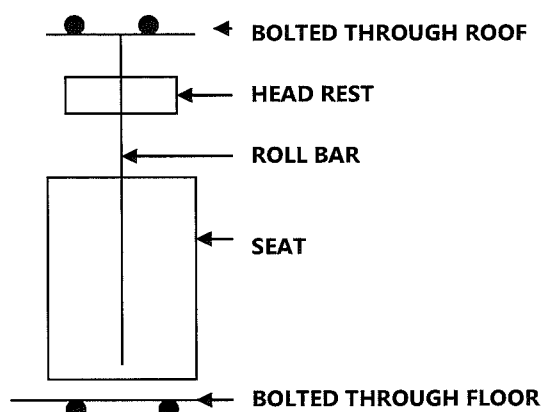


D1-1 Demolition Derby Minimum Vehicle Specifications

- D1-1-1** Only standard road cars eligible. NO 4-wheel drives, NO SUV's, NO Ute's.
- D1-1-2** No modifications or reinforcing permitted except the following. UNLESS IT SAYS YOU CAN THEN YOU MUST NOT.
- D1-1-3** All glass including mirrors to be removed from the vehicle. One interior mounted factory style mirror is permissible
- D1-1-4** Tow bar to be removed.
- D1-1-5** All badges, interior and exterior trim and plastic to be removed.
- D1-1-6** Both front doors to be securely chained, bolted or welded shut.
- D1-1-7** Pillarless cars must have the seam between front and rear doors fully welded.
- D1-1-8** Full harness seat belt (4-5 point) to be fitted to driver's seat and securely mounted.
- D1-1-9** Seat belts must not be mounted to the roof.
- D1-1-10** NO RETRACTABLE SEAT BELTS allowed.
- D1-1-11** A maximum of 18 litres of petrol to be carried in the tank.
- D1-1-12** All cars to be fitted with roll bar (not roll cage) consisting of one bar of minimum diameter of 38mm OD x 3.2mm, of steel pipe or RHS, to extend vertically from floor immediately behind driver's seat to the roof. A 300mm length of pipe or RHS (of the same size as the roll bar), or a 300mm x 300mm x 6mm plate must be welded to each end of the roll bar. These to be bolted through the roof and the floor using a minimum of 10mm bolts. A head rest must be mounted on bar. See diagram below.



- D1-1-13** Numbers must be painted in contrasting colours and clearly visible, on the driver's door and roof. Minimum size 300mm high x 50mm wide.
- D1-1-14** No obscene or offensive words or drawings on cars.
- D1-1-15** The driver's door may have a 3mm steel plate welded on the driver's side to replace the door trim, from behind the driver's seat, extended to past the firewall, and securely welded or bolted.
- D1-1-16** No locked diffs allowed.
- D1-1-17** No wide wheels, racing tyres or spacesaver tyres allowed.
- D1-1-18** Battery must be adequately secured.
- D1-1-19** All airbags must be removed.
- D1-1-20** Fuel lines to be secured with no leaks or kinks, and of an approved type.
- D1-1-21** Minimum helmet clearance of 50mm
- D1-1-22** Bolts holding down the front of a bonnet to be a maximum of 16mm

D1-2 Demolition Derby Racing Rules and Conditions

- D1-2-1** All vehicles will be checked and must comply with the specifications.
- D1-2-2** All competitors must hold either an SNZ One-Day Derby Licence or a full SNZ licence.
- D1-2-3** Minimum age is 16 years. Competitors aged between 16 and 18 years must have signed consent by a parent or guardian.
- D1-2-4** All competitors must be aware and accept that they compete at their own risk.
- D1-2-5** Competitors must have proof from the issuing authority that they have held at least a Restricted civil drivers licence. Full civil drivers licence is not required.
- D1-2-6** All drivers must wear full length, long sleeved overalls. Leather gloves, boots or shoes must be worn, NOT JANDALS or SNEAKERS. NO NYLON ATTIRE. Clothing to be approved by the Steward on the day/night.
- D1-2-7** SNZ approved helmet and neck brace must be worn.
- D1-2-8** No passengers.
- D1-2-9** The track surface must be heavily watered to reduce vehicle speed.

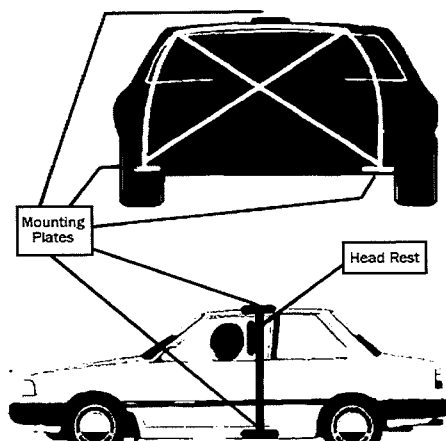
- D1-2-10** This competition is with the intention of demolishing opponent's vehicles. Those not competing in the spirit of the intention can be excluded.
- D1-2-11** When a red light or flag is shown, competitors must immediately STOP.
- D1-2-12** Drivers must not hit another vehicle in the driver's door.
- D1-2-13** Cars can only move forward on the track and in an anticlockwise direction, strictly within the confines of the track.
- D1-2-14** Competitors will be disqualified when driving on the infield unless the track is completely blocked. Competitors must return to the track immediately after passing the blockage.
- D1-2-15** A competitor that is immobilised for more than ONE minute shall be deemed out of the Derby and shall not be permitted a restart.
- D1-2-16** No competitor will be permitted to unclip his seat belts or get out of the car while the Derby is in progress, without a direction from the Clerk of the Course or SNZ Official. Obviously this restriction does not apply in case of fire.
- D1-2-17** All decisions taken by the track officials will be final and binding and no protests will be entered into.
- D1-2-18** The Promoter has the right to order winning cars to be rechecked.
- D1-2-19** The taking of, or suffering from the effects of drugs or alcohol by any competitor or mechanic, on the day of any meeting shall be deemed to be conduct prejudicial to the sport.

D2-1 Derby Teams Racing: Additional Minimum Vehicle Specifications

- D2-1-1** All cars to be tidy in appearance and professionally signwritten.
- D2-1-2** All glass except interior mirror to be removed.
- D2-1-3** Cars that contain rust in critical areas e.g. door pillars or hinges will not be permitted.
- D2-1-4** Side intrusion bar to be securely attached to the drivers door A and B pillars (same size and material as roll bar) and must run parallel to the floor and be a minimum of 400mm or above hip height whichever is greater
- D2-1-5** All vehicles must be fitted with an interior roll bar (not full cage) fitted behind the front seat, above the drivers normal seated position, as per diagram over.
- D2-1-6** Rollbar material: 38mm OD 3.2mm wall thickness steampipe or RHS.
- D2-1-7** Diagonal cross must be fitted inside roll bar.
- D2-1-8** Rollbar to be mounted to mounting plates at floor and middle of roof.
- D2-1-9** Mounting plates to be 125mm x 125mm x 6mm.
- D2-1-10** A headrest 280mm x 150mm x 3mm to be fitted centrally behind drivers helmet and securely mounted to rollbar.
- D2-1-11** Radiators to remain in original position but fan may be removed.
- D2-1-12** Fuel tanks must be mounted in the boot area centrally and as far forward as possible without intruding into the rear passenger area.
- D2-1-13** Fuel lines to be secured with no leaks or kinks and of an approved type.
- D2-1-14** All bolts used to effect modification are to be a minimum of 10mm in diameter.

Pictured:

Roll bar as required in Teams Derby Rules
D2-1-5 to D2-1-10



D2-2 Derby Teams Racing: Additional Racing Rules

- D2-2-1** Racing may take place during the meeting.
- D2-2-2** No competitor shall manoeuvre their vehicle into the path of others so their door is exposed.
- D2-2-3** No hitting any stationary vehicles. See Rules R12-3-20 to 25.
- D2-2-4** All competitors must race in the race direction.
- D2-2-5** In the event of a rollover the car is out of the race unless it returns to its wheels without assistance.

D3-1 Caravan Derbies: Additional Minimum Vehicle Specifications

- D3-1-1** The windscreen opening is to be covered by maximum 100mm mesh covered by chicken netting.
- D3-1-2** The drawbar is to be well attached, with a good safety chain.
- D3-1-3** Caravans are to have all glass and breakables, beds, tables and other internal fixtures removed.
- D3-1-4** All gas bottles and water tanks to be removed.

D3-2 Caravan Derbies: Additional Racing Rules

D3-2-1 Racing to be on a dry track.

D3-2-2 First across the line with a minimum of drawbar, chassis and set of wheels will be the winner.

D3-2-3 Cars without a caravan or part thereof can continue, but cannot win.

D4-1 Ramp Derby: Additional Racing Rules

D4-1-1 One ramp is permitted on one of the straights.

D4-1-2 Maximum height of ramp from the track surface = 300mm.

D4-1-3 Minimum length of ramp = 2400mm.

R11-4

RACING RULES:

MODIFIED, SUPER SALOON, SALOON, PRODUCTION SALOON AND MINISTOCK

SIGNALS

R11-4-1 The following lights and flags are used to signal competitors on the track:

Green Flag & Light	Start of race
Green Light	Race in progress
Yellow Flag & Light	Proceed with caution
Red Flag & Light	Stop immediately
White Flag	One lap remaining
Black Flag/Board	Offending competitor to retire from race immediately.
Black & White Chequered	Race complete

R11-4-2 The green light to be on continuously while race is in progress.

BEFORE THE RACE

R11-4-3 The maximum number of competitors in the race will be decided by the Steward.

R11-4-4 Vehicles must leave the pits under their own power.

R11-4-5 Vehicles not on the track when the pit gate is shut are not eligible to start.

R11-4-6 Vehicles proceeding to the start must not be driven at excessive speed.

R11-4-7 Vehicles will grid up as directed by the Clerk of the Course.

R11-4-8 Any vehicle failing to grid up after leaving the pits within the time limit of three minutes is not eligible to start the race.

R11-4-9 The Referee is the sole judge of R11-4-8 above and can only allow one 3 minute delay per race. The 3 minute delay cannot be used in the event of a re-run.

R11-4-10 The Clerk of the Course will advise the Referee that the track is clear and ready for racing.

R11-4-11 The Starter will initiate each race when instructed to do so by the Referee.

R11-4-12 All competitors are under the jurisdiction of the Referee from the point that the referee signals the race is about to start as per regulation R11-4-14.

RACE START

R11-4-13 All races are rolling starts, with grid 2 setting the pace. Grid 2 also sets the position on the track and must allow adequate racing room for Grid 1 on the bottom side of the track

R11-4-14 The Referee will signal that the race is about to start by turning off the yellow lights at least half a lap prior to the start.

R11-4-15 The race commences when the green flag is waved and green lights activated.

Option: The race commences when both front row vehicles have entered the start box at a reasonable pace.

R11-4-16 In the case of a false start the Referee can order a re-run by activating the yellow light.

R11-4-17 Any vacant grids to be held, failure to do so can result in a penalty.

RACE IN PROGRESS

R11-4-18 The race will be in an anti-clockwise direction.

R11-4-19 Vehicles are not to be driven in the wrong direction.

R11-4-20 The following racing practices are not permitted:-

- (i) Contact: Deliberate or accidental.
- (ii) Forcing another competitor off their racing line.
- (iii) Cutting Off.
- (iv) Blocking.
- (v) Any other foul or unfair practice.

Penalties will apply as per Section M7-2.

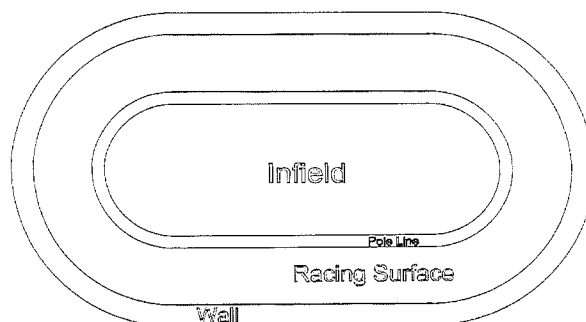
R11-4-21 In any race of less than 20 laps, lapped competitors can be black flagged.

POLELINE/INFIELD

R11-4-22 Refer to explanatory diagram right for a definition of terms.

R11-4-23 A competitor can be penalised for placing one or more wheels off the racing surface, unless taking evasive action.

R11-4-24 If a vehicle is forced, spun, or driven to the infield during the race, the competitor must wait until the track is clear before returning to the racing surface.



SUSPENSION OF RACING

R11-4-25 Racing can be suspended at any time by the activation of the yellow or red lights

- (i) Yellow lights: all vehicles must slow immediately.
- (ii) Red lights: all vehicles must stop quickly and safely, and if possible allow for rescue vehicle access.

R11-4-26 First Lap Incident

When the race is suspended before one full lap is completed:-

- (i) it will be completely rerun over the original number of laps
- (ii) the original grid positions will apply, except for the prime cause of the stoppage who will restart from the rear of the field Note: currently applies to yellow lights only
- (iii) no 3 minute bells are permitted
- (iv) competitors may not change their vehicles
- (v) vehicles on the infield at the time of the race suspension are permitted to take part in the restart.

R11-4-27 Race Resumption

When the race is suspended after one full lap is completed the race will resume as follows:-

- (a) Single File under yellow lights
 - (i) The lead car will take the safest course past any incident.
 - (ii) The rest of the field will follow in Single File.
 - (iii) Any car breaking file will be immediately excluded.
 - (iv) The vehicles will restart in the order they were in at the last completed lap prior to the caution period.
- (b) Vehicles involved in the incident are permitted to restart:
 - (i) The primary cause from the rear of the field.
 - (ii) All other vehicles in the position they were in at the time of the last completed lap.
- (c) The Referee will signal that the race is about to recommence by turning off the yellow lights at least half a lap prior to the start/finish line.
- (d) The race restarts when the green flag is waved and green lights activated.
- (e) Laps run on the yellow lights are not counted as race laps.

HEALTH & SAFETY

R11-4-28 Vehicle must be operated by one competitor only, with no passengers permitted.

R11-4-29 If a competitor unclips their seatbelts or window net during the race they are deemed to have retired.

R11-4-30 No competitor will drive with an arm or any part of their body outside the vehicle.

R11-4-31 If a vehicle becomes unsafe during the race it will be removed by the Referee.

R11-4-32 If a vehicle receives a flat outside tyre the competitor must immediately retire from the race.

R11-4-33 Competitors in stationary vehicles must remain in their seat with belts on until they are permitted to get out by an Official. This does not apply in the case of fire.

R11-4-34 Refuelling is not permitted on the track at any time.

OUTSIDE ASSISTANCE

R11-4-35 Communication with the driver, other than by Officials or competitors in the race is not permitted.

R11-4-36 Physical contact with a vehicle by someone other than the driver is not permitted unless:-

- (i) it is to ascertain if the vehicle is fit to continue to race
- (ii) the vehicle has stopped in an incident. Providing it is not the primary cause, the vehicle can be untangled, restarted or push started.

RETIRING FROM THE RACE

R11-4-37 Any competitor withdrawing from a race must move safely to the infield and remain there until the end of the race.

R11-4-38 Any competitor deliberately causing a race stoppage or caution period will be immediately excluded from the race.

R11-4-39 Any competitor refusing to retire infield when instructed, forcing a race stoppage, will be immediately suspended for 3 race meetings. This suspension cannot be protested or appealed.

FINISH OF RACE

R11-4-40 A race is not finished until the chequered flag is displayed, regardless of the number of laps run.

R11-4-41 Racing will continue until all able vehicles have completed the lap they are on when the chequered flag is shown.

R11-4-42 All placings are determined by the finishing order and number of laps completed by each vehicle as recorded by the approved lap scoring system.

R11-4-43 Any vehicle that has withdrawn from a race will receive finishing points in the order of retirement.

R11-4-44 In the case of two or more cars retiring together, points will be awarded in order of the previous complete recorded lap.

DISRUPTED RACE FINISH

R11-4-46 Yellow light finish

If the yellow lights are activated after the lead car has finished the race, all competitors that follow through the finish line are counted in order of passing the line. Exception to this is that the vehicle that has caused the yellow, their finishing place will be the last car on their finishing lap when they received the chequered flag

R11-4-47 Red light finish

If the race is stopped on red lights after one or more vehicles have received the chequered flag:-

- (i) placings will be given in order for finished vehicles.
- (ii) The remainder of the field will be counted as finishers as per their race placings recorded on the lap preceding the stoppage. This excludes any competitor causing the stoppage unless that competitor has already finished.

DECLARED RACE

R11-4-48 The Clerk of the Course can declare a race during a suspension of racing.

R11-4-49 The results will be as per the last completed lap.

R11-4-50 The Referee can exclude any competitor deemed to be the primary cause of the stoppage.

R11-4-51 Exception: Rules R11-4-48, 49 and 50 do not apply to Allocated titles.

LOCAL RULES

R11-4-52 The rules in this section may be amended by the unanimous decision of a Senior Official if in attendance, or the Steward of the Meeting, the relevant Class Representative, and the Clerk of the Course, bearing in mind the following 3 factors:

- (i) safety of Competitors
- (ii) safety of Spectators
- (iii) better promotion of events.

R11-4-53 Local rules are only valid for the meeting at which they are enacted, and must be posted on the track noticeboard in order to be considered in effect.