

## **COMPACT, POWDER PUFF AND SMALL TRUCK FIGURE 8 DERBIES AND DEMOLITION AND COMPACT DERBIES RULES AND REGULATIONS**

The rules and/or regulations set forth herein are designed to provide for the orderly conduct of racing events and to establish minimum acceptable requirements for such events. These rules will govern the condition of all events, and by participating in these events, all participants deemed to have complied with these rules.

EACH DRIVER AND MECHANIC HAVE AN OBLIGATION TO READ THE RULES FOR THEIR BEST INTERESTS!

### **GENERAL RULES FOR ALL DERBIES**

The Tazewell County Fair Demolition Derby is promoted as an unusual spectator attraction. In the interest of safety, drivers & mechanics are subject to, and must obey the following rules and regulations which are set up by the promoter and the track where the event is being held.

- A. Each driver must fill out an entry blank. All drivers must supply their own cars. Only one entry per person.
- B. The track or promoter reserves the right to approve or reject any and all entries.
- C. No drinking of alcoholic beverages allowed. Any driver or pit person under the influence of alcohol or drugs will be immediately disqualified and removed from the grounds.
- D. Any driver or crew member disobeying the rules will cause his or her car to be disqualified.
- E. The Fair Association will not be held responsible for any cars, parts, or personal property before, during and after the show.
- F. Cars and drivers must sign in at the registration desk at least two hours prior to show time. The Fairground and Arena gates will open at 12 noon. The Pit gates will close at 4:00 p.m.! All participants must register and buy a pit pass to enter restricted areas. No one under the age of 16 will be allowed in the pit area. MINIMUM AGE OF DRIVERS IS 16.
- G. Only car owners, drivers, mechanics, and pit crews are allowed in the pit area.
- H. All contestants will be expected to conduct themselves appropriately at all times. Any fighting or verbal abuse of Officials or other contestants will be grounds for disqualification from all further competition, or participation in prize money, or both. ANY FIGHTING (TOUCHING ANOTHER) WILL BE GROUNDS FOR ARREST.
- I. No excessive spinning or speeding of cars coming out of the arena to the pit area.

### **NUMBERS**

1. All cars must display a two sided vertical sign minimum 12X18 inches with the car number clearly displayed on the sign on the car roof.
2. All cars must have 18" and 3" wide numbers on both sides of the car.
3. Numbering must be visible, neat and current or the car will not be scored, and the driver will not be eligible for prize money.
4. No metallic or reflective numbers allowed.
5. The first person to register will get to use a number. If the number is already registered then you will have to add a letter or extra number to it.

### **Seat/Seatbelts**

1. Back of the seat must be rigid and not allowed to move. a 2-point seat belt is required.
2. Stock seat and a two-point seat belt must be secured (Shoulder/lap). Seatbelt becomes non-operational after heat race then a track official has to be notified and alternative restraint used.

### **Fire Extinguisher**

Minimum 2 3/4 lb. Dry charged fire extinguishers with quick release and metal mounting bracket secured or fastened to the bar as to be easily removed when needed. Must be within reach of the driver. Must be fully charged.

### **Helmets (Mandatory)**

1. Must have eye protection Goggles, face shield or safety glasses. NO SUNGLASSES.
2. Racing helmets are mandatory. Is recommended that helmets meet the specifications set forth in the Federal Motor Vehicle Safety Standard Regulations or meet the specifications set forth by the American Standards Institute. Helmets must remain on while on the racing surface. If

helmets are removed while on the racing surface, penalties will be enforced. Helmets must be securely fastened for heat. No half helmets.

### **Clothing**

It is mandatory that at all times the driver wears driving suit or flame resistant material that effectively covers the body from neck to ankles and wrists (Strongly recommend fire retardant garments). Must pass tech inspection. Minimum coveralls. Long sleeved shirts, long pants, gloves, and boots are required (Flame retardant material) No shorts or short sleeves.

### **Drivers Regulations**

1. No advertising on the front doors.
2. NO profanity will be painted on the car.
3. Officials decisions will be FINAL!
4. Any drivers or pit crew acting in an irresponsible manner may be disqualified for the remainder of the season.
5. When a driver is suspended, the driver's car will be removed from the premises.
6. Drivers must be at least 16 years of age. Drivers under 18 years of age must have a written consent from a parent and/or legal guardian before allowed to race.
7. Pit crew and drivers must stay away from the fire department. When lining up for the next race, drivers must stay in their cars. NO pit crew on the race track at any time. Keep the road from track through pits open and clear at all times.
8. Prize money will be paid at the end of the event to the person to whom the car is registered on the entry form and they must sign the paperwork that they received it . Prize money will be paid to the driver only.
9. If you bring a cutting torch, you must have a Class B or C fire extinguisher with you.
10. All race cars will pit inside the pit gates.
11. Drivers must be signed in and have paid entry fee before driving in first heat of the night. If not signed in and paid, car will not be allowed to race.
12. ***All cars must be present 2 hour before the first race to be inspected.*** All cars must pass an official's inspection and sign off on the inspection sheet, cars will be randomly checked throughout the race. Once a car has entered the pits on a race night it may not leave the pits until the conclusion of that car's races.
13. NO switching of drivers. Unless there is a valid reason: judges approval and the replacement driver must sign a waiver and must pay \$25 to run that car - (No Excuses!)

### **Towing and Transporting Cars**

Towing and transporting Demolition Derby cars to and from the race location must meet highway safety codes (including proper light controls, safety chains, tow bars, towing trailers, etc.)

### **General**

1. Protests and other official rulings will be handled in accordance with the current rule book. We expect all participants to take pride in being part of our presentation entertainment and racing. Racing entertainment is what we see to the public, and we will not tolerate anything that detracts from a professional presentation. Cars, in the opinion of the Officials, that detract from the show by their appearance, will be denied entry and/or the ability to race until they are made acceptable to the Officials.

### **NOTICE:**

All rules are subject to interpretation of the Tazewell County Fairgrounds Officials. Any equipment that officials consider exotic or not in the intent of the rules will be considered ineligible for competition. In the interest of fairness, the rules may be adjusted to create a balance in competition.

### **ALL DECISIONS BY TRACK OFFICIALS ARE FINAL!**

### **FIGURE 8, POWDER PUFF, AND FIGURE 8 TRUCK RULES ONLY**

#### **Body Preparation (Exterior)**

1. Full body only
2. Wheel wells may not be altered.

3. No loose body parts allowed. No mirrors.
4. Hoods are mandatory.
5. Trunk must be secured, welded, chained, or bolted.
6. Doors must be fastened securely by welding shut or steel straps. 1 ¼" wide or 3/16" chain. (**No Ratchet Straps**)
7. Only passenger sedans or station wagons are allowed. No panel trucks, convertibles or hearses.
8. Only one battery, any size is allowed. If the battery is from its original position, it must be placed on the floorboard of the driver's compartment and securely fastened and covered.
9. Four Wheel drive trucks or cars must have the front drive shaft removed.
10. **No snow or All Terrain Tires.**
11. Trucks should have chain around the drive shaft.
12. All trucks participating in Figure 8 Derby are required to have a piece of mining belt or the equivalent attached to their vehicle across the rear of the truck behind the wheels. This addition to the truck must be no more than three inches off the ground.
13. All trucks must have a roll bar installed. Minimum a loop bar over the driver, inside or outside of the car, 4 point cage recommended.

### **Body Preparation (Interior)**

1. All flammable material, except the front seat, must be removed. No carpet or headliner. Must pass tech inspection.
2. No holes in front or rear firewalls. All holes will be patched with approved metals. No tape or cardboard.
3. No body panels maybe removed, inner or outer, except the driver's door for bars.
4. Stock bumpers recommended in stock position.
  - 4a. If front bumper is replaced, it can be made of one (1) bar, frame horn to frame horn, no further than 6" from front of radiator. Bar may be no larger than 4" in width. Example : 2" x 4" channel, 4"x 4" channel, or 4" pipe no thicker than 1/8". Must be **hollow pipe or channel**, no solid bars. Bar must be welded to the frame horns, or similar material. Pipe or bar cannot be longer than 6" from the frame horn towards the tires, and must be bent back to an angle, as to not be sticking out for safety reasons. If pipe or bar is put into frame horns, it can not go back inside frame more than 12" (If you have questions or problems with bumpers, contact Anna Asbury first before you build bumper.)
5. Hole in hood for fire extinguishing, 10 inch diameter.
6. 2 pieces of all thread, up to 3/4" can be used at the front of the hood, from radiator support or frame rail through the hood, 4" max washer on hood

### **Windshield/Glass**

1. All glass must be removed.
2. Windshields must have two (2) vertical bars welded or an expanded metal mesh.
3. Tail lights/headlights and bulbs must be removed.

### **Engine**

Stock only - 4/6 cylinders - no turbo charger, no multiple carburetion. Stock fuel injection is allowed only with a cut off switch to the fuel pump. No modifications.

### **Exhaust Manifolds / Exhaust Systems**

Headers allowed

WATER ONLY as a coolant, no additives or antifreeze.

### **Rear Ends**

1. Rear ends to be stock type only for year make and model.
2. Posi-traction, locked rear end optional.

### **Frames**

1. **Frames must be stock.**
2. **No cross bracing**
3. **No filling of frame**

#### **4. No reinforcing of frame of any stock portion of car other than driver's door.**

#### **Suspension/Shock Absorbers**

1. Suspension to remain STOCK for year, make and model.
2. No racing type shocks
3. One shock per wheel mounted in stock location only

#### **Brakes**

1. All cars must have brakes, in working order.
2. OEM brakes only.

#### **Fuel Tank/ Cell**

1. **FUEL** - Gasoline only as fuel. NO alcohol, nitrous oxide or other exotic fuel allowed.
2. Fuel tank must be moved into the passenger side rear compartment. 3 gallons of fuel allowed.
3. Gas tanks must be strapped or securely mounted to vehicle. Fuel lines in the driver's compartment. CAN NOT HAVE ANY LEAKS. NO EXCUSES. Fuel lines and fuel tank must be covered with sheet metal or rubber mat, recommended use of metal lines under vehicle.

#### **Tires**

1. Passenger car tires
2. No tractor tires
3. No filling tires
4. Air filled only
5. Stock tread pattern for tires: no cutting in extra tread.
6. No Studs
7. No Mud Tires

#### **Wheels/Wheel Spacers**

1. Steel or aluminum stock wheels only
2. No wheel spacers allowed
3. No outside clamp-on wheels allowed.
4. No Wheel Weights

#### **Race Rules**

1. All races begin by a dead stop by the starter flag.
2. If a car kills after lining up and fails to start under its own power within 2 minutes , it will remain on the track. Once a car comes onto the track it will not be allowed to pit and return.
3. No member of a pit crew is allowed to be on the track or on pit lane at any time. Any infractions will result in disqualification of the car. No EXCEPTIONS.
4. If a car fails to show for its heat or feature, the officials will move the cars directly behind the missing vehicle straight ahead during lineup. The Officials will not reshuffle the remaining starting positions.
5. In case of a Red Flag or Horn, STOP! The race will restart from the position the vehicle was stopped at. All cars which were moving will be allowed to continue the race. If a car quits during a red flag, it has 2 minutes to start after cars are aligned. If a car has an accident while trying to stop for a red flag, judges will determine if it will be allowed to restart the race. The car for which the red flag was thrown may race upon the Judges decision if it can get moving again under its own power within 1 minute.
6. If any car is not moving before a red flag the driver is required to exit vehicle and the track.
7. If a red flag occurs with 4 laps or less remaining in the race, the officials may line up a restart in single file. This will not occur if there are more than 6 cars remaining in the race.
8. Cars must have a forward gear when pulling onto the track.
9. Anyone pushing or hitting another car intentionally and/or not trying to place high in the race will be black flagged and disqualified upon the Judge's discretion. Bang boarding is NOT allowed. Do not play opossum. NO team driving. NO sandbagging.
10. Any car having a door open, hood up, trunk open will automatically be black flagged. If upon collision the hood is buckled to where the driver's vision is hindered the car may be black-

flagged upon the judge's discretion. Any metal peeled away or dragging may cause a red flag upon the Judge's discretion.

11. All cars must have bumpers when pulling onto the racetrack for its first race of the night. There will be an automatic black flag for any car dragging its bumper or swinging out away from the car. Any car dropping hazard debris on the track will be red flagged at the Judge's decision.
12. Any car not on time for its race may be placed at the back of the pack upon the Judge's discretion.
13. During a race, drivers may not get out of their cars, except in case of a fire or emergency.
14. If a car has a fire and causes a red flag, the fire will be extinguished and the Officials will determine if the car will be to continue to race.
15. If a car should fail to come out for its heat, it will not be eligible for the final.

Car rules will apply to Truck Entries, Trucks will be divided in divisions as needed.

Prize Money and Trophies awarded for 1st, 2nd, and 3rd for main events.

Number of heats determined by number of entries.

### **Running**

1. Safety belt, Z-90 approved helmet, goggles, safety glasses or face shield are required.
2. NO DELIBERATE HITTING ON THE DRIVER'S DOOR. 1st time- warning 2nd time - disqualification.
3. Vehicles must have dependable brakes at all times and boundaries must be observed.
4. No cars are permitted in the competition area before the heat in which they are to participate.
5. A vehicle will be disqualified if the driver's door comes open during the heat.
6. Two minute limit is enforced by the track officials for restarts and making competitive contact with another car. Hits must be aggressive. Simple contact within the time limit does not constitute combat and will be considered sandbagging.
7. All cars are to be moved from the fairgrounds or track following the show or they will become the property of Tazewell County Fair Demolition Derby and the officials will have them removed.
8. A \$100 protest fee is required to contest another car.
9. A fire extinguisher is recommended at close reach in the driver's compartment.
10. No one is riding outside of cars any time due to insurance regulation.

\*Additional Safety Regulation may be imposed, depending on track boundaries, which must be observed at all times.

\* Decision of the officials is final.

These rules supersede any and all rules previously used. Rules subject to change without notice according to the Tazewell County Fair Demolition Derby Chairmen.