

CHOUTEAU COUNTY DEMOLITION DERBY

AUGUST

Entry Fee \$75.00

RULES PERTAINING TO DRIVERS

- All drivers must know and obey all rules for safety that the committee set up or they will be disqualified.
- Drivers must be 16 years old or over, or have signed parental consent.
- Drivers must have a valid driver's license and must present it at the time of registration
- All drivers and pitmen enter at their own risk.
- All drivers and their crew members must fill out and sign derby release forms or they will not be permitted to enter the pit area.
- All drivers must wear seat belts and/or shoulder harnesses. JUDGES WILL CHECK BEFORE ENTERING THE ARENA.
- All drivers must wear crash helmets that meet federal Z90.1 standards. No hard hats allowed. Helmets must remain on at all times while cars are still in the arena.
- Drivers must leave the arena driving SLOWLY and CAREFULLY or they will be disqualified and barred from the Chouteau County Fair derbies.
- ANY DRIVER AND/OR THEIR CREW CAUGHT CONSUMING ALCOHOLIC BEVERAGES WILL BE DISQUALIFIED!!!
- In the event of a fire and it is put out, the driver can re-enter the race if he has time left on the hit clock and has not raised his flag. In the event of a second fire, the driver will be out.
- If your car does not pass inspection and is disqualified by these rules, the entry fee WILL NOT BE REFUNDED!!! Judges decision is final!

RULES PERTAINING TO CAR

- All chrome, loose metal, glass and interior except for the dash must be removed from car.
- Must have two 8 inch holes in the hood or bigger.
- Car should be neatly painted, and have your number on the roof and both front doors. Driver's door must be painted opposite color of car. (White Door optional).
- Back seat must be removed and in its place securely mount the gas tank and tranny cooler. No rubber straps, Tank and cooler must be mounted with bolts or tied down with metal straps.
- Original gas tank must be removed. Don't just cut a hole in it. TAKE IT OUT!!!
- Radiator must be in original position, no reserve water tanks
- Battery must be mounted on passenger side floor board of car. Batteries must be securely mounted in an enclosed box to prevent punctures. They must be held down securely to the floor of the car and covered. No rubber straps or wire
- No pickups or convertibles allowed, no hearses, no limousines, no ambulances.
- Brakes must be in good working condition at start of derby
- Driver can install a cage. Dash bars, H braces, and Halo bars are allowed. Only the H bar may be attached to frame. You can install a bar from right side upright to dash bar along the inside of passenger door. Gas tank protectors must have at least 1" clearance on all sides. NO KICKERS ALLOWED!
- 1st, 2nd, and 3rd place cars will be inspected following the championship heat
- Other than the driver only two pit persons are allowed in the pit area at the start of the derby. Pit persons must sign a release form. Extra pit passes sold \$15.00 per person.
- Gate opens at 12:00 pm. All cars must be at the arena by 4:00 pm for inspection. Drivers meeting at 5:00pm.
- If a car is rolled on its roof, it is disqualified. If rolled on its side it will be put back on its wheels and may re-enter the race if it is deemed safe by the judges

- Any car ran in a previous derby must meet all Chouteau County Derby rules!!!
- ABSOULUTLY NO HOLDING!!!!
- Using drivers door as a shield will be considered in judgment on drivers door hits
- ABSOULUTLY NO SANDBAGGING!
- Consolation heat number one will be cars from heats 1, 2, and 3. Consolation heat number two will be from heats 4, 5, and 6. If you miss your consolation heat, you are disqualified. Consolation heats will have a minimum of eight cars. 1ST place winners of the consolation heats advance to the Championship Heat.
- All cars removed after dark must be on a lighted trailer or removed by 9:00am Monday morning. If not removed by then they will become property of Chouteau County, unless prior arrangements have been made.

WELDING

- All original door seems, hood seems, and trunk seems may be welded solid. You may use 2" X 1\8 flat strap or 1\2 cold roll or rebar. Nothing bigger!
- Hood may be folded down in front but may not be welded to the bumper.
- Bumpers may be welded solid. (no added metal) Bumpers may not be welded to the body. Except for the 2 inch straps in rule 5.
- Bumpers may be swapped on any car Except for 1967 and newer Chrysler Imperials and Imperial sub framed cars. These cars must have original style bumper or no bumper at all. (NO EXCEPTIONS SO DON'T EVEN ASK !!!!!!!)
- Two 2" X 1\4 straps may be run from the bumper or frame up to the hood and trunk. No more than 6 inches of weld on each end of the flat strap. The front straps may go around ready bolt in the hood.
- Frame seams may be welded top and bottom (no more than a half inch wide bead). Body pucks may be removed if wanted.
- Engines may be welded down in all 4 corners. If engine swap is done engine must sit within 4 inches of original position.

- Transmission brace will be allowed, but must have minimum of 6 inch space from sheet metal or cage. May not be used to add structural strength to car.
- Engine cradles are allowed, but may not add structural strength to car. Must have a 6 inch minimum space from dash bar.
- Dist. Protectors will be allowed but may not be attached to the body of the car in any way.
- Drivers door may have a side iron on exterior of door not exceeding more than 6 inches past door on either side.
- All FRAMES WILL BE SCOPED NO EXCEPTIONS!!!!!!!!!!!!
- No welding of frame holes will be allowed.
- Frame shaping with a hammer is allowed.
- Driver's cage may be welded or bolted into car but must not exceed farther back than the rear of drivers seat (NO KICKERS ALLOWED)
- You may install a dash bar, side bar, halo bar, and H bar if preferred.
- 2 Window bars in front and 2 window bars in the rear allowed. 2 inch material (square tubing, pipe, strap). Maximum length 36". 4"x4" plates may be welded or bolted on each end. Window bars may not attach to cage or frame in any way.

BOLTING

- Hood may be fully welded or Hood may be bolted down (one or the other) in 9 spots and bolts may be no bigger than 1 inch.
- Washers may be welded to the hood. Washers are to be no larger than 4 inches.
- Ready rod may be attached to the core support and frame and go through the hood this will count as two of your hood bolts.

- Body bolts may be changed out. No larger than a 5/8 bolt, with exception of core support bolts (no larger than 1 inch bolts). Body washers no larger than 3"X 1 1/4".
- Wheel well folds may be bolted in no more than four spots with no larger than 3/8 bolts with a 1 inch o/d washer.
- Hood cut outs may be bolted. There must be 6 inch spacing between bolts. Bolts no larger than 3/8 with a 1 inch o/d washer.
- Two Ready rods may be placed in the trunk going through the frame not to exceed 1 inch in diameter. No more than a 4 inch washer. If you prefer to bolt your trunk instead of weld it you may use up to a 3/8 bolt with 1 inch o/d washer and must have a 6 inch spacing.
- Pre bending and folding may be bolted with a 3/8 bolt with 1 inch o/d washer with 6 inch spacing. Or welded with a one inch bead every six inches no added metal. You can not do both or a combination of both. Hammered body seams may not be welded or bolted.

PRE-BENDING & CUTTING

- Car body's may be pre-bent or cut before the derby. Minimum bumper height 18 inches to the center, a maximum bumper height of 24 inches to the center.
- Frames may be notched for pre-bending but may not be re-welded after they are notched.
- Hoods may be folded down in front of core support and bolted to the core support with 3/8 bolts with 1 inch o/d washers. Bolts must have a 6 inch spacing. Or welded solid to the core support, but no added material.
- Fenders may be bent and tucked. They may be bolted with 3/8 bolts and 1 inch o/d washers. Bolts must have a 6 inch spacing. Or welded 1 inch every 6 inches
- NO WELDING OF HAMMERD BODY SEAMS

SUSPENSION & DRIVE TRAIN

- Coil cars may be leafed. No more than a passenger car leaf and no more than 9 leafs per spring pack & 4 clamps per leaf pack.

- Leafed cars may run link bars from previous suspension.
- Leaf cars may run link bars on there suspension.
- Front suspension maybe welded solid to height. Upper A-ARM's may be welded to frame with 2" x 6" strap 1/4" thick (2 per side).
- Rear humps may be chained.
- Coils may be welded or chained in.
- Shackles may be flipped or chained back.
- When installing leafs or added metal use factory style hangers and shackles.
- No full floating axles allowed! 5 Lug maximum.
- No studded tires, foam filled tires, or solid tires, allowed.
- You may have valve stem protectors.
- Wheel centers are allowed.
- Tire flaps are allowed.
- Tranny lines must be steel or steel braded hose.

PRE-RAN CAR REPAIR

- Frame may be patched in 4 places only so pick the worst spots. Metal may be no thicker than the frame 3\16" steel. Patch may not exceed 3 inches past the damaged area, or be more than 10 inches in total length 3 inch max in width (use flat bar only, no angle iron). Remember you only have 4 patches so use them wisely.

- Rips and tears may be repaired if they are larger than 10 inches with same thickness as original sheet metal. Welds on repairs may only be welded 2 inches every 4 inches (two inches of weld with a four inch spacing).
- Absolutely no bridging of humps!
- Large holes in body may be patched. Patch must be no more than one inch bigger than the hole being repaired.

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

- Hit a driver's door. Exception: If pushed into the driver's door by another vehicle.
- Remove your seat belt or helmet, or leave your car for any reason during the heat. Exception: Your car is on fire.
- Go out of bounds. Boundaries will be berm or ditch. If you get three wheels out of bounds, you will be disqualified from that heat even if forced out of bounds by another car.
- It is the sole responsibility of the driver of a flagged car to make sure his flag is kept up and visible. If a flagged car is hit by an active racer, and the flag was not visible the flagged car is disqualified. But, if an active car hits a flagged car, he is also disqualified.
- Failure to hit another car every 30 seconds while car is running, or 3 minutes to get the car running and hit another car. Drivers will only receive ONE WARNING! Rocking cars stuck together does not count.
- Moving your car for any reason after flag is up. **TURN OFF YOUR ENGINE WHEN YOUR FLAG IS UP!**
- No erratic driving outside of the arena.
- Failure to abide by the rules will be grounds for disqualification from future Chouteau County Fair Demolition Derbies.
- Pit speeding (5 mph) and hot rodding will be an immediate disqualification!

- ABSOLUTELY NO PROFANITY ON CARS OR THERE WILL BE IMMEDIATE DISQUALIFICATION WITH NO REFUND OF ENTRY FEE!!!

HERBY RULES

All previous rules pertaining to car apply, with the following exceptions:

- Cars are limited to 102 INCH WHEEL BASE.
- Maximum 6 cylinder car engine.
- No minimum bumper height requirement.