



GENERAL RULES

1. All cars must be built in a safe manner, subject to final approval
2. ABSOLUTELY NO DRIVERS DOOR HITS!! Subject to possible suspension
3. DRIVERS DOOR MUST BE PAINTED WHITE!!
4. ALL SIDE & BACK GLASS MUST BE REMOVED!!
5. STOCK FRONT & REAR BUMPERS ONLY!!
6. No Start and parks. All drivers must make a reasonable effort to race.
7. Must be at least 18 years old
8. Full face helmets with either shield or goggles and gloves REQUIRED. Fire Suits recommended. Arms covered with Long Sleeves, Long pants, and Tennis Shoes or Boots REQUIRED. No sandals.
9. Steel Plate/Safety Bars added to inside of Driver Door in case of accidental door hit.
10. All vehicles in competition highly **REQUIRED** of one of the following:
 - a. 4 Point Roll cage
 - b. Cross brace (large bar, I-beam, or pipe just behind seat connecting left side of vehicle to right side at bumper height approximately 12 inches off the floor with at least a 8" x 8" plate attached to the bar connected to both sides of the car) required with a minimum 1 3/4" roll bar located behind the driver.
 - c. Other means that meet or exceed the above options and are deemed safe by Safety Officials (must have prior approval)
11. Decisions of the Safety Officials are final.
12. **Minimum Stock Shoulder Belts creating a crossover by using Driver & Passenger seatbelts or 5 Point Harness REQUIRED!! Aluminum Racing Seat Highly Recommended. All seatbelts will be checked for fraying or excessive wear, and Driver informed if need to be replaced.**



FIGURE 8 DEMO DERBY VEHICLES

1. Races are open to any front wheel drive rear wheel drive car, small trucks (s10/ranger) or mini van. **NO 4WHEEL DRIVES**. Interior must be stripped; all flammable materials must be removed. Stereos can remain - no profanity. All glass must be removed (including all lights), windshield may remain or be replaced with lexan. If windshield is removed it must be replaced with a metal screen and minimum 3 vertical steel bars to protect driver from debris. **All side & back glass must be removed**. NO MIRRORS!
2. All doors must be welded, bolted, or chained shut.
3. All vehicles in competition highly **REQUIRED** of one of the following:
 - a. 4 Point Roll cage
 - b. Cross brace (large bar, I-beam, or pipe just behind seat connecting left side of vehicle to right side at bumper height approximately 12 inches off the floor with at least a 8" x 8" plate attached to the bar connected to both sides of the car) required with a minimum 1 3/4" roll bar located behind the driver.
 - c. Other means that meet or exceed the above options and are deemed safe by Safety Officials (must have prior approval)
4. **Minimum Stock Shoulder Belts creating a crossover by using Driver & Passenger seatbelts or 5 Point Harness REQUIRED!! Aluminum Racing Seat Highly Recommended. All seatbelts will be checked for fraying or excessive wear, and Driver informed if need to be replaced.**
5. No Front / Rear hoops.. STOCK front & rear bumpers only!!
6. No additional bracing the body / suspension / bumpers. Grill Guard OK (not wider than frame rails)
7. Street tires only, no racing tires.
8. Cars must be constructed in a safe manor subject to Safety Officials approval.
9. No sharp edges.
10. **Sign Board secured to roof with Car #.**
11. **PAYING TOP 4**

"FIGURE 8 QUALIFIER" RULES

1. NON – DESTRUCTIVE EVENT
2. PILL DRAW FOR STARTING POSITION
3. 10 LAPS RUN CLOCKWISE ON TRACK (all right turns, 4-3-2-1 start/finish)
4. **WINNER TAKES ALL**



“TAG TEAM RACE” RACE RULES

1. 2 CAR TEAMS
2. DRIVER #1 MAKES 10 LAPS, TAPS TEAM CAR, DRIVER #2 MAKES 10 LAPS. RACES MAY BE CLOCKWISE OR COUNTER CLOCKWISE. TEAM CARS WILL BE PLACED AS DESIGNATED
3. 20 LAP EVENT
4. **WINNING TEAM TAKES ALL**

“FOX & HOUND” RACE RULES

1. RUN LIKE AN AUSTRALIAN PURSUIT, BUT YOU MUST PASS ONLY ON THE OUTSIDE
2. DRAW FOR START POSITION
3. 10 LAP EVENT
4. **WINNER TAKES ALL**

“MOVING FLAG POLE RACE” RACE RULES

1. This race is setup like a traditional flag pole race with a twist. The “flag poles” move. There will be two “Referee Cars” on the racing surface slowly progressing around the racing surface. When the track is green cars must then loop all the way around each referee car counter clockwise (turning left) to be able complete a lap. Referee cars will start, stop, and move at various points during the race. **NO HITTING THE REFEREE CARS.** If you hit the referee car you will be disqualified. If you miss looping a referee car your lap will not be scored. You must go around **BOTH** cars for the lap to count.
2. **PAYING TOP 2**

‘SIMON SAYS’ RULES

1. NON – DESTRUCTIVE EVENT
2. 1 CAR IS SIMON, OTHER CARS CAN’T PASS SIMON.
3. ALL ENTRIES MUST DO AS SIMON DOES, NO MATTER WHAT, OR THEY ARE OUT
4. AFTER 10 MINUTES, FLAGMAN WAVES YELLOW FLAG & SIMON EXITS TRACK, 3 LAP SHOOTOUT TO FINISH
5. **WINNER TAKES ALL**

“MATTRESS RACE” RULES

1. NON - DESTRUCTIVE EVENT
2. DRIVER MUST HOLD A MATTRESS TO THE ROOF OF THEIR CAR USING THEIR LEFT HAND
3. TRACK SUPPLIES MATTRESS (crib, twin, full, queen, or king).
4. NO – CONTACT RACE
5. IF YOU LET GO OF YOUR MATTRESS, YOUR OUT
6. 10 LAP EVENT
7. **WINNER TAKES ALL**

**NO ANTIFREEZE - \$500 FINE IF CAUGHT!
RULES SUBJECT TO CHANGE!!**