Protective Clothing: Required. Refer Protective Clothing.

Rear Axle: Aftermarket full floating or live axle assembly required. Rear end ratio restricted to 3.20:1 only: may be no lower or higher.

Safety Shutoff: It is optional for Top Fuel Dragsters and Nitro Funny Cars to employ the use of any Automatic Safety Shutoff System.

NOTE: If an Automatic Safety Shutoff System is fitted to a vehicle it must be in working order. Wiring and system components must be fully visible and traceable by ANDRA Officials. System components may be removed, tested or scrutinised by ANDRA Officials at any time at the discretion of the Chief Steward or Group 1 Steward.

Seat: Must be foam formed with energy-absorbing material to the driver's body, No magnesium is permitted. A minimum of one layer of flame retardant-material seat upholstery is mandatory.

Skid Plates: Skid plates attached to engine plate or frame mandatory. Must be at least 1935 sq mm (3 sq inch) in contact area, be below the bottom of the sump, and designed to contact the track surface before the lower frame sections. Wheels are not permitted.

Superchargers: Restricted to Rootes type Supercharger. Screw type Superchargers prohibited. Supercharger restraint system complying with SFI 14.3 mandatory. Manifold burst panels complying with SFI 23.1 mandatory. Refer Power Adders, Superchargers.

Throttle Stop: A removable mechanical throttle stop, beyond the control of the driver, limiting the throttle blade opening to no more than .300 inches during burnout procedures, must be used.

Wheels: Drive wheels must comply with SFI 15.3 as a minimum. If SFI 15.4 wheels are used, wheels must mate with required drive hub type.

Wheelie Bar: Must be functional. Steel and titanium wheelie bars permitted, carbon fiber prohibited. Wheels must be non-metallic. Pressure sensors and parachute net attachment permitted.

Licence Requirements: Endorsed GOL required for Top Fuel competition. Refer ANDRA Racing Credentials, Group One Licence (GOL).

Technical Inspection: Required.

