

Slinger Speedway Slamfest Event Rules



**ALL GLASS (EXCEPT WINDSHIELD) MUST BE REMOVED BEFORE
COMING TO TRACK**

**SUNROOFS MUST BE REMOVED AND SECURELY REPLACED WITH
METAL**

Tech mandatory for all entries

Slamfest Rules

- 1 Any 1969 or newer 4 cylinder, 6 cylinder, or 8 cylinder are eligible. Cars, trucks, vans, and SUV's are eligible.
 - 2 No all-wheel drive vehicles.
 - 3 Gut all burnable interior items except for driver's and passenger door pad and dashboard. If driver's door pad is removed a cushion or pad must be installed in its place. All airbags must be deactivated.
 - 4 All glass must be removed (except windshield) prior to entering Slinger Speedway's premises. All cars must have complete glass windshield. If windshield is removed, a screen or Lexan windshield is required. Screen must be no smaller than 1/8" diameter and have 4 evenly spaced 1"x1"x1/8" thick angle iron used as vertical braces for the windshield Lexan/screen. Remove all exterior headlights and tail lights and any trim pieces.
 - 5 All bumpers must remain stock, but can be reinforced. No nerf bars or pipe of any kind will be allowed for substitution of a stock bumper. All bumpers must be safety chained/cabled to the body so it cannot fall off the car. Loss or dragging of a bumper will result in immediate black flag. Trailer hitches allowed for trailer race only.
 - 6 All doors must be welded, chained, or bolted shut. Hood pins and 1" lug nuts strongly recommended.
 - 7 Stock seatbelts are required. Racing 4 or 5 point harness is recommended, and must be mounted securely with no less than 1/2" grade 5 fasteners.
 - 8 All cars must have a minimal door-to-door support bar running from pillar to pillar behind the driver's seat. This will keep the car from crushing. Must be round tubing, min. 1-3/4" OD .095 thickness or greater. No cast iron tubing or water pipes. A single hoop, or 4 point roll cage is recommended, but not required. Interior driver door padding is recommended. Cars must be strictly stock. No cutting, chopping, channeling, or shortening allowed. The hood must remain in place at all times.
- **BATTERY & RADIATOR:** Must be under hood & securely mounted. No anti-freeze — remove anti-freeze and replace with water.
 - **FUEL TANK:** If fuel tank is mounted behind the rear axle, a boat tank or fuel cell must replace the fuel tank. Fuel cell or boat tank must be securely mounted in the trunk with minimum 1" wide by 1/8" thick steel straps (two straps in each direction), with min. 3/8" hardware. Ruptured or leaking gas tank will lead to an immediate black flag.
 - **TIRES:** Passenger car tires or racing tires only. No studded tires of any kind will be allowed.

- **ENGINE:** The engine must be strictly stock for that year, model, and make. Engine must be in its stock location, using stock mounts.
- **CARBURETOR:** No dual line double pumpers. One 2bbl or one 4bbl carb only.
- **EXHAUST:** Exhaust must exit underneath car, behind the driver.
- **SAFETY GEAR** must be kept on during race event until you exit track.
- **HELMET:** 2010 or newer helmet only.
- Must wear long pants and long sleeves, no shorts. Gloves and neck brace are strongly recommended.
- **CAR APPEARANCE:** Attractive and themed cars, trucks, vans, and school buses encouraged. Large/bold clearly readable numbers on both sides of the vehicle required for scoring and payment.
- Slinger Super Speedway reserves the right to make rule adjustments at any time to maintain safe and competitive racing.
- No consumption of alcohol prior to or during events you are racing in. Alcohol consumption prior to or during race events you have entered will lead to disqualification and forfeiture of entry fees paid by yourself and pit crew.
- Drivers are responsible for the conduct of all crew members!
- No 2-way radios, cell phones, or GoPro's (any type of recording device) in the car during the events.
- If a single vehicle is used for multiple events and it breaks down, no refunds will be issued.

B-TRACK BARREL RACE

- 5 lap race. Cars race around the Slinger Speedway Oval using the B track.
- Entering the infield off turn 2, turning right at the X then re-entering the track at turn 3.

BACKUP RACE

- 8 lap race.
- Must drive vehicle in reverse.
- Vehicles will be divided by size.

BURN OUT CONTEST (first 12 entered)

- Hubcaps must be removed. Water only, no chemicals. Fans judge. Street legal cars welcome.

SCHOOL BUS FIGURE 8

- 8 bus minimum, 10 lap race.
- All glass must be removed except windshield.
- Mandatory seat belt (five point harness highly recommended).

CAR FIGURE 8

- Only 4 cylinder cars.
- Use of local track rules or Slinger Super Speedway rules is acceptable — no driver door hits.

GAUNTLET

- 10 Slamfest vehicles will be used for this event.
- First 10 pre-registered participants only.
- No trucks, full size SUV's or Jeeps.

WHOOOP-DEE-DO (similar to B-Track Barrel Race)

- 14 car minimum.
- 5 lap race.
- Cars race around the Slinger Speedway Oval using the B track.
- Enter front stretch X out of turn 4, go around barrel, exit X into turn 1 (must do 1 full revolution).
- Back stretch enter X off of turn 2, exit into turn 3 (do not go around barrel).

TRAILER/FLOAT RACE

- Pre-entry only. First 18 entries will race. Starting position designated by entry date.
- All the trailers in the trailer race will be themed.
- Fans will vote to determine the winner with the best entry.
- The best trailer picked by the fans will win an extra \$100.00.
- No dual axle trailers. Single axle trailers only.
- No pintle hitches. Must be regular ball hitch — no extra attachments, period!
- Trailer can be connected by the hitch only — no chains or sway bars.
- If trailer is dragging, you will get the Move-Over flag to stay off the racing surface. Failure to do so will be a DQ with no prize money.
- When the trailer is lost or is deemed unsafe (flat tire, etc.) that trailer is out of the race.
- The last car pulling a rolling trailer is the winner. All trailers win \$100.00 regardless of finishing spot. Winner receives a trophy.
- Door bars strongly recommended for trailer race tow vehicles.
- No boats.
- Campers must be empty.

PUSH CAR RACING

- Driver 1 of the push car race car must fill out the entry form for both drivers.
- Six 2-car teams race from a standing start for 4 laps. Top two will advance to the 6 lap feature race.
- The car being pushed must be disabled so the engine cannot run during the race.
- If engine is still functional, battery must be removed or disconnected. The engine can be removed if desired but it's not necessary.
- The object of this race is to push a disabled car around the track.