Northeast Montana Fair

Herby Derby

Guaranteed Paid Out of $1,000 with required minimum of 4 cars

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. 1960-2002 models **ALLOWED**; 2003 and newer are **NOT** allowed.
9. **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.
10. 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 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 minutes. Being hit by another car does not count. If your car is running, you must make a hit every one 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 cars during the main event.
14. If three 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 fire may be extinguished. Two fires, and you’re disqualified from that heat. You may come back through the consolation heat.
18. If disqualified due to two 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 rollovers, the car in question will retain its place.
21. The winner(s) of each heat will pull his/her car into the restricted area in the arena. There will be fifteen minutes after the consolation heat to prepare cars for the main event.
22. 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.
23. Any Heat or Consolation protests must be made before the beginning of the following heat. Any Main Event protest must be made within fifteen 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 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 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 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.**

**HERBY DERBY REGULATIONS:**

* + This is a one-heat derby, so no extra parts are needed.
	+ All chrome, glass, interior, fuel tank, headliner, and door handles must be removed from the car.
	+ Limit of two chains per door seam, no larger than 3/8” chain.
	+ Two chains in trunk, two chains in hood.
	+ Motor must be stock, 6-cylinder maximum; no major engine mods can be done. Headers and 4-barrel is OK. No large cams or stall converters.
	+ Engine may be chained down, but absolutely no welding of any kind to hold down engine.
	+ This is an old-school style derby, so no cages or dash bars allowed.
	+ Must have one bar vertically mounted in windshield opening.
	+ Must have stock suspension.
	+ No bumper swaps allowed.
	+ Battery must be moved to inside floorboard of the car.
	+ Gas tank must be moved to inside of the car.
	+ No pre-bending of any kind will be allowed.
	+ This is a simple build. IF IT DOES NOT SAY YOU CAN DO IT, DON’T!
	+ If you have any questions, call.