

Demolition Derby

Baypark Family Speedway 2nd March 2019

Entries Close 26th February 2019

Full Name: _____

Address: _____

Phone/Mobile # _____ Email: _____

SNZ License # _____ Racing # _____ Sponsor _____
or day license required

\$3000.00 Prize Pool + (Trophy)

\$2000 to the winner (last man/woman standing),

\$1000 for the best stirrer/entertainer

(The prize money will be paid out on the night)

Entry Fee is \$200 .00

Bank account # 12 3146 0377779 00

I wish to enter the above event and by signing this entry form I declare that I understand the format and conditions of entry and agree by them and also indemnify the track, their officials, SNZ Officials and staff from all liability in connection with my practise or racing at this meeting. *Included in the entry fee is the Speedway New Zealand day license costs.*

Signed (Competitors Signature)

Please Note: *Baypark Family Speedway reserves the right to cancel this event if less than 20 entries are received. Your entry fee will be refunded in full if there is a cancellation*

Rules and Race Format for the Demolition Ramp Derby

2nd March 2019

- All wheel trims, tow bars and rear-view mirrors must be removed
- Do not drink alcohol prior to the race, you will be breath tested!!
- The cars must be delivered to the speedway track by 4.00pm on Saturday 2nd March for inspection
- Drivers must sign in at the driver's registration office (by the pit chute) by 5.00pm and present their safety equipment and completed and signed scrutineering card.
- Drivers briefing will be at the rear of the pits where the derby cars will be parked at 8.00pm.
- Drivers must be in their cars, belted in with all safety gear on by 9.30pm
- They will then be directed to the Dummy Grid prior to being allowed onto the track

Race Format *(read this as it is new and different)*

- *The winner will be the car that completes 10 x jumps over the ramp*
- *To be counted as a legitimate jump all 4 wheels of the car must be on the ramp*
- *Bumping, leaning, crashing, pushing or muscling other competitors away from a legitimate jump is encouraged*
- *Crashing into competitors at anytime during the race is also encouraged*
- *You must complete an entire lap between each scoring jump*
- *You must only travel anti clockwise on the track, failure to do so will result in disqualification – (being taken out by a Stock Car)*
- *You must not reverse against the flow of the race*