



BURNOUT JUDGING

The following burnout rules apply for the Northern Nats 10 Event.

For driver, passenger and vehicle safety requirements, refer to the Northern Nats 10 Event Event Supplementary Regulations.

1. BURNOUT JUDGING (Judges of Fact)

The judge's decision shall be applied as a 'Judge of Fact' and is considered final. No protest may be made regarding the decision of the judges (as outlined in the Event Supplementary Regulations).

Judging is completed by assessing criteria of skill on a points system out of 100 points.

1.1. Judging Criteria & Point Allocations

Judges will allocate points for the following:

1.1.1 Instant Smoke – up to 10 points

Vehicles that produce tyre smoke immediately at the commencement of their burnout are allocated more points than those who do not.

1.1.2 Constant Smoke – up to 20 points

The vehicle must smoke its tyres from the very start to the finish without interruption. Hesitation for direction change or any other cause will result in loss of points.

1.1.3 Volume of Smoke – up to 20 points

The volume of smoke produced is also taken into consideration. Judges are mindful of any varying wind conditions.

1.1.4 Driving Skill – up to 50 points

The driver must demonstrate skill and control at all times, using as much of the competition area as possible. Driving excellence in the main pad area alone will not generally score as highly as a similar effort that utilises the entire competition surface, including entry and exit chutes.

1.1.5 Point Deductions

Judges will deduct points for the following, per incident:

- Reversing – 10 points
- Stopping or Stalling – 10 points
- Tyres Still Inflated – 5 points per tyre

1.2. BURNOUT MINIMUM AND MAXIMUM TIMES

1.1.6 Pro Class

The minimum burnout time is 60 seconds. A burnout deemed to have been completed in fewer than 60 seconds will receive a points penalty. A deduction of 10 points for each 5-



second period less than 60 seconds will also apply (to a maximum time deduction of 40 points).

1.1.7 V8 & 6 Cylinder Class

The maximum burnout time is 90 seconds. Scoring stops at this point. There is no minimum time.

1.3. COMPETITION BOUNDARIES

Drivers must perform their burnout within the boundaries of the burnout pad. These boundaries are indicated by the start and finish lines marked on the ground as well as the walls that surround the burnout competition area.

While the penalty for contact with a wall is a DNF, drivers are to be mindful of the fact that touching the start or finish line boundaries of the burnout pad with any part of their vehicle results in an end to the accumulation of points for that burnout.

While competitors may be allowed to return to the inside of the boundaries to continue their performance, points will no longer be accrued, and all relevant points deductions will still apply.

For example, a driver may cross the designated finish line momentarily with both tyres still inflated but return to the pad to complete their performance. In this instance, their score would be calculated up until the moment they first crossed the finish line (scoring stops) and a 10-point deduction would apply for having both tyres inflated at that time (5 points per tyre).

A driver will be deemed to have crossed the boundary of the burnout pad when their wheel(s)/tyre(s) have touched or crossed the border of the burnout pad. This applies to all boundaries of the burnout pad with particular attention paid to the starting line and finishing line areas. On the line is out.

1.4. FIRES

Points will be deducted for fires. In the event of a large fire, particularly one in which the fire crew are called upon to intervene, judging will end, and no further points will be accrued. All points deductions accrued will still apply including deductions until the vehicle leaves the competition boundary (i.e. judging stops but subsequent deductions can still apply).

1.5. Did Not Finish (DNF):

Additional DNF criteria for each event may be covered in the drivers briefing, but will include items like:

- Contact with barrier
- Failure to drive off the pad
- Large fires (where fire crew intervene)
- Body parts other than the arm outside the vehicle
- Touching the throttle when outside of the vehicle



- Failing to come to a complete stop for the fire crew to assess the vehicle when directed
- Ignoring instructions from officials

1.6. Competitor Code of Conduct:

All competitors are required to comply with the competition rules and regulations including those delivered during the compulsory drivers briefing.

Competitors must treat staff, officials and judges with respect and follow their instructions at all times. Abusive or aggressive behaviour of any type towards staff, officials or judges from competitors, passengers, crew or individuals associated with a burnout competitor will not be tolerated and may result in disciplinary action to be taken including the entrant being disqualified from the competition and banned from future events.

By participating, competitors agree to abide by this Code of Conduct and any additional rules or regulations set forth by the event organisers.



REVISION HISTORY

Revision	Description	Date
1.0	Version 1.0 – Draft for Review, E,Keys	04/09/2025
2.0	Version 2.0 – Review, K. Peisley	01/06/2026
3.0	Version 3.0 – Review & Approval for application, A. Hodgson	16/06/2026
4.0	Version 4.0 – Updated & Approval for application, A.Hodgson	09/07/2026