



2025 / 2026 Championship Series

This rulebook provides guidance on how the IHRA NZ Championship Series will operate. Any rules & regulations not explicitly stated in this document are as per the IHRA NZ Rulebook.

If you have any questions, please contact IHRA NZ, your driver or rider representative, or track representative.



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Series Calendar

Event	Date	Track Classification	Track	City
Round One <i>Gasser Challenge</i>	Sunday, 16 th November 2025	Group 2 & 3	Pegasus Bay Drag Racing Club	Christchurch
Round Two <i>Wellington Invasion</i>	Saturday, 17 th January 2026	Group 1 - 3	NAPA Auto Parts Dragway	Meremere
Round Three	Sunday, 25 th January 2026	Group 2 & 3	Pegasus Bay Drag Racing Club	Christchurch
Round Four <i>IHRA NZ Nationals</i>	Saturday, 7 th March & Sunday, 8 th March 2026	Group 1 - 3	NAPA Auto Parts Dragway	Meremere

Categories & Entry Fees

Categories are run as per the IHRA (NZ) Inc rule book, unless otherwise expressly stated in this document.

- Top Alcohol
- Top Doorslammer
- Supercharged Outlaws
- Competition Eliminator
- Top Street / Sport Compact
- Competition Bike
- Super Sedan
- Modified
- Modified Bike
- Screaming Eagle
- Super Street
- Junior Dragster-Beginners
- Junior Dragster-Advanced & Masters

Entry Fees for each event are as per respective member track policies and advertising.

Please refer to the tracks for entry fee and online entry abilities.

- NAPA Auto Parts Dragway <https://www.napaautopartsdragway.co.nz/>

- Pegasus Bay Drag Racing Club <https://www.pbdr.com/>



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Points Allocation

Any racer who competes at any of the four championship series rounds is eligible for points. This is IHRA or NZDRA license holders, IHRA NZ associate members (including participants who pay day affiliation in lieu of membership).

There will be no cap, and no minimum number of rounds required to be eligible for the Championship titles. The racer with the highest points will be awarded 1NZ, second highest points will be awarded 2NZ, and third highest points will be awarded 3NZ in the respective categories available to enter.

Multiple Drivers

All racers sharing the drive of a vehicle must be named and confirmed at the first event entered in the Championship Series. Where a driver unknowingly needs to be changed mid series, an application for approval must be made to IHRA NZ.

Vehicle Change

A racer needing to change the vehicle during the season must submit an application to IHRA NZ for approval. A vehicle change may only be done so once in the series.

Transferring Points

Points are not transferable between categories.

Only one classification change is permitted within Group 2 to retain allocated points, for example reclassify from AA/TS to BB/TS.

Ladders

After qualifying, all categories excluding Top Doorslammer will be paired up under a Pro Ladder

Indexes

- All indexes will be softened by 2 tenths from the 1st of July each year. Indexes will only be softened to a maximum of 4 tenths from the current record. Starting indexes will not be softened.
- CIC (Competitor Index Control) system in effect during eliminations.
 - If an index is 9.00 and a racer runs 8.00 in eliminations, the index will automatically adjust by half; in this case the new index will be 8.50 for the next round. The system will adjust the index if a racer continues to run under the index throughout eliminations.
- If a racer runs twice under the index at the same event through qualifying or eliminations, the index will be changed for the next meeting to the quickest ET as long as it was backed up by



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1%, if not backed up within 1% then the second quickest ET under the index will be the index for the next meeting. The index will change whether the racer claims the record or not.

- Any time a Competition Eliminator, Top Street (Modified Street) or Sport Compact vehicle runs under their index it is the racers' responsibility to front the weigh bridge. Failure to do so will result in a warning, second failure may result in disqualification.

Interisland

50 points

Only applicable to Group 2 & 3.

Awarded once, only when a racer completes interisland crossing and entry is accepted for 1 of the series rounds. Applied to your total points tally.

Entry

20 points

Upon vehicle and racer acceptance at the track entry booth.

Qualifying

Qualifying points are based on field size.

8 car field = 8 points for #1 qualifier, 7 points for #2 and so on down to 1 point for #8,

16 car field = 16 points for #1, down to 1 point for #16.

Winner	100 points
Runner-up	80 points
Semi-final	60 points
Quarter-final	40 points
Eight-final	20 points
Sixteenth-final	10 points
Thirty second-final	5 points

If there is a draw on total season points for 1st, 2nd or 3rd, a count back will apply to determine the winner of each placing. The countback will be total points earned over all rounds plus the interisland points (if applicable).

If there is still a draw after a countback, equal placings will be awarded.



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Winning the Championship

The competitor with the highest points from each category will win the National Series (interisland points included in the tally).

Penalties / Disqualification

Should any racer be disqualified from an event outside of a race loss (eliminated), for example, underweight vehicle, breach of other rule requirements such as running under ET restriction, abuse of track or IHRA NZ officials the racer will receive zero points for that event.

Event Abandonment

Abandoned at qualifying or rounds not finished

Where categories have finished rounds of qualifying, racers will be awarded qualifying points.

If a category has not finished all rounds of qualifying their qualifying points will be awarded based off the last completed qualifying rounds i.e. 1 round of qualifying completed, points awarded based on that round, 2 rounds of qualifying completed, points awarded based on those rounds.

Abandoned at quarterfinals or earlier rounds that are not completed

Points will be awarded to minimum potential at any point that can be earned after qualifying has been completed (40 points).

Abandoned at semi-finals that are not completed

Points will be awarded as the minimum potential at any point that can be earned after qualifying has been completed (60 points).

Abandoned at finals that are not completed

- Runner-up points (80 points) will be awarded to both racers who would have run in the final.
- The final will be held at the next event in the 2nd qualifier.
- The final will decide who receives the runner-up points and the winner points. The points will be rectified after the event.
- If only one racer enters the next event at which the final will be run. The racer must front the starter and accept the green to take the win.
- If for any reason, both racers do not enter the next event where the final is to be run, the runner-up points from the previous event will stand and cannot be contested.



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Round Four / Series Final not completed

Should the final round of racing at the Championship Series Final be abandoned, points will be awarded as per the above sections.

- Abandoned at qualifying or rounds not finished
- Abandoned at quarter finals or earlier rounds that are not completed
- Abandoned at semi-finals that are not completed
- Abandoned at finals that are not completed – only first bullet point will be applied.

Trophies / Prize Money & Tow Money

- Trophies for the winner and runner-up for each category will be awarded at each event.
- Prize money & tow money for each event is in accordance with the respective member track policies. Please contact the track directly to enquire about either of these payments
 - NAPA Auto Parts Dragway: meremeredragway@xtra.co.nz
 - Pegasus Bay Drag Racing Club: pegasusbaydragracing@gmail.com

Championship Series Awards

Placings for the championship series will be awarded to 1NZ, 2NZ, and 3NZ for each category. Trophies and certificates will be awarded to all 3 place getters for each category.

IHRA NZ Championship Awards Evening will be held in July 2026. IHRA NZ will confirm venue and date in January 2026



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Category Details

Top Alcohol

Non-qualifiers will be seeded into Supercharged Outlaws.

- Format: Elimination
- Qualifying: Based on ET (quickest to slowest)
- Field Size: 8 car field
- .4 Pro Tree
- Turnaround Time: 60 minutes from the last pairing

Refer to IHRA NZ Rulebook section 5.13 for full class requirements.

Top Doorslammer

- Format: Full all-run format (Format rules below)
- Qualifying: Based on ET (quickest to slowest)
- Field Size: Unlimited
- .4 Pro Tree
- Turnaround time: 60 minutes from the last pairing

Refer to IHRA NZ Rulebook section 5.12 for full class requirements.

Competition Bike

- Format: Index
- Qualifying: Closest to or quicker than their classification index
- Field size: 16 bike field
- .4 Full Tree
- Turnaround time: 45 minutes from the last pairing

Refer to IHRA NZ Rulebook section 5.11 for full class requirements.



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Competition Eliminator

- Format: Index
- Qualifying: Closest to or quicker than their classification index
- Field size: 8 car field
- .4 Pro Tree
- Turnaround time: 60 minutes from the last pairing

Refer to IHRA NZ Rulebook section 5.10 for full class requirements.

Supercharged Outlaws

Non-qualifiers from Top Alcohol will be seeded into this category.

- Format: DYO
- Qualifying: Based on ET (quickest to slowest)
- Field size: Unlimited
- .4 Pro Tree
- Turnaround time: 60 minutes from last pairing

Refer to IHRA NZ Rulebook section 5.09 for full class requirements.

Top Street (Modified Street) / Sport Compact

- Format: Index
- Qualifying: Closest to or quicker than their classification index
- Field size: 16 car field
- .4 Full Tree
- Turnaround time: 45 minutes from the last pairing

Refer IHRA NZ Rulebook section 5.08 Top Street (Modified Street) or 5.07 Sport Compact for full class requirements.

Modified

- Format: DYO
- Qualifying: Based on best non red reaction time
- Field size: Unlimited
- .4 Full Tree
- Turnaround time: 15 minutes from last pairing

Refer to IHRA NZ Rulebook section 5.06 for full class requirements.



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Super Sedan

- Format: DYO
- Qualifying: Based on best non red reaction time
- Field size: Unlimited
- .4 Full Tree
- Turnaround time: 20 minutes from last pairing

Refer to IHRA NZ Rulebook section 5.05 for full class requirements.

Screaming Eagle

- Format: DYO
- Qualifying: Based on best non red reaction time
- Field size: Unlimited
- .4 Full Tree
- Turnaround time: 30 minutes from the last pairing. Can be adjusted to 15 minutes at notice from Race Director

Refer to IHRA NZ Rulebook section 5.04 for full class requirements.

Modified Bike

- Format: DYO
- Qualifying: Based on best non red reaction time
- Field Size: Unlimited
- .4 Full Tree
- Turnaround time: 30 minutes from the last pairing. Can be adjusted to 15 minutes at notice from Race Director

Refer to IHRA NZ Rulebook section 5.03 for full class requirements.

Super Street

- Format: DYO
- Qualifying: Based on best non red reaction time
- Field size: Unlimited
- .4 Full Tree
- Turnaround time: 15 minutes from the last pairing. Can be adjusted to immediate at notice from Race Director

Refer to IHRA NZ Rulebook section 5.02 for full class requirements.



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Junior Dragster - Beginners

- Format: DYO
- Qualifying: Based on best non red reaction time
- Field size: Unlimited
- .4 Full Tree
- Turnaround time: 15 minutes from the last pairing

Refer to IHRA NZ Rulebook section 5.01 for full class requirements.

Junior Dragster - Advanced & Masters

- Format: DYO
- Qualifying: Based on best non red reaction time
- Field size: Unlimited
- .4 Full Tree
- Turnaround time: 15 minutes from the last pairing

Refer to IHRA NZ Rulebook section 5.01 for full class requirements.

All-run points format rules – Top Doorslammer Only

Qualifying

- Expected to have at least 2 qualifying rounds (more if the meeting schedule allows for it).
- Drivers to arrange pairings for qualifying.
- Qualifying runs to be completed in alternate lanes.
- Lowest ET of all qualifying rounds = Q1, next lowest = Q2 and so on.

Note – If there is a racing delay that prevents qualifying, the first round of racing pairing will be established via a 'chip draw' with no points allocations for placings.

Racing

- 3 rounds of racing.
- Lane choice for each pairing - Round 1 goes to lowest qualifier, round 2 and 3 go to low ET from previous round.
- If a racer withdraws after round pairings are set their opponent gets a bye.
- A racer can return next round if they miss a round.
- Round 2 and 3 seeded on cumulative points – Qualifying, ET and round win/loss points.
- Quickest ET from previous round will take the higher seeding if there is a tie.



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Round 1 seeding

- Seeding for first round of racing based on lowest ET in qualifying.

Even Field Uneven Field

- Q1 vs Q8 Q1 - BYE
- Q2 vs Q7 Q2 vs Q7
- Q3 vs Q6 Q3 vs Q6
- Q4 vs Q5 Q4 vs Q5

Adjusted to suit number of cars

Round 2 seeding

- Seeding is highest points vs least points and so on.

Even Field – by points Uneven Field – by points

Highest vs Lowest Highest vs Lowest

- 2nd highest vs 2nd to lowest 2nd highest vs 2nd to lowest
- 3rd highest vs 3rd to lowest 3rd highest vs 3rd to lowest
- 4th highest vs 4th to lowest 4th highest - BYE

Adjusted to suit number of cars

Finals

- Runs in reverse order: D Final, C Final, B Final then A Final
- Lowest in points gets a bye in the field is uneven

Finals seeding

FINALS Seeded on cumulative points

- A final 1st vs 2nd highest
- B final 3rd vs 4th highest
- C final 5th vs 6th highest
- D final 7th vs 8th highest

Number of finals adjusted to suit number of cars