



# WA NITRO MAX CHAMPIONSHIP ADVISORY

## 2023 / 2024 PERTH MOTORPLEX DRAG RACING SEASON

### 1. Eligible Classes and Vehicles

Open to all 4 wheeled vehicles, Funny Cars, Front Engine Dragsters, Rear Engine Dragsters, Altereds, Nitro Door Slammers.

All cars must meet ANDRA safety rules and requirements appropriate to their class of car or nearest appropriate class.

Minimum prior vehicle performance 6.10 seconds over ¼ mile or 4.10 seconds to 1/8 mile.

### 2. Engine / Fuel Pump

- Maximum cubic capacity 500 ci
- Supercharged Nitro maximum of one spark plug per cylinder
- Injected Nitro maximum of two spark plugs per cylinder
- Maximum fuel pump displacement 50 US gallons @ 8,000 engine RPM
- Injected Nitro 91% maximum before the run
- Injected Nitro 40 degrees F minimum before the run

### 3. Superchargers

Rootes style standard helix superchargers only. No screw or high helix allowed.

Overdrive Limits as follows;

- 6/71 - unlimited
- 8/71 - 26.5% overdrive
- 10/71 - 20.5% overdrive
- 12/71 - 15% overdrive
- 14/71 - 11% overdrive

### 4. Transmission / Clutch

- Maximum 2 speed gear box with one stage of clutch lock up - unlimited amount of fingers
- Supercharged Nitro direct drive can use 2 stages of clutch lock up - unlimited amount of fingers
- Injected Nitro direct drive can only use 12 levers and no management of the throwout bearing allowed.
- Maximum of 4 clutch discs

### 5. Final Drive / Tyres

- Supercharged Nitro diff gears to a maximum 3.2 : 1 No lower numerical number
- Injected Nitro diff gears no lower than 2.91:1 No lower numerical number
- No maximum tyre size

### 6. Christmas Tree

- .400 (4 tenths) heads up Pro Tree Start



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### 7. WA Nitro Max Event Format

Three rounds of racing with unlimited car count. First two rounds are to be seeded through random draw.

Final round will be seeded through point accumulated through the first two rounds.

- If a tie in points occurs then fastest ET from the second round will be used.
- If ET are tied then Terminal Speed will be used.

### 8. Round points to be awarded as follows:

- 3 points for round win
- 1 points for round lose

### 9. Example of seeding for Final Round

Driver	Rnd 1	Rnd 2	Total	Rnd 2 ET	Seeding		
FINAL PAIR	Driver 1	Win-3 pts	Win-3 pts	6 pts	5.50	1	Race for Win/Rup
	Driver 2	Win-3 pts	Win-3 pts	6 pts	5.60	2	
PAIR	Driver 3	Win-3 pts	Win-3 pts	6 pts	5.70	3	Race for 3 <sup>rd</sup> /4 <sup>th</sup>
	Driver 4	Lose-1 pts	Win-3 pts	4 pts	5.60	4	
PAIR	Driver 5	Lose-1 pts	Lose-1 pts	2 pts	6.00	5	Race for 5 <sup>th</sup> /6 <sup>th</sup>
	Driver 6	Lose-1 pts	Lose-1 pts	2 pts	7.90	6	
SOLO	Driver 7	Lose-1 pts	Lose-1 pts	2 pts	9.50	7	Race for 7 <sup>th</sup> /8 <sup>th</sup>

### 10. Championship Point Allocation

Points for championship will be awarded as per the finishing position after the 3 rounds of racing with bonus points for low ET and Top Speed awarded at the end of each event.

Win	=	90		
R/Up	=	80		
3 <sup>rd</sup>	=	70		
4 <sup>th</sup>	=	60		
5 <sup>th</sup> - 8 <sup>th</sup>	=	40		
NQ	=	20	Low ET = 5	Top Speed = 5

*These rules are designed to encourage competitors to build vehicles which can compete in the series using varying parts and vehicles that are available to reduce costs involved in running nitro cars. It is intended that these rules are designed to try and encourage parity between varying car styles and engine combinations to increase car counts to grow the series. Current rules will be reviewed at the end of each season with racer consultation a part of the process in decisions.*

*If there is a on track dispute it needs to be reported to the Meeting Director immediately. If there is a technical issue it needs to be reported to the Meeting Director as soon as possible or within 20 minutes of the completion of the event.*

*The Meeting Directors decision on all disputes will be final*