

- D1-2-6 All drivers must wear full length, long sleeved overalls. Leather gloves, boots or shoes must be worn, NOT JANDALS or SNEAKERS. NO NYLON ATTIRE. Clothing to be approved by the Steward on the day/night.
- D1-2-7 SNZ approved helmet and neck brace must be worn.
- D1-2-8 No passengers.
- D1-2-9 The Demo Derby is to be the last race of the meeting and the track surface must be heavily watered to reduce vehicle speed.
- D1-2-10 This competition is with the intention of demolishing opponent's vehicles. Those not competing in the spirit of the intention can be excluded.
- D1-2-11 When a red light or flag is shown, competitors must immediately STOP.
- D1-2-12 Drivers must not hit another vehicle in the driver's door.
- D1-2-13 Cars can only move forward on the track and in an anticlockwise direction, strictly within the confines of the track.
- D1-2-14 Competitors will be disqualified when driving on the infield unless the track is completely blocked. Competitors must return to the track immediately after passing the blockage.
- D1-2-15 A competitor that is immobilised for more than ONE minute shall be deemed out of the Derby and shall not be permitted a restart.
- D1-2-16 No competitor will be permitted to unclip his seat belts or get out of the car while the Derby is in progress, without a direction from the Clerk of the Course or SNZ Official. Obviously this restriction does not apply in case of fire.
- D1-2-17 All decisions taken by the track officials will be final and binding and no protests will be entered into.
- D1-2-18 The Promoter has the right to order winning cars to be rechecked.
- D1-2-19 The taking of, or suffering from the effects of drugs or alcohol by any competitor or mechanic, on the day of any meeting shall be deemed to be conduct prejudicial to the sport.