

# **2011 Kremmling Demolition Derby Rules**

**PRE ENTRY ONLY!!!! NO DAY OF ENTRIES ALLOWED!**

**\*There will be one main event for each class and a limit of 15 cars per class\***

## **General Rules**

- Registration and release forms must be completed prior to inspection. Entry must be paid prior to inspection.
- If car fails inspection you may be allowed to make corrections. If you can't complete corrections or decline to make corrections, your car will be disqualified.
- Entry fees are non-refundable.
- If you want a particular number you need to request the number in your pre-registration packet.
- Car numbers are on a first come first serve basis.
- Drivers must be at least 16 years old. ID required and parental consent if under 18.
- Only one support vehicle per registered car. Entry fees will include one driver pass and one pit pass and will be given both at gate day of race regardless of how many cars and/or classes you are entered in.
- No alcohol allowed in pits.
- Drivers meeting mandatory.
- Compact cars will race under limited weld rules with the following additions: Only 4 and 6 cylinder engines are allowed, wheel base is not to exceed 107", four wheel drive vehicles will be allowed as long as one drive line is disconnected.
- Cars must be removed from Fair Grounds immediately following the derby NO EXCEPTIONS.
- A driver's safety belt and safety helmet must be worn.
- Long sleeve shirts and long pants must be worn.
- Fire suits and goggles recommended.
- No passengers allowed.
- All cars and trucks that came equipped with airbags must have airbags removed!
- If you go out of the boundaries set for the arena during your class, you will be black flagged.
- If you hit on the driver's side door, you will be black flagged and disqualified
- Drivers must make a hit every 2 minutes and hit must be aggressive. Patty-cake hits or sandbagging are grounds for disqualification. Judges will be watching closely.
- If you become stalled you have 2 minutes to get restarted and one minute to make a hit.
- If last 2 cars in the main event become stuck together for a 2 minute period. If by a double hit heat will be stopped and they will be pulled apart and heat will then continue. If a single hit, the last one to make a hit will be declared the winner.

## General Building Rules for all Classes

- A center bar on the inside of the car extending from drivers side center post to passenger side center post positioned behind the drivers seat must be welded in. Bar or post not to exceed 6" in diameter. A bar of 6" maximum diameter may be placed between a pillar in front of driver and may be tied to the frame, and may also be connected to the center bar for the purpose of driver protection. Plate welded to ends of driver protection bars not to exceed 16" x 16". Inside and outside of drivers door may be reinforced. Also may be padded. Dash and air conditioning may be removed. Cars must have a firewall and floorboards between the driver and drive train including engine, transmission, and drivelines. Halo bars are allowed.
- A rooftop sign large enough to display your registered car number on both sides. Number size must be 12" tall by 2" wide. Drivers and passenger doors will have numbers of 16" x 16" tall by 2" wide. Colors must be dark on light or light on dark. If you want a particular number you need to request the number in your pre-registration packet. Numbers are on a first come, first serve basis. Theme cars may substitute numbers for their theme with prior approval.
- Damage repair of sheet metal may not exceed 18 gauge in thickness. Patches not to exceed hole by more than 1". No patches over the top of existing patches. No rebar, angle iron, plate, concrete, etc. shall be used to add strength to the car.
- Main event cars are subject to re-inspection at the conclusion of the event. A non refundable protest fee of \$250.00 to contest another car must be posted with the head judge. All judge's decisions are final.
- Any stock American or foreign auto or station wagon is allowed. No jeeps, convertibles, hearses, ambulances or limousines are allowed. 4WD vehicles must have 1 driveline disconnected.
- Remove all glass, fiberglass, lights, light brackets, all body trim and clips. Remove headliner, rear seat, door panels, carpeting and all unnecessary electrical wires. If it will break, fall off, or burn; remove it. Fuel door must be removed or welded shut. All glass including broken glass must be removed. The derby is in the rodeo arena so this will be **STRICTLY** enforced.
- Factory fuel tanks must be removed. A maximum of 6 gallon fuel cell shall be installed inside the passenger compartment forward of the rear axle. Box or tank must be welded or bolted to floor. No ratchet straps. Must be vented and NOT LEAK. Plastic tanks must be encased in a metal box. Minimum 1/8" steel with lid. MUST BE FASTENED SECURELY!!! Electric fuel pumps are allowed.
- A battery box shall be secured to the passenger front floor. Box must be steel, minimum 1/8" to accommodate maximum of 3 batteries. Must not be constructed to reinforce passenger door. A white rag must be attached to the ground cable. BATTERY BOX MUST BE FASTENED SECURELY!!! No ratchet straps.
- Radiator must be installed in factory location. No auxiliary cooling systems allowed. Oil coolers are allowed.
- Cars may use other model engines and drive trains. Engine must remain in stock location.
- Hoods must remain in stock location and must have at least a 24" x 24" hole cut above the carburetor in case of an engine fire.
- Automobile bumpers only. 5 mile per hour bumpers may be used as replacement bumpers. Brackets or two pieces of 2" hollow pipe may be used to attach bumper to the frame. Pipe not to exceed 15" long. Bumper is not to exceed width of car. Remove all trailer hitches. Bumper may be cut in half to fit car width. It will then have to be butt welded. No lap welding. No extra steel allowed underneath bumper. Bumpers may be fully welded together upon themselves for all classes.
- All cars and trucks must run liquid fuel, gasoline, or diesel. No propane, NOS etc.

## **Fully Welded Class Rules:**

### Frames

Car body and bumper brackets may be welded to the frame. MINIMUM filler rod. Re-welding factory welds is allowed. Motor, transmission and differential mounts may be welded. Small patches may be allowed to repair frame damage. If deemed excessive by judges it may be disqualified. Chryslers with K frames may have the K frame plated. If in doubt if you have one; ask! If you don't know ask!

### Trunks, Hoods and Doors

Welded-Maximum size filler rod 3/8". Maximum size filler strap 1/8" thick X 1/2" wide. Bolted – Four locations. Maximum size bolt 1". Washer size 4" x 4" x 1/4". Chained- Four locations. In addition 2 straps 2" wide by 3/8" thick may be welded from hood or trunk to bumper. Hoods must have at least a 24" x 24" hole cut over the carburetor in case of engine fire. Hood must be in original stock location. Bolts, straps or chains must not be placed directly in front of radiator. Doors must be welded or chained shut. No filler rod over 3/8". No chain over 3/8". Wagons must weld, bolt or chain their compartments that open, and must have an inspection hole so they may be checked.

### Fender Wells

Fender wells may be cut and rolled for wheel clearance

### Tires

Maximum 16". No studded tires allowed. No greasing of side walls. No tire chains.

### Wheels

No reinforcement of wheels allowed. Valve stem protection allowed. Maximum 16" 5 lug wheels allowed.

### Suspensions

No modified shocks, shackles, lift kits or blocks allowed. Spring clips not to exceed 4 per spring; 2 in front and 2 in rear of axle. Differentials must be positioned over springs. No truck differentials allowed. Coil to leaf conversions are allowed but must be clean.

**Fully welded cars will not be allowed to run with limited weld cars if they cut welds.**

## **Limited Weld/Compact Class Car Rules**

### Frames

No welding of body to frame. Home made motor and transmission mounts will be allowed. Re-welding factory frame welds is allowed.

### Transmissions

Transmission coolers will be allowed.

### Suspensions

Spring clips not to exceed 4 per spring. 2 in front and 2 in rear of axle. Differentials must be positioned over springs. No truck differentials allowed. Coil to leaf conversions allowed but must be clean with minimum reinforcement.

### Door/Trunk Lids/Hoods

All doors, hoods, and trunks must be welded, bolted or chained shut. Pick any 2 methods. If welding, welds must be 3" long, with a 6" gap between welds. You may use filler rod only large enough to fill the crack you are welding. Bolts for the hood and trunk shall be a maximum of 1" diameter with 4" washers in 6 locations. None are to be placed directly in front of the radiator. Max chain size for chaining will be 3/8". Panels may be bolted together with 3/8" or small bolts (no limit on amount). Wagons must weld, bolt or chain their compartments that open, and must have an inspection hole so they may be checked.

### Welds

All welds on doors hoods trunks etc will be 3" long with a 6" gap between. Welding in the interior of the car shall consist of the following only: Motor mounts, transmission mounts, header panel, battery box, gas tank box and driver protection bars. The interior of the car shall be defined as the passenger, engine and the trunk compartments. (Except wagons opening compartments) body cannot be welded to frame in LIMITED WELD CLASS. **All welds must be 3" with a 6" gap between each weld. This includes, but is not limited to, doors, trunks, and hoods. Driver door and drivers protection bars may be fully welded. Fully welded cars will not be allowed to run with limited weld cars if they cut welds. Bumpers may be fully welded.**

**Compact cars will follow limited weld class rules with the exception of only 4 and 6 cylinder engines allowed. The Wheel base is not to exceed 107". 4 wheel drive vehicles will be allowed as long as 1 driveline is disconnected.**

## Truck Rules

- We will be using the fully welded rules unless specified in this addendum.
- ½, ¾, 1 ton full size trucks, suburban's, carryalls, blazers, scouts, and broncos will be accepted.
- Either 2 or 4wd models. 4wd's must remove one driveshaft.
- **NO DUAL REAR WHEELS.** Trucks must have a protective cage inside driver's compartment. This consists of a dash bar, a bar behind the seat and a bar on either side connecting the two. Rollover bar highly recommended.
- Original bed mounting bolts may be removed (and rubber bushings) and may be replaced with up to 1" bolts with 4" washers. Bed can be bolted directly to the frame. Bed may be welded to cab and to tailgate with minimum added metal.
- No coil to leaf conversions.
- Inner fenders may be WIRED to frame. Wheel well openings may be cut and rolled for clearance.
- Same rules apply for gas tanks but if you need to, you can mount gas tanks in front center of bed. Must have a splash guard.
- Up to 17" rims will be allowed.
- All engines must have the front spark plug even with or in front of upper ball joint.
- Bumpers must be a stock type automotive bumper. No homemade bumpers allowed. Shock bumpers may be installed on trucks that came with bracket mounted bumpers. Stock type brackets must be used with no added metal. Maximum bumper height from the bottom of the bumper will be 25". Truck must have front and rear bumpers.

## **BEST THEMED CAR**

We will be having a best themed car contest, judged with a decibel meter measuring the enthusiasm of the crowd. This contest is exactly as it sounds. Dress your car with as much "flare" as you possibly can. You can even dress up to add to the glam. For example; in past years we have had the hippy mobile with a hippy driver, the pink Cadillac with Elvis driving, Ghostbusters car with the Ghostbusters driving. There aren't really any rules, simply dress up, show up and enter. This is a family event so please keep your theme appropriate. You and your car will be displayed in front of the grandstands for judging and you will have to walk across the arena to a 30 second clip of your theme song while being introduced by the announcer. This takes place at 7:00 to kick off the Derby. It only takes about 15 minutes. You will need to pick a theme song for your car. This is a fun way to get the crowd to pick favorites in the classes and gets them more into the actual derby. It's fun and a great way to pick up some extra cash! All props used for the contest must be quickly removed before entering the arena for your class. You must be a contestant in the Demolition Derby to enter the Theme Car Contest.

Payout for theme cars:

1<sup>st</sup> place: \$2000.00

2<sup>nd</sup> place: \$1500.00

3<sup>rd</sup> place: \$1000.00

**Entry fees will be \$50.00. This will include one driver pass only, and one pit pass per car. Meaning if you bring 3 cars that you are going to drive in the Derby, you will get one driver pass and 3 pit passes. Pre-entry registration must be post marked by JULY 15TH, 2011. Additional pit passes will be available at the back gate at an additional \$25.00 per person.**

Derby will be held at the Middle Park Fairgrounds in Kremmling Friday August 5th, 2011. Registration will be from 4:00pm-6pm. Mandatory drivers meeting will be held at 6:30pm. The derby will start at 7:00pm. **Theme cars must be checked in by 5:30 to enter the contest.**

### **\$21,000.00 ADDED PURSE AND 100% PAYBACK.**

**TOTAL PURSE WILL BE BASED ON ACTUAL NUMBER OF VEHICLES IN EACH CLASS.**

Guaranteed payout of purse will be the same for every class and will be as follows:

1<sup>st</sup> place: \$1,500.00

2<sup>nd</sup> place: \$1,000.00

3<sup>rd</sup> place: \$500.00

Possible payout if your class is full (15 cars)

1<sup>st</sup> place: \$1875.00

2<sup>nd</sup> place: \$1250.00

3<sup>rd</sup> place: \$625.00

You will also have a chance for \$875.00 per class for being the first car to hit the flag.

Mad Dog Award: \$1000.00!!!!!!! (Awarded to the most aggressive driver throughout the event)

Best case scenario with one single car entry is that you could walk away with **\$5750.00!!!!!!!**

### **Judges flags**

- Checkered Flag – Ends the race.
- Green Flag – Starts the race.
- Black Flag – Disqualification.
- Red Flag – Emergency stop. Shut off your car immediately.
- Orange Car Flag – To be displayed when you are finished racing your car.

For general information call Rebecca at 970-531-6526

For rules questions only call Will Jones at 970-531-8510

Or you can visit our website at: <http://middleparkfairandrodeo.com/demo.html>