



Demolition Derby Rules

No Trucks, SUVs, Limos or Hearsts

1. Must be stripped of all glass, body molding and all exterior lighting. The interior and truck area must be cleaned of anything that could injure driver during derby.
2. May have aftermarket fuel cell or boat type fuel tank, which must be securely mounted behind driver's seat.
3. Battery may be relocated. Must be secured and covered.
4. Radiator must remain in stock location. No supplemental cooling devices allowed.
5. All doors must be chained, welded, or wired closed to prevent from opening during the Derby. Metal straps can be welded to the door seams with a 3in wide x 1/8 thick max.
6. Trunks must remain open for inspection and chained after. Trunks must remain empty.
7. No adding of metal to any frame, body or suspensions allowed, *except driver's door which must be reinforced for safety*. No reinforcement of front end, rear end, radiator support, fenders or anywhere on car. Any rust patching on body panels are subject to tech officials' approval. Frame may not be altered in anyway and NO trailer hitches allowed.
8. Must have a reinforced bar against the driver side door only. The bar can't extend 1' in front of the pillar to 1' behind the pillar, no thicker than 3" and no wider than 6".
9. No doubling of body panels allowed, no added metal allowed. Rusted out holes in your floor sheet metal may be patched where components will be mounted or for drivers safety, sheet metal only. No other sheet metal patching is allowed unless it is a safety issue. You may not patch clean and solid floors.
10. Transmission must remain stock.
11. Rear Ends must be stock to year of car, 5 lug maximum. Aluminum or steel wheels permitted. No solid tires.
12. Must be original factory suspension.
13. Must have working brakes.
14. Must have a fire extinguisher mounted within the drivers reach, inside the car.
15. Car numbers are first come first serve basis, early registration is recommended. Car numbers must be painted on both sides of the car and an 18" X 18" upright roof number.
16. All drivers must use DOT approved helmet with face shield, neck brace and use seat belts at all times. Shoes and pants are required.
17. No hot rodding in the pits. Keep it at an idle.
18. Just because it is not listed in these rules doesn't make it **LEGAL**. Use common sense and good sportsmanship. Don't waste your time loading a car up! All rules are under the discretion of the track with SAFETY first in mind.
19. All cars must pass inspection before being allowed to compete. Track officials and inspectors have the final decision on all rules.



Demolition Derby Procedures

1. Drivers and pit crew must attend driver meeting prior to starting time.
2. Drivers must pay attention to the flagmen at all times.
3. Flags:
 - a. Green – Drivers must run aggressive while the green flag is up. Cars cannot sit at an idle for an extended period of time or will be disqualified. Drivers must **STAY** in their cars with their seat belts fastened until the demo derby is completed or until a red flag is displayed.
 - b. Yellow – Drivers circle the arena for announcements.
 - c. Red – All action must come to a STOP. Any driver that does not quit hitting in a reasonable period of time will be disqualified. Drivers who are no longer in competition may exit their cars at this time.
4. **DRIVER'S DOOR HITS ARE ILLEGAL.** If the hit is deemed by the official to be careless or intentional, entry will be disqualified.
5. Any open door will be cause for disqualification.
6. Driver must make **AGGRESSIVE** hit every 60 seconds or risk disqualification.
7. Last car moving wins!!