

Washington County Fair

Demolition Derby

Day of Competition: Aug 14th 7:00 PM

Rules & Regulations

General Regulations:

No Chrysler Imperials are allowed in our Derby ...to allow for more chances for more participants.

- 1) All drivers must have a fire extinguisher in their pit area.
- 2) There will be no building of cars at the derby arena. (Build them elsewhere.)
- 3) You may be refused the right to race by an official for any just reason.
- 4) If you disagree with a call made by an official PLEASE let us know of our mistakes, we are human. Arguing with an official member of our staff and/or other drivers are grounds for disqualification for this race and/or further races. (Length of disqualification will depend on situation and will be discussed with all parties involved.)

NO CALLS WILL BE OVERTURNED. NO EXCEPTIONS!

- 5) All drivers must have a drivers license and must be filled out on your registration forms and are subject to a check with a motor vehicle division one week prior to every race. You must carry your license on your person at all times.
- 6) All cars must be at the race no later than 1 hour prior to the race starting time. (7:00 PM starting time) Gates will be closed at this time. (No exceptions, No refunds.)
- 7) Heats will be given to the drivers the day of the race on a first come first serve basis after they go through inspections.
- 8) When your car is checked in, only driver and pit crew are allowed in the pits.
- 9) You must remove the anti-freeze and recover the Freon properly from the car before entering parking lot or the arena.

10) Absolutely No Children In The Pits

at any time. (15 years of age or younger)

If you are 16 years old or older you may purchase a pit pass, but must be able to show proof of age if it is in questions. There will be no exceptions to this rule.

ALCOHOL IN PITS MEAN DISQUALIFICATION!

This includes family, friends, crew members. If you have been drinking at all in or out of the pits, you will be disqualified. **NO EXCEPTIONS!**

You are putting not only your life at risk, but you are putting the lives of the other drivers as well as fans and your very own family members on the line.

Registration:

- 1) Registrations must be in 1 week prior to race day. You may call your registration in to Dustin Gerken (435)-773-7071 or mail them to me at 2299 VinePyard Dr Santa Clara UT 84765.
- 2) If the driver is under the age of 18, he/she must have signed a release form from their parent or legal guardian. No one under the age of 16 can drive in a demolition derby.
- 3) Each registered car will receive 3 pit passes (1) for the driver (which must be worn at all times on the left wrist)
(2) for pit crew which also must be worn on the left wrist at all times! If by chance you lose your pit pass, please be prepared to pay \$10 for another one and resign the release form. If by chance yours gets torn off, bring your torn pass with you and it will

gladly be replaced.

4) If you would like to purchase extra pit passes, you may purchase them up to one hour prior to the race for \$10 each.

No pit passes will be sold during the race. If you are 16 or 17 years of age, you may purchase a pit pass with a parents consent form. You must be 18 years old to buy a pit pass.

5) All cars left at the arena or pits after 12:00 PM the following day of a race becomes the property of the Washington County Fair. If you plan on leaving your car, please bring a title. If you do not leave a title to the car and leave it anyway, you will be charged a \$50 towing fee. The tow fee will be paid before you can register for another race.

CAR TECH:

1) Any year O.E.M. frame and body model of passenger car or station wagons except S.U.V.'s,

Elcaminos and Rancheros, pickups, convertibles, four wheel drives, small cars (except mini heats) no 1973 and older Chrysler Imperials.

2) No reinforcements allowed other than welding. Any metal added to reinforce the car is illegal in the building of the car except on the drivers door. You may add metal to bring the car back to original condition. You may put a protective bar on the drivers door, it can not extend more than 6" in front of or rear of the door. (It can be inside or out)

FUEL PUMPS:

1) Are allowed if they have their own switch to turn them on and off

BRAKES:

1) All cars must exhibit the ability to stop before entering the arena. If the car loses braking ability, the car is subject to disqualification.

ENGINES:

1) Any engine may be used in any car but it must be mounted within 4" of the original motor. You may not cut a hole in the firewall to accommodate the engine. You may cut a hole to accommodate the distributor but it must be covered to prevent a fire hazard. At the discretion of an official.

DOORS:

1) Doors, hoods and trunks must be securely held in place.

Preparation:

1) All glass and plastic on the car must be removed, from the bottom of doors, trunks and floors including mirrors (no glass will be left in the bottom of the doors). There will be no glass left in the car!

2) No added weight to the car except the weld. (No packing the trunk, doors or frame with anything)

No exceptions!

3) Front seats must be securely mounted to the floor, and must have seat belts.

4) All flammable materials inside the car must be removed. (Carpet head liner, door panels etc.) Door panel or padding may be left on the drivers door only for protection.

5) All outside hardware must be removed (door handles, chrome moldings, head light buckets, all grilles including metal ones, lens covers and fiberglass front ends. This also includes molding clips.

6) You must put up to a 4" diameter pipe, eye -beam or square tubing with 6x6 X 1/4"

thick plate on each end of pipe behind the seat from side to side to support seat back. It must be directly behind the seat and cannot be farther than 6" behind the seat and a rollover bar is mandatory.

7) A 2" bar or chain close to the center of the vehicle must be installed from the cowl to the roof.

SECURING:

1) One of the following must be used to secure your hood trunk and doors. You may not use any 2 of the combinations:

a) Welding:

Full welds (**No rebar**) Inner seams may be welded with radiator support. Body seams around doors, hoods, trunks, may be welded. Motor mounts, steering columns, transmission mounts and leaf springs may be welded. Each seam can be welded the total length. 3/8" cold roll steel or a 1 1/4 " x 1/4 " flat strap may be used to weld your seams.

The largest gap you can fill is 3/8",

except drivers door, which can be reinforced. You can weld the bumper to the frame and you can weld the bumper to the body.

b) chains:

3/8" chain is allowed to secure hoods, trunk and doors. A single wrap of 3/8" chain may be used to hold the bumper on both sides.

c) bolts:

No more than 6 bolts per hood or trunk and cannot exceed 1" in diameter. They must be placed in the corners. Two pieces of all thread may be installed in the trunk area and can go through the lid and bottom of the trunk can not go through the frame. Threw the body only no bigger than 1" in diameter

RADIATORS:

1) Radiators can stay in stock position or it can be removed. No moving of the radiators. You can have two pieces of all thread as core support up through the hood no bigger than 1" in diameter

TRANSMISSIONS:

1) External transmission coolers will be allowed as long as they are securely mounted and covered.

GAS TANKS:

1) Original gas tank must be removed from the car.

2) You must have your gas tank inside the car maximum size of 6.5 gallons. It must be securely mounted to the floor. (It cannot be able to move when shaken.) It may be metal or plastic but it may not leak or if it is a marine tank, it must have fittings to attach lines.

No cutting holes in the lid and shoving a hose through the holes.

No exceptions!

BATTERY:

1) No more than one 12 volt battery may be used in the car at one time. (If battery is located inside the passenger compartment, it must be securely mounted to the floor and be covered.)

AIR CLEANERS:

1) You must have an air cleaner on the car at all times during the event. If using starter fluid you must be able to spray through a tube from your seat. If you get out of your seat

or seat belt you may be disqualified.

2) There must be a 12 inch diameter hole cut over the air cleaner in case of fire.

CUTOUTS:

1) Cut outs over the wheel are legal.

BUMPERS:

1) Bumpers may be cut so they don't smash into the tires during the event, they may also be welded to the frame. You may use any car bumper from other cars. Bumper maximum height is 24 inches, center bumper,

NUMBERS:

1) Your number or name must be at least 12" and must be painted on each side of your car and on the top so the judges and timers can see them. (If your car has been in a previous derby, you must repaint all your numbers.)

TRAILER HITCHES:

1) Trailer hitches and frame work must be removed.

SUSPENSIONS:

1) Suspensions must be Original Factory for that make and model of car (no pulling out shocks and putting pipes in their place.) No other means may be used to raise the back end of the car. NO adding reinforcements to front suspension. NO putting leaf springs on top axle. You may weld coil springs to the frame so they don't fall out. (No filler can be used.) NO solid suspension.- You are allowed nine (9) leaf's maximum and have factory spacing. You may use 3 leaf spring clamps/shackles per leaf(not excessive in size, only two bolts per clamp), No welding. Springs must be of passenger car origin. NO TRUCK LEAF SPRINGS ALLOWED

RULES FOR COMPETITION:

1) **No hitting the drivers door. If you hit a drivers door you are disqualified.**

You also lose your standing in the race. If a hit is made it will be determined by an official.

2) **No Sandbagging.** (Determined by track officials.)

3) **No intentionally hitting a non-flagged car.**

4) **Cars must make a hit every (2) Two minutes.**

5) The definition of a hit is as long as your car is running and able to make a hit in a forward or reverse motion under power.

6) Drivers must stay in their safety belts at all times during competition. If any one takes off their seat belts during the race you are automatically disqualified. Except at an officials O.K. or fire or you need to get out of the car for safety reasons.

7) Drivers must wear a DOT approved full faced crash helmet (no add on chin guards.) Eye protection must be worn at all times during the race.

8) Pit crew must stay out of arena after the heats so that the wreckers can get the cars out in a timely manner, unless other wise instructed by an official. Drivers may provide their own tow vehicle.

9) The grudge match winners will qualify for the main event.

10) You must wear long pants and shirts, no shorts and no open toed shoes. A fire suit is recommended.

11) There will only be one car per driver per race.

12) If your car is rolled on it's side or all the way over during the race and is pushed back over by another car, you may continue to race, however, no person shall enter the

arena to push your car over. It can be declared out of action by an official for any reason they see fit.

13) If a car passes 2 tires over the arena boundary line (the center of dirt or berm or log) you are out of the heat. This is depending on the race and the track.

Thank you for all your support.

Let's make this year a great success!

Let's show everyone what a good team can do and do it together and give the crowd what they really want:

GOOD HARD HITS SMASHED CARS AND GOOD SPORTSMANSHIP!

**BEST OF LUCK THIS YEAR AND FUTURE YEARS TO COME!
LET'S DERBY!**

Note: O.E.M. = Original Equipment Manufacturer

S.U.V. = Sports Utility Vehicle

The Washington County Fair wishes you all the best of luck!

For more information, contact:

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