



GENERAL RULES

The general rules as well as the car rules are developed with driver's safety as the number one concern. We do admit that demos are a dangerous sport and T.E. Promotions assumes no liability in the result of injury from competing in this event.

1. These rules are developed with the cost of car construction in mind. The cars are to be constructed according to the rules. If certain items are not specified, it doesn't mean it is legal. The judges decision will be final, so call before you do something that you don't understand. The sport of demolition derbies has grown from a backyard fun activity, to a hardcore profession for some people. It is our intent at T.E. Promotions to keep the playing field fair so that local people can still compete and have fun.
2. All cars must be on grounds one-hour before event to be inspected. Any cars arriving late will not be eligible to compete unless prior arrangements have been made. For derbies that require pre-registration, cars must be pre-entered by 5:00 p.m. the day of the event. All cars must be removed by 12:00 noon the following day or they will become the property of the local salvage yard.
3. The driver must be at least 18 years old to drive at all fairs, unless the fair board allows younger drivers. You must be able to prove age upon request to drive, or have a notarized document signed by a parent or guardian stating that parents assume all risks. No one under the age of 16 will be able to compete at any fair unless approved by fair board.
4. Approved racing helmets must be worn at all times. Goggles or a face shield, fire suit or long sleeve shirt must be worn. Long pants and closed toe shoes are mandatory. No shorts allowed. If a driver removes his/her helmet while the event is taking place they will forfeit all winnings and be disqualified for the night.
5. Any unsportsmanlike conduct by the driver or the crew will cause your car to be disqualified. The judge's decision will be final.
6. No liquor or intoxicating beverages allowed in pit area. Possession of alcohol or drugs in pits will result in disqualification of your car.
7. Drivers meeting will be held before the event is to start to explain rules and flags. Any car protest must be made at this time. All drivers must attend.
8. A driver that is disqualified in the heat race for sandbagging or a intentional door hit, will not be allowed to compete anymore that evening. Heat race time limits and sandbagging marks will be used.
9. The purpose of the derby is to provide entertainment for the spectators. Anyone not complying with the rules will be barred from the event.
10. It is mandatory for everyone entering into the pits to purchase a pit pass.
11. If a cars is found illegal, no entries will be refunded. Cars should be brought legal. Not having a set of rules is not our fault. The fair board or promoter reserves the right to approve or reject any entries. Cars will be subject to inspection after event.
12. In '78 and newer events, cars must have VIN stamp on car or title to prove the correct year.
13. The driver is the only person allowed around the car while their car is being inspected. Cars will be disqualified if rule is not followed.

IMPORTANT: PREPARATION OF CAR

Cars are to be constructed according to rules. We have always mandated a fair playing field and this year specific measurements have been adopted to several areas of the rules. Demo derbies have went from once a year event to high dollar every weekend events. Many fairs that don't have fair rules have seen car count numbers severely drop off. Derby cars just like race cars must be built to the rules.

1. In '78 and newer derbies, no tampering with the V.I.N. numbers on the car. Original seat belts and door V.I.N. numbers must also appear on car. Bring titles.
2. In big car derbies, no trucks, vans, ambulances, jeeps, carry-alls, limousines, 4-wheel drives, checker cabs or Chrysler imperials can compete. No Chrysler bodies on imperial frames.
3. FRAMES: Front frame seams may be welded from bumper to front of A-frame top side only. Weld on front of frame anywhere else will cause car to be disqualified. On previous ran cars only the frame can be patched. A patch is considered ¼ in. steel 3"x3" and can only be welded on ends and either top or bottom of patch. One side must be left un welded. A previous ran car can have only 4 patches. The rear humps may be plated. The plate may be ¼ in. steel, maximum 22 inches in length, must be cut to contour of frame, placed in center of hump and this plate must be on the outside only. Inspection holes on inside must be open and visible. No welding on rear frame rails. Bumpers can be welded to frame and this will be covered in bumper rules. Body mount hole may be repaired if rusted out. We have the right to cut or drill frame at any time. There is to be no painting of frames. You can cut flaps on front of frame, but pitch can be no more than ½ in. and no other metal or gussets can be added. This is the only other weld allowed on frame and this weld cannot be a solid weld, meaning overlapping into frame welds, no wider than ¼ in. No other metal can be added.
4. CAGES: A cage of no bigger than 3 in. pipe or 3 in. box tubing can be used. No kickers are allowed off of cage. Inside cage if constructed properly can replace mandatory front door plate. The 4 legs running down from cage can run to top side of frame. These legs can be tack welded to top on one side of frame, not all four sides. No gussets allowed. Front bar of cage running under dash must be 6 in. behind front firewall. This bar must be horizontal and legs off cage must be straight up and down. These cages must be inside of doors, not in the doors. The cage may have an overhead bar. The bar must be straight up and down, no pitch towards rear of car. We will measure 6 in. from door post and rear cage bar inside car cannot be further back than this point.
5. BUMPERS: Any year car bumper allowed on any '78 & newer car, with the exception that the pointed Chrysler bumpers cannot be used. The bumper must be fastened to original brackets. Bumper can be welded to frame on 2 sides with metal strips 2 in. wide. Bumpers and bumper straps may be welded to frame, but cannot be welded to the body. Nothing is to be added inside bumper and no solid welding of bumper panels together. Maximum bumper height is 21 in. to bottom of bumper, minimum is 16 in.
6. BODY: All glass, plastic grills, lights, chrome molding, trailer hitches and body trim must be removed. Station wagons must be emptied to the floorboard. Headliners also must be removed. Cars must be swept clean. A 12 in. hole must be cut in hood above carburetor. No half hoods on car. Car must run either full hood or no hood. If no hood, no fan on motor. If fan blades become exposed, car is disqualified. Hood is allowed 6 fasteners with hinges counting as 2. Fasteners can be chains or wires and cannot run in front of the radiator. No bolts in hood. A 12 in. hole must appear in trunk lid also, not in the trunk floor. No tucking or wedging of trunk allowed. Trunk lids can be welded solid with notches to bend or you do not have to run a trunk lid. Tail light areas must remain open., no metal added to weld body to tail light area. If you have questions about tucking or wedging, call before you bring the car. No bolting or welding of body panels together. Patches of body must be approved by officials, but none will be done by welds. If car has been previously ran we will allow you to repair body to keep it from falling off. No internal bracing of body. Drivers door and passenger door may be welded solid up to the window area. Three strips of 3"x3" in size can be welded to body above the window area only with only 1 of these on top of the car. Back doors can have six 5 in. strips ¼ in. thick welding doors to body. Chain, wire and bolts are also acceptable. Front doors must be painted white or outlined in another color different from the body paint. No interior seam welding on any body parts. Body bushings may be removed, but if the are max. 1 in. bolt and they must be 1 in. off frame so that frame can be inspected. Washers or hockey puck type design allowed off frame ¼ in. not bigger than 2 in.x2in. in size. No plates or washers on bottom side of frame. Nuts must remain inside frame.
7. SAFETY ITEMS: A wire, chain, or cable is required from cowl to roof in windshield area. No pipe allowed. Two wires maximum in rear window area. A door plate must be in drivers side door in all cars without a cage. Door plates are easiest mounted on inside of door. All thread ¾ in. maximum may be ran thru core support next to radiator only, one on each side. They cannot go thru the hood. Gas tanks must be removed. A boat tank or fuel cell is recommended with no more than 6 gallons in tank. Fuel tanks can be mounted in a gas tank protector welded to the rear of the cage in the middle of the car. The protector can be no wider than 24 in. and cannot be within 6 in. of rear firewall. The gas tank protector cannot set on floorboard, it must flow with cage. All fuel tanks unless fuel cells, must be covered. All fuel lines must be enclosed in PVC pipe if they are inside car. Fuel lines must be clamped to the tank. Radiators must remain in stock location. You cannot run extra radiators or water supplies. Transmission coolers are allowed. Batteries must be moved. You can use 2 batteries, but they must be securely mounted in passenger side floorboard area. Batteries must be covered.
8. SUSPENSION: Any type 5 lug axle rear end allowed. No changing of coil to leaf springs. Coil springs may be tack welded or wired to brackets. Suspension parts are to remain stock for make and model of car. You may modify or weld tie rod ends and control arms. Car must bounce or have some movement. On leaf spring cars, no more than 7 per side and no wither than 1 ½ inches.