

# PATH OF DESTRUCTION

\$10,000 PURSE GUARANTEED!

SATURDAY, MAY 22ND, 2021

Rain date: Sunday May 23rd, 2021

## I. Event Details

### A. Event Times

1. Pits open at 9:30 AM
2. Tech opens at 10:30 AM and closes at 2:30 PM SHARP
3. General Admission Grand Stands open at 2:30 PM
4. Driver meeting on the back stretch at 3:00 PM
5. National Anthem at 3:30 PM with Derby to Follow

### B. Event Prices

1. General Admission
  - a) *\$12 for Adults (Ages 12 & Older)*
  - b) *\$5 for Children (Ages 5-11)*
  - c) *FREE for Children Under the Age of 5*
2. Pit Passes/Entry Fees
  - a) *One the day of the event: \$75 for Driver & Car.*
    - (1) Pre-Registration: \$50 for Driver & Car
      - (a) Once you pre-register you will be sent a link via email to purchase your pit pass at the discounted rate.
      - (b) [Path of Destruction Pre-Registration Form](#)
    - b) *Pit Passes for non drivers: \$25.*
3. To pre-purchase tickets please visit:  
<https://sycamore-speedway.square.site/product/path-of-destruction-/207?cs=true&cst=custom>

## II. Order of Events:

- A. Power Wheels Demo on front stretch of Race Track
- B. Bone Stock Heats - \$50 to advance to feature. Number of cars advancing and number of heats to be determined on day of event based on car count.
- C. Wire Compact 4/6 Cyl Feature – Payout - \$1000 - \$500 - \$400 - \$300 - \$200 – Maddog
- D. INTERMISSION
- E. Bone Stock Last Chance Qualifier
- F. Wire Minivan / Small Truck / Small SUV Feature – Payout - \$1000 - \$500 - \$400 - \$300 - \$200 – Maddog
- G. INTERMISSION
- H. Bone Stock Feature – Payout - \$2,000 - \$1,300 - \$800 - \$500 - \$300 - Maddog

### III. General Rules & Information:

- A. Pre Register by completing the [Path of Destruction Pre-Registration Form](#) and receive a discount on car registration.
- B. Pitting for derby cars will be in the pit area by the hill first with overflow if needed outside the gate by the pond area ( where tech was last year )
- C. Tech will be on the small track in turns 3 & 4.
- D. Once your car passes tech, your car will be parked on the back stretch until your heat. If you bring your car back to your pit, you will have to go thru tech again.
- E. Please make sure your batteries are strapped down and covered BEFORE tech. Bring your 9 wire / straps / bolts / etc... for securing hood with you thru tech. If you have to go back to your pit for these, you will have to pass thru tech again.
- F. Hood must still be able to be opened for tech.
- G. There is NO alcohol or other substances allowed in the pits. NO EXCEPTIONS!
- H. The Minivan / Small SUV / Small Truck and Compact classes are a 1 and done event. There will be no heats. Just a Feature. If an excessive amount of cars show up for these we may have to splint into 2 features. PLEASE PRE-REGISTER! This will help us plan ahead!
- I. The Full Size Bone Stock WILL run heats, a consi, and a feature AS LONG AS there are at minimum 20 cars. PLEASE PRE-REGISTER! This will help us to plan ahead!
- J. Full Size Bone Stock heats will be drawn for at random at the end of the drivers meeting. Number of heats and number of cars per heat will be determined based on car count.
- K. FIRE RULE: 2 engine fires PER HEAT and your out. If the red flag has to be thrown and the track crew has to come and put the fire out, it is considered a fire. HOWEVER if there is a fire INSIDE the driver compartment, if it is a fuel related fire whether inside the car or under the hood, or it is deemed by the track safety officials to be a major safety issue, you will be disqualified after 1 fire. If the problem is fixed and cleared by tech as safe, you may still proceed to the consi or feature.
- L. Any INTENTIONAL driver door hits you will have your stick broken. No exceptions!
- M. We will only throw a red flag for a fire, bumper / tire on track or any other safety issue. We WILL NOT throw a red flag and stop the show if you get stuck on another car or the blocks in order to free your car.

### IV. Demo Class Rules:

These rules are specific for the event being held on 5/22/2021 (Raindate 5/23/2021). In addition to the General Rules mentioned above the General Rules outlined in the Sycamore Speedway rulebooks apply as well.

A. WIRE Compact 4 / 6 Cylinder AND Wire Mini Van, Small SUV, Small Truck

1. Allowed cars for Wire Compact Demo: Any 4 Cylinder or 6 Cylinder CAR max wheel base 114"
2. Allowed cars for Mini Van, Small SUV, Small Truck Demo: Any Mini Van ( Caravan, astro, windstar, Town & Country, Etc..), Small Truck ( s10, sonoma, ranger, Dakota, etc...) Small SUV ( Explorer, blazer, trailblazer, highlander, CRV, Durango, Jeep, etc..)
3. Frame: This is to remain STOCK an unaltered. NO MODIFICATION OF ANY TYPE! No plating of any sort is allowed. No stuffing of the frame rails. No seam welding or re-welding back over factory welds. No hump plates. You MAY notch or dimple frame rails, however No pre-bending of frame is allowed. No tilting.
4. Body:
  - a) *All body mounts to remain stock and unaltered*
  - b) *All doors at minimum MUST be chained or wired shut. However, you will be allowed to weld all doors shut.*
  - c) *NO threaded rod*
  - d) *Hood trunk, **and tailgate or back hatch** may be fastened shut in 4 places with 9 wire OR seatbelts. Either or, but not both!*
  - e) *Hood **MUST** have at least 1 hole cut in it 6" diameter for access in case of fire.*
5. Bumpers: ANY STOCK Bumper ANY year may be used on ANY car. No homemade bumpers. No Stuffed or plated bumpers. No adding of metal to bumpers unless it is to help create a flat surface to weld to frame rails or bumper shocks. This MAY NOT extend more than 2" in either direction of frame rails or shocks that you are mounting to! If you have to question whether your bumper will pass tech, it probably won't! Hard nosing is OK and bumpers may be welded directly to the frame.
6. Drive Train:
  - a) *Motors are to remain stock for that make of vehicle.*
  - b) *Rear ends are to remain stock for that vehicle. Rear diffs may be welded solid.*
  - c) *No engine protectors, Cradles, Distributor Protectors, Pulley Protectors of any sort are allowed!!!!*
  - d) *Drive shaft must remain stock, NO slider shafts.*
7. Tires: **Derby Tires Allowed**, but must hold air, no foam filled, no solid tires.
8. Suspension: Must remain stock and have bounce. No welding the front A-Arms down. NO solid suspension. No switching a coil spring car to a leaf spring car. Twist-in spring spacers are OK. **SUV and Trucks must be at stock ride height. NO lifting of suspension to ridiculously increase ride height!**
9. Safety:
  - a) *Helmet, Long Sleeves, Pants and Gloves are REQUIRED!*
  - b) *You may run a FLOATER CAGE for safety only! **Strongly recommended for SUV and Trucks.** Cage is to be attached to the body only and MAY NOT be attached, bolted or welded of any nature to the frame. No down bars, No kickers! If it adds strength to the car aside from driver safety it is NOT allowed! If you have questions please ask PRIOR to building your cage!*

c) *Battery and fuel tank may be moved inside the car however, this is not required. Running the stock tank is allowed **ONLY IF IT IS IN FRONT OF THE REAR AXLE. IF YOU ARE RUNNING A DERBY TANK, THE STOCK GAS TANK MUST BE COMPLETELY REMOVED!!!** If battery and fuel tank are moved inside of the car. They must both be securely fastened down and covered! Battery may be mounted in the passenger seat or directly to the passenger floor with use of a battery box. **Small trucks: boat tank or fuel cell gas tank may be mounted in center of bed directly behind cab.***

d) *Windshield removal is not required but recommended. If windshield is removed, 2 metal straps / bars / chains **MUST** be welded from top of fire wall to roof*

e) ***FIRE RULE:** 2 engine fires and you are out. If the red flag has to be thrown and the track crew has to come and put the fire out, it is considered a fire. **HOWEVER**, if there is a fire **INSIDE** the driver compartment, if it is a fuel related fire whether inside the car or under the hood, or it is deemed by the track safety officials to be a major safety issue, you will be disqualified after 1 fire.*

f) *Any **INTENTIONAL** driver door hits you will have your stick broken. No exceptions!*

## B. Bone Stock Full Size

1. Allowed Cars for Bone Stock: Any Full Size V8 car is eligible to participate. **NO** Imperials, Hearses, El Caminos, Ambulances, Convertibles!

2. Frame: This is to remain **STOCK** and unaltered. **NO MODIFICATION OF ANY TYPE!** No plating of any sort is allowed on fresh cars. **Pre-ran cars are allowed up to 4 patch plates max size 4" x 6" - 1/4" thick. You can put these anywhere you would like on the car, HOWEVER there must be some sort of a gap between the plates. NO taking all 4 plates and butting them up against each other to make 1 big patch! If you are patching a pre ran car and have questions, please reach out to us before the derby!** No stuffing of the frame rails with anything at all! No seam welding or re-welding back over factory welds. No hump plates. You **MAY** notch or dimple frame rails, however **NO** pre-bending of frame is allowed. **NO**

tilting. **No bolt in cradles for 03+ Fords.**

3. Body:

a) *All body mounts except front 2 by core support are to remain **STOCK** and unaltered. Front 2 body mounts by core support **MAY** be removed and 3/4" max diameter threaded rod may be used in place and **IS ALLOWED** to run up thru the core support and thru the hood. A 6" max spacer may be used between frame and core support in place of rubber mounts. This spacer **MUST BE A FLOATER AND CANNOT BE WELDED TO THE FRAME OR CORE SUPPORT!** 3"x3" Max plates / washers may be used with the threaded rod to hold the hood down. All doors at minimum **MUST** be chained or wired shut. However, you will be allowed to weld all doors shut.*

b) *Hood and trunk may be fastened shut in 4 places with 9 wire **OR** seatbelts **in addition to the threaded rod at core support (so 6 places total on hood).** Hood must have at least 1 hole cut in it 6" diameter in case of fire.*

c) *Trunk me be tucked. **NO DISHING OR TURLING.** Packing shelf is to remain untouched.*

*Quarters and fenders **MAY** be creased, However, quarters are to remain vertical...no folding quarters*

*inward to trunk. **No making a wedge or ramp! You may run a strap or bar in rear window from roof to packing tray only. **MAY NOT** attach to cage!***

4. Bumpers: ANY STOCK Bumper ANY year may be used on ANY car. No homemade bumpers. No Stuffed or plated bumpers. No adding of metal to bumpers unless it is to help create a flat surface to weld to frame rails or bumper shocks. This MAY NOT extend more than 2" in either direction of frame rails or shocks that you are mounting to! If you have to question whether your bumper will pass tech, it probably won't!

Hard nosing is OK and bumpers may be welded directly to the frame.

5. Drive Train:

a) Any motor / transmission in any car is allowed! Any 5 lug maximum 31 spline STOCK rear end may be used in any car. NO beefed up or braced up rear ends allowed! Rear diffs may be welded solid.

b) Lower cradle / pulley protector IS ALLOWED. NOTHING BEYOND THAT! No full engine protectors, full Cradles, Distributor Protectors, etc... of any sort are allowed!!!!

c) Drive shaft must remain stock, NO aftermarket slider shafts. Aftermarket Shifters, Pedals, Trans cooler OK. d) Aftermarket steering columns allowed.

6. Tires: **Any derby tire allowed. HOWEVER, it must hold air! NO solid tires! No foam filled or anything filled tires! Doubled tires OK. Any rims allowed. Weld-in centers ok.**

7. Suspension: Welding the front A-Arms down IS OK. 2" x 4" - 1/4" this strap max!. No switching a coil spring car to a leaf spring car. Twist-in spring spacers are OK. **Rear suspension must have bounce.** a) Watts Link Conversion kit allowed. Bolt it ONLY. Absolutely no welding whatsoever from kit to car. WELDING = DISQUALIFICATION. b) No front cradle swap on 2003 and newer Fords.

8. Repair of cars between Heats/Last Chance Qualifier/Feature: **Unlimited 9 wire may be used. Absolutely no welding or plating to repair frame between heats/consi/feature.**

9. Safety:

a) *Helmet, Long Sleeves, Pants and Gloves are REQUIRED!*

b) *You may run a FLOATER CAGE for safety only! Cage is to be attached to the body only and MAY NOT be attached, bolted or welded of any nature to the frame. NO boxing around frame. No cutting of sheet metal on floor where cage meets floor. Down bars at dash and back bar ok, but must be welded or bolted to SHEET METAL ONLY for driver safety.*

c) *Gas tank protector ok but must have sufficient space between itself and packing shelf.*

d) *If it is deemed that it is more so to add strength to the car when it starts to bend rather than safety, we will be asking you to cut it! No kickers! If it adds strength to the car aside from driver safety it is NOT allowed! If you have questions, please ask PRIOR to building your cage!*

e) *Battery and fuel tank MUST be moved inside the car, this is required! ALL STOCK TANKS MUST BE REMOVED! NO ACCEPTIONS! Battery and fuel tank must both be securely fastened down and battery must be covered with at least a floor mat! Battery may be mounted in the passenger seat or directly to the passenger floor with use of a battery box.*

f) *Windshield removal is not required but recommended. If windshield is removed, 2 metal straps / bars /chains MUST be welded from top of fire wall to roof. You may also run a chain or strap in the back window area between roof and packing shelf.*

g) **FIRE RULE:** 2 engine fires *per heat / consi / feature* and you are out. If the red flag must be thrown and the track crew has to come and put the fire out, it is considered a fire. **HOWEVER**, if there is a fire **INSIDE** the driver compartment, if it is a fuel related fire whether inside the car or under the hood, or it is deemed by the track safety officials to be a major safety issue, you will be disqualified after 1 fire. **If you are DQ'd for a fire, you may fix the problem and return for the consi or feature.**

h) Any **INTENTIONAL** driver door hits you will have your stick broken. No exceptions!

10. Other Notes: **SANDBAGGING WILL NOT BE TOLERATED.** If you are just driving in circles, going back and forth and not hitting anything, or just blatantly avoiding contact your stick will be broken! This is a demolition derby where you are supposed to hit other cars! If your car dies, you will have 60 seconds to get your car refired and make some sort of a hit on someone. Having someone hit you will not count and will not reset the clock.

a) If you plan on running the show, we highly encourage that you **pre-register by completing this form Path of Destruction Pre-Registration Form**