



2018 Juab County Fair Demolition Derby Stock Demolition Derby Rules Updated 7-17-18

Must Have 10 Cars Paid & Signed up by June 15th, 2018

Online sign-ups: juabcountyfair.com

These rules apply to any American made full size car for the exception of 1973 and older Imperials. The intent of these rules is to give an option to drivers who want to reduce the cost of building a demolition derby car and be as competitive as any other driver they will be driving against.

ONE HEAT ONLY... (LIMIT 18 CARS)

PAYOUT FOR 1ST, 2ND, 3RD

CARS WILL NOT ADVANCE TO THE MAIN (FINALS)

OR THE GRUDGE

Contact: Gary @ (801) 367-4437 Text Preferred or juabcountyfair@gmail.com

FOR TICKETS – juabcountyfair.com Sell -out crowd- purchase tickets early

1. PREPARATION:

- a. All glass, plastic and pot metal must be removed. Gas tank must be removed. Nothing may remain in the bottom of the doors or trunk. All outside hardware must be removed (door handles, mirrors, chrome, molding, screws, fiber glass, etc). Inner wagon panels may remain but all rear seats must be removed. All trailer hitches brackets and framework aftermarket or OEM, must be removed completely.
- b. No added weight to the car except the weld. No packing the frames, trunks, passenger doors, or under floor decking.
- c. Front seats must be securely mounted to the floor and must have seat belts. All cars MUST have inner padding on driver's door and driver's side door posts.
- d. All flammable materials inside the car must be removed except necessary safety padding and seat.
- e. No sandbagging is allowed. (Converting a wagon into a sedan). Contact us if you have any questions.
- f. No Skid Plates allowed.
- g. Your number must be at least **18** inches tall and must be painted on each side of your car and the roof. Roof signs are ok, but they must be placed as far back on the roof towards the trunk as possible, ideally over the rear seat.
- h. **ALL CARS MUST BE COMPLETE BEFORE BEING INSPECTED. ONCE INSPECTED YOU ARE NOT ALLOWED TO WORK ON YOUR CAR. (Charging batteries & checking fluids is ok).**

2. Welding and Bumpers

Original bumpers or a straight piece of 4 " X 4 " X ¼" Square tubing. Must be flat -No Point and ONLY the following may be welded:

- a. The original bumper brackets in stock position and location fully to the frame.
- b. The original bumper brackets fully to the bumper.
- c. Bumper shocks may be collapsed and welded.

- d. Driver's door including the top of the door where the window passes through may be fully welded.
- e. Interior and window bars must be welded. See "Safety" rules
- f. Spider gears in the rear end may be welded.

3. Securing

- a. All doors must be secured shut with up to 4 loops of 3/8" chain, 4 loops of 1/2" cable or you may weld up to two 2" x 4" x 1/4 FLAT STRAPS. With exception of drivers door. **SEE WELDING RULE**
- b. All body mounts must remain stock.
- c. Hood and trunk lid must be secured by 6 loops of 3/8" chain, 1/2 cable or you may weld up to two 2" X 4" X 1/4 inch angle on each seam and secured with a 1/2 Inch bolt on each location. Excessive use of chain or cable will not be allowed.
- d. Bumper may be welded to brackets and brackets to the frame and 2 loops of 3/8" chain or 1/2" cable may be wrapped once around the bumper and once around the radiator support/hood or trunk lid/trunk floor. 2 bolts per chain may be used to tighten the loops of chain.

4. Drivetrain and Rear ends

- a. Any motor/transmission combinations may be used or are allowed. All mounts must remain in original position. No Cradles, Pulley Protectors, Transmission Braces, or Distributor Protectors allowed. Only the motor mount may be welded to the frame where the original mounts of the car were. If swapping Motor/ Transmission you must call for mounting options. **NO MOTOR UPGRADES. All Motor/Trans issues CALL FOR APPROVAL FIRST!!!**
- b. Motor may only be secured in the footprint of the original motor and 4 lengths of 3/8 chain may be used to hold the motor down. Chain used for securing the motor may be welded to or looped around the frame within 3" of the A-arms, or 2 straps (1 per side) 1/4 inch X 1" inch flap strap must be attached from motor to frame only, and must be welded to frame within 2" original motor mount footprint. **CALL WITH QUESTIONS...**
- c. Transmission mounts may only be bolted twice per mounted frame rail and may not create a new body mount.
- d. Rear end swaps are allowed, but only original 5 lug OEM car rear ends may be used. No bracing or bridging of any kind intended to strengthen the Rear end may be used. Absolute No 8 lug rear ends.
- e. If you are swapping Rear Ends- must use original mounting hardware, such as Leaf Springs, Coil Springs, Control Arms. May not lengthen or shorten Control Arms.
- f. Home made or slider drive lines may be used.

5. Safety

- a. 2 front and rear window bar ARE required on all cars and may be welded to the cowl , or speaker deck. Window bar may be secured only by weld with a footprint no greater than 3" X 3" X 3" and located within 6" of the window opening both on the roof and on the cowl/speaker deck.
- b. A bar that is no smaller than 3" diameter and no greater than 4" diameter must be used across the dash and behind the seat. End Plates must not exceed 10 X 10 X 1/2 and must be welded in!
- c. A roll bar that is attached in 2 places to the bar behind the seat is mandatory.
- d. A bar connecting the seat and dash bar may be used. Must not extend more than 6 " past the seat bar.
- e. A bar across the outside of the driver's side door is allowed in place of interior bar.
- f. Driver's door and vertical posts near the driver's head must be padded.
- g. All Interior bars must be no smaller than 3"diameter no greater than 4 'diameter. Call with Questions
- h. You are allowed up to 6 "gussets on interior cage bars.

6. Other Rules

- a. You may cut out any metal to allow access for shifters, cables, and hoses or on the frame or body but it may not be welded or bolted back together. Creasing and folding are allowed.
- b. All holes bigger than 6" in the firewall must be covered, but you cannot cut firewall to accommodate mounting a motor swap.
- c. Transmission coolers are allowed and must be covered.
- d. Battery may be relocated to the passenger side front floorboards and must be covered.
- e. A 6 gallon or smaller metal gas tank must be used and secured behind the driver's seat on the

driver's side floor and must be covered.

- f. A minimum of a 12" hole must be made in the hood and trunk lid for inspection. If it is deemed that the hole is insufficient to inspect the car, a bigger hole may be required.
 - g. All suspension must remain stock. Spring spacers may be used but must be bolted on type.
 - h. A single loop of 3/8" chain or 1/2" cable may be used around each frame rail and the rear end.
 - i. Only 3- 2" wide leaf spring clamps may be used per leaf pack. No additional leaves may be added to originally leafed cars. No leaf spring conversions.
 - j. Frames may be cut and prebent but no welding may be done.
 - k. Preran cars that have been repaired need to be approved prior to the show.
- l. Only stock OME wheels allowed. No weld in centers and no reinforcement of the wheel other than valve stem protectors.

SEE ATTACHED RULES

Rules of Competition:

- 1- No intentional hitting the driver's door (must be determined by **TWO** track officials unless it is deemed blatant). If you hit a driver's door under power you will be disqualified from the heat and lose your place standing.
- 2- No sandbagging. (Determined by track officials).
- 3- No intentional hitting of a non-flagged car.
- 4- Each car will have 2 minutes to make a hit.
- 5- Track officials may stop a heat at any time if unsafe conditions should arise. An effort will be made to rectify the issue at which point the heat will resume.
- 6- The definition of a hit is as long as your car is running and able to make a hit unassisted in a forward or reverse motion under power. Must be 1/2 car length or more. Rocking will not be considered a hit!
- 7- Drivers must stay in their safety belts at all times during the competition with your helmet on, even if you are out of time.
- 8- As cars will be staged for the event, there will be no tampering of opponent's vehicles. Anyone caught tampering will be disqualified from this and any future events. This applies to your whole crew.
- 9- Drivers must wear a D.O.T. **approved full-faced** crash helmet. (No add on chin guards). **Eye protection is required.** Neck braces are highly recommended.
- 10- **NO** pit crewmembers allowed in the arena to help remove your car. Drivers may **NOT** provide their own tow vehicle.
- 11- You must wear long pants and a long sleeve shirt, no shorts and no open shoes. Fire suit is optional.
- 12- Any instances resulting in a tie. Money will be split and trophy flipped for.
- 13- If your car is rolled on its side or flipped over you will not be allowed to compete any further in that heat; however, your time continues as if you were stuck.
- 14- If you have 2 fires of any kind that need extinguishers to put it out, you will not be allowed to compete any further in that heat; however, your time continues as if you were stuck. If you must be removed from your car for safety reason your time will run out accordingly.
- 15- Once you are timed out or disqualified you may not help other drivers. Both you and the driver you assist will be disqualified for the heat.
- 16- All official's calls are final. If you disagree with a call sorry, arguing with an official or member of the staff or other drivers are grounds for disqualification. No calls will be overturned.
- 17- No hot rodding in the pits or you will be disqualified.
- 18- Un-sportsman like behavior will not be tolerated and will result in disqualification and removal from grounds.
- 19- **No alcoholic beverages will be allowed!** Any Driver or Pit crew member who has consumed or is consuming alcoholic beverages before or during the derby will be disqualified!!
- 20- Each driver must submit a completed entry form along with the required entry fee on or before the entry deadline. Entries are non-transferrable and entry fees are non-refundable!
- 21- Drivers must compete in their respective qualifying heat to be eligible for the consolation, grudge match and Main Event.

- 22- Other than what has been specified above, no other alterations or interpretations of the rules will be allowed.
- 23- Inspection will be from 8:00 – 4:30. Please allow plenty of time for your car to be inspected before 4:00 p.m. Cars will be impounded upon passing inspection. Make sure your car is race ready when passing inspection. The exception will be after your car is impounded you MAY connect a portable battery charger. No refunds will be made if your car does not pass inspection. Each car will be allowed one truck and one trailer in the pit area AFTER your car passes inspection. No excavators allowed in the pit area.
- 24- MANDATORY driver meeting at 5:00. We will draw for heats, driver raffle and go over last minute info.
- 25- \$50 entrance fee includes driver (Shirt) and 2 pit member. 2 additional pit passes can be purchased upon your car passing inspection for \$15.00 each.
- 26- Driver and Pit Crew MUST sit in designated seating area while watching the derby. You will be asked to leave if you are sitting or standing in isles or grandstands, entry area.
- 27- All drivers will be responsible for anyone in their pit area. All pit crews must sign a waiver before being allowed in to the pit area.