Northeast Montana Fair

Demolition Derby

Guaranteed Paid Out of $10,000+ with 30 Cars

(Valley County Fair $5,200 / MRM $4,800)

*\*\*The car building rules are the same as Blaine County MT\*\**

An additional $1,000 will be paid out for the Herby Derby and Chain-Only each

Thursday, August 2nd, 2018 - Glasgow, MT

12pm – 4pm: Driver Check-in

5pm: Mandatory Drivers Meeting

6pm: Calcutta

7pm: Demolition Derby

**Entry fee:**  $100/car\*

\*includes 2 pit passes; pit passes mandatory for all persons.

**Extra Pit Passes:** $25/each

**IMPORTANT INFORMATION:**

**ENTRY FEES:** All checks must be made payable to **MILK RIVER MOTORSPORTS.** All payments must be made **THE DAY OF THE EVENT,** registration area located in the pit area.

**All cars MUST be tech-ed in by 4pm to appear in the program**; all cars tech-ed in after 4pm will not be in the program.

Driver **AND** pit crew must sign the release; No substitution for driver or pit crew.

**GENERAL RULES:**

JUST BECAUSE IT’S NOT IN THE RULES, IT DOESN’T MEAN YOU CAN DO IT. DON’T ASSUME; CALL!

1. **ABSOLUTELY NO ARGUING WITH THE JUDGES!**
2. No limit to the number of cars that may enter.
3. Cars must be on the grounds between 12:00 pm and 4:00 pm. The gate will be locked after 4:00 pm unless you call ahead.
4. All drivers will meet at 5:00 pm; **Attendance is mandatory**. The Calcutta will start at 6:00 pm & the derby at 7:00 pm.
5. No pickups allowed.
6. No sedegans allowed.
7. Crossbreeding is **ALLOWED** on motor, transmission, and rear ends, conditionally.
8. **NO ONE IN THE PITS BUT DRIVERS AND PITMEN.** Entry fee of $100 includes the driver and two pitmen. If more than two pitmen per entry, an additional fee of $25/pitmen is due. All drivers and pitmen must complete **IN** **FULL** a release form and submit complete payment **BEFORE** the derby.
9. Drivers must be 18 years of age or older. Drivers 16 years and older may participate with a notarized parental signature.

9. **ABSOLUTELY NO ALCOHOLIC BEVERAGES IN THE PITS.** Both drivers and pitmen are not permitted to drink alcoholic beverages before or during the event. Participants suspected of intoxication will be confronted by a MRM board member and required to take a breathalyzer test provided by the Valley County Sheriff’s Department and/or the Glasgow Police Department.

* **Failure to comply will result in immediate disqualification without refund and removal from the grounds at the discretion of the VC Sherriff’s Dept and/or the Glasgow Police Dept.**
* **Failure to pass a breathalyzer will result in immediate disqualification without refund and removal from the grounds at the discretion of the VC Sherriff’s Dept and/or the Glasgow Police Dept*.***

*\*\*Participants are encouraged to notify a MRM Board Member of any drivers or pitmen that are suspected to be intoxicated before or during the event.****\*\****

**SAFETY IS OUR #1 PRIORITY!**

**ARENA REGULATIONS:**

1. All cars **MUST** be equipped with seat belts.
2. All drivers **MUST** wear DOT approved helmet and eye protection such as goggles, safety glasses or shield.
3. Each car will be provided a white flag after inspection. The white flag will be raised at such a time that the car is no longer in fit condition to participate, when the car has been timed out by the judges or when the driver has been disqualified.
4. **Utmost care must be taken when entering or exiting the arena.**
5. Each car will be required to perform a brake check before entering the arena.
6. No tools in cars or in the arena during the event.
7. Drivers will have three (3) minutes from last call to have their cars in the arena.
8. Anyone leaving his/her car before the heat is ended will be disqualified. Exceptions will be made in case of an emergency at the judges’ discretion. EX: Fire, tranny line break, battery explosion, gas leak etc.
9. **NO DRIVER’S DOOR HITS.** Any hit to a driver’s door under power will result in immediate disqualification.
10. Any stalled car must start and initiate contact with another car every two (2) minutes. Being hit by another car does not count. If your car is running, you must make a hit every one (1) minute under power or be disqualified.
11. **NO HEAD ON COLLISIONS.** This is defined as two cars hitting head on while **both** are under power.
12. **NO DOUBLE TEAMING.**
13. In the event of a hang up, the event will NOT be stopped to separate cars with the exception of the last two (2) cars during the main event.
14. If three (3) or more wheels are outside the berm, the car will be eliminated from the heat but will maintain his/her place.
15. If black-flagged in a heat race, you may be disqualified from that heat. You may come back through the consolation heat. Judge’s discretion will apply.
16. If black flagged during the main event, you are disqualified and you forfeit your position and placing.
17. One (1) fire may be extinguished; Two (2) fires and you’re disqualified from that heat. You may come back through the consolation heat.
18. If disqualified due to two (2) fires, the car in question will retain its place.
19. If you are in a rollover, you may be disqualified from that heat. You may come back through the consolation heat. This is subject to judge’s discretion.
20. If disqualified due to two (2) rollovers, the car in question will retain its place.
21. If judges suspect a participant of stalling, pinning or otherwise increasing their own odds of winning, they will be subject to immediate disqualification and dropped out of the top 5 places.
22. Any Heat or Consolation protests must be made before the beginning of the following heat. Any Main Event protest must be made within fifteen (15) minutes after the main event. In the event of a protest, approach a Derby Staff Member and notify them you would like to protest a call. **NO ARGUING WITH THE JUDGES.**

**IMMEDIATE DISQUALIFICATION WILL RESULT IF ANY OF THE FOLLOWING OCCUR:**

1. **DRIVER’S DOOR HIT UNDER POWER.**
2. **REMOVAL OF SEAT BELT, HELMET OR EXITING THE CAR** for any reason during the event. Exceptions will be made in case of an emergency at the judge’s discretion. Ex: Fire, tranny line break, battery explosion, gas leak, etc.
3. **OUT OF BOUNDS.** Boundaries will be marked with a dirt berm; three (3) wheels out of bounds, the car will be eliminated from the heat but will maintain his/her place.
4. **IT IS THE SOLE RESPONSIBILITY OF THE DRIVER TO ENSURE HIS FLAG IS KEPT UP AND VISIBLE** when he/she is flagged out. If a flagged car is hit by an active driver and the flag is not visible, the flagged car is disqualified. If a flagged car is hit by an active car while the flag is visible, the active car is disqualified. Drivers disqualified will lose his/her final placing.
5. **HITTING A FLAGGED CAR.** If a driver hits a stalled car that has a visible white flag, that driver is subject to immediate disqualification at the judges’ discretion. Drivers disqualified will lose his/her final placing.
6. **FAILURE TO HIT ANOTHER CAR EVERY ONE (1) MINUTE.** A hit must be made under power; hitting a disqualified car does not count. Being hit by an active car does not count. Rocking hung up cars does not count.
7. **FAILURE TO START ENGINE AND INITIATE CONTACT WITHIN TWO (2) MINUTES.** A hit must be made under power; hitting a disqualified car does not count. Being hit by an active car does not count. Rocking hung up cars does not count.
8. **MOVING YOUR CAR FOR ANY REASON AFTER YOUR FLAG IS UP.** When your flag is up, turn **OFF** your engine.
9. **DRIVING CAR OUT OF THE ARENA WHEN OCCUPIED.** If fans and drivers occupy the arena after the event, do **NOT** attempt to drive your car out.
10. **DRIVER/PITCREW INTOXICATION.** Absolutely no alcohol is allowed in the pit before **and** during the event. If intoxication is suspected, the driver and/or pitcrew will be required to take a breathalyzer test conducted by the VC Sheriff’s Dept and/or the Glasgow Police Dept. Failure to comply or failure to pass a breathalyzer will result in immediate disqualification without refund and removal from the grounds at the discretion of the VC Sherriff’s Dept and/or the Glasgow Police Dept.
11. **APPARENT DISREGARD OF ANY OF THE ABOVE STATED RULES**. If any driver is suspected of disregarding any rules stated here or by a judge during the rules meeting, they will be subject to immediate disqualification at the judges’ discretion.

**All calls are made at the judges’ discretion.**

**CAR BUILDING REGULATIONS:**

**STRIPPING THE CAR:**

* + All glass must be removed. No chrome, no headliners, no reflectors and no backseats.
  + Original gas tank must be removed.
  + All debris must be removed.
  + Anything flammable must be removed.
  + **NO** alterations will be allowed to cars such as: sandbags, reinforced bumpers, etc.
  + **NO WELDING** on cars unless specified in the rules.

**FRESH CARS:**

* + - **Welding:**
      * All door seems, hood seems, and trunk seems may be welded solid. You may use 2” X 1/8” flat strap or 1/2” cold roll or rebar. **Nothing bigger!**
      * Hood may be folded down in front, but may not be welded to the bumper.
      * Bumpers may be welded solid (no added metal). Bumpers may not be welded to the body. Except for the 2” straps in rule 5. **NO LOADED BUMPERS ALLOWED.**
      * Bumpers may be swapped on any car, except for 1967 and newer Chrysler Imperials and Imperial sub-framed cars. These cars must have original-style bumper or no bumper at all **– NO EXCEPTIONS!** No mounting of front bumpers on the rear of the car. Stock-style bumper only on the rear of the car.
      * Two 2” X 1/4” straps may be run from the bumper or frame up to the hood and trunk. No more than 6 inches of weld on each end of the flat strap. The front straps may go around ready bolt in the hood.
      * Frame seams may only be welded firewall forward. All body cars may be tilted. Body pucks may be removed if wanted.
      * Engines may be welded down in all 4 corners. If engine swap is done, engine must sit within 4 inches of original position.
      * Transmission girdles will be allowed, but may not touch body of car at anytime. If you run one you must split the floor hump from firewall to transmission tail shaft.
      * Full engine cradles will be allowed, but may not touch body of car or dash bar at anytime or you will be disqualified for the heat. If the engine cradle is getting close to body or dash during any heat or the main event, it is recommended to cut it.
      * Distributor protectors will be allowed, but may not be attached to the body or touching the body of the car in any way.
      * Driver’s door may have a side iron on exterior of the door, not to exceed 6 inches past the door on either side.
      * ALL FRAMES WILL BE SCOPED, NO EXCEPTIONS!
      * No welding of frame holes will be allowed. No pin welding allowed.
      * All cars may tilt 4 inches at crush box. All cars must have bumper height of at least 18 inches to center of bumper, front and rear.
      * Driver’s cage may be welded or bolted into car, but must not exceed farther back than the rear of driver’s seat. Uprights must be bolted within 4 inches of tubing. NO KICKERS ALLOWED.
      * You may install a dash bar, side bar, halo bar, and H-bar if preferred. Rear window bar will be allowed, but must be within 4 inches of rear window seam, no bigger than 2 inches in diameter, no more than 4-inch pad to mount to car.
    - **Bolting:**
      * Hood may be bolted down in 9 spots. Bolts may be no bigger than 1 inch.
      * Washers may be welded to the hood. Washers are be no larger than 4 inches.
      * Ready rod may be attached to the core support and frame and go through the hood. This will count as two of your hood bolts.
      * Body bolts may be changed out. Bolts cannot be larger than a 5/8 bolt, with exception of core support bolts (no larger than 1 inch bolts). Body washers cannot be larger than 3”X 1/4”.
      * Wheel-well folds may be bolted in no more than four spots with no larger than 3/8 bolts with a 1-inch o/d washer.
      * Hood cut outs may be bolted. There must be 6-inch spacing between bolts. Bolts no larger than 3/8 with a 1-inch o/d washer.
      * Sub-frame style cars’ rear frames may be bolted down with 1/4” X 1 ½ “ long bolts with a 3-inch spacing.
      * Two Ready Rods may be placed in the trunk going through the frame not to exceed 1 inch in diameter. No more than a 4-inch washer. If you prefer to bolt your trunk, instead of welding it, you may use up to a 3/8 bolt with a 1-inch o/d washer with 6-inch spacing.
      * Pre-bending and folding may be bolted with a 3/8 bolt with 1-inch o/d washer with 6-inch spacing. Or welded with a 1-inch bead every six inches. NO ADDED METAL! You cannot do both! Hammered body seams may not be welded or bolted. NO EXCEPTIONS!

* + - * **Pre-bending and Cutting:**
        + Car body may be pre-bent or cut before the derby. Use some common sense when doing this. No wedging or sedagons. The car still needs to look like a car when you are done, not a ramp! DO NOT GO OVERBOARD!
        + Trunks may be cut and tucked. You may use 3/8 bolts with a 1-inch o/d washer. Bolts must have a 6-inch spacing. Or welded 1-inch every 6 inches.
        + Wheel wells may be cut out and bolted with 4 bolts no larger than 3/8 bolts with 1 inch o/d washers or 4-one inch welds.
        + Frames may be notched for pre-bending, but may not be re-welded after they are notched.
        + Hoods may be folded down in front of core support and bolted to the core support with 3/8 bolts with 1-inch o/d washers. Bolts must have a 6-inch spacing or welded 1 inch every 6 inches.
        + Fenders may be bent and tucked. They may be bolted with 3/8 bolts and 1-inch o/d washers. Bolts must have a 6-inch spacing or welded 1 inch every 6 inches.
        + Cars may be hammered and rolled
        + NO WELDING OF HAMMERED BODY SEAMS!
      * **Suspension and Drive Train:**
        + Coil cars may be leafed. No more than a passenger car leaf and no more than 9 leafs per spring pack and 3 clamps per leaf pack.
        + Leafed cars may run link bars from previous suspension.
        + Leaf cars may run link bars on their suspension.
        + Front suspension may be welded solid to height.
        + Rear humps may be chained.
        + Coils may be welded or chained.
        + Shackles may be flipped or chained back.
        + When installing leafs or added metal, you must use factory-style hangers and shackles.
        + NO FULL FLOATING AXLES ALLOWED!
        + No studded tires, foam-filled tires, or solid tires allowed.
        + You may have valve stem protectors.
        + Tire flaps are allowed.
        + Tranny lines must be steel braded hose, to at least behind the driver’s seat. This is for you own personal safety.
        + Any hole in the firewall exceeding 10 inches must be covered with a rubber flap of some kind.
        + **No aftermarket spindles. No aftermarket axel savers.**
      * **Pre-ran Repair:**
        + Frame may be patched in 4 places only, so pick the worst spots. Metal may be no thicker than the frame 3/16” steel. Patch may not exceed 3 inches past eh damaged area or be more than 10 inches in total length. Remember, you only have 4 patches, so use them wisely.
        + Rips and tears may be repaired if they are larger than 10 inches. Welds on repairs may only be welded 2 inches every 4 inches (two inches of weld with a four-inch spacing).
        + ABSOLUTELY NO BRIDGING OF HUMPS.
        + Large holes in body may be patched. Patch must be no more than one inch bigger than the hole being repaired.