

# 2011 DEMOLITION DERBY RULES

BOZEMAN JAYCEE DEMOLITION DERBY - SEPTEMBER 24, 2011

AND

PARK COUNTY FAIR DEMOLITION DERBY - AUGUST 7, 2011

## GENERAL RULES

The Bozeman Jaycees, Gallatin County Fairgrounds and the Park County Fair Board reserve the right to refuse service to anyone.

1. **NO WHINING OR FIGHTING WITH THE OFFICIALS - ZERO TOLERANCE!!!**
2. All drivers must know and obey all rules of safety or they will be disqualified.
3. **Drivers and pit crew must be 18 years or older.** Each driver is allowed 2 pit men at no extra charge. (\$10 for each additional pit member, 5 maximum total pit people). Enter at your own risk. No kids allowed in pits until conclusion of the main event! Driver's are responsible for the actions of all crew members.
4. Drivers and pit crew must have a valid driver's license with them the day of competition and fill out and sign a release form to participate. No exceptions!!
5. Consumption or possession of alcoholic beverages or drugs is prohibited by any driver and/or pit crew member and individual(s) will be disqualified and removed from the grounds. **No beer, alcohol, or drugs allowed in pits.**
6. A 10 mph speed limit on Fairgrounds will be strictly enforced.
7. **Any abusive language or action toward Derby officials will result in the disqualification of vehicle, driver and pit crews.** Anything in question not covered by a rule will be decided on by the Derby officials.
8. There will be a Calcutta before the Main Event, time and weather permitting.
9. **A \$50 refundable towing deposit is required at registration.** Cash or check is required in order to enter pit area. The towing deposit will be returned as your vehicle leaves the fairgrounds on the day of the event. If leaving vehicle, please leave title.
10. Vehicle inspection starts at 8:00 am and all cars must be in the **inspection line**, ready for inspection, no later than **10:45 a.m.** Once you register or check in the day of the event **NO REFUNDS** will be given for inoperable vehicles ~ except Powder Puff Cars disabled in men's heat. Interaction will be between officials and driver only!
11. Cars **must** be clean prior to inspection - the frame, underneath and inside of the vehicle must be clear of mud, garbage and debris. If the Judge's find that car is not satisfactory it must be cleaned before inspection.
12. **All drivers must attend a driver's pit meeting held at approximately 11:30 a.m.** Drivers will have to check in. Any driver missing the meeting will be disqualified without refund. Powder Puff meeting will be held before the Powder Puff.
13. All pit crew must be registered and checked in with Derby officials by 10:45 a.m. **No exceptions!!**

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14. The only vehicles allowed in the pit area is a tow vehicle bringing in your demo car.
15. **All vehicles must be towed with lights or hauled to the contest in accordance with local regulations.**
16. No communication equipment will be allowed in the cars. If found, you will be disqualified.
17. **Pay out will be 15 minutes following the final match.** It will only be for **one hour**, at the location of registration. If you don't pick up your prize money in that time, you don't get it!!
18. **No drivers or pit crew members are allowed in the announcer's booth.**
19. **Derby official rulings are final. NO INSTANT REPLAYS WILL BE ALLOWED. There will be no negotiations on rules and/or rulings. Do not bring your car if it is illegal unless you are prepared to take it home.**

**DEMOLITION DERBY ~ RULES OF COMPETITION**

20. Ether starting fluid can not be used in the arena. If found in the car during or after the race, car driver and crew will be disqualified for safety reasons.
21. All drivers must pay attention to the commands of the announcer and the flagmen.
22. All drivers must break their flags when directed to by the Derby officials.
23. If you **remove your seat belt, helmet, or exit your car** for any reason other than fire, **you will be disqualified from that heat.**
24. As cars enter the arena they will be inspected for safety belts, helmets, fire extinguishers, chains or welds on doors/hoods, and loose debris in the vehicle. Derby officials reserve the right to inspect any vehicle at any time.
25. A 2 minute hold may be exercised for a no start vehicle. After which time that vehicle is disqualified from the heat.
26. Drivers must drive the original qualifying vehicle in the final round.
27. Any competitor who **strikes a driver's side door is disqualified** unless pushed uncontrollably by another car.
28. Fire Rule ~ the 1<sup>st</sup> fire is put out; the 2<sup>nd</sup> fire is put out and the car is out of that heat. These are fires which require an extinguisher. If a truck is used, your car is automatically out of the heat. A 2 ½ lb. dry chemical fire extinguisher at the right of the driver is mandatory.
29. **The audience is here to see action.** You must hit a car 1 minute after green and every 2 minutes after that. You are not out for a Sunday drive, so please don't act like it. No sandbagging at any point. If you are sandbagging, the judges can stop the derby and mark the car with an "X" . This will be strictly enforced.
30. Once your car stalls you will be given 2 minutes to get started and strike another vehicle. All hits must be made under engine power. Starter hits do not count.

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31. **First, second and third place cars may be inspected in the arena immediately following the championship heat.**
32. Towing from the arena will be done with the specific authorization of the Derby officials.

**DEMOLITION DERBY ~ RULES FOR BUILDING CAR**

33. Passenger cars and station wagons only. No jeeps, pickups, Chrysler Imperials, or ambulances. No reinforcing of the frame or body parts, except the driver's door and driver's seat. **ALL EQUIPMENT MUST BE STANDARD.**
34. Safety Equipment ~ Seat belts and shoulder harnesses are required, will be tested, and must be worn. A Snell rated helmet is required and eye protection must be worn. Drivers must wear long sleeve shirts.
35. Radiator must remain in the original position. **WATER ONLY.** No automatic transmission fluid (ATF) in motors.
36. **IMPORTANT** ~ All glass, mirrors, plastic and fiberglass, must be removed. No glass allowed in door panels or trunk. All lenses, chrome and body moldings must be removed and loose parts inside car and trunk removed. Headliners and inside door panels must be removed.
37. Original gas tanks must be removed or have a hole punched in it. Supplemental tank maximum of 6 ½ gallon capacity **MUST BE PLACED BEHIND DRIVER'S SEAT AND RIGIDLY SECURED.** **NO RUBBER STRAPS, SEAT BELT MATERIAL OR WIRE ALLOWED.** Gas tank must be bolted down by cable, chain or metal straps and covered with rubber.
38. **Frames, suspension and body mounts must remain stock. All body mounts are to be original with original size hardware and collars. No exceptions. You can weld the frame seams in front of front A-arm mount only. No other welding on frames, suspension or body seams allowed. No shock extensions or tennis balls in coils!!** There will be zero tolerance.
39. **All engine fans must have fan shield in place.** Electric fans are allowed.
40. A screen must be placed over the driver's side windshield, with no larger than 2 or 3 inch spaces and windshield center bar. It must be properly installed and reinforced (welded or bolted) for driver's safety.
41. Battery must be securely mounted inside of the car on the floor in the front of the passenger seat and covered in rubber or in an enclosed box. Two batteries are allowed. Battery must be bolted down securely by cable, chain or metal straps. **NO RUBBER STRAPS, SEAT BELT MATERIAL OR WIRE ALLOWED.**
42. Engines must be in original location / factory motor mounts. **No motor plates.** One support chain per motor mount. Welded mounts are optional. Firewall **can** be altered for engine clearance, but must be covered and sealed for driver's protection. Maximum openings in firewall not to exceed 12" x 12".

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43. Engine hood can have a maximum of 8 secured points -
  - \* Hood cannot be welded and must be able to be opened or removed.
  - \* Two 8" fire holes are required in the hood, one on each side of the carburetor - away from radiator.
  - \* Angle iron is not to exceed 3" high and 4" wide with bolts no larger than 1/2" in diameter.
  - \* You may use up to 12 feet of chain. No larger than 3/8". No welded links.
  - \* Ready rod (all thread) may not exceed 1" in diameter. Ready rod may only attach sheet metal to sheet metal except 2 pieces are allowed down through the core support to frame.
  - \* Gussets or washer at attachment points must stay under 4" in diameter or 4" square.
  - \* Exhaust must go up or down. No pointing forward or to the sides.
  - \* Hood must be in stock location.
44. Door and trunk lids may be chained and/or welded shut but not reinforced. If the trunk is permanently shut an inspection hole of a minimum of 12 inches is required. Chain may be used that is 3/8" or less, no weld on chain is allowed. Maximum 12 feet of chain allowed. No ready rod in trunk.
45. Driver's cage can be built with 2 crossbars. Cross bars must be side to side with one dash bar and one directly behind driver's seat. Bars can be connected front to rear and bar over roof is optional. Driver may also add 2 floor-to-roof bars - one behind driver's seat and one in front passenger seat area. **Bars are not to exceed 4" in diameter.** Bars must be securely welded or bolted in place.
46. **DRIVER'S DOOR must be welded shut and must be reinforced with flat or angle iron and not to exceed more than 4" past each side of driver's door. All reinforcement is strictly for driver safety.**
47. **All driver's doors must be painted white!** There will be no white or light colored cars allowed.
48. Bumpers may be welded to frame and be secured with a maximum of two straps. Straps can be no wider than 2" or thicker than 3/16". They may also be chained through hood. This applies to your 8 attachment points. (See Rule 41 above). Bumper can also be welded to mount and mount welded to frame.
49. Maximum of 2 leaf spring clamps per leaf spring, this includes factory clamps.
50. No altering or increasing the weight of the car. No sand or concrete can be used in any part of the car. No back seats in cars or rear hatches in station wagons.
51. Tires must be 15" or smaller and be DOT approved (passenger car, light truck, etc). You can have flappers. **You must strip wheel weights. No studded tires. No equipment or Ag tires. No foam filled tires. No tires inside of tires. No fluid filled tires. No sand filled tires. AIR FILLED TIRES ONLY!!! THIS WILL BE STRICTLY ENFORCED!!! No welding on lug nuts. Trimming body panels for tire clearance is okay. No reinforcing of body panel with bolts.**
52. Transmission coolers can be installed and must be securely fastened behind the driver's seat.
53. No spray foam, core bond, rhino line, rubberized paint, hurculiner or spray liner.
54. **If your car is disqualified by these rules, the entry fee WILL NOT BE REFUNDED.**

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55. **If it doesn't say you can't ~ it doesn't mean you can!!! CALL IF ANY QUESTIONS.**

**MARK 388-4055 or DON 388-1689 OR MATT 580-7173**

**RULES PERTAINING TO THE HERBY DERBY**

1. All above stated rules will pertain to all drivers participating in the Herby Derby heat.
2. Wheel bases must not exceed 102", engine must be no larger than a six (6) cylinder, 4 bolt lug pattern and a 14" tire.

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**RULES PERTAINING TO THE 80'S CHAIN CLASS**

All normal derby rules apply with these exceptions:

1. Cars must be 1980 or newer model year, vin tag must stay in place on firewall/dash.
2. Cars must stay completely factory stock with the exception of the following rules:
3. **NO welding on car except for the driver's door. Driver's door must be welded shut and may be reinforced with flat or angle iron and not to exceed more than 4" past each side of driver's door. All reinforcement is strictly for driver safety.**
4. Doors, hoods, trunks, and bumpers are allowed two (2) chain securements per item maximum.  
\*\*\* A "securement" is one (1) piece of chain, no longer than 36", with one (1) bolt no longer than 6".
5. Bumper ends may not be cut, but they may be bent in.
6. Maximum height to bottom of bumper 18".
7. Chain only, not to exceed 3/8", no welded links, sheet metal to sheet metal only.
8. Driver door may be welded and reinforced **for driver safety ONLY**.
9. No wagon flip-up compartment lids, they must be removed.
10. Engine, drive train, and bumpers must match car in use.
11. Absolutely no antifreeze in radiators, **water only**!! This will be enforced.
12. Exhaust may exit the hood.
13. You may add an auxiliary floor shifter. Auxiliary transmission coolers are not allowed.
14. You may add a hand throttle.
15. Support chains on engine/transmission ok, one (1) per mount.
16. Welded or posi-traction rear ends ok.

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17. Tire: you may run a 4-ply bias or p-rated radial tire, tubes are allowed. No flappers or filled tires - only air.
18. You are allowed (and suggested) to add an upright pillar and bar from driver's door down to passenger floor for protection.
19. PRE-RUN CARS ONLY: If you are using a pre-ran 80's car, and the core support has been torn from the frame, you may repair it as follows: One (1) ½" bolt with washers, per core support mount can be used in place of the old bolt. The factory core support rubber mounts must remain in place. No excessive length on bolts. If the hole on the frame is torn, a washer may be welded over that hole, top side only. Washer's only, no plates, cannot exceed 1/8" thick or 1 3/4" outside diameter.

**REMEMBER: This is intended to be a low-cost, entry-level class, allowing the average person to safely compete without spending a large amount of time or money. Any car not built to the spirit of these rules will not run in this class!!!!**

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**IMMEDIATE DISQUALIFICATION WILL RESULT IF YOU DO ANY OF THE  
FOLLOWING DURING THE DEMOLITION DERBY**

1. HITTING A DRIVER'S DOOR. Exception: if pushed into the driver's door by another vehicle.
2. IF YOU REMOVE YOUR SEAT BELT OR HELMET OR LEAVE YOUR CAR for any reason during the heat. Exception: if your car is on fire.
3. GO OUT OF BOUNDS. If you get three (3) wheels out of bounds you will be disqualified from that heat even if forced out of bounds by another car.
4. FAILURE TO HIT ANOTHER CAR EVERY TWO (2) MINUTES. Hit must be under your own power with engine running. Hitting a disqualified car does not count. Hitting a car turned on its side does not count.
5. MOVING YOUR CAR FOR ANY REASON AFTER FLAG IS BROKEN. When your flag is broken, turn off your engine and wait until the heat is over.

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**DRIVER'S MEETING / HEAT DRAWING**

**Heat drawing will be done during the driver's meeting.**

**All entries must be paid for at this time.**

**A brief driver's meeting will be conducted at 11:00 a.m. on the day of the derby.**

**No other driver's meeting will be held.**

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**IF YOU HAVE ANY QUESTIONS REGARDING THE DERBY OR  
ANYTHING PERTAINING TO IT ~ PLEASE CALL:**

**MARK 388-4055 or DON 388-1689 OR MATT 580-7173**

**IN CASE OF SNOW, RAIN, ETC. ON THE DAY OF THE DERBY- PLEASE CALL 388-4055  
TO CONFIRM THE DERBY IS STILL A GO!!!**