

**2023/2024 DRAG RACING SEASON
WA TOP DOORSLAMMER COMPETITOR ADVISORY**

1. ELIGIBLE CLASSES

The Perth Motorplex WA Top Doorslammer Series is open to all ANDRA Top Doorslammers (T/D) and IHRA Pro Slammers (P/SMLR). All vehicles must comply with relevant Class and Safety regulations.

2. PERTH MOTORPLEX WA TOP DOORSLAMMER SERIES ROUNDS

The Perth Motorplex WA Top Doorslammer Series will run over 6 rounds: 11 November 2023, 24-25 November 2023, 9 December 2023, 6 January 2024, 2-3 March 2024 and 13 April 2023. Best 5 rounds of 6 will count towards the 2023/2024 WA Top Doorslammer Series.

3. CHRISTMAS TREE CONFIGURATION

The Perth Motorplex WA Top Doorslammer Series will be a Heads Up .400 (4/10th) Pro Tree. Autostart is activated with 7 second stage time.

4. RACE FORMAT – PERTH MOTORPLEX 3 ROUND FORMAT

- Non-Compulsory Qualifying Round – Afternoon session
- First Round (Compulsory Seeding Round) – 5:30-6:00pm approx.
- Second Round (Elimination Round) – 7:30-8:00pm approx.
- Final Round (A&B Final)– 10:15pm approx.

Although typical, the above times may vary due to scheduling alterations.

4.1 Qualifying

Both the Non-Compulsory and First Round (Compulsory Seeding Round) will be seeded. A draw will happen at least 1 hour before the Non-compulsory Qualifying Round. The Lane will be drawn out of a hat and the run order will be chosen by WA Top Doorslammer Series Slam Points (if the first round of the season previous season finishing order will be used)

Whether the Non-compulsory round is run or not lanes will be swapped for the Compulsory Seeding Round and run order will be chosen by Qualifying position.

4.2 Non-Compulsory Qualifying Round

A non-compulsory qualifying session will be scheduled at all events. Elapsed Times recorded during this session will be counted towards seeding as long as the Compulsory Seeding Round is attempted as per 4.3.

Teams choosing not to use this opportunity will make fewer passes thus reducing cost of racing.

4.3 First Round (Compulsory Seeding Round)

All entered cars wishing to contest the 'Elimination' round must contest this round if scheduled. Vehicles must be in the fire up position ready to fire to be seeded into the Elimination round. The pairings and run order are selected by the Meeting Director or a delegated representative. Lane choice is allocated to the competitor with the higher standing in the point score or in the case of the first event lane choice will be allocated in order of last season's standings if not agreed upon by the competitors involved.

4.4 Second Round (Elimination Round)

All vehicles that contested the First Round (Seeding Round) will be seeded in the Second Round (Elimination Round) unless they have formally withdrawn for any reason. Pairings and lane choice are based on Elapsed Times from the Non-Compulsory Session(s) and Compulsory Seeding Round. Once the field is seeded and competitors notified it will not be reseeded if a racer drops out or cannot make the call for the Round after that point.

If the field is uneven the bye run must be run at the front of the field.

Note: This is to stop racers from hanging back and only running as fast as they need to, to make the A or B Final, thus disadvantaging the racers having to 'race' for it in a paired situation.

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4.5 Final Round

The final round will consist of the four quickest winners from the Elimination Round in order of:

- **A-Final:** The first and second quickest winners.
- **B-Final:** The third and fourth quickest winners.

In the event of there being 5 or 6 vehicles in the second (elimination) round, the 'B' final (for 3rd and 4th) will be contested between the 3rd quickest winner and the quickest loser from the second round.

In the event of there being 3 or 4 vehicles in the second (elimination) round, the 'B' final (for 3rd and 4th) will be contested between the loser(s) from the second round. If a competitor that ran in the Compulsory Qualifying (as per 4.2) round misses the second (elimination) round he/she is still eligible to fill a slot in the Final if less than 4 cars compete in the second round, but must compete to be eligible for B Final Points and/or Prizemoney.

NOTE: If for any reason the Finals are not run points and prize money will be added together and split between the eligible competitors.

5. INCOMPLETE RUNS – Elimination Round

5.1 Impeded Run – Elimination Round

There have been some instances where a competitor has had to abort their elimination round pass or not got a representative ET through no fault of their own (ie: due to another competitor crossing the centre line or timing glitch). In this instance, the competitor who aborted their pass may elect their ET from the previous (Seeding) round (not the non-compulsory round). The onus is on the competitor to advise the Meeting Director within fifteen (15) minutes of the impeded run time. The Meeting Director, in conjunction with the Starter, will determine if in fact the run was impeded.

5.2 Shut Downs – Elimination Round

Where a competitor is required to shut down by instruction of track officials through no fault of their own (ie: ANDRA rule in regards to broken vehicles on track past 100 ft mark) and are unable to complete their pass (engine too hot, etc), the innocent competitor has two options:

5.2.1 First Round Time Option: The default option is to use the ET from the previous (Seeding Round) round (not the Non-Compulsory Round). The onus is on the competitor to advise the Meeting Director within five (5) minutes of their shutdown run if they wish to take the second option below;

5.2.2 Re-run Option: At the Meeting Director's absolute discretion, and only with time permitting, the affected innocent racer may be granted the opportunity to schedule their run at the back of that particular session or within fifteen (15) minutes of their original run time (whichever is greater). The competitor has five (5) minutes from their shutdown run to notify the Meeting Director if they wish to request this option; otherwise, it will default to the previous First Round Time Option.

6. SUBSTITUTE DRIVERS

A competitor can substitute a driver however points can only be allocated to individual drivers.

7. POINTS ALLOCATION

As per Point Score Regulations, found on the webpage: <http://www.motorplex.com.au/drag-competitors/>

8. PRIZEMONEY

As per Prize Money Schedule, found on the webpage: <http://www.motorplex.com.au/drag-competitors/>