

Run What Ya Brung Rules



Please ensure you read and adhere to our rules before attending.

What you'll need:

- A vehicle (vehicles must be safe and run at the race director's discretion).
- A driving licence suitable for the type of vehicle you are driving.
- A crash helmet for open top vehicles and those going over 110mph at the finish line. Arm straps required in open-top vehicles.

Drivers:

- Visit the Signing On Office located at the base of the control tower near the startline on foot. You will need your driving licence and signing on fee (cash or card). You'll be asked to fill in a form.
- You will need a full current UK (or other EU state) driving license
- You will need to show your driving license at the sign-on office. Bring it with you (both parts in the case of photo card licenses). Excuses such as it is with the DVLA/police or photocopies will not be accepted
- Passengers will also need to show a driving license at the sign-on office. Bring it with you (both parts in the case of photo card licenses).
- Your tyres must display a DOT mark and have road-legal tread
- You will need to cover your arms and legs
- Seatbelts must be worn
- You will need to keep your side windows wound up
- All soft-top drivers must wear a crash helmet – bring your own

Driving requirements:

- Check your vehicle is well maintained and safe. Tyres, oil, steering, coolant and brakes are important. Also check your tyres and arches are not muddy.
- Move your vehicle to the back of the queue in the "fire up road". Bikers can usually push past to the separate queue for bikes.
- When you are called forward by the marshal, close you windows and sunroof fully, and buckle your seatbelt. Bikers should pull down visors or goggles. Please DO NOT activate liquid spray-bars.
- If you wish, attempt a burnout in the water under the tower. This will clean and warm your tyres. 4WD cars will not burnout unless equipped to do so.
- Roll forward to the Start Line when the marshal indicates. The start line is not actually marked on the track (because it would get scrubbed out very quickly), but the best way to spot it is to look for a gap in the red boarder next to the track.
- The first pair of lights on the "starting tree" marked Pre Staged will light when you are nearly in position.
- Roll a few inches further forward and the next pair of lights marked Staged will light also.
- When you and your opponent are both staged and the track is clear, the three orange bulbs will light and then the Green. Now is the time to go!
- Accelerate as hard as you can without spinning the wheels too much. The last timing beam is under the gantry exactly 1/4 of a mile from the start line.
- Slow down gently once you have crossed the finish, and keep going until you reach the first Turn Off Point on the left. Check your mirrors for your opponent before turning off and heading back on yourself. Do NOT turn around if you miss the turn-off point, keep going and take the next exit on the left. Drive slowly and carefully once you have left the track.
- You can collect Timing Slips from the signing on office at the start line tower. These are free to collect as soon as your run is complete. If in doubt at any point, simply look to the marshals for direction. Please do not smoke or use mobile phones when on the track.

5 RWYB Tips for a great ET:

- Avoid wheel spin on the run.
- Avoid hitting the rev-limiter.
- Change gear as smoothly and quickly as possible.
- Race on a warm, but not hot engine.
- Remember to take the handbrake off