

NIGHT OF DESTRUCTION RULES!

Enduro Car Rules/General Rules, will be used for Enduro, Figure 8(Plus what's below), Skid Plate, Rollover, Burnout Comp. and Derby

Transponder Rental \$20 – For Enduro, Skid Plate, & Figure 8

Enduro: 100 Laps - Rules are listed on midvalespeedway.com under the rules tab – **Payout \$500, 300, 200, 100**

Chain Race: 10 to 15 Laps – Rules on midvalespeedway.com under rules tab – **Payout \$200, 100**

Reverse Race: Enduro Rules. **Payout \$100, 50, 25**

Figure 8 Rules: Lap 12 to 15. Must be 18 or older. 4 Point Cage or Steel Door Plate. Any FWD 4 cyl or 6 cyl. Must have a 4 point cage and door plate. The rest of the rules will be like an “Enduro Car.” Figure 8 will run for points-making their debut opening night @ Night of Destruction. On a regular night, heat races will be ran on ANY piece of asphalt – oval, old oval, small oval, road course & reverse for all tracks. The rest of car can follow Enduro Rules. **Payout \$300, 200, 100**

Skid Plate Race: FWD ONLY!!! Remove any glass side windows, headlights, etc. Leave front windshield. MUST BRING YOUR OWN SKIES that are welded to a rim that fits the bolt pattern for your rear wheels. Most use bumper reinforcements on the rim. You also MUST have a helmet and working seat belt!! It's recommended to have a fire suit or wear long sleeves and long pants. There will be NO HORSEPLAY before or after the race (IE Doughnuts...etc)!! It will not be tolerated!! When we are to run your part of program, you will bring your car and skies to the infield and put them on. DO NOT DRIVE ONTO THE TRACK FROM THE PITS WITH YOUR SKIES ON!! **You will need to bring a jack and lug wrench to put your skies on, once you are in the infield. Once the race is over, you return to the infield and take the skies off and put your rear tires back on, to exit the track. NO PASSENGERS. **Payout to top 3: \$200, 100, 50** **RUN ON SMALL OVAL LIKE OCTOBER**

Rollover contest Rules: Bringing back one of the crowd favorites is the rollover contest. There will only be allowed one driver per car no passengers. Must have a roll cage in the car. NO QUESTIONS. We know there is potential for injury, so we have to take all precautions. Must have a full race suit and neck brace. All glass must be removed. and all lights must be removed. Front windshield must be removed and replaced with wire mesh or Lexan. All debris on the interior of the car must be removed including all seats and carpeting. Ramp will be a Left/Right Ramp. **Payout- \$500 to Winner – How many rolls or distance**

Long Jump: Car built like an enduro car. The car can be the same car for almost everything. **\$500 to Winner – Longest Distance**

FLAG POLE RACE Rules: 10 Laps Prep car as an Enduro Car Rules. Car must go around the flagpole on the first lap and every lap after that of the race or car will not be scored. Cars must come into the flagpole at a safe rate of speed so not to hit other drivers in the driver's door. Car numbers must be clear and big. Seat belts must be worn at all times. You must remain in your vehicle unless an official tells you otherwise. **Payout: \$200, \$150, \$100, \$50**

Stacker Cars: Rules our listed on another form under rules tab! **\$1000 to Win**

Trailer Race: Rules under rules tab - **Payoff - \$1000, \$500, \$250**

Burnout Competition:

Drivers will be required to sign a waiver and will receive a wristband that must be worn on the wrist throughout the night.

On Track Procedures are as follows:

Must be full run burnout – Start in turn 4 to turn 1

NO STANDSTILL burnouts

Pay attention to LIGHTS AT ALL TIMES (Green = Go, Yellow = Times Up – Stop Burnout and Exit Slowly, Red = STOP IMMEDIATELY) We will stop in infield. Will have a number also in the window. **Payout: \$150 to Winner**

Longest on 2 Wheels: You will hit the ramp, and well.... You'll try to go so far on two wheels.

Payout: \$300, 200, 100

Flip-Flop Race: 15 Laps Prep car as an Enduro Car Rules. Start at the finish line in driver, when reaching the line, put in reverse. You will do that a total of 15 times. In driver equals 1, then reverse 2, etc till you hit 15. **Payout: \$200, \$150, \$100, \$50**

Ramp Race: 15 Laps – We will have a ramp set-up on the front straightaway. Will be maybe a foot or less off track. You are to hit the ramp every lap. If don't, you're out.

Payout: \$200, 150, 100, 50

Infield Tractor Tire Soccer: Be teams of 3. The goal is to hit the tractor tire into your scoring goal. The first one to 3 points, wins. If there are more than 6 teams, we will do elimination rounds. That would make one team with a buy, and to get that, it will go off the total time it took your team to score 3 points. **Payout: \$300, 200, 100**

