

Maximum Destruction Rules

All Classes

GENERAL RULES FOR DESTRUCTION

Promoter/Owner-Joe DeWitte-248-505-7001

- All racing participants at Auto City Speedway will be required to use Raceceivers. they will be available at the track for purchase or rental.
- You must be pre-registered in order to compete. A \$10 registration fee/paper work is required for the whole year. Must sign pit waiver and pay pit pass fee of \$30. Number of entrants is limited. First come – first served. Feature starting position is determined by random draw. Advanced registrations now being accepted.
- All Debris must be removed from car/ trailers, boats, or anything you are pulling or pushing. **Anything that is not a permanent part of trailer as manufactured. This will be strictly enforced**
- All cars/trucks must have numbers painted on both sides (minimum of 18 inches)
- If you are leaving a car over- night you must notify AC personal and register who is going to pick it up. All cars must leave the Speedway before the following Thursday or they become Speedway property and will be disposed of.
- Anyone under the age of 18 must be approved by Owner (Joe DeWitte).
- **Antifreeze: NOT ALLOWED PERIOD!** Please have drained BEFORE you come to the track. – Any car caught during tech will have to drain your complete cooling system in an approved container & will be put to the rear of start line-up. If you are caught draining or dumping antifreeze on Speedway Property, you will not run & be disqualified for that event.
- Shoulder and lap belt required in both vehicles. **Racing Helmet must meet minimum DOT standards;** a Snell approved helmet is required. An approved fire suit, both tops & bottoms are highly recommended. **A racing neck brace will be required. Mechanic Or Leather Gloves and full cover shoes will be required, arms & legs must be fully covered. Eye protection is recommended!**
- Track officials have final word on vehicle race worthiness.
- Additional rules may be added if needed.
- Driver's door protection required and is mandatory. Unsafe cars will not be eligible to race.
- **Recommended:** A steel plate at least 1/4" thick that overlaps each end of the driver's door by at least 6 inches and is at least 14" inches high and is secured with at least (4) 1/2-inch bolts. A spreader bar (large bar, I-beam, pipe just behind seat connecting one side of car to other at bumper height approximately 12" inches off the floor with at least an 8"x 8" plate attached to the bar connected to both sides of the car). Without a cage, Roll- bar or spreader bar, cars are not eligible to run. Other means that meet or exceed the above options and are deemed safe by Auto City Speedway Techs are allowed...
- **No drinking in the pit before and during the event.** Any driver or crew that is caught drinking or under the influence of drugs or alcohol will be immediately disqualified and escorted out of the pit...This included marijuana. There will be **ZERO** tolerance for this!!!
- **No cellphones or communication device**
- Stay in your vehicle unless an official tells you otherwise

Commented [SF1]:

- **No Start and Park! Competitor that do not make a reasonable effort to race will not receive full start money. Every destruction race pays out something, if not noted. Can ask if you need to know.**
- Additional rules may be added if needed.

FIGURE-8 TRAILER RACE RULES

Objective of Race: Finish race with your trailer attached while separating the trailers of your competitors from their tow vehicle. If you lose your trailer, you are done with your race and must leave the track if possible. You will be scored accordingly. If you fail to leave the track after the loss of your trailer you will be DQ'd - black-flagged & forfeit any purse or awards. You must retain the axle of your trailer to remain in a race. If you lose your trailer axle, you must leave the race. No trailer tongues only will be allowed to remain in a race. If you purposely hit another tow vehicle with your vehicle you will be DQ'd immediately. Length of race is 10 laps unless only one trailer/tow vehicle combo remains intact. In that event, they will be declared the winner.

1. Overall Trailer Length: **Trailer same length as tow vehicle + or - 6", with trailer tongue. (suggested).** Smaller may not be allowed. Suggestions are travel trailers, pop-up tent campers, boat trailers, and snowmobile trailers. **All Trailers** require cargo that must be secured, they must have a **decorative** load.
2. Pop-up trailers ok as long as it meets min. length rule. If needed, two pop-ups may be attached in train. Pop-ups must be raced in fully extended (popped-up) position.
3. Trailer cannot be rigged to self-destruct, leaving only frame to continue racing, and must be able to race without falling apart. Trailers should be destroyed only upon impact with another vehicle. If trailer is rigged to self-destruct, thereby gaining a racing advantage, that driver will be disqualified.
4. All Appliances and Heating/cooling units must be removed.
5. Glass must be removed.
6. **Trailers must be completely cleaned out on inside, removing everything that is not part of unit, i.e. pots and pans, clothes, silverware, trash, household items or anything that is not a permanent part of trailer as manufactured. This will be strictly enforced. Failing to comply will result in a DQ with forfeiture of any winnings.**
7. Tongue must be attached to tow vehicle by hitch ball, free pivoting. Safety chains and equalizer bars are not allowed.
8. Ballast or weight may not be added.
9. Tow Vehicle can be truck, van or car. **No- 4-wheel drives, 3/4-ton or larger, trucks & vans.**
10. Starting positions will be determined by length of trailers. (longest -1st, thru, shortest-last)
11. All general Destruction Rules apply.

CHAIN-GANG RACE RULES

1. Minimum of two vehicles required, with driver in both vehicles. No 4-wheel drive or 3/4-ton pickup trucks or vans. Front car must have brakes fully disabled and working engine. Rear car must have engine fully disabled with working brakes. Engine in trailing vehicle must remain in car.
2. Both vehicles must be similar in size and weight, in other words, a large car cannot pull a small car. **This will be strictly enforced. Cars will be weighed if necessary.**
3. Chain only may be used to secure vehicles. No double chains allowed. Chain must be securely chained to bumper or frame. If vehicles become unattached, they are done with their race and will be scored accordingly. Distance from vehicle to vehicle must be no less than 4 feet and no more than 6 feet.

4. Battery and gas tanks must be removed from trailing vehicle.
 5. Doors must be strapped, bolted, chained or welded shut.
 6. Windshield may remain intact. Side glass, rear window, headlights, taillights, moldings, grill, etc. must be removed.
 7. All fluids must be removed from trailing vehicle.
 8. All general Destruction Rules apply.
- Purse: Announced prior to event day. **There may be cases where prize money is based on the number of cars competing in an event.**

PUSH CAR RACE RULES

NOTE FOR PUSH CARS: These rules are designed to allow cars from the Chain-Gang class to race competitively with the Push cars. A car that is 100 percent legal for the Chain Gang class is also legal for the Push Car class. All other cars must follow the rules outlined here.

This is a show for the fans, but for our drivers, this is still a competitive race and safety is a top priority. If in the event the flagman determines any competitor caused an accident or by any action caused another competitor to lose positions by means of unsafe and deliberate driving will result in disqualification. That competitor will lose all money and points for that night.

1. Minimum of two vehicles required, with driver in both vehicles. No 4-wheel drive or ¾- ton pickup trucks or vans. Front car must have fully disabled engine. Engine in front vehicle must remain in car.
 2. **Both vehicles must be similar in size and weight, in other words, a large car cannot push a small car. This will be strictly enforced. Cars will be weighed if necessary.**
 3. Battery and gas tanks must be removed from vehicle being pushed.
 4. Doors must be strapped, bolted, chained or welded shut.
5. Windshield may remain intact. Side glass, rear window, headlights, taillights, moldings, grill, etc. must be removed.
 6. All fluids must be removed from vehicle being pushed.
 7. All general Destruction Rules apply.

Purse: Announced prior to event day. **There may be cases where prize money is based on the number of cars competing in an event.**

AC SKID CAR RACE

ALL FRONT WHEEL DRIVE CARS ARE LEGAL TO PARTICIPATE

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ELIGIBILITY

This class is not limited to V6 powered front wheel drive, automatic transmission, mid-size sedan type bodies with American nameplates from General Motors, Ford, and Chrysler. Most any front wheel drive car or van

can be used from any manufacture, domestic or foreign. No convertibles! **No alterations** to your car will be allowed unless it is stated in these rules.

BODIES AND CHASSIS

1. Must be a complete stock body, as produced by the manufacturer.
2. Must have full windshield (Lexan may be used) with all the other glass removed.
3. Front and rear firewalls must be original and in stock locations.
4. All holes and openings in firewalls must be covered with metal.
 - Interior door panels that are flammable, upholstery, and headliner must be removed.

FUEL SYSTEMS

1. May run original gas tank in stock location. It is "highly recommended" to be fully covered with steel skid plate. Fuel lines must run below floor pan but not below the frame rails.
2. IF YOUR CAR IS DEEMED UNSAFE FOR ANY REASON YOU WILL NOT BE ABLE TO RUN UNTIL THE PROBLEM IS FIXED TO AUTO CITY'S SATISFACTION.

TIRES AND WHEELS

1. Stock factory (OEM) wheels only, stock for that year, make and model. Stock steel wheels only.
2. DOT street radial tires only are allowed. No exotic or made for racing tires of any sort will be allowed. Auto City officials reserve the right to refuse the use of any tire that appears to have a distinct advantage. If you are unsure about your tires, call first.
3. Front two wheels and tires must be the same size. The rear two wheels must have a min 36" x 8" x 1/4" carbon steel plate (skid plate) welded to the bottom of each rear wheel with a curved up-front lip. The skid plate is to be welded to the wheel as to not allow the rear wheels to turn. Skid plate must be able to slide across the racing surface without damaging the racing surface or the vehicle. Auto City Speedway officials will inspect the proper & safe installation of skid plates at their discretion. All officials' decisions will be binding and final.
4. No altering tread face of tires in any way. No retreading. No soaking. No shaving. Tires may be swapped or claimed (\$20.00) by the Auto City Speedway at any time.

* **All General Destruction Rules apply.**

INSPECTION: ALL EQUIPMENT IS SUBJECT TO THE APPROVAL OF AUTO CITY TECH OFFICIALS. NO EQUIPMENT WILL BE CONSIDERED AS HAVING BEEN APPROVED BY REASON OF HAVING PASSED THROUGH INSPECTION. ALL COMPETITORS ARE REQUIRED TO BE FAMILIAR WITH ALL AUTO CITY SPEEDWAY TRACK RULES PERTAINING TO YOUR DIVISION.

Purse: Announced prior to event day.

FLAG POLE RACE

1. Prep car as in General Rules
2. There will be a flag pole (Lg Tire) set up on the track and all cars must circle it every lap after lap #1. If a competitor misses circling the flag pole on any lap except the first lap- he or she will not be scored that lap.
3. You are allowed to pass by flag pole on 1st lap only.
4. Cars must come into the flagpole at a safe rate of speed so not to hit others in the driver's door.
5. Car numbers must be on both sides of your car
6. Seat belts must be worn at all times
7. You must remain in your vehicle unless an official tells you otherwise

BOAT RACE RULES

Objective of race: Finish race with your boat attached while knocking over (hitting) as many water barrels as possible with the swing action of the boat, you are towing. If you lose your boat, you are done with your race and must leave the track if possible. You will be scored accordingly. If you fail to leave the track after the loss of your boat, you will be DQ'd - black-flagged & forfeit any purse or awards. If you purposely hit another tow vehicle with your vehicle you will be DQ'd immediately. Length of race is 10 laps unless only one boat/tow vehicle combo remains intact. In that event, they will be declared the winner.

1. Overall Boat Length: 12-18-foot boats are suggested. Smaller or larger may be allowed. Suggestions are open bow, outboard motor hulls and jet drive hulls with motor removed.
2. In board -out board boat hulls allowed, must have motor, drive shaft & stern drives removed.
3. Boats and tethers cannot be rigged to self-destruct or break lose. Boat should be destroyed only upon impact with another vehicle (boat) or upon impact of placed water barrels. If boat is rigged to self-destruct, thereby gaining a racing advantage, that driver will be disqualified.
4. Fuel tanks must be removed.
5. Glass must be removed.
6. **Boats must be completely cleaned out on inside, removing everything that is not part of hull, or anything that is not a permanent part of boat as manufactured. Seats must also be removed if not part of hull. This will be strictly enforced. Failing to comply will result in a DQ with forfeiture of any winnings.**
7. Boat must be attached to tow vehicle by 6'-8' chain or cable that will not break apart during race.
8. Chain or cable must be securely attached to boat; boat loading eye will not be allowed as a secure attaching system.
9. Tow Vehicle can be truck, van or car. **No 4-wheel drives, 3/4 Ton or larger, trucks & vans.**
10. Tow Vehicle must be in compliance with all Auto City Speedway Safety Rules. (See Enduro Rules)
11. Starting positions will be determined by random draw.
12. Speedway will have several track owned boats available, 1st come 1st serve.
13. All boats that are not removed from Speedway property 48 hours after event will become the property of Auto City Speedway to dispose of or reuse as desired.

NOTE: Auto City Speedway will only accept boat donations for future events if they are accompanied with their trailer.

DRAGGIN RACE RULES

Objective of Race: Pull (drag) large tire or multiple tires behind tow vehicle while racing against other tire pulling vehicles. Tire's must be large & heavy enough to create smoke while being towed. This helps in clean up and drying off track surface after boat race. **No DOT passenger car, DOT truck or race tires will be allowed.** Acceptable size (48" Dia. x 18" Width, min.) and # of tires will be determined by track officials.

1. Length of chain or tow cable must be long enough as to allow tire or tires to remain totally flat on their side while being towed.
2. Tires must be bolted or tethered together as to not separate during race if using multiple tires. This will be strictly enforced.
3. If you lose your tire or any # of multiple tires, you are done with your race and must leave the track if possible.

4. Length of race is 10 laps unless only one tire/tow vehicle combo remains intact. In that event they will be declared the winner.
5. Any tires you have brought to participate in a race must be removed from track property at the end of that night's events. **No dumping or abandoning of tires will be tolerated.** If you fail to recover your tires, you will forfeit any purse or awards.
6. Dragon race will always run immediately after boat race. If your tow vehicle ran in the boat race, it will not be allowed to participate in the dragon race.
7. Number of entrants is limited to twelve (12). First come – first served. Feature starting position is determined by random draw.

“BLIND AS A BAT” RACE- (HOOD RACE) RULES

This is a show for the fans, but for our drivers, this is still a competitive race and safety is a top priority. If in the event the flagman determines any competitor caused an accident or by any action caused another competitor to lose positions by means of unsafe and deliberate driving will result in disqualification. That competitor will lose all money and points for that night.

Note: All Destruction General Rules Apply.

1. All destruction type carbureted cars, Enduro & All-American Truck series, are legal to participate
2. No 4-wheel drive or ¾-ton pickup trucks or vans. No race cars allowed. This means no cars built to race in a registered race series (Pure Stock, Thunder Truck, Factory Stock, etc.)

Objective of race: Run full feature race with the front hood in fully open position. (12 - 15 laps)

1. Hoods must be tethered (ratchet strapped), in fully open position on passenger & driver sides.
2. Rear & Forward straps will be required to keep hood from falling shut as well as springing back onto windshield.
3. Straps must be secured to a structural part of car body or frame.
4. No openings allowed in hood for viewing purposes.
5. Enduro Tire & wheel rules apply.
6. Track officials have final word on vehicle race worthiness.

I-75 EXPRESSWAY RULES

This is a show for the fans, but for our drivers, this is still a competitive race and safety is a top priority. If in the event the flagman determines any competitor caused an accident or by any action caused another competitor to lose positions by means of unsafe and deliberate driving will result in disqualification. That competitor will lose all money and points for that night.

Note: All Destruction General Rules Apply.

- All destruction types carbureted cars, Enduro & American Trucks are legal to participate
- No 4-wheel drive or 3/4-ton pickup trucks or vans. No race cars allowed. This means no cars built to race in a registered race series (Pure Stock, Thunder Truck, Factory Stock, etc.)

Objective of race: Run full feature race (20 - 25 laps) with obstacles that you would normally encounter on x-way or major highway. School buses, panel trucks, vehicles towing trailers & road side breakdown vehicles are typical obstacles.

1. Standing Start with positions decided by random draw.

2. You may not pass any school bus while safety warning lights are flashing. If you do, you will be disqualified. Passing allowed only after warning lights are off. School buses will not be at a complete stop & it is important to jockey for a front row position before warning lights are turned off.
3. No contact or hitting of obstacle vehicles allowed. Obstacle vehicles do not race and will hold a steady safe pace around race track.
4. **Allowed:** Spinning out a competitor, side swiping a competitor, moving a competitor out of your way.
5. **Not Allowed:** Crashing or walling a competitor, any excessive or hard hits. these actions will result in disqualification.
6. Enduro Tire & wheel rules apply.
7. Track officials have final word on vehicle race worthiness.

Purse: Announced prior to event day.

You must be pre-registered in order to compete.

New Races may be added-all safety rules will apply!