



## **Judging Criteria**

### **Instant Smoke: /10**

The amount of smoke generated in the first few seconds of the skid, being able to select top gear and hit peak revs almost instantly.

### **Constant Smoke: /20**

The ability to generate the same amount of smoke for the duration of the burnout, maintain steady rpm and vehicle speed.

### **Volume of Smoke: /20**

The overall amount of smoke generated for the entirety of the burnout, ultimately rpm and final drive ratio equates to wheel speed & smoke volume. (things like wind speed, water on pad, coloured tyres all to be considered).

### **Driver Skill: /50**

The vehicle control displayed, tip in, car speed (biggest change in recent years), pad use, throttle control (limiter as well as pedalling, should be smooth as possible) and excitement (proximity to walls, 720's etc.).

**Deductions Per Incident:** Note deductions apply until you have left the pad upon completion of the burnout. Deductions are set at 10 points as this is more than enough to take you out of winners contention as most comps are separated by only a couple of points usually.

### **Tyres: -10**

5 points per rear tyre not blown.



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### **Reversing: -10**

Selecting reverse at any stage during the burnout, each time.

### **Stopping / Static: -10**

Stopping mid burnout or sitting static while lost in smoke includes engine stalling.

### **Wall Hit / Off Pad: -10**

Any contact with any perimeter wall / barrier / post or any part of any vehicle tyre leaving an open pad. Extremities of the vehicle over the edge is too contradictory.

### **Large Fire: -10**

Any fire that the fire marshal deems unsafe to continue, at this point judging stops (deductions can be still applied until entirely off the pad). This deduction applies as soon as the fire marshal signals the burnout to stop. If they give the all clear after this tyre points etc. can be accumulated still.

### **Failure to drive off the pad: -10**

Vehicle must be able to drive off under its own power with no external assistance. Up to the pad controller how long that is.

### **Time:**

If you run out of time during qualifying rounds and still have tyres on at the time you are signalled you will incur the tyre points penalty for however many you have left. Individual promoters to decide qualifying time limit (usually 2 mins to process the amount of cars).