

Chain Only

Demolition Derby

Dodson, MT
Phillips County Fairgrounds

Contact Info: Jerry Roberts- 1-406-390-3198
www.phillipscountyfair.com for rules

Cars: 1980 and Newer
Sunday, July 25, 2010

Prizes:
1st - \$2000 2nd - \$1000 3rd - \$500 4th - \$250

Trophies for 1st, 2nd, and 3rd, plus
Most Aggressive Driver and Hard Luck

The driver and pit crew must sign releases. **No substitution for driver or pit crew.**
IF IT DOESN'T SAY IT IN THE RULES, IT DOESN'T MEAN YOU CAN DO IT.
DON'T JUST ASSUME YOU CAN DO IT, CALL!

GENERAL RULES

- All entry forms and fees along with approved inspection sheets must be into the fair office by 4 P.M. on Sunday, July 25, 2010
- NO late entries will be allowed- No excuses! No refunds! Driver and pit crew must sign releases. NO substitutions for driver or pit crew members.
- Cars must be on grounds by **3:00 P.M. Sunday, July 25, 2010**
- Drivers' meeting 4:30 P.M. This is mandatory! Derby Start Time 5:00 P.M.

1. ABSOLUTLEY NO ARGUGING WITH THE JUDGES!

2. Fighting on Grounds of Phillips County Fair will result in a \$1500.00 fine per individual involved; includes fighting with judges/officials. Sheriff's Deputies will take action at their decision. It will be every driver's responsibility to make his or her pit crew aware of this fine.

3. Cars must be on the grounds by 3:00 P.M. and gates will be locked at 4:00 P.M. unless you call

4. All drivers will meet Sunday, July 25, 2010 at 4:00 P.M., Attendance is mandatory for all drivers and pit crew. The Calcutta will begin at Champion Heat **only.**

5. No pickups allowed. Cars must be stock, must keep them family for family, 80's and newer, NO CROSS BREEDING. Pre-derbied cars are allowed, read the pre-derby car section. Entry fee is \$100, which includes the driver and two pitmen. No more than two (2) pitmen per entry. This means NO ONE IN THE PIT BESIDES THE DRIVER AND PITMAN. (Exception, \$25.00 for every extra pitman. Limit two (2) extra pitmen at \$25.00 each.

6. Drivers must be 18 years of age or older with a valid driver's license. Drivers sixteen years to 18 years old may drive with parental signature.

7. ABSOLUTLEY NO ALCOHOLIC BEVERAGES will be consumed by any participant (drivers and pitmen) before or during the event. Failure to comply will result in disqualification and removal from the fairgrounds,

CAR BUILDING REGULATIONS

STRIPPING THE CAR:

1. All glass must be removed. No chrome, no head liners, no reflections and no backseats.
2. Original gas tank be removed from car.
3. All debris must be removed from the car.
4. Anything flammable must be removed from the car
5. No alterations will be allowed to cars such as sandbags, reinforced bumpers, and nerf brakes. NO WELDING on frame, under side of fenders and hood.

FRESH CARS: Front to Back

1. Front Bumper: Shock absorber bumpers may be drilled, collapsed, and chained to bumper bracket. No fabrication when collapsing bumpers, original equipment manufacturer only and chains. You may weld or cut your bumpers whether fresh or pre-derbied cars. **No welding on any other part of the car. If you are caught, welding any other part of your car you will be disqualified from the derby.** You may collapse and chain bumper back as stated above, **No added metal.**
2. Radiator and Core Support: Radiator must be in stock location. Core support must have original core support bolts and mounts, in stock location.
3. Hood: The hood may have a maximum of 6 points to secure the hood to the car. Bolts may be $\frac{3}{4}$ -inch maximum in size. Hood bolts may be secured by welding. Washers may be a maximum 4 x 4 inches square by $\frac{1}{4}$ inch thick. **Chain has to be a minimum of 5/16 and maximum 3/8 link.** Log chain only, **no roller chain allowed. NO READY ROD OR BOLTSW FROM FRAME THROUGH HOOD OR TRUNKS!!** Hood must be a minimum of 6-inch hold cut in hood for fire suppression. Holes may be cut for headers exiting through hood. You may put 6- $\frac{3}{8}$ " bolts to hood to secure hood bracing after cutting holes for headers.
4. Engine and Engine Compartment: Engine must be in stock location with stock motor mounts, **NO CROSS BREEDING- FAMILY TO FAMILY.** The chaining of engine is permitted, no metal straps. Motor mounts may be welded in place, **NO WELDING ON ANY OTHER PART OF THE CAR AT ANYTIME** (exception: see bumper rules).

5. Fenders: You may cut front and rear fender 3 inches on the back and corners on the front. On the rear fenders you may roll and bolt no more than 3 inches as stated above.
6. Car Body and Doors: No replacing of body mounts, mounts must be in stock location with stock bolts. No foreign material allowed on or in of any kind, **only OEM**. The windshield must have a brace in the middle of opening, from roof to firewall. Screen is optional. One chain per door, these chains may not have longer than six inch tall when tightly secured. Chains must be tight, no slack, a minimum of 5/16 and maximum 3/8 link. Log chain only, no roller chain allowed.
7. Driver Safety Enhancement: This section is recommended but not mandatory. One post may be put in on passenger side from frame to roof with no larger than 3 inch metal; of an H brace may be constructed. The H brace may only be 3 inch metal. H brace must extend from passenger side to behind driver seat. Vertical posts may go from frame to roof. A safety bar may be welded across the driver's door. Driver door bar may extend 6 inches in front of door and 6 inches past back of door and be up to 12 inches wide. It must also be bolted in three places if you choose to use this option. No dash bars on any cars.
8. Inside Drivers Compartment: A maximum of two (2) batteries should be completely enclosed in a solid container that will contain acids and parts of the battery if it should explode. It must be securely fastened, and must be in the front passenger seat of the car. No rubber straps, seat belt material, ratchet strap or wire will be allowed to hold it down. No transmission coolers like ice buckets unless they can be sealed. Cooler must be securely fastened in the car, at the judge's discretion. No fuel line, line must be high pressure. A pip flag holder must be welded on the driver's windshield door post vertically at 90 degrees, 6" tall and at least 2" round. Back seat must be removed. In its place, securely mount the gas tank, which must be behind the driver's seat. Be sure the gas tank is tightly capped. **NO RUBBER STRAPS, SEAT BELT MATERIAL, OR WIRE ALLOWED.** Metal straps must hold down gas tank. The container for gas cannot be larger than six (6) gallons; it must be a marine tank. Must have a hand-held fire extinguisher accessible to the driver and must be securely mounted inside the car. **NO RUBBER STRAPS OR PLASTIC MOUNTS.**
9. Transmission: **NO, CROSS BREEDING- FAMILY TO FAMILY.** The chaining of the transmission is permitted. **NO METAL STARPS. If tranny lines moved, must be high pressure.**
10. Rear ends: Five (5)-lug limit—no cross breeding. You can weld or put a spool in the rear end. Locked rear ends allowed. No blocking of springs or putting tires between the frame and differential.

11. Wheels and Tires: All cars will have brakes in working order. Wheels will have distinguishing marks to check the brakes. Wheels must be steel, no cast aluminum or alloy wheels. **Tires cannot be studded, have wheel weights, be double stuffed, have ballast in tires, or bigger than 15" rims. TIRES MUST DO DOT TIRES ONLY, NO IMPLEMENT TIRES ALLOWED.**
12. Trunk: When chaining the trunk you must use 2 chains to secure the trunk. These chains may go through the bumpers if you wish to do it that way, no longer than 6 inch tails on each chain. Trunk must have two inspection holes cut into the trunk, 9 inches minimum and maximum on holes. You may notch the frame and you may use 9 3/8 x 4 inch long bolts (max) with 3/8 inch washers to secure your truck.
13. Rear Bumper: Shock absorber bumpers may be drilled, collapsed, and chained to bumper bracket. No fabrication when collapsing bumpers, original equipment manufacturer only and chains. You may weld or cut your bumpers whether fresh or pre-derbied cars. You may weld where bumper bolts to the shock absorber bracket only. No other welding on the rear of the car. **No welding on any other part of the car. If you are caught welding any other part of your car you will be disqualified from the derby.** No trailer hitches. You may weld collapse and chain bumper back as stated above, NO ADDED METAL.
14. Painting the Car: **NO WHITE CARS!** Only the driver's door will be painted bright white, this is required. Anyone hitting this door will be disqualified at the discretion of the judge. **There are three (3) other sides to a vehicle. STAY AWAY FROM THE DRIVER'S DOOR!!** Cars will be numbered on both sides at registration. The numbers must be painted on the doors on both sides at least twenty-four (24) inches high. **Roof number is optional but makes it easier for the announcer.** There will be no roof obstacles except during the Calcutta. Duplicate numbers, the first car to register will keep the original number.

PRE-DERBIED CARS:

1. Pre-derbied cars will be allowed only and only if there is no welding to the frame or any other part of the car. No welding of doors, trunks, fender, or any other sheet metal. No added metal to frames, bumpers, body, doors, hood, or trunk. If any of the things mentioned above are done to your car you will not derby.
2. Pre-derbied cars are to follow the rules of the fresh cars with the following exceptions.
3. Fenders: Fenders may be cut or hammered away from tires to a point, nothing too excessive. No welding on fender what so ever. As a rule, rear fenders may be cut away 3 inches and front fenders may have corners removed.

4. Cars may be brought to its original form as much as possible. Frame straightened to original states as much as possible.

ARENA REGULATIONS

1. All cars **MUST** be equipped with seat belts and all drivers **MUST** wear crash helmets with eye protection such as safety glasses, goggles or shield.
2. Each car will be provided a white flag. This flag will be put at such time as the car is no longer in competition or is disqualified. **Once flag is up car MUST NOT BE MOVED.**
3. No tools in cars or in the arena during heats.
4. Driers will have three (3) minutes from last call to have their cars in the arena. Utmost care must be taken when driving in the pits.
5. Anyone leaving his or her car before the heat is ended will be disqualified. Exception: If you car is on fire.
6. Any stalled car must start and initiate contact with another car within **two (2) minutes**. Being tapped by another car does not count. If your car is running, you must make a hit **every minute** or be disqualified.
7. **NO HEAD ON COLLISIONS—front to front**
8. **NO DOUBLE TEAMING!**
9. If cars get hung-up, the race will not be stopped to separate the cars with the exception of the last two (2) cars during the main event.
10. If three (3) or more wheels are outside the berm, the car is disqualified.
11. If black-flagged in a heat race, you are done for that heat. You may come back through the consolation heat.
12. One (1) fire may be put out. Two (2) fires and you are disqualified for that heat.
13. If you are in a rollover, you are disqualified until the next heat.
14. Winner of each heat will pull car into restricted area. There will be thirty (30) minutes after the consolation heat to get cars ready for the main event.

15. Any protest must be made before the beginning of the following heat. Any protest must be lodged within fifteen (15) minutes after the main event. **ARGUING WITH JUDGES IS NOT ALLOWED.**
16. If you are down to the last three (3) cars and you hit a driver's door, you are disqualified and the next car is moved into the money.
17. If black-flagged during the finals you are done for that heat and you forfeit your position and placing for your money.

IMMEDIATE DISQUALIFICATION WILL RESULT IF YOU DO ANY OF THE FOLLOWING DURING THE DEMOLITION DERBY:
ABSOLUTELY NO ARGUING WITH THE JUDGES!
FIGHTING ON PHILLIPS COUNTY FAIRGROUNDS WILL RESULT IN A \$1500 FINE PER INDIVIDUAL INVOLVED INCLUDING FIGHTING WITH JUDGES AND OFFICIALS

1. **HIT A DRIVER'S DOOR**—Exception: if pushed into the driver's door by another vehicle.
2. **REMOVE YOUR SEAT BELT OR HELMET OR LEAVE THE CAR** for any reason during the heat. Exception: If your car is on fire.
3. **GO OUT OF BOUNDS.** Boundaries will be the dirt ditches, poles or piles. 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. The dirt ditch, etc. is the boundary.
4. **IT IS THE SOLE RESPONSIBILITY OF THE DRIVER TO MAKE SURE HIS FLAG IS KEPT UP AND VISIBLE IF HE IS FLAGGED OUT.** If a flagged car is hit by an active driver and the flag was not visible, then the flagged car is disqualified. If an active car hits a flagged car and whole flag is visible, he is also disqualified.
5. **FAILURE TO HIT ANOTHER CAR EVER 60 SECONDS.** Under your own power (engine running), hitting a disqualified car does not count. Rocking cars stuck together does not count.
6. **MOVING YOUR CAR FOR ANY REASON AFTER THE FLAG IS UP.** When your flag is up, turn off your engine.
7. **ABSOLUTELY NO ALCOHOL IN THE PITS.**
8. **STAY AWAY FROM THE DRIVERS DOORS.**

9. Anyone leaving his or her car before the heat is ended will be disqualified.
Exceptions: If your car is on fire or you are injured.
10. Any stalled car must start and initiate contact with another car within **two (2) minutes**. Being tapped by another car does not count. If your car is running, you must make a hit **every minute** or be disqualified.

For explanation of rules contact:

Jerry Roberts 1-406-390-3198