

...PUBLIC GATES OPENING AT 4PM.

Don't forget racing starts at 6pm

ALL visiting out of town non-contracted drivers intending to race at Island Park, please note that you must ring either the Grade Rep or the Promoter by the Wednesday before the race meeting.



## Island Park Motor Speedway

### Novelty Events

(Demo Derby, Enduro Race, Street Car Races, Ramp Race) See additional rules for  
Holiday Derbies

#### Rules & Information

1. Only standard vehicles are allowed. No modifications or reinforcing is permitted except for those listed.
2. Vehicle to be prepared according to SNZ regulations **PRIOR** to arrival at the track. **All vehicles must have no broken glass inside the vehicle this must be removed, wheel weights removed, badges & plastic mouldings removed. Check that you haven't got any other foreign objects in the car e.g wheel braces knives, screwdrivers etc.**
3. Original fan blades are to be retained. **NO LOCKED DIFFS.**
4. **NO TOWBARS**, these are to be removed prior to arrival at the track. ( Except Holiday Derbies)

5. **300mm White square to be painted on both front doors & on the roof above the driver.**  
Numbers will be allocated at the track. No recoil seat belt systems allowed. 4 point minimum mounting.
6. **No obscene sign writing or pictures** will be tolerated. No sign writing on the front doors and on the roof above the driver.
7. Competitor must wear either a full face helmet or a helmet and goggles. SNZ approved.  
Competitor must also wear full length overalls, NOT NYLON. Boots or shoes to be worn, NO SANDALS OR JANDALS. Overalls and helmet are to be in a clean and tidy condition. Helmet and overalls to be approved by the Steward on the day. Also require gloves and neck brace.
8. **AGE- Minimum age is sixteen (16) years.** Competitors must hold a minimum of a restricted licence. All drivers under the age of 18 must have a parent or guardian present at the track at the time the licence is issued to sign their licence. This must be completed before 4.45 p.m.
9. Competitors who currently do not hold a civil licence must have proof that they have had a civil licence. Restricted licence is the Minimum.
10. All competitors and pit crews are required to wear stamps issued at time of licensing.
11. **NO LICENSE WILL BE ISSUED AFTER DRIVERS BRIEFING AT 5 P.M. NO CURRENT SNZ LICENCE HOLDERS ARE PERMITTED TO ENTER THIS EVENT. This does not apply to Demo Derbies.**
12. Competitors are to be at the track no later than 4.00p.m. on race day. Vehicle checking sheet issued at Pit Gate on entry. Tow vehicle to remain outside pit area after race vehicle is dropped off. Competitor must get the vehicle checked and receive their number prior to getting their licence. This is done at the vehicle checking shed area in the Pits. Once complete proceed to the Clubrooms for licensing, bring your vehicle number, money, helmet and overalls and any other identification you may need. Keep your receipt you may need this at any time. They must remain in the pit area and must attend drivers briefing at 5.00p.m. or at the time called over Pit PA System.
13. **NO ALCOHOL AND /OR DRUGS ARE TO BE CONSUMED BY A DRIVER OR CREW BEFORE OR DURING THE RACE MEETING.**
14. Competitors will be called for their race two (2) race before you are due on the track. You must be in your car ready to go after this.
15. Competitors must obey all instructions given to them. **When a RED FLAG and LIGHTS are shown, competitors must stop immediately.**
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
17. **Drivers must not hit another vehicle in the driver's door.** Must drive in an anti-clockwise direction. Cars can only move forward on the track and in an anticlockwise direction, strictly within the confines of the track.
18. Prize giving will take place in the Clubrooms approximately 30 mins after the conclusion of racing.
19. The Promoter has the right to order winning cars to be rechecked.
20. All decisions taken by the track officials will be final and binding and no protests will be entered into.
21. Vehicles are to be removed on car trailers with a current w.o.f or if being towed they must have an adequate light bar. Vehicles can remain at track overnight at your own risk but must be picked up by 11am next day. **All vehicles** must be removed by this time.
22. Any vehicles not uplifted will become the property of Beachlands Speedway Inc, unless specific arrangements have been made.
23. **No wrecking of vehicles** eg. Parts can be taken off race vehicles in order to comply with rules. **All** rubbish, car parts, tyres must be placed in the rubbish bins provided. Do not break glass into car – you may not get to race.
24. Admission is via the Pit Gate. Current gate fees apply. **NO FREE ENTRY.**

**Beachlands Speedway Inc**  
**(Track: Island Park Motor Speedway)**  
**Entry & Indemnity Form**

**I, (name)**.....

**(Address)**.....

**Vehicle Make**..... **Model**..... **Year**.....

agree to comply with Beachlands Speedway Inc and Speedway New Zealand rules and regulations as listed in this and attached to this agreement, made this .....day of..... at Island Park Motor Speedway. I further agree to compete at my own risk and I hereby indemnify the Promoter, Beachlands Speedway Inc, other competitors, SNZ Inc and their servants of all or any liabilities arising from my participation in this novelty type competition. I also accept the Referee's and or Judges decision as being final.

**Signed**.....Competitor

.....Witness

If you have any questions or would like further information please get in touch with the following people.

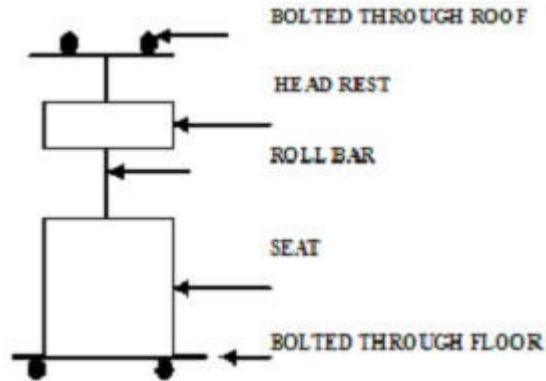
Sue Lavender    Secretary                    488 4902

Mark Newall    Promotions                            476 2199

**FEES: Registration Fee \$20 + \$40 Day Licence = Total \$60**  
**SPEEDWAY NEW ZEALAND INC**  
**DEMOLITION DERBY**  
**RULES AND SPECIFICATIONS**

**MINIMUM VEHICLE SPECIFICATIONS**

- (a) Only standard road cars eligible. NO 4-wheel drives NO modifications or reinforcing permitted except the following.
- (b) All glass 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 to be 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 litre 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 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, must be welded to each end of the roll bar. These to be bolted through the roof and the floor. A head rest must be mounted on bar. See diagram.



(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.

### **RACING RULES AND CONDITIONS**

1. All vehicles will be checked and must comply with the specifications.
2. All competitors must hold either an SNZ One-Day Derby License or a full SNZ license.
3. All competitors must be aware and accept that they compete at their own risk.
4. Minimum age is 16 years. Competitors aged between 16 and 18 years must have signed consent by a parent or guardian.
5. Competitors must have proof from the issuing authority that he has held at least a Restricted civil drivers license. Full civil drivers license is not required.
6. All drivers must wear full length, long sleeved overalls NOT NYLON. Boots or shoes must be worn, NOT JANDALS or SNEAKERS.
7. SNZ approved helmet must be worn. Clothing to be approved by the Steward on the day/night.
8. The Demo Derby is to be the last race of the meeting and the track surface must be heavily watered to reduce vehicle speed.
9. This competition is with the intention of demolishing the opponent's vehicle. Those not competing in the spirit of the intention can be excluded.
10. When a red light or flag is shown, competitors must immediately STOP.
11. Drivers must not hit another vehicle in the driver's door.
12. Cars can only move forward on the track and in an anticlockwise direction, strictly within the confines of the track.

13. 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.

14. A competitor that is immobilised for more than **ONE** minute shall be deemed out of the Derby and shall not be permitted a restart.

15. 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.

16. All decisions taken by the track officials will be final and binding and no protests will be entered into.

17. The Promoter has the right to order winning cars to be rechecked.

## **HOLIDAY DERBIES**

1. **No Utes or 4WD's**
2. **Car can retain tow bar.**
3. **Towed item must have a draw bar, axles, wheels and be secured with a safety chain.**
4. **Vehicle must have 3" inch mesh across full width of windscreen.**
5. **Must have Holiday theme item on top of towed item.**
6. **NO REINFORCED STEEL STRUCTURES ON TOP OF TOWED ITEM.**
7. **No offensive or obscene items on top of towed item.**
8. **Cars can retain rear vision mirror.**
9. **Winner will be determined by the following;**

**Must have the Towed Item (draw bar & axles & wheels) still attached to your vehicle**

**Your vehicle must still be moving**

**You must be the last person still moving.**

- **Stirrers ( those who have lost their Towed Item)**

**Could be the Best Stirrer if you have lost your Towed Item but you can target everyone who is still in the running for the Winners Spot.**