



The logo for 'Speedway New Zealand' features the word 'Speedway' in a large, bold, italicized, black font with a white outline. Below it, 'NEW ZEALAND' is written in a smaller, bold, black font. The logo is decorated with several red stars with white outlines. The background of the entire page is a dark blue with a pattern of glowing, jagged white lightning bolts.

DEMOLITION DERBIES

DEMO, TEAMS, RAMP & CARAVAN

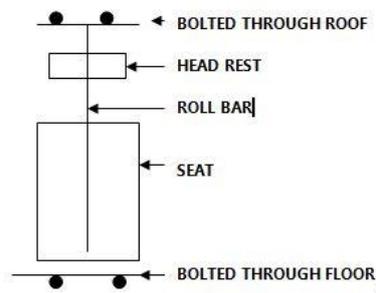
Section: D

SECTION D - DEMOLITION DERBY

D1 - DEMOLITION DERBY RULES AND SPECIFICATIONS INCLUDING CARAVAN, TEAMS, AND RAMP DERBIES

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.
- 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 steam 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.

D1-2 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.

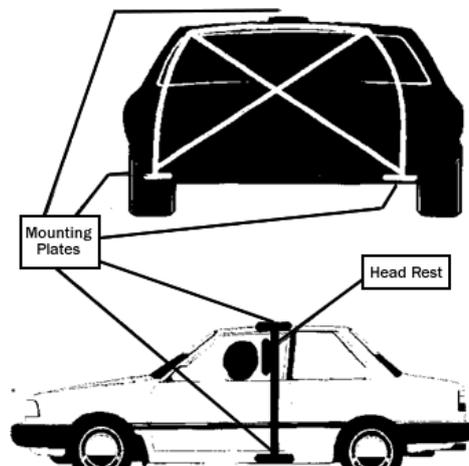
- D1-2-6 All drivers must wear full length, long sleeved overalls. Leather gloves, boots or shoes must be worn, NOT JANDALS or SNEAKERS. NO NYLON ATTIRE. Clothing to be approved by the Steward on the day/night.
- D1-2-7 SNZ approved helmet and neck brace must be worn.
- D1-2-8 No passengers.
- D1-2-9 The Demo Derby is to be the last race of the meeting and 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 - DERBY TEAMS RACING

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 fitted between drivers door pillars (same size and material as roll bar).
- 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 below: 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.

CARAVAN DERBIES & RAMP DERBY

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.