

DERBYDOG'S OFF-ROAD RACING SERIES

-RACE PROCEDURES-

All participants must sign a waiver of liability.

No refunds will be given if the vehicle cannot run or is deemed illegal to run.

All decisions by Derbydog officials are final.

ROUGH TRUCK and UTV CLASS

-Rough Truck; Any stock off-the-street vehicle with safety modifications made, as needed. D.O.T. tires.

-UTV; All one class.

-2 laps around prepared course. Fastest lap qualifies.

-Based on car count, a second round may be ran for additional qualifications.

-Concluding the racing portion, a Long-Jump Competition will take place.

-Points earned as follows below.

HALF-CAR CLASS

-Heat Races will be determined by a "pill draw" at driver's meeting. Generally, no more than 8 cars per heat. Lowest pill number starts on pole of Heat Race #1 and so on.

-Feature line-up is based on Heat Race finish(es). Will be determined by an invert. Winner of Heat #1 will draw pill for invert.

-Heat Races 6-8 laps

-Feature 12-20 laps

-Course and racing procedure may change from show to show.

-Points earned as follows below

JUNK CAR FIGURE-8 RACING

-2 Classes of Competition; Full-Size Vehicles and Compact Vehicles

-D.O.T. Tires only. Follow Street Stock Demo Rules

-Heat Races will be determined by a "pill draw" at driver's meeting. Generally, no more than 8 cars per heat. Lowest pill number starts on pole of Heat Race #1 and so on.

-Feature line-up is based on Heat Race finish(es). Will be determined by an invert. Winner of Heat #1 will draw pill for invert.

-Heat Races 6-8 laps Figure-8 dirt track

-Feature 12-20 laps Figure-8 dirt track

-Points earned as follows below

PAYOFF

-All payoffs will be paid by conclusion of event. An Internal Revenue Service Form 1099 will be issued as required by law. A 1099 Form must be filled out prior to any winnings being paid if required.

LATE ARRIVALS

-Any vehicles arriving later than 30 minutes before showtime will start tail of Heat Race. Any vehicle missing Heat Race will start tail of Feature and receive no Heat Race purse and points.

STARTS-FLAGS-RACING

-All starts will be determined by a chalk line prior to Start/Finish Line. Acceleration may begin at chalk line. The race is officially started when green flag drops.

-Lap is complete when the lead car has passed the Start/Finish Line.

-NO SPEEDING IN PIT AREA! Once your race/lap is over, you MUST come to a controlled speed.

-Enduro-Style Rules; Red Flag, Green Flag, White & Checkered Flag.

-**Green Flag:** Race officially begins.

-**Red Flag:** Extreme danger! Come to a controlled stop immediately.

-**White Flag:** One lap remaining.

-**Checkered:** Race is officially over.

FINISH of RACE

-A race is officially over when the leader takes the Checkered Flag and crosses the Start/Finish Line. The balance of the field receives the Checkered Flag on the same lap. Finishing positions will be according to the number of laps completed. Results are subject to review, as needed.

ROUGH TRUCK POINTS

1. 50	11. 20
2. 45	12. 18
3. 40	13. 17
4. 37	14. 16
5. 34	15. 15
6. 31	16. 14
7. 28	17. 13
8. 26	18. 12
9. 24	19. 11
10. 22	20. 10

HALF-CAR and FIGURE-8 POINTS & PURSE

<u>HEAT RACE POINTS</u>	<u>FEATURE POINTS</u>	
1. 12	1. 50	11. 20
2. 10	2. 45	12. 18
3. 8	3. 40	13. 17
4. 7	4. 37	14. 16
5. 6	5. 34	15. 15
6. 5	6. 31	16. 14
7. 5	7. 28	17. 13
8. 5	8. 26	18. 12
9. 5	9. 24	19. 11
10. 5	10. 22	20. 10

NOTE: The rules/procedures are subject to change at anytime. Track Officials reserve the right to make decisions and judge accordingly, with the interest of safety, without recourse. Anything not covered in the rules will be decided by the Track Officials.