

TOUR OF DESTRUCTION 2026 RULES

The goal of the Tour of Destruction is to make racing accessible and competitive for everyone.

We focus on keeping racing affordable and fair by emphasizing stock vehicle builds, clear rules, and consistent enforcement.

As the series grows to new markets, new rules and guidelines are necessary to support the overall health, safety, and enjoyment of both drivers and fans. When a rule is not working as intended, we will adjust, add, or remove it in the best interest of the series and its participants. Any rule updates will be clearly noted and unless urgent will be noted for addition in the future season. These are the 2026 event rules.

GENERAL EVENT RULES

CODE OF CONDUCT (Effective January 1, 2026)

- Treat all staff, officials, venues, other drivers, and safety crews with respect.
- Harassment, threats, insults, or public attacks (online or in person) are not allowed.
- If you have a problem, address it directly with officials, not on social media.
- Public complaints or attacks may result in removal from events and loss of future eligibility.
- Individuals who work for or represent other racing series with similar race events are not permitted in restricted areas, including the pits.

Discipline

- Any driver suspended for misconduct must sit out the next event.
- That driver will then be on a one-year probation.
- Any further issues during probation may result in a one-year

suspension or ban.

These rules apply to all series drivers.

OFFICIAL AUTHORITY

- Officials may disqualify any driver at any time.
- Decisions by officials are final.
- No appeals.

Entry into the event constitutes agreement to all general and class-specific rules.

George "Moe" Knauer - # (407) 625-1776

Jeremy Graves - # (813) 696-1140

DRIVER ELIGIBILITY & REQUIREMENTS

- Drivers must be 18 years or older.
- No passengers allowed.
- Drivers must attend the drivers' meeting.
- Drivers must sign a liability waiver.
- Drivers must follow all event and class-specific rules.
- Payouts are issued only to registered drivers.
- No registration = no payout.

TRANSPONDER RULES & ONLINE SIGN UP

- Transponder required for all drivers except demo derby only entries.
- Cost: ○ \$10 online / ○ \$15 day of event
- Must be securely mounted (tech will assist if needed).
- Must be returned where instructed.
- Lost, damaged, or not returned transponder:
 - \$250 replacement fee
 - Failure to return = no longer race eligible
- Drivers who do not return a transponder cannot race in future events.
- For the 2026 season online drivers sign up is required for free driver pit pass.

CONDUCT & SAFETY ENFORCEMENT

- No crude, obscene, or offensive paint, wording, or symbols.
- Unsportsmanlike conduct includes:
 - Aggression on track
 - Aggression in person
 - Online harassment
- Reckless driving in pits is prohibited.
- All personal and tow vehicles enter and participate at their own

risk of damage.

- Alcohol is not allowed in the pits before or during racing.

Violations may result in disqualification, suspension, or ban.

REQUIRED SAFETY GEAR

- Full-face helmet with shield
- Full fire suit

- Seat belt worn at all times
- Windshield or approved metal protection required
- Roll cage recommended (not required)

VEHICLE SAFETY & PREP RULES (GENERAL)

- No convertibles or open sunroof cars.
 - Sunroofs must be fully covered with sheet metal.
- All glass must be removed.
- Airbags must be removed.
- Interior must be stripped:
 - No carpet, headliner, door panels, or rear seat
- Battery:
 - Must be secured in a battery box
 - Must be covered
- Exterior lights and trim must be removed.
- Plastic-door vehicles are not allowed unless the driver's door is reinforced.
 - A driver door bar is strongly recommended.

EVENT RULES

- Officials reserve the right to approve or reject any entry.
- Violation of any rule may result in disqualification.
- Drivers are responsible for the conduct and actions of their crew members.
- All vehicles must be inspected at least 30 minutes prior to the

event start time.

- Drivers must remain in their vehicles until directed by an official or until the race has concluded.
- Vehicles may not be abandoned on the racing surface.
- No loose items, junk parts, debris, or unsecured materials are permitted inside vehicles.
- Tire weights and hubcaps must be removed.
- DOT-approved tires only, unless otherwise specified by class rules.
- Trailer hitches must be removed unless competing in a trailer race.
- Two (2) hood holes measuring 6" x 5" are required.
- Driver's door contact is strictly prohibited in all events.
- Jumping a race start, jumping a restart, or failing to stop

during a red flag may result in:

- Being placed one or more laps down, or
- Disqualification, at the discretion of officials.

FLAGS

- Green – Go
- Red – Stop
- Black – You are done
- White – Last lap
- Checkered – Finish

STOCK ENDURO – STOCK 4 / 6 / 8 CYLINDER

- All Honda and Acura vehicles equipped with V6 engines are prohibited (regardless of year) (moved from GA rules to Enduro Only)
- Vehicle must meet the general event vehicle rules as permitted.

- 4-, 6-, and 8-cylinder cars allowed.
- Must be stock:
 - No aftermarket parts
 - No turbos or superchargers
 - No AWD
- DOT tires only.
- No convertibles.

FLAG POLE RACE

- Any vehicle that meets the general event vehicle rules is permitted to compete in this event.
- Drivers must complete a modified lap that includes fully circling the designated roundabout (flag pole).
- Failure to fully circle the roundabout on any lap will result in disqualification (DQ).
- Drivers must remain on the track surface at all times, except when executing the required flag pole turn.
- The winner will be the driver who completes the required number of laps in the fastest time.

CHAIN RACE

- Any vehicle that meets the general event vehicle rules is permitted.
- Racing tires, including Hoosiers, are allowed.
- Both vehicles must have a functioning drive train.
- The pulled vehicle must retain its engine.

- The DISTANCE BETWEEN THE CARS CHAINED THE BUMPERS MUST BE a minimum of 5 feet in length but not more than 7 feet.

- Teams must compete with two vehicles chained together in a tow-behind configuration.

- All drivers must remain on the track surface at all times.

- The pulled vehicle's engine must be turned off before the start and remain off for the entire race.

- If the pulled vehicle's engine runs at any time:

- The team will be disqualified.

- If the chain breaks:

- The team is immediately out of the race.

- Both vehicles must safely pull off the racing surface.

- The team will no longer be scored.

- The winning team is the one that completes the required number of laps the fastest while remaining chained together.

PUSH RACE

- Any vehicle that meets the general event vehicle rules is permitted.

- Racing tires, including Hoosiers, are allowed.

- Both vehicles must have a functioning drive train.

- The pushed vehicle must retain its engine.

- Teams must compete with one vehicle pushing another vehicle around the track.

- All drivers must remain on the track surface at all times.

- The pushed vehicle's engine must be turned off before the start and remain off for the entire race.

- If the pushed vehicle's engine runs at any time:
 - The team will be disqualified.
- The winning team is the one whose push vehicle completes the required number of laps in the fastest time.
- You cannot switch from pushed car to pusher car

REVERSE RACE

- Any vehicle that meets the general event vehicle rules is permitted to compete.
 - Drivers must complete the race driving in reverse for the duration of the event.
 - All drivers must remain on the track surface at all times.
 - If a vehicle spins out:
 - The driver may shift into drive only to safely re-enter the racing surface.
 - Once back on the track, the vehicle must immediately return to reverse.
 - The winner will be the driver who completes the required number of laps in the fastest time.

TRAILER RACE

- All full-size tow vehicles are permitted, including:
 - Passenger cars
 - Pickup trucks ($\frac{3}{4}$ ton or smaller)
 - SUVs
 - Vans

- Convertibles are not permitted.
- Tow vehicles must pass technical inspection prior to competition.
- All tow vehicles must display a one- or two-digit car number on both sides for identification.

TOW VEHICLE REQUIREMENTS

- All glass must be removed from the tow vehicle.
 - If the windshield is removed, a protective screen is required on the driver's side.
- Lift kits or suspension modifications are not permitted.
- Airbags must be disconnected if equipped.
- THE DISTANCE BETWEEN THE REAR OF THE VEHICLE AND THE TONGUE OF THE TRAILER MUST BE 5 FEET AND NO MORE THAN 6 feet.
- Jack handles must be removed from trailers.
- Roll cages or rollover protection are strongly recommended but not required.

BOAT & CAMPER REQUIREMENTS

- Wood or fiberglass boats only.
- Not permitted:
 - Aluminum boats
 - Jet skis
 - Canoes
 - Cut-down boats
- Boats and campers may not be cut down, lightened, or altered in size.
- Boats and campers must display the matching car number.

- Boats & campers must be fully gutted:
 - No motors
 - No fuel tanks
 - No outdrives

TRAILER ELIGIBILITY STANDARDS

- Trailers must be a minimum of 10 feet in length, measured from the hitch ball socket.
- Acceptable trailers include:
 - Travel trailers
 - Pop-up campers
 - Full campers
 - Boat trailers
- All glass must be removed from towed units.
- Campers must be completely emptied of all non-permanent items.
- Boats must be at least 11 feet long and may not be cut down.
- Creative themes, decorations, mascots, or advertising are permitted.
 - Inappropriate or offensive content may result in disqualification.
 - No suggestive language or symbols are allowed.

RACE RULES

- Competitors must start the event with their entire boat or camper fully attached.
- To be eligible for the win:
 - The boat must remain intact and attached.
 - A minimum of 3 feet of the camper must remain attached.
- If the camper body is damaged but the trailer frame remains attached:
 - The vehicle may continue racing.

- The competitor may be ineligible for the win.
- If the trailer frame completely detaches from the tow vehicle:
 - Immediate disqualification.
- Vehicle-to-vehicle contact is prohibited.
 - Competitors may make contact only with trailers.
- If a trailer creates a safety hazard or causes track damage:
 - A black flag will be issued.
- Failure to stop for a black flag will result in:
 - No payout for the event
 - Possible suspension, including carryover to future events

STOCK FWD DEMOLITION DERBY (80s & up, 4 & 6)

This is a stock demolition derby class.

All vehicles must remain stock unless explicitly stated below.

TIRES

- Any DOT-approved tire or trailer tire is permitted.
- Tubes and donuts are allowed.
- Not allowed:
 - Skid steer tires
 - Foam-filled tires
 - Bobcat tires
 - Snow tires
- No tire flaps.

BUMPERS

- Fresh cars:
 - Must remain completely stock.

- No bumper swaps, welding, or replacements.

- Bumper covers must be removed.

Pre-run cars:

- One bumper swap allowed.

- Replacement bumper must be within a 5-year model range of the vehicle.

- Bumpers must be bolted on only.

- No pre-bending of bumpers.

SUSPENSION

- Must remain stock.

- No welding.

- No lifting or altering ride height.

FRAME

- Must remain stock.

- No modifications.

BATTERY

- Battery may be relocated inside the car.

- Must be:

- Securely mounted

- Fully covered

INTERIOR

- All interior components must be removed except:

- Dashboard

- Front seat

- All glass must be removed from:

- Doors

- Trunk
- Windshield may remain only if not severely cracked.
- If removed, metal bars must be welded or bolted from the roof to the cowl on the driver's side.
- Airbags must be removed.
- Carpet, headliner, and door panels must be removed.
- Interior must be fully gutted and clean (no glass, debris, or loose material).

DOORS & WELDING

- All door glass must be removed.
- Driver's door must have padding (rear seat foam permitted).
- Doors may be welded or chained shut.
- Door plates:
 - Maximum 4 plates per door
 - Plate size: 7" long x 4" wide
- No foam allowed anywhere except around:
 - Battery
 - Computer
 - Coil pack
- Only welding specifically allowed in these rules is permitted.
- No aftermarket parts or fabricated components.
- Factory shifter replacement is allowed.

DRIVER'S DOOR SAFETY

- Door bar is allowed.
- Seat bars are allowed.
- Painting the driver's door white is strongly recommended.
- Roll cage is permitted but may not be welded to the floor for reinforcement.

TRUNK

- Maximum:
 - Four (4) plates (7" x 4"), or
 - Four (4) chains (two per side)

HOOD

- One hole required: 7" x 7"
- Hood must be secured using:
 - Four (4) chains or 9-wire points (two per side), or
 - Two (2) pieces of 2" x 2" angle iron
- Nothing additional may be added.
- All-thread may only be used to secure chains together.

NUMBERS

- Numbers must be clearly visible:
 - Roof: 4 ft. x 4 ft.
 - Both sides of the car
- Numbers must be large and readable for scoring.

PROTECTION REQUIREMENTS

- Driver's door must be painted white.
- Driver door bars are highly recommended.
- Seat bars are permitted.
- Rollover bars are permitted.
- Drivers are responsible for the effectiveness of their own safety equipment.
- The track and promoter assume no liability for personal safety equipment.

DERBY RULES

- Event begins with a countdown.
- Contact is permitted only under a green flag.
- Drivers are required to make contact.
- Failure to make contact for 60 seconds may result in disqualification.
- A driver sitting for 90 seconds may be disqualified.
- Final driver to make contact is declared the winner.
- Contact is only allowed with active cars.
- With four (4) cars remaining, all drivers must actively engage.
- Extra time may be granted if a car is:
 - Stuck
 - Attempting to restart
 - Actively trying to make contact
- Leaving the derby area may result in a black flag or disqualification.

DRIVER DOOR CONTACT

- Driver door hits are strictly prohibited.
 - 1 accidental hit: warning
 - 2 accidental hits: disqualification
 - Intentional hit: disqualification and suspension
- Using the driver's door as a shield or defense is prohibited.
- Opening or positioning the driver's door for contact will result in disqualification.

FLAG & STOPPING RULES

- A surrender flag must be mounted above the driver's door and accessible to the driver.
- When surrendering or if the car stops running:
 - Driver must pull the flag down
 - Driver may not re-enter the event
- Derby takes place in a closed, boxed-in area.
- Leaving the area may result in a black flag.
- If pushed outside the area:
 - Follow flag instructions
 - Drive slowly and return safely
- Failure to stop for a red or black flag may result in:
 - Disqualification / Suspension / or Event ban

SKIDCAR RACE

- Any vehicle that meets the general event vehicle rules is permitted.
- Vehicles must be front-wheel drive.
- All skids must pass technical inspection prior to competition.
- Skids must have a beveled edge.
- Skids must remain fully within the wheel well, both in width

and length.

- Drivers are required to run skids on the rear wheels for the duration of the event.

- Drivers must remain on the track surface at all times.
- If a skid flips or detaches:
 - The vehicle is done for the race.
 - The driver must safely pull into a designated safe area.
- The winner will be the driver who completes the required

number of laps in the fastest time.

FLORIDA & MID-WEST POINTS SERIES RULES

(2026 STOCK ENDURO & CHAIN RACE)

- Any driver who wins a points race must start last in their next points series event.
- If the driver does not attend that event, the rule will carry over to the next points event they enter.
- This rule is self-enforced.
- Failure to comply may result in:
 - Loss of championship points
 - Forfeiture of event payout
- All championship points are determined by official scoring and transponder data.
- Transponders are mandatory for all points series classes.
- All points series drivers are required to register online.
- Championship points standings will be posted online.
- Championship payouts will be distributed after the final points series event.
- Driver swaps ARE NOT PERMITTED FOR THE ENDURO SEASON.
- CHAIN RACE TEAMS GET 1 DRIVER SUB OR REPLACEMENT FOR THE ENTIRE SEASON.