

# NIGHT OF DESTRUCTION RULES!

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

## **Transponder Rental \$20 – For Enduro, Skid Plate, Figure 8 & Flag Pole**

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

**Chain Race: 10 to 15 Laps** – Rules on midvalespeedway.com under rules tab – **Payout \$200, \$50**

**Figure 8 Rules:** Lap TBD. 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 tracksThe rest of car can follow Enduro Rules. **Payout \$500, 300, 200 on 20 Car on Night of Destruction Night**

**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**

**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, \$100, \$50**

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**Long Jump:** Car built like an enduro car. The car can be the same car for almost everything.

**500 to Winner – Longest Distance**

**Stacker Cars: Rules our listed on another form under rules tab!**

**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**

**Truck Tug of War:**

The trucks are opposing each other on the track with a 20 to 30 feet strap hooked to the rear of each truck with the center of the strap centered on the track. The winner is the competitor who pulls the other 15 feet across the line or the farthest in 30 seconds. **Payout: \$150 to Winner**

**STOCK COMPACT AND STOCK FULL SIZE**

**PREPARATION OF CARS**

1. Dash may be removed, remove all glass, lights, loose plastic ,remove air bags, carpet and any other flammable material.
2. Gas tanks and batteries must be properly secured and covered inside of the car.
3. Hood must have a 5x5 hole cut in it. 9 wire in 4 spots to hold the hood down.
4. Trunk lids may be welded shut in 6 spots using 3" by 1/8" strap on seam of trunk or 9 wire in 4 spots.
5. Doors may be welded solid with nothing larger then 3" by 1/8" strap and must follow the door seam. Drivers side door may be plated on outside up to 3 " past exterior door seam either forward or backward. Youth cars may plate the passenger door the same as the driver's door . Doors may also be 9 wired in 6 spots if not welded. You may have a 4 bar floating cage at least 5 inches off of floor. Roll over bars are permitted.
6. Bumpers may be any stock bumper or 3x3 tubing 1/4" thick. Bumpers may be welded to stock locations.
7. Rear ends: Locking of rear ends permitted, rear end must be oem for the car.
8. Any shifters and push button start are allowed.
9. Fix it plates only 2 plates per car on pre runs, plate size 4"x6"
10. Frame Notching of frame permitted but cannot be welded back together.
11. Full size cars may run any motor or transmission NO Engine cradles or braces . Compacts No engine cradles or braces.
12. Full size and compacts may run any tire or rim.
13. Full size and compact suspension must remain stock. No tilting frames. No welding of frame seams or body seams.

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14. ALL YOUTH CARS FOLLOW THE STOCK COMPACT RULES.

**Payout: \$600, 350, 150 – Based on 20 Car Heats**

**Power Wheel Derby:**

- Max Age 10
- All Participants must wear helmet (Bike Helmets Allowed)
- No Reinforcing Powerwheels (No Major changes to body – only appearance changes allowed – (not reinforcement)
- Stock Tire (Duct Tape Allowed)
- Max 12 Volt Battery
- Seatbelts Recommended
- No Passengers

