

# DEMOLITION DERBY 2020

## SMALL CAR RULES

### GENERAL

1. Small Cars will be 6 cyl engine or less.
  1. Engine swaps allowed but car must have 4 or 6 cyl option from factory.
2. Rear wheel drive up to 107 in. wheelbase.
3. Front wheel drive up to 113 in wheelbase.
4. Compact Suvs allowed in small car class. i.e. Toyota Rav 4, Suzuki Jimmy, or First gen S-10 Blazers
5. No one under 15 is allowed to drive in the event (under 18 must have Parent/Guardian signature, both must have valid ID)
6. Must have current, valid state driver's license or permit.
7. Must sign waiver and release form day of race.
8. All cars must follow 2019 rules. Pre rans cars included.
9. All cars will be inspected before being allowed to enter arena.
10. All winning cars will be re-inspected prior to leaving the arena and before payout.

### GENERAL CAR PREP

1. Car must be fully stripped out.
  1. All glass, chrome, plastic, exterior mirrors, headlights, taillights, chrome rings, emblems, grills, and flammable materials must be removed except the driver's seat.
  2. Glass must be removed, no broken glass inside of doors.
  3. Rear seats must be removed.
  4. All plastic fenders or door panels must be removed
  5. Must remove inside spare tire compartment lid and all seats from station wagons.
  6. Air bags must be removed.
2. Car numbers must be 18" tall in clear contrasting paint. Roof Sign recommended.
  1. If you do not use a roof sign, you must have numbers on the roof and on each side of the car.
  2. Roof sign can in no way be used to strengthen car.
3. Transmission coolers allowed.
  1. Must be inside of car & covered or attached to firewall in engine compartment.
  2. Must be double clamped or use quick connect style fittings.
4. Distributor Protectors allowed
  1. Protector can only protect the distributor and only attached to the engine.

2. Cannot be attached to or within 10" of the dash bar.
3. Must have relief cut in firewall for distributor protector clearance.
4. Protector may not be used as a brace against the firewall or any other part of the car.
5. Radiator.
  1. Must be in original stock position.
  2. No additional radiator supports, mounts, or guards.
  3. Only wire, garden hose, straps or plastic ties may be added to secure the radiator.
  4. No water from cooling system inside cab of car.
6. No additional welding will be allowed on any vehicle following tech until after a heat for repairs. (see repair rules at bottom)
7. No added protectors other than specified in rules.

## **SAFETY**

1. Safety glasses and gloves **MUST** be worn by all drivers.
2. Any racing or factory automobile seat may be used. Must be securely mounted.
3. Batteries
  1. Must be removed from engine area and moved to the inside of vehicle.
  2. Must be placed in a securely mounted battery box or steel frame.
  3. Must be placed in the passenger floor area or back seat area.
  4. No wooden or plastic boxes or plastic milk crates.
  5. All batteries will be covered with rubber inner tube or other nonconductive material to protect the driver.
4. All airbags must be removed.
5. Seat belts
  1. Must be stock shoulder/lap belt or racing harness lap belt minimum. 4-point harness recommended.
  2. Seat belts must remain buckled during the entire time of the heat. **EXCEPTION: FIRE.**
6. Helmet
  1. DOT approved safety helmets are required.
  2. Must stay on during the entire length of time of the derby.
7. Fire extinguisher not required inside of car but recommended.
  1. Must be mounted securely and easily accessible to driver.
  2. If the derby is stopped twice for fire on the same car you may be counted out at that point by officials' discretion.
8. Car must exhibit the ability to stop at all times. Brake failure will result in disqualification.
9. Front window bars recommended. Maximum 3 bars.
10. Mud screen allowed and recommended on front window.

# HOOD AND TRUNK

1. Hood and trunk may have up to 4 mounting points each.
  1. Max 1" All-Thread, chain, angle iron with bolts or wire may be used
  2. 2 points may be attached to or around frame.
  3. Stock hinges DO NOT count towards 4 points
2. Hood must have 12 x 12 inspection hole.
3. Hood must be able to be opened if necessary for tech inspection.
4. Inside trunk compartment must be visible for inspection.
5. Trunk may be welded shut.
  1. Every weld will be counted as a mounting point.
  2. Max 10 inches per weld on trunk.

# BUMPERS

1. Bumpers may be welded on.
  1. Must use stock mounting points or as close as possible
  2. You may use 1 plate 6" x 6" x 1/8" on each side to mount to
    1. Plate may be bent as needed
2. Any stock automotive bumper may be used.
  1. If using a bumper from a larger car, it must be cut down to car width or less.
3. You may replace bumper with a single square tube bumper on front or rear.
  1. Max 5" x 5" x 3/16" square tube, single straight piece, no shaping, no added skin, no end caps.
4. Max height from ground to bottom of bumper is 18"
5. Bumper straps allowed in front or rear but will be counted as hood mounting point.
6. You may weld bumper chrome to inner beam but each end must be open for inspection.
7. No loaded or capped bumpers.
8. No braces welded or added to bumper.
9. Bumper cannot be welded to car body.
10. Chain or strap around the bumper to hood or trunk is allowed but will be counted as a hood/trunk mounting point.
11. Bumper tips and fender wells may be trimmed.
12. No reinforcing with added metal.

# CAGE

1. Must have at least 1 vertical upright bar from floor to roof. 2 vertical bars recommended.
  1. May be attached to sheet metal or top of frame only, not both.
  2. Max 6" x 6" for roll bar material.
2. Halo (over the roof) roll bars allowed.
  1. Must be vertical and may be attached to the top of the frame only or sheet metal only, not both.

2. If welding to the frame, do not plate the bottom of the roll bar or the frame. You may only weld an open tube to only the top of the frame. Welds **MAY NOT** extend to the sides of the frame. No plates.
3. If welding to only sheet metal, you may use up to an 8" x 8" x ¼" plate on each end and it may not be attached to frame in any way.
4. Top piece over the roof may be up to 6" x 6" square or round tube or up to 10" channel.
3. A behind driver cross bar (spreader bar) is mandatory.
4. Must be welded or bolted behind driver's seat from side to side.
  1. The spreader bar cannot exceed 6" in diameter.
  2. If the vertical roll bars are welded to the top of the frame, the spreader bar must be at least 5" above the top of the frame rails.
  3. Each end of the cross bar may be attached to up to an 8x8x1/4 plate, welded or bolted to the door skin or posts.
  4. Spreader bar may be welded or bolted to upright bars
5. "Kickers" are not allowed on small cars.
6. You are **NOT** required to remove the dash but it is recommended.
  1. IF dash is removed, you must install a dash bar from side to side, above the steering column.
  2. Dash bar may not be connected to window bars.
7. Gas tank protector allowed.
8. May be attached to behind seat spreader bar or sheet metal but may in no way be attached to or within 5" of any frame rail.

## **DOORS**

1. Driver side door bar is mandatory with minimum 6" channel.
2. Passenger door bar strongly recommended.
3. The door bars must not extend into any wheel well opening.
4. Inside door bars are allowed.
  1. Must be padded.
  2. May not extend through firewall or rear sheet metal.
  3. May not attach directly to the frame.
5. You must weld, bolt, or chain doors shut.
  1. Driver's door may be fully welded shut.
  2. For all other doors, only two 10 inch welds may be used per door.

## **TIRES**

1. Tire and wheel combination optional
2. Valve stem protectors OK.
3. No liquid filled tires.
4. No beadlocks.
5. Weld in centers OK.

# REPAIRS FOR PRE-RAN/AFTER A HEAT

1. Allowed two 6" x 6" x 1/8" repair plates after each heat you are in.
    1. You may only repair back to stock strength. Subject to tech approval.
    2. Only one 6" x 6" plate per frame rail, per heat.
      1. You may cut the plate into 2 separate pieces.
      2. Each piece may not be within 1" of each other.
      3. Repair plate may be cut or bent and welded or bolted to any damaged area of the frame you choose.
  2. Chain or wire allowed for repairs after heat.
  3. Only a single wrap at any point on the vehicle
    1. Maximum 4 chains or wires
    2. 4' max length.
  4. Pre-ran cars may use plates to repair damage only to restore to stock strength, subject to the above rules and subject to tech approval.
    1. If deemed excessive you will have the opportunity to fix it.
  5. Must pass tech inspection by specified time for that show.
- If you have any questions, please call Head Official: Johnny Brown @ 509-301-7161 or DJ Wade @ 509-820-5288 or e-mail [crashmania@yahoo.com](mailto:crashmania@yahoo.com).

## EVENT LINE UP

5:00 pm - Driver's Meeting

6:30 pm - Time Trials

7:30 pm - Parade of Cars

Heat Races - Max six drivers per heat

Trophy Dash

Powder Puff Heat Races - Max six drivers per heat

Powder Puff Trophy Dash

Australian Pursuit

Demolition - 4 Cyl.

Demolition - 8/6 Cyl.