



### **ENTRANT REGULATIONS**

- Open to all Australian road registrable cars.
- 4WD and All Wheel Drive vehicles are **excluded** from entering this event.
- Top32 will draw from a hat to determine who they will race and in what lane they must run in,
- Vehicles exhaust must run to the differential as a minimum.
- **MUST** be of radial construction both **FRONT AND REAR.**

Any diameter size is allowed but **rear tyres must NOT exceed a maximum of 275 width** and have the words radial on the tyre and the words **DOT Approved** to signify its construction.

The event organisers reserve the right to invite cars of interest that do not fit the above criteria at their discretion.

### **SAFETY REGULATIONS**

#### **ALL CARS MUST HAVE:**

- VIN number in the engine bay that matches & using the original chassis (modifications allowed). **No tube chassis cars permitted.**
- Temporary permits or trade plates are not allowed. The driver must have a valid driver's license and be 18 or over.
- An overflow bottle for the radiator.
- Must have a 360 degree tailshaft loop fitted.
- An oil catch can if it breathes to atmosphere.
- No fluid leaks.
- Secure seat, steering wheel and seatbelts, with the retractable mechanism working. The battery must also be secure.
- Secure bonnet restraint. The factory double mechanism is permitted, or two bonnet pins can be used.
- No loose objects inside the car.
- The driver must wear enclosed shoes, long pants, and a long sleeve shirt.
- The helmet must be ADR/FIA/AASA7ANDRA/IHRA approved.
- Cars with a roll cage must use a minimum of a 4-point harness and have roll cage padding.
- Must have interior trim, including dash, door trims, seats, seatbelts and working windows. Trimming to fit around the roll cage is allowed.



- All windscreens must be glass.
- Must retain working headlights, tail lights, stop lights, and indicators.
- Tyres MUST be of radial construction both FRONT AND REAR.

Any diameter size is allowed but rear tyres must exceed a maximum of 275 width and have the words radial and DOT. Approved on the tyre to signify its construction.

### **A1 AUTOPARTS TOP32 SHOOTOUT**

- Entrants who wish to compete in the A1 Autoparts TOP32 SHOOTOUT must complete on the Friday Night & Saturday Afternoon SuperSprint Sessions.

### **SHOOTOUT COMPETITION REGULATIONS**

- During a shootout, if you win your race, you must return immediately to the staging lane. You must NOT return to your pit. In the staging lane, you can perform repairs, check logs, and tyre pressures, but you can NOT refuel. You must be ready to go by the time the next round starts. If you are not ready when called, you will be disqualified.

**Round 1 will be ran with 32 cars, Round 2 will be ran with the 16 winners of round 1, round 3 will be ran by 8 winners of round 2, round 4 will be ran by the 4 winners of round 3 and the FINAL round will be ran by the 2 winners of round 4.**

**Prize Money will be awarded to the over all winner of the final round as well as the runner up.**

Between Round 2 and Round 3, we will allow each competitor the opportunity of up to 10 minutes for these finalists to cool the car down and refuel in their pit. Once each round has been run, each of the round winners must return to the start line for until final Shootout. Other than noted, between Round 2 and Round 3, Competitors cannot return to their pits unless they have been eliminated from their round.

### **BEHAVIOUR AND CONDUCT**

Pit crew behaviour is the responsibility of the entered driver. Disruptive behaviour, including abuse towards staff or other participants, will result in the removal of the offending crew member and potentially the driver as well. Drivers who violate track rules will receive a warning and may be ejected from the event for subsequent offences. Please be aware that smoking and alcohol consumption are strictly prohibited inside the Mount Panorama event grounds. Random breath tests will be conducted



## **SPECIFIC REGULATIONS FOR A1 AUTOPARTS TOP32 SHOOTOUT**

The A1AUTOPARTS Top32 Shootout Racing component of the event will be a competition between 2 cars, starting side-by-side and in a straight line over approximately 140 metres.

Racing will be conducted in parallel with another vehicle, however the winner of each round will be the driver with the least time between the start and finish line..

Timing and lights will be used similar that of the Go To Whoa Competition, but **Speed Trap Displays recording your startline speed doesn't exceed 40kph will also be in place on each lane & any car over 40kph will be red lighted.**

No warming of tyres is allowed and the competition will commence with a rolling start. There will be two points of importance that drivers will need to be aware of, the first line (staging point) is to be 12 metres from the starting point and **Competitors must not exceed 40KPH or allow the car to LOOSE TRACTION between these two points.**

Once the event marshals are ready, you will be then motioned to begin rolling towards the Starting Point at no more than 40KPH, The Christmas tree will go to Green when the front cars hit this line, remember again **No Loss of Traction between these two points,** once past the start point drivers will be timed until finish point. If any car goes before the Green Light is given then they will be disqualified immediately. After each race the competitor that is determend the winner must return to the staging lanes and prepare for their next round. Overall winner will be determined by winner of the final last two cars of the night.

**Competitors within this event must slow to 20KPH after the Finishing Point or FACE ELIMINATION FROM THIS EVENT!**