

# 2006 DEMOLITION DERBY RULES

BOZEMAN JAYCEE DEMOLITION DERBY - SEPTEMBER 30, 2006

AND

PARK COUNTY FAIR DEMOLITION DERBY - AUGUST 13, 2006

## GENERAL RULES

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

1. All drivers must know and obey all rules of safety or they will be disqualified.
2. **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.
3. 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!!
4. 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.**
5. A 10 mph speed limit on Fairgrounds will be strictly enforced.
6. **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.
7. There will be a Calcutta before the Main Event, time and weather permitting.
8. **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.
9. 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.
10. **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.
11. All pit crew must be registered and checked in with Derby officials by 10:45 a.m. **No exceptions!!**
12. The only vehicles allowed in the pit area is a tow vehicle bringing in your demo car.
13. **All vehicles must be towed with lights or hauled to the contest in accordance with local regulations.**
14. No communication equipment will be allowed in the cars. If found, you will be disqualified.
15. **Pay out will be immediately 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!!
16. **No drivers or pit crew members are allowed in the announcer's booth.**
17. **Derby official rulings are final. No instant replays will be allowed.**

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**DEMOLITION DERBY ~ RULES OF COMPETITION**

18. 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.
19. All drivers must pay attention to the commands of the announcer and the flagmen.
20. All drivers must break their flags when directed to by the Derby officials.
21. If you **remove your seat belt, helmet, or exit** your car for any reason other than fire, **you will be disqualified from that heat.**
22. 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.
23. A 2 minute hold may be exercised for a no start vehicle. After which time that vehicle is disqualified from the heat.
24. Drivers must drive the original qualifying vehicle in the final round.
25. Any competitor who **strikes a driver's side door is disqualified** unless pushed uncontrollably by another car.
26. 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.
27. The audience is here to see action. You must hit a car 1 minute after green and every 2 or 3 minutes after that. (Time to be determined day of derby). You are not out for a Sunday drive, so please don't act like it. This is strictly enforced.
28. Once your car stalls you will be given 2 or 3 minutes to get started and strike another vehicle. (Time to be determined day of derby).
29. **First, second and third place cars will be inspected in the arena immediately following the championship heat.**
30. Towing from the arena will be done with the specific authorization of the Derby officials.

**DEMOLITION DERBY ~ RULES FOR BUILDING CAR**

31. 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.**
32. 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.
33. Radiator must remain in the original position. **WATER ONLY.** No automatic transmission fluid (ATF) in motors.
34. **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.

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35. 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.
36. Frames must remain stock. **You can weld the frame seams in front of front A-arm mount only**. No other welding on frames or body seams allowed.
37. **All engine fans must have fan shield in place**. Electric fans are allowed.
38. 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.
39. 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.
40. Engines must be in original location / factory motor mounts. One support chain per motor mount. Welded mounts are optional. Firewall **can** be altered for engine clearance, but must be covered.
41. Car's engine hood MUST be chained and/or bolted and MUST be able to be opened for inspection. Two 8 inch fire holes are required in hood, one on each side of the carburetor - away from the radiator. It CANNOT be welded!! Engine hood can have a maximum of 8 secured areas using 8 pins or bolts no longer than 4 inches and no bigger than ½". Angle iron is not to exceed 3 inches high and 4 inches wide. Engine hood **cannot** be bolted through frame and can only bolt to top of radiator support. Exhaust must go up or down. No pointing forward or to the sides.
42. 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.
43. 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. 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.
44. DRIVER'S DOOR can be welded shut and 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**.
45. **All driver's doors must be painted white!** There will be no white or light colored cars allowed.
46. Bumpers can not be welded to frame but may be chained through hood. **Do not weld your bumpers to anything except brackets or shocks**.
47. 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.
48. 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.**
49. Transmission coolers can be installed and must be securely fastened behind the driver's seat.

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- 50. If your car is disqualified by these rules, the entry fee WILL NOT BE REFUNDED.
- 51. If it doesn't say you can't ~ it doesn't mean you can!!! CALL IF ANY QUESTIONS.

**MARK 388-4055 or MATT 585-7563 or DON 388-1689**

**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 and 4 bolt lug pattern.

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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) OR THREE (3) MINUTES. (Time to be determined day of derby). 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 MATT 585-7563 or DON 388-1689**

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