



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, Flag Pole, Front Car for Push Race, Reverse Race, Mini Van Mamas Enduro/Flag Pole, Flip-Flop Race, Ramp Race, Stacker Car

These are ALL the rules for each event. Not all will be at each show. This is to help keep rules on the same form. Any questions, please ask!

Enduro: 100 Laps - Rules are listed on midvalespeedway.com under the rules tab – **Payout \$750, 400, 300, 200, 100**

THE GAUNTLET: Rules build like an Enduro Car – You will run a road course type lap. Objects will be in the way and have to weave in and out – **Payout TBA**

Mini Van Mamas: Rules build like an Enduro Car – CAN BE FWD or RWD – **Payout \$300, 200, 100**

Push Race: 10 to 15 Laps – Build car like Enduro. Drivers are required to run this event pushing another driver around the track. Drivers must stay on the track surface. The pushed cars engine needs to be off and remain off throughout the event. A team will be disqualified if the second car is running at any time through the race. The winning team will be the team whos push car completes the given laps. – **Payout \$200, 100**

Trailer Park Race: Enduro Rules. It puts a unique twist on short-track competition. One vehicle will be circulating the track pulling a car trailer while competitors chase it down. The objective is simple but challenging—be the first driver to successfully park their car on the moving trailer.

Drivers must time their approach, control their speed, and line up perfectly while the trailer stays in motion. There are no lap counts once a car is properly loaded, the event ends and that driver wins the cash prize. **Payout \$500**

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

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 Based on 5 entries, can increase or decrease 10%**

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

\$500 to Longest Distance Based o 5 entries, can increase or decrease 10%

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***

Leap Frog

Drivers must jump over the truck ramp every lap for the entire race. If you fail to clear the ramp on any lap, you will be black flagged and eliminated from the event. ***Payout \$500***

Tag Team Relay

Grab a teammate because this is a true relay race! One car starts the race. As your teammate completes their lap, you must bump the waiting team car on the frontstretch to send them onto the track. Continue alternating drivers each lap until the race is complete. The first team to finish wins! ***Payout \$250, \$100***

Stacker Cars: Rules our listed on another form under rules tab! ***Payout \$1000 to Win, \$500, \$250***

Couples Race: Stock build like a enduro car. Steering wheel stays on the left. Gas and brake moved to the right.

Cow Tipping: Tip the Cow vehicle and win. If more then one, you split the win!

Longest on 2 Wheels: You will hit the ramp, and well.... You'll try to go so far on two wheels. ***Payout: \$300***

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***

Flip-Flop Race: 10 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***

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Ramp Race: 10 Laps – We will have a ramp set-up on the back straightaway (Small Oval). Will be maybe a foot or less off track. You are to hit the ramp every lap (Don't have to jump each time, as long as 2 wheels hit it). If don't, you're out.

Payout: *\$200, 150, 100, 50*

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

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*

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: TBA*

Trailer Race: - *F8 TBA - \$1500, 750, 350 based on 10 entries... can increase or decrease 10% on entrie*

Power Wheel Derby: METALS FOR KIDS

- Max Age 10
- All Participants must wear helmet (Bike Helmets Allowed)
- No Reinforcing Power wheels (No Major changes to body – only appearance changes allowed – (not reinforcement)
- Stock Tire (Duct Tape Allowed)
- Max 18 Volt Battery
- Seatbelts Recommended
- No Passengers

Official Trailer Race Rules

CAN ONLY TARGET THE TRAILER. DRIVERS DOOR AND PASSENGER DOOR WILL BE WHITE. IF HIT TOW-VEHICLE YOUR DQED

1. Any van, SUV, or pickup truck is eligible. No 4-wheel drives, NO RACECARS, No cars.
2. Shoulder and lap belt required. Helmet, long sleeve shirts and pants and gloves are mandatory. Fire suit and gloves are recommended. All glass, except front windshield, lights and mirrors must be removed.
3. Overall trailer length: 14 ft. minimum and 20 ft. maximum. Trailer cannot be rigged to self destruct, leaving only frame to continue racing and must be able to race without falling apart. If trailer is rigged, that driver will be disqualified.
4. Travel trailer/pop-up camper, boat, or whatever on a trailer is eligible.
5. Boats must be strapped to trailer. Boats must be gutted. No motors, fuel tanks, or out drives allowed.
6. Travel trailer/campers must be completely cleaned out inside, removing everything that is not part of unit (i.e. pots, pans, clothes, silverware, trash household items, or anything that is not a permanent part of trailer as manufactured. Pop-ups must be raced in fully extended popped up position. All appliances and heating/cooling units must be removed. Glass must be removed.
7. Tongue must be attached to tow vehicle by hitch and ball, free pivoting. Safety chains and equalizer bars are not allowed.
8. Ballast or weight cannot be added.
9. Mascots, decorating vehicles, advertising nicknames, cartoon, etc. are encouraged. No suggestive language, symbols, or numbers allowed on vehicles. Anything on the vehicle in bad taste will mean disqualification.
10. Carnage is welcome but within discretion. Please consider the safety of the fans and other drivers.

OBJECT OF RACE

Finish race with your trailer attached while trying to separate the trailers of your competitors from their vehicle. If you lose your trailer or tire, or sparks fly, you will be disqualified and you will be black flagged. If you hit another tow vehicle with your vehicle, you will be disqualified immediately. Length of race is at least 10 laps OR FREE FOR ALL. Will take a voting day of event. unless only one trailer/tow vehicle combo remains intact. In that event, they will be declared the winner.

Payout F8 Trailer Race Aug 16th - \$1500, 750, 350 Based on 10 Entries... Can increase or decrease 10% on entries

Chain Race Rules

- 1) All pulling cars must be V6 or V8 no 4-cylinder pull cars.
- 2) Both cars will have working brakes and back car must have a motor but not running.
- 3) Both cars must run good tires (no bald or blems).
- 4) Drivers doors must be welded, chained or bolted shut.
- 5) All cars must have seat belts with shoulder harnesses or 3 pt harness.
- 6) Cars will be chained together 4 feet apart. Cannot hook to bumper and no pipes on chains.
- 7) All drivers must wear helmets securely.
- 8) All cars are subject to inspection before they can race.
- 9) All glass must be removed from all cars except front windshield.
- 10) The rear car of the 2-Car Chain Race team must have the driveshaft and battery removed.
- 11) If the chain breaks, the cars are done and will no longer be scored.
- 12) The main pulling vehicle it must be a two-wheel drive car.
- 13) You must remain in your vehicle unless an official tells you otherwise.
- 14) Second cars engine needs to be off and remain off throughout the event – Your team will be disqualified if 2nd car is running at any time through the race.

Driver's Safety:

1. Mandatory- seat belts, long sleeves, jean/long pants, gloves, shoes & socks, helmet, goggles, and neck brace for the driver. No sunglasses. No nylon or dri-fit clothing allowed.
2. Recommended-racing seat, 5 point safety harness, window net, fire resistant driving suite, fire resistant gloves, shoes and socks along with a SA rated FULL FACED helmet, safety goggles or face shield and neck brace

Payout \$200, 100

STACKER CARS RULES

General Safety Rules

1. A basic 4-point cage is highly recommended. – **REQUIRED TOP CAR MUST HAVE ROLLOVER PROTECTION**
2. All side glass must be removed or rolled down 100%. Windshield or rear windows are optional.
3. A steel door plate (highly recommended) may be welded or bolted over the driver's side door.
4. All doors must be welded or chained shut.
5. Having a horizontal crush bar from side to side just behind the driver's seat is recommended.
6. Having a vertical crush/rollover bar behind the driver's seat is recommended.
7. If a battery is in the back seat, it must be securely covered and tightly strapped down.

General Construction Guidelines of Bottom Car

1. The bottom car is responsible for gas and braking.
2. Cars must be stock.
3. Front wheel drive compact cars and/or Mid-Size FWD cars
4. NO RACE CARS WILL BE ALLOWED FOR THE BOTTOM CAR.
5. Stock suspension, stock engine and stock transmission. The theme here is STOCK.
6. The bottom car will have no steering components whatsoever.

7. Windshield or safety bars must remain in the vehicles.
8. 7" wide maximum stock or safety wheels. No more than a 3.5" backset on any wheel.

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9. Stock DOT radial tires (i.e. any 55, 60, 65, 70, 75 or 80 series radial tire 165-215). No trick, racing or exotic tires. No Z-rated tires. No wheel spacers of any kind. lift or bobcat tires.

General Construction Guidelines for the Top Car

1. The top car will do all steering.
2. The complete body shell from bumper to bumper must remain intact, including the front and rear firewalls.
3. All suspension, engine, K-frame, wheels and tires may be removed.
4. The complete body including the front and rear tail panels, bumpers and the full body between the bumpers is required so the car body up top resembles that of a full car.

The number of laps run will depend on car count.

No 2-way radios or other communication devices are allowed.

Payout: \$1,000, \$500, \$250

TRAILER COMBAT: LAST HAULER STANDING

Tow it. Launch it. Smash the rest. But keep your rig alive.

TEAM SETUP

- 1 Rear-Wheel-Drive Truck or Van (Tow Vehicle)- 1 Trailer securely connected- 1 Driveable Car (Chase/Attack Car) loaded on the trailer with a driver inside **CAR AND TRUCK MUST HAVE**

MATCH #

RACE FORMAT

1. All teams start lined up with the attack car loaded.
2. Race goes green — 1 full lap under green flag with no dismounts or attacks allowed.
3. After Lap 1: Official gives the "Combat Green" signal — chase cars may unload and begin attacking.
4. Chaos ensues — trailers can be rammed, cars can be hit, but only certain vehicles may attack.

RULES OF ENGAGEMENT

TOW VEHICLE RULES

- Must be rear-wheel drive truck or van- MUST remain running, moving, and pulling the trailer to stay in the race- May ram and attack other trailers- May NOT hit another tow vehicle directly- May NOT hit disengaged chase cars- If the tow vehicle dies or the trailer detaches, the team is eliminated — even if the chase car is still moving

CHASE CAR (TRAILER CAR) RULES

- Must remain on the trailer for 1 full green-flag lap- May unload only after the first lap is completed- Once dismounted, it may: • Ram other trailers • Attack other chase cars • Block or harass tow vehicles (non-contact preferred)- If the chase car is disabled, the team is still IN — as long as the tow truck and trailer are still moving and attached

TRAILER RULES

- Must be secure and safely towable for at least 1 lap- If the trailer becomes detached, the team is eliminated — no matter what- May be hit by other tow vehicles or chase cars

1 AXLE TRAILER ONLY AND CAR DOLLY TYPE OK

ELIMINATION RULES

- Tow vehicle is stalled or disabled- Trailer is completely detached- Tow vehicle hits another tow vehicle or disengaged chase car- Flagman may disqualify any unsafe driving or rule violations

WIN CONDITION

- Last team with their tow vehicle running and still pulling a trailer (attached) WINS- Your chase car can be knocked out — no problem — as long as your tow rig survives

SAFETY REQUIREMENTS

- Helmets mandatory for both drivers- Chase car must have working seat belts and brakes- No driver-side door hits- On-track officials may pause the race or remove teams for unsafe behavior
Tow it. Launch it. Smash the rest. But keep your rig alive.

Payout: \$1000, \$700, \$500