



Summernats Entrant Participation Guide

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JUST 5 THINGS

If you can only remember 5 things from this guide, make sure they are the following;

1. NO BURNOUTS ON CRUISE ROUTE

Under **NO** circumstances, are there to be burnouts or any other inappropriate, dangerous or unsafe actions performed on the cruise route. All ACT road rules apply within the Summernats venue.

2. NO RIDING IN THE BACK OF UTES

At no time is anyone permitted to ride in the back of a ute's or similar vehicles at Summernats. Drivers and passengers must be seated in an engineered seat with a seatbelt. This will be checked at scrutineering.

3. BE ON TIME

Be on time to scrutineering, judging and events. You have chosen a time to arrive and need to stay with this time.

4. ALCOHOL

Alcohol cannot be brought into any Summernats venues. Boot checks will be undertaken when entering venues, or at the discretion of venue Security, and alcohol confiscated and not returned. It is a condition of entry that you must submit to a search of your car, truck and trailer at inspection points. Random Breath Tests will be conducted during Summernats. Drivers must blow under 0.05 alcohol content when cruising. Drivers must blow 0.00 alcohol content when competing in **ANY** competition at Summernats.

5. FUEL

Under no circumstances, can fuel be brought into EPIC. If found, it will be confiscated.

PROGRAM

The Summernats program is available from the following:

- www.summernats.com.au
- Summernats App for (iPhone and Android)
- Summernats Facebook page
- Street Machine Magazine- December edition

GENERAL INFORMATION

What is in this guide?

This guide has everything that Entrants need to know about Summernats. It includes information about judging, driving events and layouts, how to compete for the Summernats Grand Champion award and more. You can also find out all the details about, with loads of hints to help you enjoy the Summernats experience to the fullest.

More information available at: www.summernats.com.au or follow us on Facebook!

What is the Summernats?

It's Australia's biggest horsepower party!

Created by renowned rev head Chic Henry in 1988, the Summernats has taken on a life of its own and become a genuine Aussie icon. Every year, 1800+ of the toughest Australian street machines descend on Exhibition Park in Canberra where their owners can show off their love of the street machine to an enthusiastic crowd of over 100,000 people.

The Summernats delivers four days of high-octane extreme auto action including Australia's top street machine judging competition, the world's best burnout battle, horsepower heroics, and more.

It's all set against a backdrop of burnt rubber, rock and roll, and one of Australia's biggest motor retail trade shows as we search for the Street Machine Summernats Grand Champion.

Summernats is so much more than a car show. The Street Machine Summernats is a celebration of the street machine lifestyle and the people who live and breathe it.

Whether you know nothing about cars, or you can talk about them from the moment you wake up til' the moment you go to sleep, the Summernats is the best place to party in January.

When is it held?

The Summernats Car Festival is held every January on the first full weekend of the year. It begins at 11am on the Thursday and continues through until late Sunday afternoon. Exact dates for each event are released on the Sunday of the event for the following year.

Where? How do I get there?

The Summernats are held at Exhibition Park in Canberra, known to the faithful as EPIC.

EPIC is located at the gateway to the National Capital on the corner of Flemington Road and Northbourne Avenue/Federal Highway.

GPS address; 10Flemington Road, Lyneham ACT 2602.

Set on 70 hectares just eight minutes from the city centre, its geographic proximity to Sydney and Melbourne makes it easily accessible for interstate travelers with the Canberra Airport only a 15-minute drive away.

During the event period, follow the event signage for the appropriate parking or venue access.

Public Transport

Transport Canberra, the Canberra bus service, operates buses to and from the City at the front of Exhibition Park. Timetables vary according to the time of day and the day of the week.

Timetables are available from most newsagents or you can call Transport Canberra on 13 17 10 or <https://www.transport.act.gov.au/getting-around/timetables> to confirm services.

Canberra Metro, the Canberra light rail service, operates from North Canberra through to the city centre with a stop right outside Exhibition Park in Canberra. Information on light rail, including timetables and stop information can be viewed at <https://www.canberra-metro.com.au/> or you can call Canberra Metro on 13 17 10.

Public Parking

Summernats Public parking is available at a fee of \$15 a day. This fee is payable upon entry to the carpark, or by pre purchasing the prepaid parking pass online prior to the event.

The Gate 7 public parking area is accessed from either Old Well Station Road or Morisset Rd. Randwick road parking is accessible from the Barton highway only. (there is no vehicle access from Flemington Road)

The public entrance into EPIC is through Gate 2 (Flemington road) & Gate 7 (Old Well Station Road).

NOTE: Flemington Rd is closed from Northbourne Ave – Randwick Rd.

ATMS

There is ATM facilities available within the Summernats Venue. Please refer to the Summernats Venue map for the locations.

Terms & Conditions Into The Venue

The terms and conditions can be found on the website; <https://www.summernats.com.au/>

Alcohol

Summernats is a Licensed Event. Alcohol **CANNOT** be brought into the Summernats Venue or its associated carparks and areas. Vehicle and bag checks will be conducted upon entry into the venue.

Any alcohol found to be brought into the venue will be confiscated and not returned.

Alcohol will be available for purchase inside the venue from licensed vendors.

Random Breath Tests will be conducted at Summernats.

All drivers must blow under 0.05 alcohol content when cruising at the event.

Drivers competing in **ANY** Summernats competition must blow 0.00 alcohol content.

Fuel

Under no circumstances, is fuel of any type to be brought into Summernats. This includes all Summernats managed carparks, trailer & transporter parking and grounds as well as the entire Exhibition Park precinct.

NO EXCEPTIONS. Any fuel brought into the venue will be confiscated and safely disposed of. Information regarding the onsite fuel depot can be found on page 13.

Prohibited Items

As a condition of entry, Summernats reserves the right to carry out searches for and confiscate the following items:

- Alcohol
- Illegal Drugs
- Weapons
- Fuel
- Explosive devices and fireworks
- Water pistols
- Animals
- Pushbikes
- Motorcycles
- Pools and spas
- Drones
- Motorised scooters, eskies, skateboards or any other unauthorised vehicles
- Glass bottles / containers
- Temporary water containment structures e.g. pools, back of ute with tarp

Unmanned Aerial Vehicles (UAV) Prohibition

Be advised that the use (operation) of unmanned aerial vehicles (UAVs), drones, or other similar devices, by any entrant, team, team member or person/s associated with a team or entrant is prohibited.

This prohibition extends for the period of the event defined as the event period over the event area defined as the event area.

It also includes the prohibition of the use (operation) of any unmanned aerial vehicle (UAV), drone or similar device from outside the declared area of the event over the declared area during the event period.

A breach of this prohibition will result in the exclusion from the meeting for any offending entrant and or team and driver/s. All credentials or admission tickets issued to any offending entrant or team, and associated personnel will also be withdrawn and not refunded.

The prohibition and penalty for a breach of same as outlined above, is in addition to any penalty/penalties that may occur as a result of Civil Aviation Authority (CASA) regulations in relation to the use of UAVs in controlled airspace, and over areas containing significant numbers of people.

Vehicle Entrants

How to Enter

People wishing to enter a car in the Summernats Car Festival will need to fill out and submit an Online Entry Form from the Summernats website under their own membership.

All sections of the entry must be completed with as much detail as possible in the 'car details' section.

Insufficient information or modifications to the Entrant's car may mean entry is either denied or limited.

The event is all about cars that are different to what can be found in public car parks. People visit the Summernats to see 'special' cars and this is why there is a minimum standard of entry as shown in the 'Entrant Vehicle Guide'. The Entrant vehicle guide is available to view on the Summernats Website.

Cars entering the Summernats with only a few modifications should be extremely well presented. For example, there should be no sign of five years' road grime underneath. Cleanliness is important. Scrutineers will make the final judgement about a car's suitability to enter and so to avoid being 'knocked back', the Entry Form must be fully completed for the initial process.

If the vehicle does not have current registration with matching engineer's documents, a Summernats vehicle permit must be purchased. The Summernats event is all about cars that are unique, and that are not usually found in public car parks.

Car entries will not be processed for approval without the purchase of an Entrant ticket and prices are subject to time of payment/order received. The car entry is not valid until full payment is received, and the entry has been approved. These tickets will be emailed to the nominated email address upon approval and receipt of full payment.

Upon receiving your car entry approval, an entrant number will be allocated to you and a scrutineering time will be confirmed via email as close to your chosen nominated time as possible. The best way to ensure you are allocated a Scrutineering time, close to your preference is to enter early! You must advise how your vehicle will be arriving i.e. transporter, trailer or driving, so the correct scrutineering location and time is allocated.

You can have more than one entrant per entered vehicle; however, each entrant needs to complete a separate entry and pay the entry fee.

**Late entry is available on Friday between 12:00pm and 2:00pm at the Canberra Thoroughbred Racecourse

Change of Entrant / Driver are not permitted.

Car entries cannot be transferred or given to another person for the purpose of use as a participating entrant.

License Requirements

Summernats entrants must hold a current, un-restricted, unsuspended drivers license. As the roads within the Summernats event venue are public roads, all provisional license restrictions & conditions apply at all times.

Learner drivers are not permitted to be entrants. The Summernats is a high stress driving environment, and in fairness to other Entrants and the public, it simply isn't the place for a Learner.

Late Entrants

Late entries will be accepted on Friday from 12pm to 2pm at the Canberra Thoroughbred Park Racecourse. There is **NO** late entries after this time.

Entrant Ticket Types

Entrant Season Pass

Entrant price include an entry pass to the Summernats for one adult, their Entrant vehicle, vehicle stickers, a free Entrant T-shirt and a Summernats event number plate.

Entrant Platinum Pass

Entrant General Admission for one Adult plus Vehicle Entry, one free Entrant T-shirt and event number plate and stickers, Prime Seating Main Arena grandstand Thursday, Friday and Saturday nights, Shaded Seating in the grandstand at the Burnout Pad from Thursday to Sunday, Prepaid Event Parking, 10% Summernats Merchandise Discount. Additional platinum extras detailed on the Summernats website.

Buddy Season Pass

'Buddies' are defined as those people, adults, youth and/or children, who accompany an Entrant. Maximum of 4 Buddies per Entrant.

Buddy Passes include general admission only for the duration of the event.

Under NO circumstances, are Buddies permitted to drive an Entrant Vehicle within the event at any time.

Buddy Platinum Pass

General Admission for one Adult, Prepaid Parking, Prime Seating in the Main Arena grandstand Thursday, Friday and Saturday nights, Shaded Seating in the grandstand at the Burnout Pad, 10% Summernats Merchandise Discount. Additional platinum extras detailed on the Summernats website.

Entrant Camping Pass

The camping pass is in addition to a General Admission Season Passes.

E.g. Entrant Season Pass, Buddy Season Passes & Platinum Passes,

You must purchase an entrant camping pass if you require a campsite onsite or to utilise a campsite for parking during the event.

ALL campers 16 and under, **MUST** be accompanied by a responsible adult at all times.

Entrant Support Vehicle

Limited access to Load/Unload at Judging Pavilion & Burnout track pickup area. May be parked at Entrants own campsite. **NO** Cruising. Available to ALL Entrants.

Entrant Support Vehicles are additional vehicles that have been permitted inside Exhibition Park, which is required to tow your entered vehicle, carry spares and display equipment to specific areas **ONLY**. Space inside Exhibition Park is limited. If you **DO NOT** have a campsite, you **MUST** park your support vehicle Off-site in the prepaid carpark or in the trailer parking area with your trailer attached. Trailer parking is subject to space availability.

All Entrants and/or nominated drivers must fill out the appropriate 'Additional On-Site Vehicle' form at scrutineering to confirm driver and car details and to receive the correct accreditation for the support vehicle.

Entrant Camper Vehicle

On Campsite parking ONLY. NO Cruising. Campers ONLY.

Entrant Camper vehicles are vehicles which have been permitted inside Exhibition Park, to be parked at the Entrant's campsite and must remain there for the duration of the event. Includes: support cars, campervans, buses and all vehicles that become sleeping quarters, storage with an engine or that can be driven. Once the vehicle is inside the grounds, it cannot be removed from the site until the end of the event. If the vehicle is removed, it cannot re-enter the event.

NOTE: One 'Additional On- Site Vehicle' per Entrant only. Buddies are not permitted to have vehicles inside the grounds on Entrant Campsites.

In the case that you require more than one 'Additional On-site Vehicle', e.g. one for your transporter and one for your towing vehicle, you will need to advise the Summernats Office with the types of vehicle and request special permission before you purchase your tickets.

Off Site Parking

The offsite parking Pass entitles one vehicle to park in the General Parking areas Thursday to Sunday for a small fee. Prices outlined on the Summernats website.

Scrutineering

When arriving with your car at the Summernats, your first 'point of call' is Scrutineering. This is where we check your car for safety and entry worthiness. You will receive your goody bag containing an entrant T-Shirt, number plate, vehicle stickers and event access wristbands. EPIC Scrutineering access is via Gate 7 (see map). Thoroughbred Park Scrutineering access is via the Barton Highway. Follow the signs and there will be security personnel and/or Summernats staff to guide you.

The scrutineering details you select in your entry form will be clearly specified on your E-Ticket once your entry is paid in full and approved. Please check the details to ensure you arrive at the correct location at the correct time.

Note: Do not arrive prior to your scrutineering time, as you will be turned away.

Please ensure you bring the following:

- Entrant tickets
- Licence & registration papers
- Any engineering papers

Scrutineering Minimum Requirements

The scrutineering minimum requirements can be found within the vehicle entry guide on the Summernats website. Vehicles must be visually modified. Minor cosmetic modifications, (i.e. wheels and suspension), or modifications limited solely to the engine are not sufficient. Internal engine modifications can be listed together with any other driveline changes but as these modifications are not obvious, they may not be useful in making a decision on eligibility. Please see the vehicle entry guide on the Summernats website.

Important Vehicle Notes

Seats & Seatbelts

All vehicle seats must be fixed in place to an automotive industry acceptable standard, guidance information can be found in the Vehicle Standards Bulletin 14 (VSB14). All occupants must be seated with an approved seatbelt securely fitted whilst the vehicle is in motion. Vehicles that were originally produced without seat belts will be accepted into the event under the discretion of management. Please ensure you inform management if this relates to your vehicle.

Exhaust Systems

Cars cannot be driven around the Summernats with open headers. All cars must have exhausts fitted at all times. The minimum system is one full sized muffler and pipes that go as far as the differential. Excessively noisy cars may not be allowed on the road at all.

Open headers are only permitted in the Go-Whoa and the Burnout competitions.

Methanol cars with side pipes must ensure pipes are directed down and toward the back of the vehicle when on the cruise route. A simple cover over the end of the pipes that can be removed for the burnouts would be accepted.

Bonnets

Bonnets must remain fitted when cruising on the cruise route. Bonnets may be removed during burnouts and Go-whoa competition events but a fan shroud is compulsory. Blower shrouds are compulsory on all vehicles.

Air filters should be fitted to carburetors. Carburetors that are protruding e.g. no bonnet must have a flame arrester. A simple flame arrester is the top of an air filter but a complete air filter is highly recommended.

Blowers

When a blower protrudes from the bonnet, a guard must be fitted over the blower belt. This guard must be fitted for participation in competitions and cruising at Summernats.

Paint & body

Vehicles must have a consistent paint or paint pattern throughout. This can also include vinyl, rat rods, undercoat/rust style. Incomplete paintwork is not permitted. Matte or flat style paint may be acceptable at the discretion of the promoter. The body must not have any accident damage or major corrosion issues - rat rods excepted.

Tyres & Rims

Racing slicks are not permitted at the Summernats. Tyres must be of a DOT- approved type for legal use on the road and correctly fitted to legal rims. Burnout tyres are only permitted on cars going directly to or from the burnout competition. The Chief Scrutineer may permit other rims and tyres on certain cars if reasons put forward by entrants are deemed acceptable. All steel rims must have wheel weights removed. "Stockies" will be accepted on the cruise route and skid row.

Any entrant vehicles with a HQ to WB Holden stud pattern fitted with commodore wheels will not be permitted to compete in any driving events at Summernats.

Race Cars

Race car entries must be submitted and approved by Summernats Management prior to the event.

Advertising / Signwriting

Vehicles with paintwork or windscreens displaying excessive sponsor branding, advertising or marketing material are not permitted to enter Summernats and may be refused entry. See sticker guide on the Summernats website for details of what is accepted.

Sign-written race cars may be entered, only if written approval has been granted by Summernats management prior to the event. Race car owners should contact Summernats directly in all cases prior to entering.

Summernats entrant identification stickers are required to be placed on the top, front windscreen and any stickers in this position or obstructing drivers view may be required to be moved.

Registration

You must bring your registration papers with you to produce at Scrutineering. Most Transport Authorities now adopt the practice of non-issue of registration stickers, instead relying on Number Plate Recognition technology. If this applies to you then you will need registration paperwork to prove your registration is current. If you will be driving a vehicle that is not registered to you, then you need to supply a signed note from the registered owner giving you permission to drive the vehicle.

Summernats Permit

Summernats is an event staged to suit cars built to be street driven. If the vehicle does not have current registration with matching engineer's documents, the vehicle will be issued with a Summernats Permit. This is to ensure that the vehicle owner understands that his or her vehicle is essentially "non-compliant" with respect to being able to be legally on a "Road Related Area". In other words, a car that is so modified that the Scrutineers find it hard to believe that it is legally registered.

This is an essential requirement to enable Summernats to obtain insurance coverage. The Permit allows a vehicle to operate within the Event Insurances, but under strict conditions. An Entrant given a Summernats Permit must accept the terms and conditions laid down by the Chief Scrutineer, pay a fee in addition to the entry fee and carry the permit at all times whilst driving the car during the Summernats.

Entrants with a Summernats permit can drive on the cruise route between the set cruising hours in the event program unless otherwise nominated by the Chief Scrutineer.

Note: The entrant on the entry form can be the **ONLY** driver of the vehicle during the Summernats.

All cars entering the Summernats should be safe and roadworthy. As registration determinations for modified cars vary from state to state, it is advisable to always carry engineers and other inspection certificates, as well as your registration papers.

REGISTRATION PAPERS MUST BE CARRIED AND MUST MATCH THE NUMBER PLATES AND MUST BE FOR THE ENTERED CAR.

Venue Access

All patrons wishing to access the event venues via pedestrian gates or seated in an entrant vehicle or support vehicle **must be wearing the appropriate wristband accreditation**. Entrant E- tickets will be exchanged for the relevant wristbands at scrutineering.

All vehicles wanting to access the venue must either be an entered vehicle and have their entrant's sticker or have a support vehicle pass. No pass, no access.

Patrons who are camping on site are the only persons permitted to enter the venue after hours.

Trailer Parking

All Trailers are to be parked in the complimentary trailer parking located outside gate 7.

Trailers are not to be left anywhere on the grounds, including campsites. Once your entrant car has been removed from the trailer, the trailer must then be taken immediately to be parked at the Trailer Parking area adjacent to Gate 7. Trailers unhitched from the tow vehicle may be left at no cost. A parking fee applies if your tow vehicle and trailer are parked together.

Trailers left parked inappropriately, in exclusion zones or chained up behind the grandstand or judging pavilion will be removed with no responsibility taken for damage.

Parking for Entrants

To help you find a place to park and hang out with your friends, we set up the Main Arena for parking each day. On Friday (9am - 5pm), Saturday (9am - 4pm) and Sunday (9am - 3pm), it'll be the best place to park and show off your car.

If you are camping onsite, you are permitted to park your vehicle on your allocated campsite; however, you must be sure that you are not parked on camping roadways, exclusion zones or neighboring campsites.

Entrant Camping

Camping is available inside Exhibition Park for Entrants and Buddies in designated entrant camping areas.

Entrants are not permitted into grounds to camp until Thursday morning and until their vehicle has cleared Scrutineering. All Campers must proceed to Gate 9 to check in (enter via Well Station Road, off Federal Hwy). There will be signs to direct you. If you have pre-reserved a site, you will need your allocation paperwork ready to present to the Camping Marshals. If you did not pre-

reserve a site, then you will be placed in the next available site. All camping grounds have access to power as well as toilet and shower facilities.

If you wish to reserve a campsite, entrants will need to complete the Summernats Entrant Campsite Reservation Form from the website. To reserve the same site that you had at the previous Summernats, you must have your form submitted to the office by the end of May.

Basic Camping Rules

Absolutely no prohibited items can be brought onto the grounds. Vehicles and camping gear will be checked on arrival and any prohibited items will be confiscated and destroyed.

Anti-social behavior by campers may result in eviction from the event.

Show respect. Respect the show.

For safety reasons, fuel **CAN NOT** be brought into Summernats. Fuel will be confiscated and not returned. This is a safety hazard for all patrons, staff and entrants at the event.

Trailers must not be left on campsites; they must be left in the designated trailer parking area outside Gate 7.

If you are camping in a transporter or enclosed trailer with accommodation facilities, or have a caravan/motorhome, you will be placed in the Transporter Camping area and are advised to pre-reserve your site with dimensions.

Fuel

Under no circumstances, can any fuel be brought into the Summernats. No exceptions!

There will be NO storage facilities available.

You can re-fuel onsite at the fuel depot run by Summernats. Prices are confirmed closer to the event.

There is no need to pre-order your fuel for Summernats as we ensure to have adequate quantities available to ALL entrants. Simply pay as you go!

If you have a specialty fuel or your car runs on something other than methanol, E85 or PULP, please contact the current fuel supplier to pre-purchase specific fuels by the drum prior to the event and they will be at the Fuel Depot for you. Check website closer to the event for supplier's details.

Please note: Canberra's Road Transport Authority (RTA) will be observing vehicles leaving the grounds to fill up at the service station. If you are unsure if your car is roadworthy then you should use the fuel depot to refuel. Prices are comparable to normal outlets.

Judging

Summernats has a range of competitions in place to highlight excellence in workmanship, driving skill, creativity, outrageous imagination, beauty or just hard work.

The judging of the cars is primarily to identify quality of workmanship and the assessment is purely 'what looks best on the day'.

All vehicles wishing to be judged must initially be presented at the Judging Pavilion during judging opening hours. Check event program for times.

Three primary groups identify cars that are judged at the Summernats. Entrants must be aware that they can only enter one of the three groups:

- Elite
- Street
- Tuff Street®

Important Points

- Entering a car in the Summernats does not mean it has to be judged. It is entirely up to you.
- The Summernats Grand Champion will be chosen from the 'Elite' judging category.
- A car that is judged in the 'Elite' category cannot be judged again in the 'Street' category.
- To win the Major Awards, especially those involving driving events, the car must have been driven by the registered Entrant.
- To maintain fairness between 'Elite' and 'Street' judging, a car is given points according to the placement within the Group e.g. 10 points for 1st, 1 point for 10th, etc, not overall

points

- Static vehicles on trade stands in the various trader halls will not be judged. If you wish to be judged, your car will need to be judged and displayed along with everyone else. Exceptions may be considered under the discretion of Summernats management.
- Cars that make it into the Top 60 Finalists Show will be listed on a board outside the Judging Pavilion on Friday. They should proceed into the building to set up for display. Each vehicle is limited to the entrant plus up to five helpers. Absolutely no children under the age of 15 years.
- Street Finalists are selected between 12pm and 6pm on the Main Arena on Friday. The best of the 'Street' Finalist's will be listed on a board outside the Judging Pavilion Friday evening. The finalist's and their vehicle are to assemble outside the Meguiars Judging Pavilion entry by 9am on Saturday for the Street Finalist's show.
- Tuff Street® display is at the rear of the Main EPIC Grandstand after the vehicles have been initially judged in the Meguiars Judging Pavilion.
- Download the Judging Information Booklet from the Summernats website for detailed judging and category information.
- Check the event program for awards Presentations locations and times.

Top 60 Vehicle Displays

Cars using lights for their display must set up around the walls and the lights must be out of reach of children. Low wattage LED lights are recommended, and caution signs must be displayed if the lights are expected to produce any heat. Low wattage LED lighting is recommended.

Cars that are elevated with stands must have a surrounding fence (posts and rope are OK) for public safety. Electrical items must be in good condition, tested and tagged and used safely.

Vehicle displays that require power within the Elite Hall will require their extension leads and any appliances to be 'tested and tagged' by a qualified test and tag technician. This can be done at the Summernats by a qualified technician. Head over to the Trader Check-In located in the conference centre for more details. It is advised you have this done prior to the event.

Top 60 cars must be able to drive in and out of the Judging Pavilion to be eligible for the Grand Champion Award.

The Top 60 Finalists Show will be held from 6:45pm on Friday to 2:30pm on Sunday with the cars staying in the Judging Pavilion overnight Friday and Saturday. The Pavilion is locked each night. Check event program for times.

Those wishing to participate in the driving events must notify the Chief Steward or Judges before positioning their car in the Judging Pavilion for the Top 60 Finalists Show. Arrangements will be made for your car to exit the Pavilion in time to take part.

People's Choice

This award is reserved for cars that have entered in the Elite judging. Voting will take place only during the Top 60 (Elite) Finalists Show on Friday through to Sunday at 12pm. Votes can be placed via QR codes in and around the event.

The People's Choice vote is based entirely on personal taste of spectators. It's very prestigious to receive this Award from your peers. The winner is announced on Sunday in the Judging Pavilion. Check event program for times.

Meguiars Show Car Superstars

Meguiars Superstars has been the most prestigious modified car awards in Australia. Each year, the best of the best, the absolute heavy weights from the Australian modified car scene come together to battle it out for a coveted spot in the Meguiars Superstars Super Six.

Show 'n' Shine

Show 'n' Shine is held on the Main Arena. Saturday is the best day to see all of the Summernats cars. While the Show 'n' Shine is on, the Grass Driving Events are happening on the Main Arena!

Show 'n' Shine Standouts

In the Show 'n' Shine, there are many cars that are important to the overall success of the Summernats. Some of these cars do not appear for judging because their owners do not feel they are 'good enough', or for other reasons. Nevertheless, they are outstanding cars in their own right.

Judges will be on the lookout for cars that simply 'stand out' and whilst they will be looking for quality cars, they'll identify outstanding features such as paint, interior, engine bays, etc.

Cleetus & Cars / Sunday Show 'n' Shine Standouts

Bring your car to the CANNA Main Arena from 10:30am on Saturday and join Cleetus and the gang for a special "show inside the show". Get a photo with TOAST the tyre-frying freedom machine and be in the running for some special awards chosen and presented by Cleetus himself.

Top Summernats Cruiser

This award is for the car that has been seen driving around the Summernats more than any other car. It must be an Entrant's car and it must have the following two serious features:

- It must be a car that would be great to go cruising in.
- It must be filled with people who are having heaps of fun at the Summernats.

Judging staff will be on the lookout for the Top Summernats Cruiser. The winner will participate in the Supercruise Grand Parade and will be presented with the Award during the Summernats Super Cruise.

Supreme Entrant Award (S & E & TS)

The aim is to find an outstanding Summernats Entrant. Not wanting to overshadow the fantastic performance by the Summernats Grand Champion, we will be looking for a car that is very visually appealing. The Judges will gather 15 cars in total:

- 3 from Elite, one of which is the Top Judged car, the People's Choice, plus one other;
- 3 from Street including Top Judged Street
- 3 highest scorers from Tuff Street;
- 3 from the Show 'n' Shine Standouts; and
- 3 other outstanding cars seen around the Event.

Note: 'Outstanding' means that certain cars have not only been high achievers in their respective judging groups, the cars selected will be visually outstanding because of such standout features as colour, stance, sound, modifications, etc. These features would also be obvious to the public as well.

The participants need to be invited by each judging team and the announcers and should assemble on Sunday morning in the paved area in front of Central Park. Check program for times.

Club Awards

Clubs will be competing for the following Club Awards:

- Best Presented Club at Show 'n' Shine
- Hard Luck Consultation

Car Clubs are encouraged to set up at the Show 'n' Shine and display their flags/ banners/signs. An award for the Best Presented Club will be awarded to the best display during the show n shine and will be presented Saturday in the Meguiar's Judging Pavilion. See program for times.

Car clubs wishing to participate in the Saturday Night Supercruise will need to apply by presenting current photos, entrant numbers and names (min. five – max. ten cars) to the Summernats office no later than 7:30pm Friday. The five best presented clubs as a whole will then be invited to participate in the Supercruise. If your club is selected, your primary contact will be notified by Saturday 12pm to arrange collection of the Supercruise packs from the Summernats Office. Do not call the office.

Note: There is a limited number of clubs we can accept, and maximum quotas apply.

Summernats Grand Champion

The Summernats Grand Champion is the highest award at Summernats. The car must not only look great, but it must prove itself in several driving events. The winning car needs to amass the most judging points in order to win and participate in the driving events, Motorkhana and Go Whoa on Sunday morning.

Each car in the Top 60 Elite Hall will be allocated points towards Grand Champion, but they will also be judged and ranked to identify the Top 20 cars. The top 20 cars will be allocated extra points with additional points for the Top 10 cars. The People's Choice votes are then counted, and additional points are given to the most popular cars. Entrants who are competing for Grand Champion do not have to enter the Burnout Competition, but must complete in the following events:

- Grand Champion Special Driving Event, Motorkhana; and
- Grand Champion Go-Whoa

Note: To win this award, the driver must be the 'Entrant' noted on the Entry Form. Contenders for the Grand Champion award usually, but not necessarily come from Top 10 or Top 20 elite placings. Entrants intending to challenge, must inform the Chief Steward and be parked in Top 60.

The winner will take home the Grand Champion sword and joins the elite ranks of those who have proved themselves worthy of the most prestigious prize in the Australian Street Machine scene.

Why a sword is the prize for the Grand Champion?

In medieval times, the sword was the main weapon of attack and defence. Courageous warriors took on all comers in defence of their King or Queen, country and honour. Tournaments were staged to find the best and most courageous warrior. It usually required them to fight in more than one discipline and the outcome revealed a person of great ability. The winner of these contests was titled 'The Champion' because the 'Head Honcho' believed that this warrior represented the courage and skill of his or her protectors. So, it is that at the Summernats the Entrant with his or her car who can excel in all the disciplines as well as the popular vote of the patrons can truly claim to be The Champion. The winner represents everything street machining is all about. This is why the Summernats Grand Champion receives a sword, symbolic of taking on all comers and winning.

Those who aim to win Grand Champion Award could consider this approach:

Thursday

Get judged in the Judging Pavilion - this gives the Judges plenty of time to view your car and it gives you time to prepare for the Top 60 Finalists Show.

Friday

Check the display board (from 4pm) on the wall, outside the Judging Pavilion to see if you're in the Top 60.

Ensure that you are parked in a good spot inside the Judging Pavilion, to be in contention for the People's Choice voting.

Saturday

Your car must remain in the Judging Pavilion for you to receive any trophies or be in contention for Grand Champion. Hang out in the Judging Pavilion for the awards presentation.

Sunday

Participate in the Go-Whoa and Motorkhana competition at the Burnout Track. You will be directed by the judges.

After your run, ensure you are ready to be called in the top 3, or to be crowned the Summernats Grand Champion at approx. 12:30pm.

The detailed Grand Champion Assessment can be found in the Judging Guide on the Summernats website.

Grass Driving Events

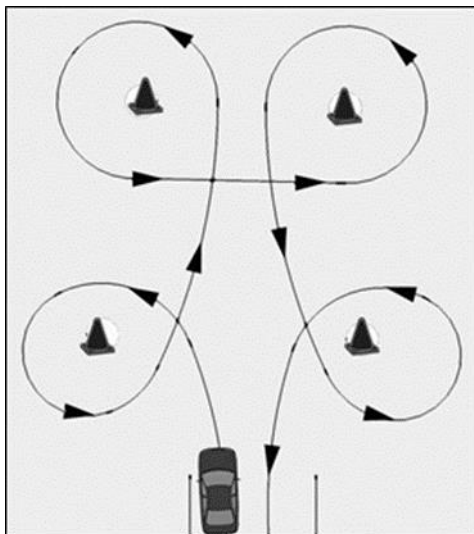
There are two Grass Driving Events on Saturday: Slalom and 'Honk Ya Horn'.
 There is a Freestyle Fun Driving Event on Sunday: Freestyle Fun Driving Event
 Check event program for details

Entrants may enter both, or none of the Grass Driving Events.

Entrants who hope to win Street Champion must enter all Driving Skill Events including the Grass Driving events, Motorkhana & Go-Whoa events.

Cars must be safe in all areas of basic roadworthiness and scrutineers will examine cars for safe tyres, no oil leaks, wiring and fuel lines safe and secure, batteries fastened, etc.

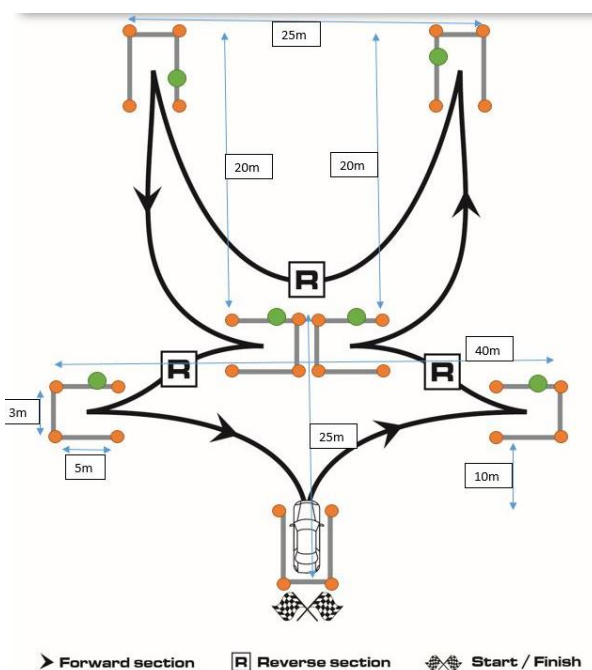
ALL competitors and passengers who participate in the grass driving competitions are required to wear long sleeves, long pants, covered footwear (no thongs/sandals/bare feet), an Australian Standards approved seat belt.



Slalom

Driving in a continuous drift around the cones. From a standing start to a standing finish in a clover leaf pattern turning left to the start/finish line.

Slalom Awards (1st – 3rd)



Honk Ya Horn

This timed two-person event on the Main Arena requires the passenger to collect a flag from each of the 6 parking bays as quickly as possible.

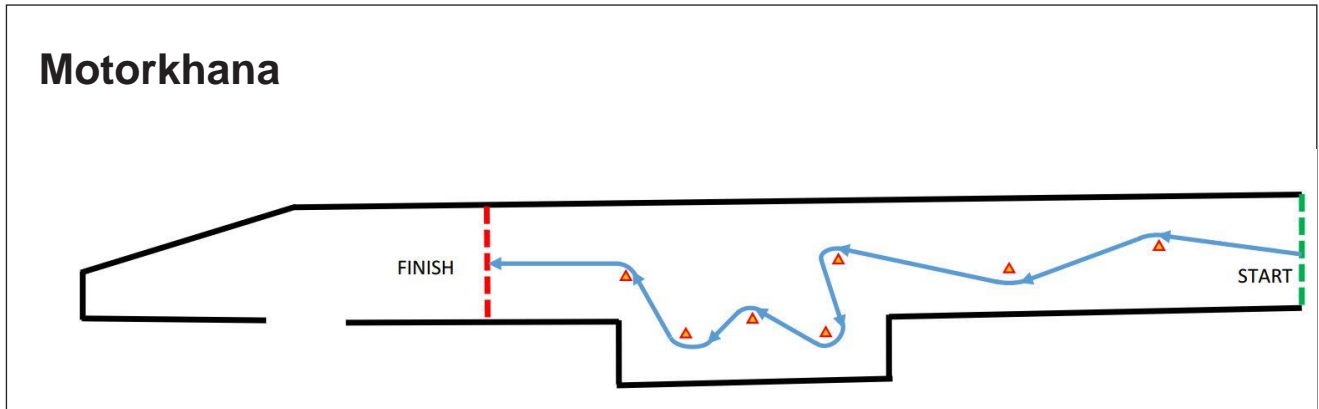
Drivers, alternating in forward and reverse directions, should park as close to the flag collection point as possible because the passenger must stay in the vehicle to retrieve the flag. The further away you park, the more they'll have to reach out the window.

Burnout Track Driving Competitions

Motorkhana

Located down on the Burnout Track, drivers test their skills by driving around a series of tall bollards and finishing between the finish lines as quickly as possible. You may incur a time penalty if you hit the markers. Held on Saturday and is a direct knockout competition.

Motorkhana Awards (1st – 3rd)

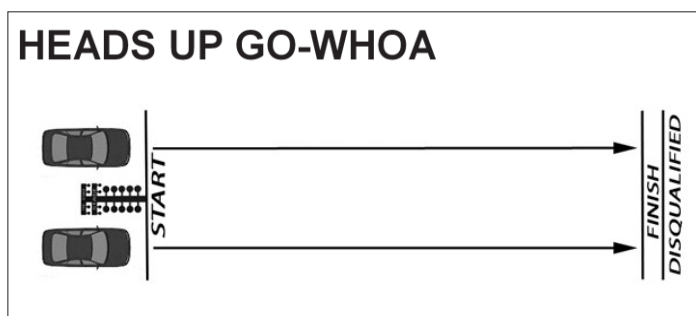


Heads Up Go- Whoa

Two cars at a time in a side by side go-whoa where the object is to accelerate from a standing start over a 100m (approx.) distance to a standing stop in the finish area without going past the disqualification line. The first one to stop in the finish area wins and progresses through to the next round.

When the light goes green accelerate towards the stop area and ensure you cross the finish line but stop before the red line. If you pass the red (second) line you are automatically disqualified. If both cars drive over the red line, then the fastest time will determine the winner as long as the car stops (No accelerating through the line permitted). Held on Saturday and is a direct knockout competition.

Heads Up Go – Whoa Awards (1st – 3rd)



Driver's Championship

The times from the two Grass Driving Events, the Motorkhana and Go-Whoa will be added together, and the overall fastest time will be the winner of the Driver's Championship Award. Those aiming for this award should consider completing the courses on Friday night when the grass is still in good condition.

Summernats Burnout Masters®

The BURNOUT MASTERS® began in 2003 as a way of recognising the best in the business of frying tyres, and Summernats is where they come to crown the Champ.

To compete in the Burnout Masters competition at Summernats entrants must qualify at one of a number of events held around Australia throughout the year, be chosen via the Summernats Wildcard Shootout or have placed in the Top 5 of the previous year's Burnout Masters or Top 3 of the Burnout Championship Competition.

(If a finalist from the previous Summernats in either the Burnout Masters® or Summernats Burnout Championship cannot compete, then the next highest qualifier from that event will be invited.)

The Summernats Burnout Competition

The Summernats Burnout Championship starts on Friday as we select the finalists for Sunday. The Top 50 will be invited back for Sunday's final.

Last Chance Wildcard Shootout

The Summernats Last Chance Shootout is the wildest of wildcard burnout competitions, where some of the best burnout cars in the country can grab the LAST THREE PLACES in the Summernats Burnout Masters.

Masters and Championship Burnout Competition Rules

- Competitors must be a Full Summernats Entrant and meet the Summernats entry requirements.
- Competitors must pass Summernats Scrutineering upon entry to the event.
- All entrants must follow directions from officials at all times.
- Cars may take one passenger. All passengers must sign an indemnity form prior to the competition.
- Competitors must line up at the burnout track for 15mins prior to the competition start.
- No reverse burnouts are allowed. This dangerous practice will result in disqualification. Competitors may select reverse to realign the car if required.
- Cars that fail to drive off the track due to mechanical issues may result in a DNF at the Chief Steward's discretion.
- Once the burnout is complete, the cars must exit to the designated area located at the end of the track.
- Only the CAR and DRIVER that qualified for the event are eligible to compete. Substitute drivers and/or vehicles are not permitted to take part at any stage.
- Burnout Masters® Competitors can participate in Friday Burnout Qualifying (optional), but the run must not be longer than 1 minute. This is intended as a test 'n' tune for Saturday.
- Please note that any performance past these timeframes is not taken into consideration. That is, you do not earn any points after 3 minutes.
- Vehicles that catch fire will lose points, and possibly be disqualified.
- Vehicles that catch fire and are directed to shut down are not permitted to restart.
- From Summernats 29 (January 2016) all Entrants and passengers must wear an approved fire suit. Fire suits meeting or exceeding SF13.2A/5 or FIA8856-2000 are mandatory. If you do not have your own fire suit, Summernats has them available to use free of charge.
- All Entrants and passengers must wear an approved helmet.
- Judge's decision is final.

Burnout Masters and Burnout Championship Competition Judging Details

Judges allocate points for the following:

Instant Smoke

The start of your run is just as important as the finish. Vehicles that do not produce smoke immediately are allocated less points.

Constant Smoke

The vehicle must smoke its tyres from the very start to the finish without interruption. Hesitation for direction change or any other cause will result in a loss of points.

Volume of Smoke

The volume of smoke produced is also taken into consideration. Judges will be mindful of the varying wind conditions.

Driver Control

The driver should produce all of the above and demonstrate skill and control across the entire course from the start to the finish line, including the donut pad. Excellence in the donut pad area alone is not considered to be a good burnout.

Bursting Tyres

Whilst not mandatory, it improves your chance to win. Remember, this is entertainment! Continuing the burnout on rims will result in points being deducted.

Additional Rules for Go-whoa and Burnout Masters and Burnout Championship

- Wheel weights must be removed from the rims.
- Wheel nuts to be fitted to all wheel studs.
- No oil leaks.
- Radiator overflow bottle is optional but recommended.
- Seat Belts must be worn.
- No loose items inside the car or in the boot/tray area.
- Cars will be inspected for signs of water or diesel sprayers on rear tyres.
- Bonnets may be removed but a fan shroud, over the top as a minimum, are compulsory and blower belt guard where appropriate.
- Air Filters should be fitted to carburetors. Carburetors that are protruding from vehicles without a bonnet must have a flame arrester. (A simple flame arrester is the top of an air filter but complete air filters are highly recommended).
- Passengers must be over 18 years of age, sign an indemnity form and wear the same safety gear as worn by the driver including an approved fire suit and helmet. It is under the discretion of management if a passenger is allowed in the vehicle who is under 18 years of age.

Entrants are advised that the following practices are banned from the Burnout Competitions and if performed, will result in the Entrant being disqualified from the competition and possibly evicted from the event.

- The use of any flammable substance to produce flames under or around the vehicle or tyres during competition are prohibited. Note: Vehicles that “fuel up” in the pipes and burst into flames will be considered unsafe and disqualified.
- The use of any substance placed in the tyres that is released onto the track or into the air when the tyres burst is prohibited. This practice is unsafe and may cause injury to track crew, spectators, damage to the vehicles, equipment or track surface.
- Static burnouts that can cause damage to the track surface are prohibited.

Personal Safety for Drivers and Approved Passenger

- Approved Automotive Helmet is compulsory for driver and passenger.
- Approved fire suit is compulsory for driver and passenger.
- Full covered footwear must be worn by driver and passenger. That means no thongs, sandals or bare feet whatsoever.
- Drivers must not consume alcohol. Drivers may be breath tested at the discretion of Summernats. Drivers detected by officials to have consumed alcohol (alcohol on breath, or erratic behavior), will be removed from the queue.
- Dangerous driving of any kind will not be tolerated and may lead to a lifetime ban from the event. Any attempt to use your vehicle in a threatening manner or as a weapon will be reported to police.

Light signals are defined below:

| Light | Signal |
|-------|------------------------------------------|
| BLUE | Vehicle uses methanol fuel |
| GREEN | Pad is open for competition run to begin |
| RED | Driver is to stop |

National Burnout Masters Awards

Burnout Masters Winner

Burnout Masters – 2nd

Burnout Masters – 3rd

Burnout Masters - 4th (1st Runner Up)

Burnout Masters - 5th (2nd Runner Up)

Runner Up (6th – 30th)

Summernats Burnout Competition Awards

Encouragement Award

Best 4 Cylinder

Best 6 Cylinder

Champion

2nd Place

3rd Place

Horsepower Heroes

The Horsepower Heroes is simply the Entrant whose car pushes out the most horsepower at the wheels. This competition has two classes: Forced Induction and Naturally Aspirated, with no separation for cylinder numbers or types.

While the Horsepower Hero will most likely come from the Forced induction class, there will also be a class and recognition for naturally aspirated cars as well.

Note: Horsepower Heroes will be contested during the Dyno Test. Now there are plenty of opportunities to run your car on the dyno as either a serious heavy hitter in the Horsepower Heroes, or in the Dyno Test. We ask all Finalists to participate in the Saturday Night Supercruise and complete the designated laps.

Haltech Horsepower Heroes Awards

Rotary Aspirated

Rotary Forced Induction

4cyl Aspirated

4cyl Forced Induction

6cyl Aspirated

6cyl Forced Induction

8cyl Aspirated (1st & 2nd)

8cyl Forced Induction (1st & 2nd)

Haltech Horsepower Hero

Outstanding Engineering

Dyno Test

Cars entering the Dyno Test are eligible for Horsepower Heroes.

While not a competition, it's a great opportunity to find out exactly how much power your car delivers at the back wheels.

Why should you test?

It's worthwhile giving the test a go. It's a chance to see what your car can achieve and ask a Technician for an explanation of what the printout reveals - then you can brag about the result. Whatever your engine size, power, make or model, you're welcome in the Dyno Cell. Any entrant can participate and there will be a number of awards for standout performances.

Note: The Technicians will make a judgement on all aspects of safety to decide whether your car is appropriate to run on the hub dyno.

How to get on the dyno;

- Check in with the Dyno Cell Managers from Thursday to secure a time – it's open for Summernats Entrants only.
- Read and sign the indemnity form. Ensure your car is in good order. It's all about safety.
- Fill in the Tech Sheet for the Announcers to use.
- Line up in the designated area 30 minutes before your time.
- After each test brag about how much power your car achieved.

Test Times

Check the event program for times. Every car must have a safety shakedown run so that the technicians are satisfied with safety. There will be two full power runs with the technician giving the owner of the car the option of another run.

After the shakedown run, an Entrant may be allowed a max of three minutes to make any adjustments they feel are required to maximize the power of their car. The technicians will allow approx. 15 secs of idle time between each run. In the event of a computer glitch, an entrant will be asked to return to the hub dyno.

2 wheel drive vehicles are the only vehicles accepted on the hub dyno. 4 Wheel Drive and All Wheel Drive vehicles are not able to be run on the hub dyno.

Dyno Test Awards

Dyno Shootout (Invited Display Cars)

Dyno Technicians Choice

Dyno Cell Rules

Summernats and authorised technicians reserve the right to deny entry on the grounds of safety or any other reason that may not be in the spirit of the event.

Entrants must secure a time with the technicians to put their cars on the hub dyno and sign a disclaimer absolving Staff, the associated sponsor and the Summernats management of any responsibility for any mechanical failure the Entrant's car may suffer during the run.

Entrants must fill out a Tech Inspection and Information Sheet prior to entry to the Dyno Cell. Cars must be driven to and from the Dyno Cell. Trailers are not permitted in the vicinity of the Dyno Cell.

Only the Entrant and one other person is to be in the Dyno Cell area (including the pit area) at all times.

Any offensive or abusive actions will result in immediate removal of the vehicle and Entrant. Fibreglass or other lightweight bonnets are acceptable in the Horsepower Heroes classes so long as they are attached to the cars with properly operating factory hinges. Such bonnets may be fastened at the front with steel pegs and spring clips e.g. those available through car parts stores. (Not Zeus-type fasteners). Boot lids may be fibreglass but must have factory hinges and closing mechanisms attached and operating.

Competition Cars and Race cars

Competition cars may run in the Dyno Test but are not eligible for Horsepower Heroes. These are cars, which are obviously used for racing purposes, even though some may carry street registration. The Summernats definition of a competition or race car is a vehicle with some or all of the following items:

- Racing numbers.
- Significant signage: either sponsorship, car name, or performance stickers.
- Racing purpose tyres front and rear.
- Lightweight removable panels e.g. bonnet or boot, held on with quick-release fasteners (e.g. Zeus).
- Polycarbonate screens and non-operational side windows.
- Wheelie bars, parachute.
- Wings and tall bonnet scoops.
- Dry sumps.

Fuel

Any type of fuel is acceptable, except for Nitro Methane or anything similar and the use of nitrous oxide is not permitted.

City Cruise

Starting at EPIC, 400 entrant vehicles will cruise along Northbourne Avenue and London Circuit and back to EPIC to officially open the event. It is an honour to be chosen to take part in this historic event which sees lunchtime crowds of up to 25,000 people lining the route to marvel at some of the finest street machines Australia has to offer.

An expression of interest to participate is made during entry registration, available online. This does NOT guarantee you a position. You will be notified after 1 December if you have been chosen to participate. To be considered, you must meet the following:

- Entered your vehicle and paid all entry fees.
- Have full registration. Summernats permits are not acceptable for use on ACT public roads. Strict regulations apply i.e. NO slicks or race tyres, NO excessive exhaust noise and NO protrusions through the bonnet affecting drivers view.

Saturday Night Supercruise

Entry to the Supercruise on the Main Arena is by selection of the Summernats. This could be through an award won or simply been invited to participate. The parade of vehicles comprises of a collection of high-level awards winners from Street, Elite, Tuff Street, Driving Events, Dyno, Burnouts, Clubs and special interesting vehicles from Summernats. A range of top-level cars all in the one spot.

Please note:

- The Supercruise is not a speedway or a drag strip.
- Excessive wheel spin isn't acceptable or fair, as you may spray rocks onto the cars behind you.
- Bad behavior will not be accepted, and you will be removed from the track.
- Please be aware that there are a lot of families watching, so outrageous behavior isn't fair or acceptable.
- The Supercruise will be staged as three lines of cars to travel around the arena. Once directed to move off, travel slowly, keeping approximately 15m from the cars in front.
- Once you have exited the arena and if you want to watch the fireworks, we recommend parking in the area of the EPIC stables.
- When you see the last lap signs held up, complete one more full lap then exit via the most convenient gate.

Trade Show

It's Australia's largest modified automotive marketplace where enthusiasts can directly interact with the suppliers. There's up to 120 sites spread across three pavilions along with plenty of external trade stands situated throughout EPIC. From food and massage through to high end aftermarket performance parts. Where else can you buy a blower, radiator, phone cover, hot dog and a beer and have a chat to the guys that actually make the parts. Check out the Summernats website for an up to date listing.

Additional Entertainment Body Art Nationals Competition, Mullet Competition and Fashion's on the field.

The competitions will be held on the CANNA Main Stage on the Main Arena on Saturday. Check event program for times.

Bands

The bands for Summernats can be found on the Summernats website and Facebook page.

Kids Club

Check out the Kids Club opposite the Dyno Cell on Main Street. There are heaps of fun things to do, with great rides, activities, giveaways and Junior Dragster Start Up. Create a crazy hat and/or colouring in at Kids Club and enter the Kids Club awards.

The Summernats wants to reward our next generation of Street Machiners by presenting awards for creative presentation and portrayal of The Summernats, whether it be by the clothes they dress up in, a hat, which is made, shoes, which are modelled or their favourite bike, pedal car, trike or billy cart, which is built to represent something from The Summernats (no motorised vehicles are allowed). Be creative, be experimental, ask Dad, Mum, Big Brother or Sister to help and meet at The Kids Club on both Friday and Saturday at 3.30pm for judging. Three winners will be awarded Friday and Saturday.

Note: A parent or responsible adult must remain with the child at all times. This is not a childcare facility! Alcohol and smoking are prohibited within this area.

Clunka

Come and meet the Summernats mascot at Kids Club. It may be said that the Summernats Car Festival is for the 'Big Kids', but the little ones are not forgotten.

Event Merchandise

A range of Summernats event merchandise will be available to purchase over the course of the event from one of the official merchandise sites.

Burnouts and Dangerous Driving on the cruise route is not permitted.

Don't say we didn't warn you! Burnouts are Prohibited on the Cruise Route!

Burnouts can ONLY be performed on the burnout track. No exceptions! Burnouts on EPIC service roads will not be tolerated. Any action by Entrant drivers deemed dangerous to the public, staff or other entrants will result in serious restrictions to future Summernats events and immediate eviction from the event.

Summernats security staff and Police monitor online sites and media to identify offenders. You can be prosecuted, and the penalties are stiff!

ZERO tolerance to drink driving

Don't do it! This applies to all Entrants driving within the EPIC grounds.

Random breath testing does and will occur on-site. All entrants will be breathalysed prior to competing in Grass Driving Events, Motorkhana, Heads Up Go-Whoa and Burnouts. **NO BLOW = NO GO.**

The Australian legal alcohol limits apply while driving within Summernats.

Full licence holders- limit of under 0.05 alcohol content. Special, probationary, international, provisional licence holders - limit of zero alcohol content (0.00)

No riding in the back of Utes or similar vehicles at any time the Summernats.

All vehicle seats must be fixed in place to an automotive industry acceptable standard, guidance information can be found in the Vehicle Standards Bulletin 14 (VSB14).

All occupants must be seated with an approved seatbelt securely fitted whilst the vehicle is in motion.

Directory

| | |
|---------------------------|--------------------------------------------------------------------------------------------------------------------|
| ATM | Check the event map |
| BUSES | Transport Canberra – 13 17 10 https://www.transport.act.gov.au/ |
| SPECTATOR SERVICES | Located inside the Rare Spares pavilion |
| CHILLOUT ZONE | First Aid at - Near Gate 2 entry) |
| DOCTOR | Gungahlin General Practice - 6241 0888 Ginninderra Medical Centre – 6218 1900 |
| EQUIPMENT HIRE | Barlens Hire - 6206 2030 |
| EVENT CONTROL | 02 6230 5611 |
| FIRST AID | Epic Building A – 24 hours (Near Gate 2) |
| HOSPITAL | Calvary - 6201 6111 The Canberra Hospital – 02 5124 0000 |
| NRMA | 13 11 11 |
| SUPERMARKET | Opposite the Dyno Cell |
| TAXIS | Canberra Elite – 6126 1600 Cab Express – 6181 2700 |

Contact Us

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