

Kitsap

Destruction

Derby

Association

2017

Race Day Information

Article I Car Numbers & Team Cars

Section 1.01 Car Numbers

- (a) Car numbers will be held for drivers until the adjournment March general meeting. At that time, the number will be released and available to new and renewing members. Numbers may be frozen with a club vote.

Section 1.02 Team Cars

- (a) KDDA members may only race under one number per season/per class and may be a part of a team in one class and run individually in another (unless converting **from** a team member to an individual driver-). A driver may be a part of a “team car” so long as they are NOT a KDDA driver under ANY other registered number in the same class. The team will have one captain who will be the only one to receive pay and points. The drivers may ONLY race under THEIR team number in that class. If at any time a team car member purchases a number of their own, they are no longer a team member and must continue to race ONLY their KDDA number. Both team member’s pay full membership. If a driver is running in two classes they must run under the same number unless they are a part of a team and if they convert from team to individual driver and have a number in another class they must then run that number.

Article II. Fee’s

Section 2.01 Race Day Fees

- (a) Driver
 - a. Member \$30
 - b. Non-Member \$50
- (b) Pitman
 - a. Member \$15
 - b. Non-Member \$20
- (c) Friends & Family
 - a. \$6 (limit of 5 guests per registered #)
- (d) Special Event
 - a. There may be a fee for some special events.

Article III. Pay, Points, & Cash Awards

Section 3.01 Driver’s Pay

- (a) To Qualify for Driver’s Pay
 - i. You must be a KDDA member
 - ii. You must be ready to race by start of time trials (430pm on a regular race day) by having:
 1. A valid pit pass.
 2. Car(s) “teched” in.
 3. Earn a minimum of 2 points for the night (5 points if rollover is your only event of the night).
 4. You must make one event by:
 - a. Taking a green flag and continue to run under your own power past the first tire in a regular race.
 - b. Your car must be running when you make or take at least one hit during the first 90 seconds of a finale.
 5. You must attend mandatory meetings and clean up detail. After race clean-up, will be alternated between the mini and the big car classes.

Section 3.02 Points

- (a) Points are to be distributed consistently in both classes (mini & big car)
 - i. 1 point will be awarded for the fastest time of the night.
 - ii. Heat & Figure 8 races
 - 1. 1 point for entering
 - 2. 2 points for winning
 - iii. Finale
 - 1. 2 points for qualified entrants

2. 4 points for 1st place
 3. 3 points for 2nd place
 4. 2 points for 3rd place
 5. 1 point for 4th place
 6. In the case of a tie the points will no be split. Both (member) drivers will receive the points designated for their placing. (a tie for first would result in each of the drivers who placed would receive 4 points)
- iv. Special events
1. 2 points for entering
 2. 2 points for winning
- v. Pitman/Powder Puff
1. No points for entering and no points for entering either event.

Section 3.03 Nightly Cash & Awards

DRIVERS PAY WILL BE CAPPED AT \$30/QUALIFIED DRIVER/CAR CLASS.

- (a) Awards will be the same for both classes (mini & big cars)
- i. Dashes
 1. Winning the A Dash \$50
 2. Winning the B Dash \$40
 - ii. Heat/Figure 8
 1. Winning Heat, Figure 8 or Powder Puff/ Pitman \$30
 - iii. Finale
 1. First Place \$1000
 2. Second Place \$500
 3. Third Place \$250
 4. In the event of a tie for first place the money for first and second place will be combined and split equally. A tie for second would result in prize money for second and third place prize money being combined with fourth place winnings and split.
 5. Mad Dog award will be allotted if there are 10 or more cars. There will be a \$200 award; this will be judged by 3-4 members of the crowd.
 - iv. Rollover
 1. First Place \$100
 2. Second Place \$75
 3. Third Place \$50
 4. If 15 points in 2 attempts are made there will be double any prize money.
 - v. Special Events
 1. Special events shall payout \$25/car (paid to each driver who enters) unless voted otherwise.
 2. Payouts above the \$25/car shall be voted on by the membership. These cars are not eligible for new car pay.
 3. No special event payout to exceed \$1500 unless voted up on by the club at a general meeting beforehand
 - vi. New Car Bonus
 1. Finale bonuses for shall be \$200 for first place, \$125 for second place, \$75 for third place.
 2. Drivers who bring out a new car (never used in competition at any derby) will receive double pay in any event won, except for the finale.
- (b) Results found on the official lap sheets will be considered the official results of each race and or finale, after all protests have been reviewed and judgement reached. Points and pay will be based upon the results on the official lap sheets.

Section 3.04 Nightly Trophies & Special Awards

- (a) Trophies will be the same for both classes.
- i. Winning any race (Heat or Figure 8)
 - ii. First through third place in the finale
 - iii. Winning a special event
 - iv. First place in the rollover competition
- (b) Special Awards
- (c) Pretty car contest is to include new cars (unraced/new paint). There will be one winner whom wins \$100 and a trophy.

Section 3.05 Year-End Pay & Awards

- (a) Winnings are subject to change by club approval

- (b) Year-End awards will be equal for both classes
- (c) Year-End points, pay & trophies:
 - i. Top 3 point leaders in each class shall receive
 - \$300 for first place
 - \$200 for second place
 - \$100 for third place
 - ii. Each driver shall earn a minimum of 10 points during the race season to qualify for year end points & pay.
 - iii. To “find” year end points pay all eligible points will be totaled, end of year prize money will be totaled and the total money will be divided by total points. That amount is paid per point to eligible drivers.
- (d) Year-End Rollover Pay & Trophies
 - i. Points pay will be as follows:
 - \$100 for first place
 - \$50 for second place
 - \$25 for third place
 - ii. Trophies will be awarded for 1st through 3rd places
- (e) Rookie of the year: The rookie who has earned the most points in their class will receive a trophy and \$100 added to their end of year pay when there is a minimum of two qualifying drivers for that class.
- (f) Sportsman of the year: The club will vote at the last race for the season to determine the most sportsmanlike member of the season. That driver will be presented with a trophy and their name will be inscribed on the KDDA plaque.
- (g) In the event of a tie for first the moneys for first and second places will be combined and split equally between those drivers and so on with other ties.
- (h) Unless the club votes beforehand, the championship races will pay double.

Article IV. Pits

Section 4.01 Pit Passes

- (a) Pit passes must be purchased before the gate closes at (430pm) or at the start of time trials. (After 430pm at the event staff discretion).
- (b) Pit pass fees shall be
 - i. Drivers
 - 1. KDDA Members \$30
 - 2. Non-Members \$50
 - ii. Pitman
 - 1. KDDA Members & Non-Members \$15

Section 4.02 Pit Gates

- (a) The pit gates open a minimum of 1.5 hours prior to start of time trials and will close promptly at 430pm on regular race days.
- (b) NO derby cars will be allowed to enter after the pit gates are closed, except with board approval.
- (c) The pit gate will be opened for parts runs, to let cars out to load (once out, no return) and for emergency vehicles ONLY.

Section 4.03 Pit Rules

- (a) All persons in the pits MUST have a VALID pit pass. If under 18 years old a waiver must be signed by parent or guardian at the time the pit pass is purchased.
- (b) No loading of cars in the pit area until after the last event of the night has ended, unless directed to do so by a current board member.
- (c) All cars must be removed from the arena on the night of the race and from the fairground’s not later than 48 hours following the event’s end. Any car(s) left after that time will be towed at the owner’s expense. THIS WILL BE ENFORCED AND DRIVER’S PAY SHALL NE FORFEITED FOR THAT NIGHT.
- (d) There shall be absolutely NO alcohol or illegal substances of any kind in the pit area, tech line or on the track. There shall be no consumption of alcohol on race night. Intoxication is ground for members to be disqualified or expelled from the pit area. Offenders WILL be disqualified for the night’s racing. Judge and official’s decisions are final. The KDDA board reserves the right to suspend anyone for violating this rule for a period of one night or up to 1 year depending on the severity of the offense.

- (e) Firearms are not allowed in the pits or anywhere on the Kitsap County Fairgrounds. The punishment is the same as alcohol.
- (f) Dangerous activities in the pits, i.e. smoking in the race car, speeding (anything faster than a walking pace), extra riders ON the vehicle, unmanned running vehicles (REQUIRES A PERSON IN THE DRIVERS SEAT) or any similar activity. These offenses are ground for disciplinary action beginning with a warning and possible leading up to expulsion from the night's racing. Loss of points, pay or fines from \$5 to \$10.
- (g) No starting fluid or any other flammable liquids will be in the cars, other than gas tank.
- (h) Repair or payment for repairs of all damage to walls, fences, gates or other property belonging to Kitsap County Fair will be the responsibility of the person(s) causing the damage. A fee of \$50 will be imposed on each party involved in causing the damage payable by the next race. Failure to assume responsibility by the parties causing the damage will result in suspension until the repairs have been made and approved by the board and the Kitsap County Fair representatives. The KDDA will pay the remaining balance for any repairs.
- (i) After the pit gates, have closed, anyone in the pits must wear closed toe shoes at all times.

Section 4.04 Vehicles in the pits

- (a) Personal vehicles, other than those belonging to the board members, are not allowed in the pits with the following exceptions:
 - i. Vehicles equipped with torches (a working fire extinguisher must accompany torches.)
 - ii. Vehicles with fixed winches (which have been authorized by the KDDA board) such vehicles must not block the flow of cars or tow trucks in the pit area. Trailers are NOT considered vehicles!
- (b) Authorized emergency vehicles
- (c) Authorized tow trucks
- (d) Official trophy vehicle(s)
- (e) Any other vehicle which has been authorized by the KDDA Board
- (f) All vehicles in the pit area are at the owner's risk and responsibility. This includes the occupants of said vehicle. The KDDA will not accept responsibility for damage or loss.

Article V. Tech/Safety

Section 5.01 Tech-In

- (a) No car may run until it has passed tech.
- (b) Any vehicle not in line for tech by 4:30pm (on regular race day) will not be eligible to race that night.
- (c) Vehicles may re-tech vehicles at ANY time during the night's racing.
- (d) The tech crew will be available to begin tech inspections a minimum of 1.5 hours before time trials commence.
- (e) Vehicles must be ready for tech inspection when they arrive in the tech line.
- (f) If for any reason a vehicle is re-tech inspected and found to be in violation of any rule, the points and pay may be revoked.

Section 5.02 Appeals

Disputes with tech inspection decisions are to be handled by a collaboration of 2 KDDA board members and the Tech Inspection Boss. That decision is final.

Section 5.03 Safety Attire

- (a) Drivers must wear long pants or coveralls, a shirt with sleeves and suitable (closed) shoes.
- (b) Helmet and eye protection will be checked for safety during the tech inspection of all vehicles.

Article VI. Time Trials

Section 6.01 Time Trial Requirements

- (a) Car must be timed in by its registered driver
- (b) Drivers may race without timing in.
- (c) "X" cars will not be timed in unless time permits.
- (d) A car may only be timed in under one number and only one attempt (passing through the arena gate) per time trial per race day.

Article VII Race Day

Section 7.01 Flags

- (a) Green Start
- (b) White One lap to go
- (c) Red Stop immediately
- (d) Black Disqualification
- (e) Checkered Finish, winner declared

Section 7.02 Safety

- (a) Driver door hits are considered illegal
 - (i.) Clear attempts to pull away, veer off, brake, ect. may be viewed as unintentional contact.
 - (ii.) Violation of this rule can be reason for disqualification and/or expulsion for the night. Fines may be invoked.
 - (iii.) Judge's decision is final
- (b.) Any unsafe condition with the car, i.e. (Door, hood, tailgate or other metal objects that jeopardize the driver or the crowd) will result in a black or red flag. If black flag is given for this reason no loss or pay or points will result.
- (c) A red flag or lights and siren mean stop your vehicle at once. Failure to stop could result in the loss of one lap. INTENTIONAL MOVEMENT OR DISREGARD FOR THE RED FLAG OR SIREN WILL AUTOMATICALLY DISQUALIFY THAT CAR FROM FURTHER COMPETITION IN THAT NIGHT'S RACING and could result in further disciplinary action to a one year suspension.
- (d) Drivers will remain inside of their car with helmets, eye protection and harness on until the race has been declared over. All cars must remain on the track until the race has been declared over. Stay to the side of the track, do not block entrance. All body parts must remain inside of the car at all times. Drivers are not to exit their car unless they feel they are in imminent danger or directed to do so by the track officials.
- (e) If your car catches fire twice in one event you will be black flagged (disqualified) from that event. Should it repeat in another race, the car will be black flagged for the duration of the night.

Section 7.03 Race Requirements

- (a) Each race event will have a minimum of 6 cars for mini and 4 cars for big to run. Any less and the race will be eliminated. The car count for each race event will be at the discretion of the track official.
- (b) FOR CROWD ENJOYMENT, DRIVERS SHOULD MAKE CONTACT WITH OTHER CARS WHEN PASSING.
- (c) All contact will be made while moving in the same direction of the event. No traveling in the opposite direction, NO waiting in the corners or infield to ram a passing vehicle.

Section 7.04 In Line Rules

- (a) Unattended vehicles or vehicles that fail to start when called to race must go to the rear of the line. The pole position (front left lane) is the first alternate to run. This will be enforced by the Line Up official.
- (b) Drivers may NOT choose races. You must enter the race you fall into or go to the end of the line when it is your turn to race.
- (c) No torches, jacks, lifts or ramps are to be used while the car is in line. THIS WILL BE STRICTLY ENFORCED.

Article VIII. General Rules

Section 8.01 Sportsmanship

Members and officials will conduct themselves in a good sportsmanlike manner at all times. Any member or official who, in the opinion of the board is found guilty of unsportsmanlike conduct or conduct detrimental to the organization will be suspended for a period of not more than one year.

- (a) Drivers/Members are responsible for all actions made by his/her pit crew that violate any of the club's rules and regulations. Constant violation of club rules by the same pit crew are ground for an inquiry by club officials with the

possibility of disciplinary action being taken against the driver/member. These actions could include warnings, fines, and expulsion of the pit crew, suspension and loss of pay and/or points.

- (b) The KDDA does not accept any responsibility for any by a club member for violations of state, federal or local laws.
- (c) Teaming up may be grounds for disqualification.
- (d) Track officials and board members will not be subject to any abusive or improper language at any time.
- (e) This is a family oriented event. No profanity, pictures, innuendoes or items of a sexual nature will be displayed on the vehicle or sign board. The KDDA board or Tech Crew decision is final.

Section 8.02 Track/Tower Rules

- (a) No other person other than appointed officials shall be allowed in the tower. Failure to comply with this rule is grounds for expulsion from the pits for that night of racing. The board may, upon investigation, discipline drivers for actions made by relatives or pit crew with regards to the tower.
- (b) No one is allowed on the track except for track officials unless requested by track boss.

Section 8.03 Injuries

- (a) If a member is transported to the hospital, he/she may not race for the rest of that night. Only after a written release is submitted to the Secretary by a licensed physician may the driver resume racing.
- (b) Club insurance is for spectators only.

Article IX. Championship Races

Section 9.01 Qualifications

- (a) There will be one of each race per class for a total of six championship races.
 - i. You must win a Figure -8 during the season to qualify
 - ii. You must win a Dash race during the regular season to qualify
 - iii. You must be with-in the top ten points placing to qualify (1st & 2nd place finishes will b kept on record to ensure a proper number of cars in each championship race).

Article X. Grand Finale Rules

Section 10.01 General Finale Rules

- (a) A driver may bring a car designated entirely for finale purposes. Or they may use their race car for the finale.
- (b) The car must conform to all equipment rules, be teched in and have a 4"x4" letter "F" on the sign board to designated it as a finale car only.
- (c) All cars in the finale will display a flag in a conspicuous area that is visible to all drivers.
- (d) When a car is declared "dead" either by the choice of the driver or by the judge, the flag is to be removed by the driver. Once the flag is removed you may not move your car until the conclusion of the finale. Moving your vehicle after it is declared dead could be grounds for disqualification from the event and/or possible loss of pay or points of the night's racing.
- (e) Any car with a flag displayed is fair game whether it is moving or not.
- (f) Any direction of travel, at any speed within the **designated area** is considered fair play.
- (g) A real effort must be made to avoid direct impact with driver's door. Black flags will be given if in the opinion of the judges, the driver hit is deliberate.
- (h) If a finale is stopped twice for you for any reason your time will end and you must pull your flag.
- (i) All cars will be observed and times with a stopwatch. Anyone not contacting an active competitor's vehicle with sufficient force or speed to cause the other vehicle to visibly move within 90 seconds will be declared dead. Obvious "sand bagging" will be cause for black flag.
- (j) Any person who waves off a hit will be considered dead.
- (k) No starter power contact. If caught using starter power only, you will lose any paying place for the event.
- (l) The car shall be called dead should the driver exit that vehicle. Exceptions in case of fire, see "P" below.
- (m) No intentional pin to win is allowed.
- (n) The winner of the event is the last vehicle to deliver an aggressive blow to an active competitor.
- (o) At the discretion of the judges and officials, the four vehicles remaining at the end of a finale may be required to undergo another tech inspection before awards are disbursed.

- (p) You must stay within the designated space on the track. Do not intentionally leave the designated area. Leaving the designated area could be grounds for black flag.
- (q) If you are instructed to exit a vehicle by an official for safety concerns, your time will continue when the finale resumes, regardless if your vehicle is occupied or not. However, if you exit on your own your time stops.

Article XI. Powder Puff / Pitman Races

Section 11.01 Entry / Eligibility / Provisions

- (a) Will be run ONLY if time permits
- (b) No points will be awarded for entering the Powder Puff or Pitman events.
- (c) Participants must sign a liability waiver.
- (d) Powder Puff drivers must be female and may not enter a powder puff race if you have purchased a race number within the past 5 years.

Article XII. Protests

Section 12.01 Who may submit a protest?

- (a) Any driver participating in the event they wish to protest has the right to protest any decision made by judges concerning that night's racing.

Section 12.02 How to submit a protest

- (a) Protests must be specific and in writing, accompanied by \$50 fee and given to a board member by the time clean-up is over. If you win the protest your money will be refunded back to you.
- (b) All protests will be reviewed by a three-person committee consisting of at least one board member and two club members. If a protest involves you or a family member you are not permitted to participate in the decision-making process.
- (c) Decisions will be made using club video or tapes provided by persons involved. The final decision will be made at the protest meeting.
- (d) No protests on play day will be accepted.
- (e) You have the right to discuss a protest with a board member prior to the protest meeting.
- (f) Board members may request additional information prior to or during review of the submitted protest.
- (g) All parties involved must be notified prior to the protest meeting

Article XIII. Changing the Club Rules

Section 13.01 Changes

- (a) Changes to the rules can only be made for safety reasons and only with a club vote.