



REDNECK DERBY

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WEEKEND TIMED SCHEDULE:

(Schedule is subject to change in the event of MAJOR TURNOUT) Follow Social media for any updates.

FRIDAY Nov 14:

Early arrivals. Camping/Set up

Gate hours, 1pm-11pm

Quiet time 8pm-8am, No loud music, no running cars etc.

SATURDAY Nov 15:

Gate hours, 8am-11pm

Race check in & TECH Inspection 9am-12pm

Track walk 9am

Drivers safety meeting 10pm (**MANDATORY**)

Practice/Time qualifying 11am-1pm (Groups)

Qualifying heat races (10 Laps) 3pm-5pm

Women's Derby Race 8pm (15 Laps)

Red Neck Derby MAIN EVENT 9pm (20 Laps) (\$1500 Purse. 1st \$700 - 2nd \$500 – 3rd \$300)

Quiet time 10pm-8am, No loud music, no running cars etc.

SUNDAY Nov 16:

Gate hours 8am-4pm

Race check in & TECH Inspection 8am

Mandatory Drivers meeting 9am at PIT LANE

Team event, Practice/Qualifying 10am-12pm

The RedNeck Hunnerd 1pm (100 Laps) (\$1000 Purse to 1st place team)

Racers, You will need to sign a release form and get a wristband before getting into the race car. This wristband is separate from the one you get at the front gate and will be checked before you are allowed on the race track.



Drivers must have a functioning RACEceiver and respond to communications.

Find a RACEceiver here <https://raceceiver.com/products/classic-fusion-plus> or on [amazon](#).

RACEceivers can also be found at [Day Motorsports](#) in Tyler.



PAY ATTENTION TO CAUTION LIGHTS & FLAGS!!!

YELLOW LIGHT/FLAG Means we have a wreck or dangerous situation on the track, all racers in that section must slow down & not gain any advantage or any position until you have passed the accident that caused the light.

RED LIGHT/FLAG Means the race needs to come to a stop, we may have a medical or dangerous situation on the track that we need to take care of immediately. All racers will need to return to PIT LANE.

BLACK FLAG Means you are disqualified. You need to pull off the track.

WHITE FLAG Means ONE LAP TO GO!

CHECKERED FLAG Means race is over for everyone.

In case of an accident, pace car may be sent out, Racers must follow the pace car in a single line file. You are not allowed to pass the pace car nor any of your competitors during pace car lap. Once pace car exits the track & the **GREEN** flag is thrown, you can then resume the race. All Rolling Starts.

TRANSPONDERS

Each car needs to be equipped with 1 working Transponder. Transponders will be available at the track & RENTAL is included in your online race registration. Transponder holder clips & pouches will have to be purchased at the track. Clips \$15 – pouches \$30. You will need a clip or pouch to mount our transponder onto your vehicles.

TRANSPONDERS must be returned UNDAMAGED to race registration once you are done racing. Failure in returning your transponder will result in an Automatic charge of \$150 for a LOST/DAMAGED transponder.

Try to keep the Transponder clean and free of mud during the race & Make sure it is attached to the car properly to avoid loss or damage of the transponder.

RACE REGISTRATION & COST

ONLINE Race registration opens (November 1st) Racers must be registered by November 9th, there will be a \$50 late fee for anyone registered after that date. You can register late at the track on day of event in a form of (CASH ONLY)

(WOMENS DERBY \$100) (REDNECK DERBY MAINS \$120) (REDNECK 100 TEAM EVENT \$150)



WEEKEND RACE RULES

- 1) 4 cylinder vehicles only, Cars or Trucks. No rotary type engines. Convertible cars are not allowed.
- 2) 2 wheel drive vehicles only.
- 3) Seat belt, doors and helmet are required. Each door must be welded shut in 4 different spots in order to keep them from opening during races. We suggest a 2" weld strip in each corner. Driver's side door window must have a safety net to keep limbs inside the car in case of a rollover. You can find them on www.JEGS.com
- 4) All side windows & mirrors, must be removed, front & rear windshield can stay along with rear view mirror.
- 5) HELMETS must be DOT approved. No batting helmets, bicycling helmets or hard hats will be accepted as legal headgear. Must be a FULL FACE (DOT) Helmet.
- 6) Plastic bumpers must be removed. FRONT/REAR
- 7) ONE Fire Extinguisher is REQUIRED in every car and 1 in the pit for every team.
- 8) Unaltered Street Tread Tires only. No Mud Terrain, No All-Terrain and No Snow Tires.
- 9) All rear wheel drive vehicles must start the race with mud flaps.
- 10) Rubbing is racing, be SMART about it. This is NOT a demolition derby. (T-Boning & Pit Maneuvers NOT ALLOWED)
- 11) If racers are caught breaking any rules, it will end up with automatic disqualification.
- 12) Cars must pass TECH INSPECTION before entering the race track.
- 13) Racers must be licensed, under 18 require parent/guardian consent, No passengers allowed in cars, only 1 Racer.
- 14) All race cars must have a race number on each side of the car & (top of the car that can be read from right side facing left) Numbers can be Stickers or painted. Numbers must be at minimum 20" Tall and legible, 3 Digits MAX.
- 15) If your car breaks down, Try to pull off to the side of the track, Remain in your car until safety staff gets to you.
- 16) All racers must be sober, no drunk racing is allowed. **This is a RACE event, not a Drinking party.**

THE REDNECK HUNNERD TEAM EVENT RULES

Race will last 100 Laps or 2 Hours, whichever comes first. All Teams Must Have 3 Drivers. Each team member must compete in the race. Each driver will need to complete two 20min shifts, ALL racers will have to pit within 2 laps from when the pit lap flag was given. Driver exchange Example below.

Driver A runs 20min, then pits to swap with driver B, Driver B runs 20min then pits & swaps with driver C, Driver C will run 20min & pit and swap with driver A, A will drive 20min, pit, B will drive 20min, pit, C will drive the remaining 20min or however many laps remain at the time until checkered flag comes out.

Teams can only pit during pit flag or for car/tire repairs. Driver exchange is only allowed under PIT STOP FLAG.

- 1) Teams are allowed only 1 vehicle, All 3 drivers will have to use the same car. Must finish on the same car you started the race with.
- 2) Each team must have 3 licensed drivers. Drivers under 18 require parent/guardian consent.
- 3) The Driver must have a functioning RACEceiver and respond to communications.
- 4) Find a RACEceiver here <https://raceceiver.com/products/classic-fusion-plus> or on [amazon](https://www.amazon.com).
- 5) Pit lane is limited to 3 people per team (Drivers Included) Pit Lane speed limit is 5 MPH! Basically (IDLE SPEED).
- 6) Refueling will require 2 people, 1 Fueling while 1 with fire extinguisher in hand. No drivers in car while refueling.
- 7) Teams will qualify for starting position. Best lap time in practice session will determine your starting grid position.
- 8) Each team gets a 10x10 Spot on Pit Lane for pit stop & driver exchange. 10ft Canopy can be set to mark your spot.
- 9) There will be PIT LANE safety guide lines that will have to be met. They will be discussed at the MANDATORY Drivers meeting (See timed schedule)



RACE CAR CLAIMS RULES

- 1) Car Claim amount is \$3000
- 2) Car Claim must be made after the race is completed & before official results are posted.
- 3) Claim may only be done by a race member.
- 4) Claim is CASH IN HAND to Safety Coordinator.
- 5) Claimee will be advised of claim but not who made the claim. Claimee can finish out the race weekend with his car.
- 6) FIRST CLAIM is the claim.
- 7) If Claimee rejects a claim, it can result in a DQ & Car will be black listed from future events.
- 8) The Claim Board will decide on any discrepancies.
- 9) The Claim rule is created in order for racers to keep the cars under a \$3000 budget. Therefore keeping this sport affordable/fun for everyone. We suggest you keep your cars under the 3k rule, knowing that someone could claim it.

RACE CAR RECOMMENDATIONS & SAFETY

- 1) Roll bars & Metal safety bumpers are recommended but not required.
- 2) Disengage the air bags.
- 3) Secure your hoods from flying open during the race. Hoods can be removed.

BUMPER RULES

- 1) You will need to remove the plastic cover on your bumpers.
- 2) Front and back bumpers can be fabricated with metal pipe or square tubing. (NO SHARP EDGES...).
- 3) Tuck and round anything that you add to the car that is not stock. Do not have anything sticking out that will puncture a tire or pierce a panel.
- 4) Bumpers must follow the contour of the car and not extend out past the car width.
- 5) If TECH INSPECTION doesn't like it be prepared to cut it! Or Modify it.

CAR PERFORMANCE RULES

- 1) Cars must have STOCK engines. No cams – No High compression kits – No nitro etc.
- 2) Turbos are allowed along with air filter/cold air intake mods.
- 3) You can cut the exhaust.
- 4) You can remove passenger seats – door plastic panels – dash to lighten the weight of the car.
- 5) Over size radiator fans allowed.

RACE COURSE & CAMPGROUNDS MAP BELOW

