

# SmashCar

## The Ultimate Extreme Motorsport

SmashCar is a full contact elimination motorsport combining the best of racing and demolition derby.

SmashCar will be centered on 4 increasingly difficult "Challenges" which will test competitors driving skills, car set-up skills and ability to survive. Drivers in SmashCar will be racing, hitting and viscously eliminating each other to win money, gain points and qualify for next challenge. The SmashCar winner will be the driver with the most combined points through the 4 challenges.

### Competition Format

**Challenge 1: Circle Track Attack**

**Challenge 2: Heart Attack Track**

**Challenge 3: Full Track Attack**

**Challenge 4: Final Attack**

Every driver will have a designated DENT Official as a spotter to record laps and points within each challenge for accuracy of positioning and points achieved. Challenge 3 will have 2 spotters per driver.

#### Challenge 1: Circle Track Attack

**Drivers:** 25

**Track:** Entire perimeter of the Speedway – 1/5<sup>th</sup> mile asphalt oval.

**Line-up:** 25 drivers will line up 3 wide in 8 rows with 1 driver in the front. Positions will be drawn randomly. The ENFORCER will be used as the pace car.

**Objective:** To complete the most laps around the speedway in a 12-minute time period, or until 7 drivers have been eliminated – whichever comes first. Drivers may hit each other any way they wish providing they are moving in a forward direction. The top 18 lap completers, or the last 18 running drivers, and any Mad Dog Winner will then transfer to Challenge 2.

#### **Challenge 1: Prize Money and Awards**

Top 5 lap completers – running or not

1<sup>st</sup> \$1,000, 2<sup>nd</sup> \$800, 3<sup>rd</sup> \$600, 4<sup>th</sup> \$400, 5<sup>th</sup> \$200. \$3,000

2 Mad Dog Drivers @ \$1,500 each \$3,000

Top 5 lap completers may also be a Mad Dog Winner

## **Challenge 1: Rules**

Only full and complete laps will be scored. You must be running at the end of Challenge 1 to qualify for Challenge 2 regardless of how many laps completed. Mad Dogs automatically qualify whether running or not.

No intentional driver door hits. Spun-out drivers may enter back into the flow of traffic, but may not hit another driver until they have resumed a position into the flow of traffic. Any car that has become disabled due to mechanical failure will be left on the track and become an obstacle for drivers to avoid unless it poses a safety risk. All drivers must stop immediately when the ENFORCER lights are on. The challenge will be red-flagged and stopped if a driver is hurt or their safety is in jeopardy. If stopped, the driver will be removed (leaving his/her car on the track) and the challenge will resume. The clock will be stopped during red flags and restarted when the challenge resumes. Any driver who passes another car under the red flag will be penalized 1 lap.

The ENFORCER will be used to "punish" drivers who team-up and create an impassable lane for drivers behind them. The ENFORCER will also be used if a spun-out driver who is re-entering the flow of traffic purposely hits another driver before he or she is eligible to do so. The ENFORCER will be used to free up cars that are stuck together.

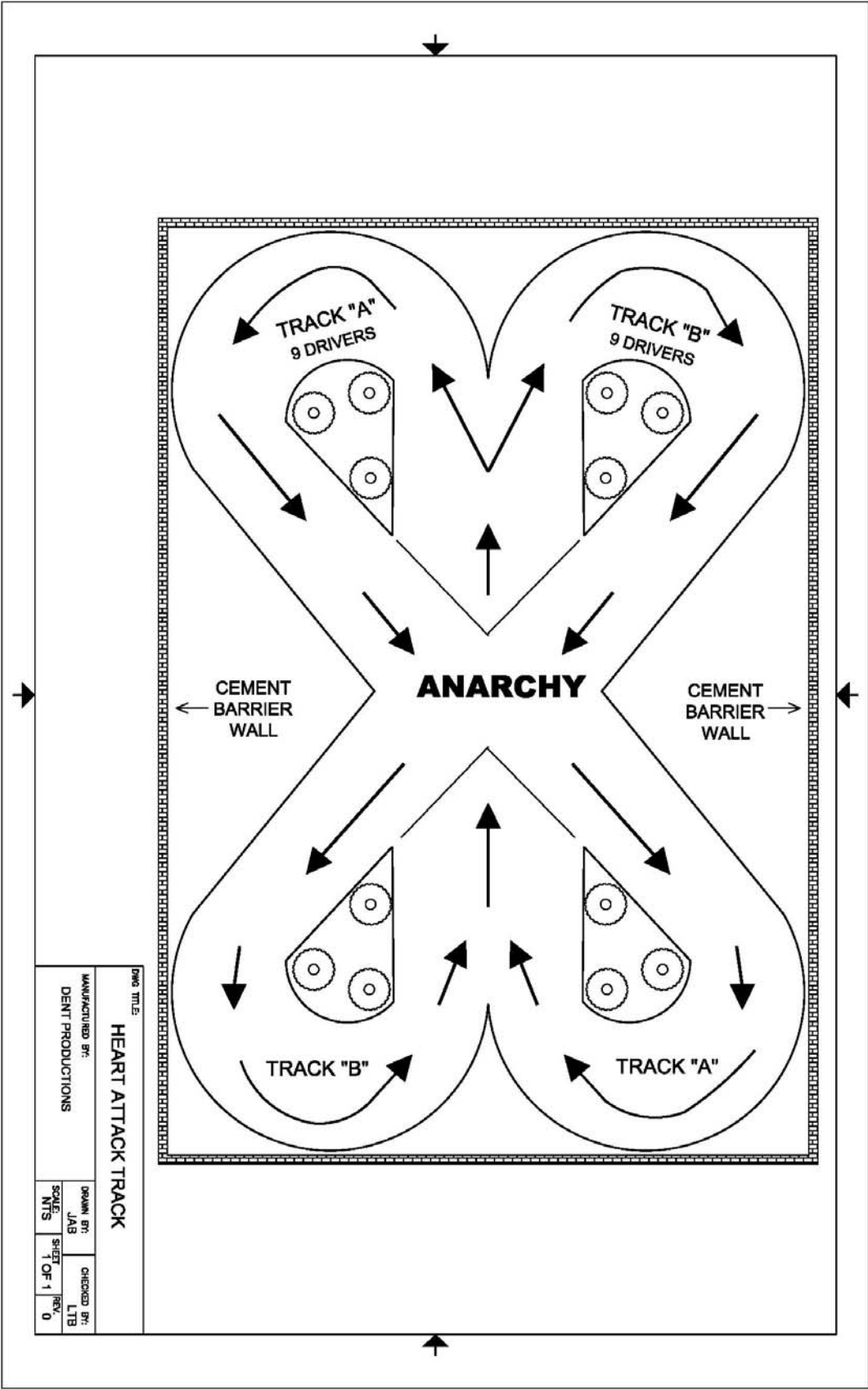
When Challenge 1 ends the 18 challenge 2 qualifiers will have 15-minutes to refuel and make minor adjustments with their cars. Driver plus 5 crewmembers will be allowed to work on their car. Mad Dogs have no crewmember limit. Drivers who are not on the track in the 15-minutes provided will be disqualified and not permitted to compete in Challenge 2.

## **Challenge 2: Heart Attack Track**

**Drivers:** 18 - 20

**Track:** Double figure 8 within the Speedway 1/5<sup>th</sup> asphalt oval.

**Line-up:** Figure 8 Tracks are referred to as "A" & "B". Drivers will line-up in 2 groups of 9, with half of the drivers on Track A and the other half on Track B. Driver line-up will be based on drivers' finishing position in Challenge 1. Drivers who placed in the positions of 1-3-5-7-9-11-13-15 & 17 in Challenge 1 will drive on Figure 8 Track "A." Drivers who placed in the positions of 2-4-6-8-10-12-14-16 & 18 in Challenge 1 will drive on Figure 8 Track "B". Each track will have 4 double rows and 1 single car row. Drivers who finished in the #1 and #2 position of Challenge 1 will hold the single car row positions in Challenge 2. They will set the pace for the 4 rows of drivers behind them. The ENFORCER will be used as the pace car.



Drawn Title:

**HEART ATTACK TRACK**

MANUFACTURED BY:	DRAWN BY:	CHECKED BY:
DENT PRODUCTIONS	JAB	LTB
SCALE:	SHEET:	REV:
NTS	1 OF 1	0

**Objective:** To complete the most laps in a 12-minute time period, or until 8 drivers have been eliminated – whichever comes first. Drivers are permitted to hit one another any way they wish as long as they are traveling in the direction of the traffic flow or entering the center anarchy section. The top 10 lap completers, or the last 10 running drivers, and any Mad Dog Winners will then transfer to Challenge 3.

### **Challenge 2: Prize Money and Awards**

Top 5 lap completers – running or not	
1 <sup>st</sup> \$1,000, 2 <sup>nd</sup> \$800, 3 <sup>rd</sup> \$600, 4 <sup>th</sup> \$400, 5 <sup>th</sup> \$200.	\$3,000
2 Mad Dog Drivers @ \$1,500 each	\$3,000
Top 5 lap completers may also be a Mad Dog Winner	

### **Challenge 2: Rules**

Only full and complete laps will be scored. You must be running at the end of Challenge 2 to advance to Challenge 3 regardless of how many laps completed. Mad Dogs automatically qualify whether running or not.

The ENFORCER will be used to prevent drivers from teaming-up and blocking traffic. The ENFORCER will also be used to punish drivers who spinout and, while entering back into the flow of traffic, purposely take out another driver before regaining their own forward motion. Drivers will not be allowed to sit and wait at the “Anarchy” section for on-coming traffic. If you stop and wait, you can’t hit. The ENFORCER will hit drivers that do so. The ENFORCER will be used to free up cars that are stuck together.

Dead cars will be left on the track to become obstacles for moving drivers unless it poses a safety risk. All drivers must stop immediately when the ENFORCER lights are on. The challenge will be red-flagged and stopped if a driver is hurt or their safety is in jeopardy. If stopped, the driver will be removed (leaving his/her car on the track) and the Challenge will resume. The clock will be stopped during red flags and restarted when the Challenge resumes. Any driver who passes another car under the red flag will be penalized 1 lap.

When Challenge 2 ends the 10 challenge 3 qualifiers will have 30-minutes to refuel and make any repairs. Drivers who are not on the track in the 30-minutes provided will be disqualified and not permitted to compete in Challenge 3. Driver plus 5 crewmembers will be allowed to work on their car. Mad Dogs have no crewmember limit.

### **Challenge 3: Full Track Attack**

**Drivers:** 10 - 12

**Track:** 200' x 300' rectangle within the Speedway 1/5<sup>th</sup> asphalt oval.

**Line-up:** Drivers will be arranged in a circle.

**Objective:** To complete the most hits in a 10-minute time period or until 6 drivers have been eliminated – whichever comes first. This challenge is designed for drivers to

hit each other as many times, and as aggressively, as possible to eliminate each other. Every hit will be scored by 2-spotters per car and averaged out between the two. Hits will be scored by either a front-end hit or back-end hit. Front-end hits will be scored 100 points for hard hits and 50 points for a soft hit. Back end hits will be scored 50 points for hard hits and 25 for a soft hit. If challenge 3 ends with 4 or more drivers running only the top 4 with total combined hit points will qualify for challenge 4.

### **Challenge 3: Prize Money and Awards**

1 <sup>st</sup> \$1,000, 2 <sup>nd</sup> \$750, 3 <sup>rd</sup> \$250	\$2,000
1 Mad Dog Driver @ \$1,500	\$1,500

Top 3 may also be Mad Dog Winner.

### **Challenge 3: Rules**

You must be running at the end of Challenge 3 to advance to Challenge 4 regardless of how many combined hit points gained. Tie breaker goes to highest front-end hit points.

No intentional door hits. All drivers must stop immediately when the ENFORCER lights are on. The ENFORCER will be used to punish drivers for intentional door hits and prevent drivers from teaming-up. No points will be given for hitting another car that is declared out and no longer running. The ENFORCER will free up stuck cars.

The challenge will be red-flagged and stopped if a driver is hurt or their safety is in jeopardy. If stopped, the driver will be removed (leaving his/her car on the track) and the Challenge will resume. The clock will be stopped during red flags and restarted.

When Challenge 3 ends the 4 qualified drivers will have no work time on their cars. Challenge 3 Mad could qualify for challenge 4 if they are within the top 4 in challenge 3 points and their car is still running at the end of the challenge.

### **Challenge 4: Final Attack**

**Drivers:** 4

**Track:** 75' from center on both sides in the middle of the Speedway 1/5<sup>th</sup> asphalt oval.

**Line-up:** Drivers will be positioned nose to nose as in a Slam-Off.

**Objective:** Hit each other nose to nose until one driver makes the last hit. The driver with the highest combined points from challenge 3 will compete against the driver with the next highest points to determine the challenge 4 winner and 2<sup>nd</sup> place. 3<sup>rd</sup> in challenge 3 combined hit points will compete against 4<sup>th</sup> to determine 3<sup>rd</sup> and 4<sup>th</sup>.

### **Challenge 4: Prize Money and Awards**

1<sup>st</sup> \$250, 2<sup>nd</sup> \$150, 3<sup>rd</sup> \$100 \* All ties split prize money and points in this challenge.

### **Challenge 4: Rules**

Drivers must hit each other as hard as they can or be disqualified.

**SmashCar Points Structure**

<b>Challenge 1</b>	<b>Challenge 2</b>	<b>Challenge 3</b>	<b>Challenge 4</b>
<b><u>Laps Finished</u></b>	<b><u>Laps Finished</u></b>	<b><u>Position</u></b>	<b><u>Position</u></b>
1 <sup>st</sup> – 500	1 <sup>st</sup> – 500	1 <sup>st</sup> -500	1 <sup>st</sup> - 100
2 – 480	2 – 473	2 – 450	2 - 75
3 – 460	3 – 446	3 – 400	3 - 50
4 – 440	4 – 419	4 – 350	<u>4 - 25</u>
5 – 420	5 – 392	5 – 300	
6 – 400	6 – 365	6 – 250	
7 – 380	7 – 338	7 – 200	
8 – 360	8 – 311	8 – 150	
9 – 340	9 – 284	9 – 100	
10 – 320	10 – 257	10 – 50	
11 – 300	11 – 230	11 – 50	
12 – 280	12 – 203	<u>12 – 50</u>	
13 – 260	13 – 176	Mad Dog	
14 – 240	14 – 149	Position + 300	
15 – 220	15 – 122		
16 – 200	16 – 95		
17 – 180	17 – 68		
18 – 160	18 – 41		
19 – 140	19 – 41		
20 – 120	<u>20 – 41</u>		
21 – 100	Mad Dogs		
22 – 80	Position + 300		
23 - 60			
24 - 40			
<u>25 - 20</u>			
Mad Dogs			
Position + 300			

**Multiple Mad Dog Winners: Double - add 300 points, Triple - add 600 points.**

**Event Winner Payout:**

The winner will be the driver with the most combined points within all the challenges.

1<sup>st</sup> Place \$5,000, 2<sup>nd</sup> Place \$2,500, 3<sup>rd</sup> Place \$1,500

Trophies will be presented to 1<sup>st</sup>, 2<sup>nd</sup> & 3<sup>rd</sup> place, all Mad Dogs, top 5 lap finishers challenge 1, top 5 lap finishers challenge 2, top 3 challenge 3 and challenge 4 winner.