

4.2 Fender Bender Class

1. No passengers.
2. No cars shall participate in any race with loose objects be it inside or outside of the car.
3. No straight-line railroading of cars in to infield or outfield. Racing to remain on track.
4. No shunting front and rear.
5. All drivers must wear crash helmets – must meet NZS 1884 or 1885 or required standards, overalls, socks and lace up shoes or footwear approved by the scrutineer, neck brace. See Safety for Car and Drivers and passengers.
6. Inertia reel belts are not permitted.
7. All drivers must attend the drivers briefing which shall be held before the first race.
8. No car shall race unless passed by the scrutineer.
9. Drivers are required to respond to the flags and adhere to the directions or rulings of the Clerk/s of the course.
10. The driver of any vehicle which makes deliberate contact with any other competitor from/and on the centre of the field, may be subject to the appropriate penalty at Clerk/s of the Course discretion. If a car is forced, spun, or driven infield during racing, it must return to the track in the same straight or corner in which it left the track, but must NOT drive onto track in front of any oncoming vehicles.

4.3 Streetstock Class

1. No passengers.
2. No cars shall participate in any race with loose objects be it inside or outside of the car.
3. No straight-line railroading of cars in to infield or outfield, racing to remain on track.
4. All drivers must wear crash helmets which must meet NZS 1884 or 1885 or required standards, overalls, socks and lace up shoes or footwear approved by the scrutineer, neck brace. See Safety for Car and Drivers and Passenger.
5. All drivers must attend the drivers briefing which shall be held before the first race each meeting.
6. No car shall race unless passed by the scrutineer.
7. Drivers are required to respond to the flags and adhere to the directions or rulings of the Clerk/s of the Course.
8. The driver of any vehicle which makes deliberate contact with any other competitor from/and on the centre of the field, may be subject to appropriate penalties at discretion of Clerk/s of Course .If a car is forced, spun or driven infield during racing, it must return to the track in the same straight or corner in which it left the track, but must not drive onto track in front of any oncoming vehicles.
9. Racing contact of vehicles engaged in Street stock racing is permitted, but deliberately forcing others cars into banks, drains etc. or excess attacking is not allowed.

4.4 Fender Bender / Streetstock Teams

1. No more than 5 (five) cars per team, with minimum of 2 (two) and a maximum of 4 (four) per teams race.
2. Cars are to be in team colours (team colours may not be reversed to make two teams).
3. One team member being black flagged for their own driving offences, results in the whole team being disqualified.
4. Teams races are raced in conjunction with Club's Rules and Regulations.
5. Only cars signed up and registered for Teams Race before 12 noon on race day is eligible to race, no substitutes permitted.
6. All cars are required to have raced at least once in the day's race before competing in Teams event.
7. No one may enter two cars with identical numbers, or keep one car solely for teams races.
8. Winning team is the first car for the team over the line at completion of race. All cars finishing race will accumulate points for Teams Trophy.