



Nelson Speedway Association Inc.
Member of S.N.Z and S.P.A.N.Z

PO Box 3368
Richmond
Nelson 7050

STREET CAR RACE ENTRY FORM

Saturday 13th February 2010

Two 20 Lap Races – Limited to 20 Cars

- **ENTRIES CLOSE – 5.00 PM, Monday 8th February 2010**
- Prize Money – 1st \$100, 2nd \$60, 3rd \$40, 4th \$30 and 5th \$20 – per race
- All vehicles must comply with the Derby Specifications as set by Speedway New Zealand, including Air Conditioning units degassed and be ready for scrutineering no later than 5.00 pm on race night, all street car race competitors must also be registered and licensed by this time. Racing Rules as per the Speedway New Zealand Rule book (2009) for Saloons, i.e. NON CONTACT, please read attached sheets.
- All Competitors must attend the drivers meeting for Street Car Race drivers and complete the Street Car Race driver register.
- A Speedway New Zealand One Day Licence must be obtained from the Steward before 5.00 pm on race night. **Cost - \$40.00**
- Competitors under the age of 18 years must be accompanied by a parent or guardian to sign the required Speedway New Zealand One Day Licence.
- All race vehicles must have legible numbers on both sides and on the roof.
- All race vehicles to be removed from Nelson Speedway Assn premises at the conclusion of the meeting. Any vehicle left on site is at the owner's risk, Nelson Speedway Assn accepts no responsibility for theft of parts, etc. Any damage to club property, where proof can be ascertained will result in a charge for repairs to the entrant of the concerned vehicle.
- No telephone entries accepted - any queries please contact either Karen Carey 03 544 9433 or mobile 027 223 2418 or Shara Higgins 03 542 4174 or mobile 021 213 4407

TOTAL DISPOSAL COSTS WILL BE CHARGED TO THE DRIVER OF ANY VEHICLE DUMPED ON PUBLIC PROPERTY OR ANY VEHICLE NOT REMOVED FROM THE SPEEDWAY PROPERTY BY NOON THE DAY AFTER THE EVENT.

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Nelson Speedway Association Inc Street Car Entry Form

Name _____

Address _____

Phone No. Home _____ Work/Mobile _____

Make of Car _____ Race No. _____

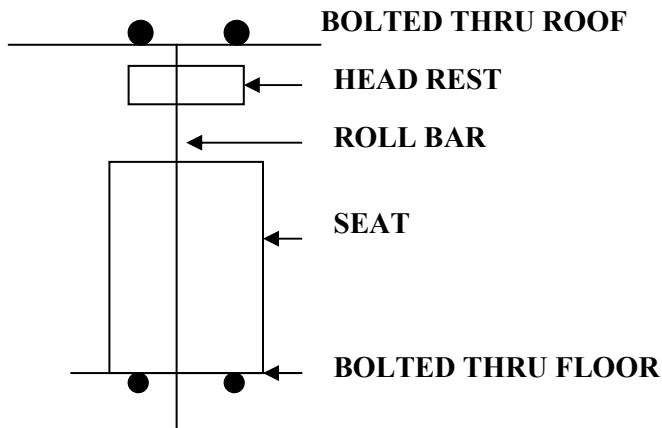
Signature _____ Guardian _____

Entry form can be posted to Nelson Speedway Assn, PO Box 3368, Richmond 7050, handed in prior to that meeting at the souvenir shop. **ENTRIES CLOSE: 5.00 PM, Monday 8th February 2010**

G17 DEMOLITION DERBY RULES / SPECIFICATIONS
Including Caravan Derbies & Teams Derbies

G17-1 MINIMUM VEHICLE SPECIFICATIONS

- (a) Only standard road cars eligible. NO 4-wheel drives, NO SUV's, NO Ute's. NO modifications or reinforcing permitted except the following.
- (b) All glass including mirrors to be removed from the vehicle. Tow bar to be removed.
- (c) All badges, interior and exterior trim and plastic to be removed.
- (d) Both front doors to be securely chained, bolted or welded shut. Pillarless cars must have the seam between front and rear doors fully welded.
- (e) Full harness seat belt (4-5 point) to be fitted to driver's seat and securely mounted. Seat belts must not be mounted to the roof. NO RETRACTABLE SEAT BELTS allowed.
- (f) A maximum of 18 litres of petrol to be carried in the tank.
- (g) 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.



- (h) Numbers must be painted in contrasting colours and clearly visible, on the driver's door and roof. Minimum size 300mm high x 50mm wide.
- (i) No obscene or offensive words or drawings on cars.
- (j) 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.
- (k) No locked diffs allowed.
- (l) No wide wheels or racing tyres allowed.
- (m) Battery must be adequately secured.
- (n) All airbags must be removed.
- (o) Fuel lines to be secured with no leaks or kinks, and of an approved type.

R17-2 RACING RULES AND CONDITIONS – ONE DAY LICENCE HOLDERS

- R17-2-1** All vehicles will be checked and must comply with the specifications.
- R17-2-2** All competitors must hold either an SNZ One-Day Derby Licence or a full SNZ licence.
- R17-2-3** Minimum age is 16 years. Competitors aged between 16 and 18 years must have signed consent by a parent or guardian.
- R17-2-4** All competitors must be aware and accept that they compete at their own risk.
- R17-2-5** 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.
- R17-2-6** 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.
- R17-2-7** SNZ approved helmet and neck brace must be worn.
- R17-2-8** No passengers.
- R17-2-11** When a red light or flag is shown, competitors must immediately STOP.
- R17-2-17** All decisions taken by the track officials will be final and binding and no protests will be entered into.
- R17-2-18** The Promoter has the right to order winning cars to be rechecked.
- R17-2-19** 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.

R11-14 RACING RULES: MODIFIED, SALOON AND SUPER SALOON

R11-14-2 Track Signals

- (a) The following flags will be recognised as the standard colours to be used as signals to competitors during a race.

<i>Green</i>	<i>Start</i>
<i>Red</i>	<i>All competitors stop</i>
<i>Yellow</i>	<i>Proceed with caution</i>
<i>White</i>	<i>Last lap for individual competitor</i>
<i>Black Flag/Board</i>	<i>Individual competitor to retire from race immediately upon receiving the black flag/board bearing the offending competitors number, held out for two laps.</i>
<i>Black & White Chequered</i>	<i>Finish</i>

- (b) When a red flag or red light is shown competitors must immediately stop. Failure to do so will render a competitor liable to a fine and/or exclusion for a defined period.

R11-14-4 Starting

- (i) Competitors proceeding to and awaiting the start of any race are under the jurisdiction of the Starter and/or the Referee.
- (ii) The outside front row car shall be the pacesetter for the start of the race.
- (iii) Punctuality in Starting: Competitors shall always be prepared to start in accordance with the programme and when called on to do so. Any competitor not prepared to start within a reasonable time after being called upon may be excluded from the race.
- (iv) Vehicles proceeding to starting points must not be driven at excessive speed around the track, and at no stage shall any crew member ride on any vehicle.

R11-14-5 Race in Progress

- (a) Driving in Wrong Direction: Under no circumstances shall a competitor at any time during a meeting or during practice, be permitted to drive a vehicle in the wrong direction of the track.
- (i) Vehicles must at all times be driven in an anti-clockwise direction.
- (b) Once a race is in progress, the competitors are under the jurisdiction of the Referee.
- (c) Crowding or Foul Driving: The referee may immediately exclude any competitor who, in his opinion, crowds or bores, whether intentionally or not, or otherwise indulges in any foul or unfair practice during a race.
- (d) Any competitor cutting in or forcing another vehicle off course, shall be penalised.
- (e) Any competitor wilfully blocking, obstructing or shepherding another competitor may be penalised.
- (f) Outside Assistance: If during a race any competitor receives assistance, whether after an accident or spin, he shall retire, except those competitors avoiding accidents who shall be allowed to restart. Push starts will be permitted for competitors who have stopped, avoiding the incident.
- (g) Any competitor using the pole or inside line to unfair advantage by placing one or more wheels over the line shall be penalised. On all tracks where this rule applies, the pole or inside line shall be clearly defined.
- (h) Any competitor using a concrete wall or bank to an advantage in the opinion of the Referee, may be penalised.

- (i) Any competitor whose vehicle, through his own action or otherwise, drives with one or more wheels on the infield, must wait until the track is clear before returning to the track.
- (j) If a driver unclips his seatbelt during competition he is deemed to have retired from the race and cannot resume racing.

R11-14-6 Emergency Stoppage

- (a) Red Lights: WHEN RED LIGHTS COME ON, OR RED FLAGS ARE DISPLAYED, ALL COMPETITORS MUST STOP AS SOON AS POSSIBLE, AS A REAL EMERGENCY HAS OCCURRED.
- (b) FAILURE TO OBEY THIS INSTRUCTION WILL RESULT IN A SEVERE PENALTY.

R11-14-7 Running Under 'Caution'

- (a) Amber Lights During Race: After amber lights come on, all cars must slow down at once.
- (b) The car which was the prime cause of the incident causing the amber lights to come on shall be permitted to restart from the rear of the field.
- (c) Cars that are not the prime cause of the incident causing the amber lights to come on, may rejoin the field at the position they were in at the time of the last recorded lap.
- (d) After the initial evasive action, the lead car must slow down and the rest of the field close up bumper to bumper on it. The leading car will take the safest course past the accident, and the rest of the field must follow 'Indian File' behind, using the same course as the leader. It is recommended that passing be done on the outside where possible.
- (e) Any car breaking the line will be black flagged and cannot restart.
- (f) When the track is cleared, the amber lights will go out as the lead car approaches the start line, and the race resumes for the number of laps remaining until the finish of the race.
- (g) Laps run on the amber lights WILL NOT BE COUNTED AS RACE LAPS.
- (h) If it subsequently becomes necessary to stop the race, after running on the amber lights, then restart rule R11-14-9 will apply.
- (i) Amber lights should be used by flashing on and off, and in the event of failure, orange flags may be used.
- (j) Any driver who wilfully prevents his car from being taken off, and forces a race stoppage, will be immediately suspended for 3 race meetings. This suspension will be a standard penalty and there will be no redress or right of appeal against the suspension.
- (k) All starts and re-starts must be preceded by a period of at least 1/2 a lap with the lights out between the extinguishing of the amber light and the coming on of the green light.
- (l) Any driver who deliberately causes a race stoppage or caution period will be immediately excluded from the race.

R11-14-8 Re-runs

- (a) Any race stopped (red light/flag) in the first lap will be a complete re-run (new start) event from the grid positions of the original start and over the original number of laps.
- (b) A competitor may not change his vehicle for the re-run.
- (c) Any vehicle not running at the time the race is stopped
- (d) (red light) may enter the re-run on the original starting position.
- (e) When the amber light is shown, in the first lap of any race, cars will continue to circulate and re-grid to the original starting position. Except for the primary cause of the amber light who will start from the rear of the field.
- (f) The first lap is completed when the majority of the field has passed the start line.

R11-14-9 Restart

- (a) Any race, if stopped after one lap has been completed, will be restarted.
- (b) Competing vehicles will form up on the grid in the positions they were in on the last recorded lap prior to the red light being displayed. The grid positions will be given by the lap scorer.
- (c) The cars involved in the stoppage will be permitted to restart in their positions on the last completed lap.
- (d) The car or cars that were the prime cause of the stoppage must start from the rear of the field.
- (e) Any competitor who is not proceeding under power at the time of the incident which results in the display of the 'stop' signal shall be deemed to have retired.
- (f) A competitor may NOT change his vehicle for a restart.

R11-14-10 Withdrawal

- (a) In any race of less than twenty (20) laps, any competitor who is lapped may be black flagged, and the competitor must go to the infield and remain there.
- (b) Any competitor withdrawing from a race with mechanical trouble, or for any other reason shall, whenever practicable, ascertain that the track is clear of other vehicles, then pull on to the infield for a reasonable distance from the track, and remain there until the conclusion of the race.

- (c) Should the vehicle remain stopped on the track while the race remains in progress, the driver shall remain strapped in his seat until he is given permission to leave it by an appropriate official. This restriction does not apply should the vehicle be on fire.
- (d) In the event of a vehicle becoming defective during a race, and/or endangering other competitors, the Starter, on instructions from the Referee, may give the competitor the black flag/board, when the competitor concerned must immediately retire from the event.

R11-14-11 Finish of Race

- (a) Racing will continue until all vehicles have completed the lap they are on when the chequered flag is shown.
- (b) Placings other than first will then be determined according to the number of laps completed by each vehicle.
- (c) A race is not finished until the chequered flag is displayed, regardless of the number of laps run. Once a competitor has received the chequered flag he will take action to avoid all other cars.
- (d) From the point when the lead car receives the chequered flag, the race is finished for that vehicle but from that point on if the amber lights are shown, all competitors that follow through the finish line are counted in order of passing the line.
- (e) If the race is stopped on red lights after one or more competitors has received the chequered flag, placings will be given in order of finished vehicles. The remainder of the field unable to finish will be counted as finishers as per their race placings recorded on the lap preceding the stoppage, excluding any competitor causing the stoppage unless that competitor causing the stoppage has already crossed the start/finish line and received the chequered flag.