to be mandatory for all categories. As a reminder, both contestants must activate their pre-stage lights before either may advance into the full stage beams (both cars must Pre-stage before either car can move into Full Stage). The final staging motion, using applied power, must be in a forward motion, going from pre-stage to stage position. (This is considered a courtesy rule and the Starter has the option of backing out both drivers and re-staging to assure a proper start).

Failure to courtesy stage more than once at one race meeting **will result in disqualification in eliminations** (the Main Tower will advise Pit Tower of any disqualifications as they occur). In the case of Junior Dragster, the Starter will allow one pull back during eliminations.

A vehicle that accidentally lights both bulbs may be allowed to back up (pull back with Juniors) and restage correctly if the other Racer is not already in Pre-Stage. If the tree is activated during this process and the Racer is not re-staged he will be eliminated. The amount of time allowed for the second car to stage is predetermined by the Autostart.

Meremere Dragway requests all competitors to comply with the track Rules relating to Courtesy Staging.

Staging

All vehicles will be called to the staging lanes by the announcer or pit runners. Once a vehicle reaches the front of the staging lanes for a run, it must be prepared to fire and race as directed by the Starter. Any vehicle not prepared to fire or unable to fire when directed by the Starter may be excluded from the race at the Starter's discretion. Failure to stage when instructed by the Starter will result in disqualification. Staging must always be in a forward motion – reverse staging is strictly prohibited.



Over Staging / Roll Through

If you are last in and “over stage” (drive through the lights), the Starter will trigger the Christmas tree and let the other car go. The offending vehicle/driver will be given an automatic red light.

A roll through can also happen in a backward motion. If your vehicle moves either forward or back out of stage while the competitor is in full stage, you will receive an automatic red light and may not receive a timeslip as the system recognizes that you have rolled out of stage.

You are not permitted to “reverse stage”, staging must be in the accepted forward motion.

Burnouts

No Junior Dragster, Super Street or Super Sedan vehicle may cross the start line during the burnout. If the infringement occurs twice during qualifying, you will be disqualified from further racing for the duration of the event. If the infringement occurs during Eliminations, there are no second chances, you will be automatically disqualified from further racing for the duration of the event.

Do not stand in the Beams. This is grounds for disqualification. If your crew member stands in the beams while your competitor is in pre-stage, he/she may stage and bring the revs up assuming that your vehicle is in stage. During Qualifying, the Starter will send the competitor **down the track for his/her qualifying. The Starter will then** issue your crew with **a final warning** and reset the tree for your qualifying pass. If such a case occurs during eliminations, the Starter will activate the tree for the competitor **and send him down the track for his pass and the win** and you and your team will be disqualified – **no warnings, no second chances in Eliminations**. Do NOT stand in the beams.

If your vehicle loses fire after the burnout, you may restart ONLY if you can self-start. No external starter is permitted. If you are unable to self-start during eliminations, you forfeit the race & will be eliminated.

Dial In (for Dial-Your-Own classes)

It is the racer's responsibility to ensure that the dial-in displayed on the score boards is correct before proceeding to stage. Please check the score boards for your dial in. If you disagree with the dial-in displayed, please wave down one of the officials on the start line to advise of your correct dial-in. Once you stage, you have indicated to the officials that you accept the dial-in on the scoreboard and there will be no recourse if it is later discovered that the dial-in is incorrect.

Breakages/Oil Downs/Lower Engine Containment Devices

In the event of your vehicle breaking or dropping oil please ensure that you pull to the SIDE (to the closest concrete barrier) of the track as soon as it is practical and STOP. This will drastically speed up the cleanup operation. **All** Blown/Turbo/Nitrous cars quicker than 10.00 and naturally aspirated cars quicker than 9.00 must have a lower engine containment device fitted.

Antifreeze

All competition vehicle/bikes are prohibited from having antifreeze in their vehicle/bike. Violations will result in disqualification and/or fine at the discretion of the IHRA steward/MDI Race Director.

Braking Area / Turn Off

Please be reminded that when approaching the Turn Off section of the braking area of the track, that the left AeroFlow Lane must always give way to the right Segedins Lane. This is to avoid an accident if there is an issue with the vehicle in the right Segedins Lane and there is a throttle jam or non-deployment of 'chutes issue or some such race incident.

Do NOT stop in the braking area, continue around the corner (left lane giving way to right lane) to keep the track clear for the next race.

For Junior Dragsters, the crash crew at the end of the track will direct you off the track so Juniors, please obey the instructions of the Crash Crew at the finish line turn off.



Braking Area / 'Chutes

The track finish line is marked with red paint along the concrete barriers, yellow lines on the track and the two big scoreboards to the side of the track. You must pull your 'chutes at this mark to avoid ending up on the gravel or through the gate. Any racer that ends up on the gravel or through the gate due to a delay in deploying 'chutes twice during the meeting will face instant disqualification. Similarly, you must make every effort to clear the braking area as quickly as possible. Any racer that stops in the braking area without just cause (vehicle failure) twice during the meeting will face instant disqualification.

Passengers

To ensure Meremere Dragway adheres to safety regulations, there should be no passengers in race vehicles without prior arrangement in writing to the Board of Management. Vehicles given prior dispensation and capable of exceeding 150mph through the finish line must shut down at half track. We are passionate about upholding our safety record so please don't abuse the privilege.

Time Slips

Please have one crew member uplift time slips – NO competition vehicles are to park or stop on the return road. Only Super Street competitors may collect time slips on the return road. Please observe the 10km speed limit as you approach the Main Tower.

Sponsors

Please support our Sponsors by using and promoting their products. If supplied with a Sponsor decal, these must be displayed on your vehicle. For details on the supply of products such as VP Racing race fuels please ring Gary on 0274 056060.

Prize money

Group 1	\$1500
Group 2 & SCO	\$500
Modified & Super Sedan	\$300
Super Street, Mod Bike & Screamin' Eagles	\$200
Junior Dragster	\$100

Trophies

All first and second place getters will be awarded a trophy. Racers must contest the final (stage under own power) in order to be eligible For any prize money, trophies and certificates.

Prize giving

Will be held approximately 30minutes after racing has finished.

Special Awards

Mothers Best Appearing Junior Dragster & Crew
Mothers Best Appearing Bike & Crew
Mothers Best Appearing Car & Crew
Best Reaction Time
Hard Luck Award

Sponsors

Each competitor racing at a sponsored event may be required to affix a Sponsors Decal on both sides of the vehicle or bike. Any competitor not displaying the decal may not be eligible for prize money. *Please support our Sponsors.*



Travel Money

Only competitors who run 10.00 or quicker at the event qualify for travel money. All vehicles must be trailered to the event, run slicks and be tech inspected. Travel money can only be collected and signed for by the competitor on the day. Junior Dragster, Teen Racing and Screamin' Eagle will not be eligible for travel vouchers and Motorcycle competitors will receive half of the following payout.

From the Wellington area travel vouchers will be \$150.

From Palmerston North/New Plymouth \$90 and Taupo/Whakatane/Whangarei \$60. Please present your time slip to the Travel Voucher coordinator (Main Tower) in order to pick up your petrol vouchers – these are to be collected on Race Day.

All South Island competitors **must** apply for travel voucher consideration prior to events. Please call Gary on 0274 056 060 for further information.

Camping

All camping is to be in the camping area **NOT** in the Pit area.

Please remember there will be many people putting in a very full day on Saturday and Sunday so no late night noise and partying around the campsite will be permitted. **An 11pm curfew has been imposed on loud parties and lights around the campsite area and will be strictly enforced.** **NO** fires are permitted whatsoever – **NO** exceptions.

Please respect other campers. All crew cars and workers cars are to be parked in orderly lines at the rear of the camping area. Hot showers and limited power are available for campers.

Trailer Park

Please leave all trailers back against the canal at the rear of the pit area.

Pit Space Security

We would like to remind everyone to take reasonable precautions regarding the security of their possessions and vehicles at all times.

If you are not using your car to race or as a tow vehicle, please do not park in the pit spaces. All such vehicles should be parked in the camping area. We would appreciate it if anyone who is intending to spectate, refrain from bringing their vehicles into the pit side of the track at all.

For those who have a trailer as a support facility, please make every attempt not to encroach into neighbouring pit spaces. This tends to have a domino effect down the line and everyone is affected. We realize the space is tight but ask for your co-operation on this matter.

Finally, some pit space allocations may be altered. An updated pit space listing will be posted at the Pit Tower. Anyone without an allocated pit space, or with serious difficulties with their pit space, please contact Carol Phillips on **027 260 8452** before the weekend and before setting up.

Pit FM Radio

We will be broadcasting our Pit FM Radio from the Pit Tower. This is in addition to pit runners and will assist them in trying to advise every one of race day details. Please listen to it as it will assist in the smooth running of the day. You can tune in on 106.8FM.

Points Allocation

Points are allocated for series meeting round wins, qualifying positions and entry as specified below.



Elimination points

Winner	100points
Runner Up	80 points
Semi Finalist losers	60 points
Quarter Finalist losers	40 points
Eighth Finalist losers	20 points
Sixteenth Finalist losers	10 points

All other elimination round **losers** receive 5points

Qualifying Points

No. 1 Qual = 10 points	No. 5 Qual = 6 points
No. 2 Qual = 9 points	No. 6 Qual = 5 points
No. 3 Qual = 8 points	No. 7 Qual = 4 points
No. 4 Qual = 7 points	No. 8 Qual = 3 points

All other qualifiers receive one point each

Points are allocated based on your final position in eliminations, they are NOT accumulated from round to round and no round points are allocated. Maximum points per event is 120 (100 for winning, 10 for top qualifier and 10 for entry to the event)

Entry Points = 10

All entrants to each event will receive 10 entry points

Class Designations for non-qualifiers

- Top Alcohol and Top Doorslammer is a restricted 8car field. Non-qualifier number 9 and 10 will have the option of running as (a) the Alternate OR (b) move into Supercharged Outlaw. Non-qualifiers cannot choose to be the Alternate AND run Supercharged Outlaw. All other non-qualifiers outside the Top 10 will be seeded into Supercharged Outlaw automatically.
- Competition Bike is a restricted 8bike field. Non-qualifier number 9 and 10 will have the option of running as (a) the Alternate OR (b) move into Modified Bike. Non-qualifiers cannot choose to be the Alternate AND run Modified Bike. All other non-qualifiers outside the Top 10 will be seeded into Modified Bike automatically.
- Competition Eliminator is a restricted 8car field. Non-qualifier number 9 and 10 will have the option of moving into Supercharged Outlaw (if vehicle is supercharged) OR Modified (if vehicle is N/A). Non-qualifiers cannot choose to be the Alternate AND run in Supercharged Outlaw / Modified. All other non-qualifiers outside the Top 10 will be seeded into Supercharged Outlaws or Modified automatically.
- Supercharged Outlaws is an unlimited class so no Alternates are required.
- Top Street is a restricted 16car field so non-qualifier number 17 and 18 will have the option of running as (a) the Alternate OR (b) move into Sport Compact but run on his/her own Top Street index OR (c) Super Sedan in Dial-Your-Own racing. Racers must speak to their Pit Runner to confirm the class they are moving to. CC/TS and BB/TS can move into Supercharged Outlaw if they can run to the 8.00 minimum dial in.
- Sport Compact, Modified, Super Sedan, Super Street, Modified Bike and Junior Dragsters are all unlimited field classes.

Class Designations if insufficient numbers to run class

- Top Alcohol and Top Doorslammer will run match racing if there are only two or three vehicles (see below chart for three car field match racing).

3CAR FIELD PRO LADDER - ROUND RACING				
Division: <u>TOP ALCOHOL / TOP DOORSLAMMER</u>		Date: _____	Note: 1st bye to No 1 Qualifier	
QUALIFYING POSITIONS	ROUND 1	ROUND 2	ROUND 3 FINAL	
QUALIFYING POSITIONS	[QF2]	[BYE]	[BYE]	WINNER
	[QF3]	[WR2]	[LR3]	
	[BYE]	[LR2]	[WR4]	
	[QF1]	[WR1]	[WR3]	
	R2	R4	R6	
	R1	R3	R5	
ELIMINATIONS RACING				

If only one vehicle is entered, this racer will have the option of running in Supercharged Outlaws or Exhibition for the remainder of the meeting and will collect only entry and attendance points. Must run a minimum of three passes (excluding qualifying) to be eligible for prize money. All points available and allocated from top down – winner gets 100, runner up 80 etc except for when only 1 car attends in which case entry points and attendance points of 50 will apply.

- Competition Bike will move into Modified Bike and will run on DYO.
- Competition Eliminator will be split as follows: (a) Supercharged / Turbocharged vehicles 8.00 seconds and quicker will be moved to Supercharged Outlaws and (b) Naturally aspirated vehicles and any vehicles 8.00 seconds and slower will move to Modified. Supercharged Outlaws and Modified both run Dial-Your-Own racing.
- Supercharged Outlaws will move to Modified class if there are insufficient numbers.
- Top Street will be combined with Sport Compact running on normal Top Street indexes as both classes run index based racing.
- Sport Compact will combine with Top Street running on normal Sport Compact indexes as both classes run index based racing.
- Modified and Super Sedan will combine if one or the other is short in numbers. Both are entry level competition drag racing classes running on DYO.
- Modified Bike and Screamin' Eagle will race together in Modified Bike on Dial-Your-Own format if either one or the both are short on numbers.

Have a great Nationals at Meremere Dragway, the best place to race.