

Howard County 4-H Fair Demolition Derby

Thursday, July 12, 2018 7:30 P.M.

Pro-Mod	Stock	Light Weld	110 Minis	Gut-n-Go
1st \$1000	1st \$500	Trucks	1st \$500	1st \$500
2nd \$500	2nd \$300	1st \$1000	2nd \$300	2nd \$300
3rd \$200	3rd \$100	2nd \$500	3rd \$100	3rd \$100
		3rd \$200		

Youth
1st \$200
2nd \$100
3rd \$50

ALL PURSES GUARANTEED!!!

Entry Fees (Includes drivers pit pass)

Pro-Mods	Stock	Light Truck	110 Minis	Gut n Go	Youth
\$50	\$30	\$50	\$30	\$30	\$20

Passengers: \$30 Must be 18 years old. No passengers in Gut-n-Go.

\$20 pit pass
 Gates open at 3 pm
 Power Wheels Derby for Kids!

For any questions text, Facebook, or call **Kody Koch @ 260-418-4060**

General Rules

These rules are developed with the cost of car construction in mind. The cars are to be constructed according to the rules. The judge's decision will be final, so call before you do something that you don't understand.

Any cars arriving late will not be eligible to compete unless prior arrangements have been made. All cars must be removed immediately after the show or they will become the property of the local salvage yard.

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. Drivers' safety is a top priority!

You must be 18 years old to compete with a valid driver's license or valid ISSUED I.D. card from the state of your residence or have notarized parental consent.

NO DRIVERS WILL BE ALLOWED TO BE UNDER THE INFLUENCE OF ANY ALCOHOLIC BEVERAGES OR ILLEGAL DRUGS AND PARTICIPATE IN THE DERBY.

Entry fee is non-refundable if your car does not pass inspection.

ONLY THE DRIVER THAT REGISTERS THE CAR IS ALLOWED IN INSPECTION LINE!!

All drivers must attend drivers meeting before show starts.

While you are competing in the arena do not get out of your vehicle unless you are told to do so by an official.

NO PIT CREWS, FAMILY MEMBERS, or FRIENDS ALLOWED ON THE TRACK AT ANYTIME. This will result in disqualification and forfeit of any prize money.

All cars will have a working seat belt for the driver's seat and the driver must wear it during the event.

NO DRIVER'S DOOR HITS: We all know that accidents do happen. If a driver's door hit looks intentional you will get disqualified.

Sandbagging: It is up to the drivers that are competing, not the officials to take out the other cars that are grocery shopping. Remember the 1 minute combat rule. 1 minute re-starts.

FIRES: Depending on what type of fire it is, you will be out of the derby heat, 1 fire in the heat. (it all depends on what type it is)

OFFICIALS DECISIONS ARE FINAL: NO UNSPORTSMAN LIKE CONDUCT WILL BE TOLORATED.

Cars will operate in a safe manner during the heat and feature events. If a derby car appears to be at risk of injury to the driver, spectators, or officials you may be disqualified. (ex: doors torn off exposing driver)

INSPECTION will occur before your car runs in its assigned heat. It will be subject to re-inspection at any time until feature is over. Once the winner has been declared it is over with no re-inspection.

Pro-Mod Class Rules

Type of Cars: Any year sedan or station wagon. Full frame and sub-frame Imperials are allowed. No trucks, vans, El Caminos, hearses, 4x4's, or limos.

A. Body

1. All doors may be skinned, all other sheet metal must remain factory, you may patch sheet metal tears with no more than a 1" overlap.
2. Body may not be welded to the frame from the center of the rear axle to the rear bumper.
3. Rear body panels may be welded to rear bumper but the bumper may not be wrapped in the process.
4. Remove all glass, mirrors, plastic, trailer hitches, and anything flammable. Remove all decking in wagons. Vehicles must be swept clean of all debris.
5. Door plate is highly recommended!
6. A 12" hole must be cut in hood above carburetor. Half hoods on car are ok. If no hood, no fan on motor.
7. Hoods may be fastened down in 6 spots w/bolts, wire, or chain.
8. All thread 1" max may be ran through core support next to radiator only, one on each side through the hood.
9. Core support may be spaced up from frame.
10. (6) 3/8" bolts may be added to each wheel opening.
11. Rusty panels may be patched by using no more than 1" overlap. Do not cut rust out. If officials cannot tell there is rust, the patch will be removed. You must patch rust with the same thickness of the metal. If the car has been previously ran we will allow you to repair body to keep it from falling off. NO full body skinning!!
12. Doors and trunk can be welded solid with 3" wide X 1/4" strap max.
13. Tops of doors can be folded over and welded. Chain, wire, and bolts are also acceptable.
14. Trunk tucking and wedging is allowed. You will need a 12" hole to see in trunk during Inspection.
15. Speaker deck may be pushed down or removed.
16. Sheet metal crease enhancement is allowed.
17. Must have bar, chain, or wire from firewall to roof in front window area.

B. Frames

1. There is to be No capping or stuffing of frames except where noted.
2. ALL factory frame holes must remain OPEN.
3. Top and bottom frame seams may be welded from front to rear.
4. Split rail rear frames may be boxed in with the same thickness of metal (no bigger than 1/4").
5. 3"x 3" Washers may be welded over each body mount hole. -TOP SIDE ONLY-
6. The rear humps may be plated. The plate may be 1/4" x 6" x 32" long (Bash style).
7. You can have (6) 4"x 6" plates on the frame as long as it is damaged. -DO NOT RUN 4x6 PLATES TOGETHER space 1 inch THIS INCLUDES HUMP PLATES

8. You can plate a-arms forward with the plate being 3/8" thick. The plate may be placed on only one side of the frame (top, bottom, left, or right) and may be the size of that side.
9. We have the right to cut or drill frame at any time.
10. Frame may be tilted/pitched.
11. Body bolts no bigger than 1". Do not go all the way through the frame (stock type mounting).
12. You can use all thread for your body mounts in the trunk (2 only). A 12" hole will be cut in the trunk for inspection.

03 AND UP FORDS Can change cradle with a factory ford parts with one pass of weld.
NO FILLING IN CRUSH POINTS OR INSPECTION HOLES IN FRAME.

C. Drivetrain

1. ANY TYPE CAR ENGINE CAN BE SWAPPED.
2. Distributor protectors, pulley protectors, engine cradles, transmission protectors, and skid plates are allowed. Engine mounts may be reinforced or homemade.
3. Transmission and oil coolers allowed. These must be installed in a safe manner as deemed by the inspector.
4. Battery must be relocated, you can use 2 (12 volt) batteries covered & fastened securely.
5. Gas tanks will be removed from all vehicles and a smaller gas tank must be re-located in the back seat floor area. Boat tank or fuel cell recommended. Tanks must be mounted securely and covered.
6. All fuel lines must be ran where they will NOT be cut or pinched.
7. Brakes MUST work.

D. Bumpers

1. You may hard nose the bumper.
2. Any car bumper can be put on any derby car.
3. Due to the high cost of bumpers you may stuff the inside of the front and rear bumper OR use a piece of square tubing no larger than 8x8.
4. Bumpers can be welded to frame solid.
5. Bumper brackets can be welded to the frame. Bumpers can be held on by #9 wire in (4) spots to sheet metal. You can plate a-arms forward with the plate being 3/8" thick. The plate may be placed on only one side of the frame (top, bottom, left, or right) and may be the size of that side.
6. 14" minimum bumper height and 22" maximum bumper height measured from the ground to bottom of bumper.

E. Suspension

1. Any type rear end allowed, but must be mounted like it was there from factory. NO braces from rear end to body or frame besides factory mounting.
2. You may strengthen A-arms, tie rods, and steering components. Aftermarket parts are allowed.
3. Car does not have to bounce.
4. Chains on rear end are okay.
5. All thread shocks are okay.

6. You may weld one piece of 2" wide strap on both sides of the upper A-arms or have a bolt welded to the frame to bolt A-arm solid for height.
7. You are allowed trailing arms to leaf conversions.
8. If you have a leaf spring vehicle, no more than 9 springs and they must have stagger. 4 clamps per side of car max.
9. Rear control arms can be reinforced or make your own.
10. Coil springs may be welded or wired to brackets.
11. Aftermarket control arm brackets allowed when swapping from watts style suspension on Fords. 1997 and older rear suspension tray may be swapped to a 98 and newer Ford.

F. Tires

1. No tires bigger than a 16", any ply rating, and does not have to be DOT rated.
2. No split rims.
3. No studded tires.
4. Doubled tires are okay.
5. Valve stem protectors are okay.
6. May have wheel centers welded in.

G. Cage

1. Any cage from back of A-Arm to front of rear humps is allowed.
2. Front kickers allowed from dash bar to A-arms.
3. Rear kickers allowed from cage to humps. Each bar may be welded directly to the hump, but may not go through the hump.
4. The cage may have a rollover bar.
5. YOUR BACK WINDOW BAR AND FRONT WINDOW BAR MAY CONNECT TO THE ROLLOVER BAR. (You can have 2 front bars and 2 back bars.)
6. Front window bar may be connected to the rollover bar and can connect to either the dash bar OR the firewall.
7. Rear window bar may be connected to the rollover bar and no further than 6" onto the trunk.
8. You may run a gas tank protector. It can be welded to the rear sheet metal or bolted to the tray table.

Stock Class Rules

Type of Cars: Any year sedan or station wagon. No trucks, vans, El Caminos, hearses, 4x4's, limos, Imperials or Imperial sub-frames.

A. Body

1. Remove all glass mirrors and plastic and anything flammable. Remove all decking in wagons.
2. Vehicles must be swept clean of all debris.
3. Body line enhancements or creating your own body lines on fresh cars is permitted. No fresh sedagons. Pre-rans may be sedagoned.
4. Hood must be 100% in stock location and open for inspection.
5. Trunk lid can be removed, tucked, cut in half, or "v" in the center. No wedging of the rear of the cars. Must have a 12" inspection hole in the lid if secured before inspection.
6. 6 total spots of wire can be used on trunk. 2 spots may go to bumper.

7. A 12" hole must be cut in hood above carburetor.
8. Hood can be secured in 6 spots. All thread may be used at core support.
9. Driver's door may be welded solid.
 - a. Remaining doors/tailgate may be welded 5" on 5" off vertical seam only with 3" wide strap max.
 - b. If using wire there is no wire limit on door. You can wire bottom of doors to frame.
10. Body mount bolts may be replaced but you must use the stock size/appearing bushings/ spacers after-market equivalence are acceptable.
11. Rusty panels may be patched using no more than 1" overlap using same thickness of metal.
12. If car has been previously ran you may repair body to keep it from falling off.
13. No internal bracing of body.
14. No interior seam welding of body parts.
15. Car must have a safety strap in windshield from roof to cowl.
16. All holes must be covered in firewall to prevent hot fluids from entering the driver's compartment.

B. Frames

1. You may tilt/pitch at 1 location per frame rail no material added.
2. No material may be added to the frame such as metal, wood, and concrete.
3. Seams may be welded A arms forward.
4. No shortening, altering, or shaping of the frame.
5. No painting or undercoating anywhere on frame.
6. All factory frame holes must remain open.
7. A-arms may be held down solid by welding 2"x2"x 1/4" flat stock or a single 5/8 bolt through the A-arm per side.
8. Tie rods and ball joints may be aftermarket but must be stock appearing.
9. You may use (4) 4"x 6" patch plates no more than 1/4" thickness. These must have a 1" gap between each other. Pre-ran cars needing additional patches require approval.
10. ****You may add 3" x 22" long x 1/4" thick plate to the center of the rear humps that is contoured to the frame.**** – call if you have questions –
11. Rust damage can be fixed with the same size metal with 1" inch overlaps. Must be able to see the rust damage.

C. Drivetrain

1. Engine swaps allowed. (Chevy to Ford etc.)
2. Rear end of choice allowed. Control arms must remain factory for that vehicle. 98-02 Ford cars may use watts link conversion brackets but must retain a factory control arm. If you have brackets that do not allow the use of a factory control arm you need to obtain a set that will.
3. Any drive shaft allowed.
4. **** Any engine cradle/ distributor protector will be allowed that attaches to the factory motor mount locations. ** Aftermarket motor mounts allowed.**
5. Floor shifters and headers allowed.
6. Any engine/transmission combo can be used.

7. Radiators must remain in stock location. No additional water supplies. Over flow tanks are permitted.
8. Transmission coolers are allowed. These must be installed in a safe manner as deemed by the inspector.
9. Batteries must be removed and placed inside car mounted securely and covered. You may use (2) 12 volt batteries.
10. You must relocate gas tank to the rear seat area. We prefer these to be cage mounted but if mounted to the floor must be with bolts and washers **NOT ratchet straps**.
11. All fuel tanks' fuel lines must be covered in a way where they cannot become pinched or cut. Fuel leaks will result in immediate disqualification.
12. Brakes **MUST** work upon entering the track you must be able to stop at the entrance to confirm working brakes.

D. Driver Compartment

1. You may have a 4 point cage, uprights must run straight up and down no further forward than the front belly seam/no further reward than the rear belly seam.
2. You may have a rollover bar, it must run straight up and across the roof not angled back.
3. You are allowed 1 rear window bar, it may attach to your rollover bar and be mounted no more than 6" on the trunk lid.
4. You are required a minimum of 1 strap in the windshield sheet metal to sheet metal, however your windshield bar may run from the dash bar to the rollover bar.
5. You may have a gas tank bracket no wider than 32". Gas tank bracket may touch rear fire wall but may not be bolted or welded. Gas tank bracket may not be mounted closer than 6" to rear window bar.
6. No cage component may be closer than 4" to the distributor protector.
7. 4x4 maximum for cage material.
8. Cages are highly recommended. We don't want anyone getting hurt!

E. Tires

1. Valve stem protectors are allowed.
2. You may use bead locks.
3. No studded tires.
4. No wheel weights.
5. No paddle tires.

F. Bumpers

1. Front and rear bumpers may be loaded factory bumper or after market bumpers built to factory specs. Bumpers are not to exceed 8x8 in diameter or less than 4" of point spread across no less than 32" of the bumper face.
2. You may compress bumper shocks and weld shocks, brackets, and bumpers on. Weld them on good. We do NOT want to pick them up.
3. Any **front** bumper bracket may be used on any car from the same make. Ford to Ford and GM to GM.
4. Absolutely no bracket or shock may be welded past 6" behind the factory core support mount hole on the frame rail. If your cars factory shock or bracket goes farther than 6" back, it must remain completely factory beyond the allotted 6".

5. Suicide Lincolns and cars that have no core support mount must only go 6" past the vertical part of core support right above the frame rail when mounting the bumper.

Light Weld Truck Class Rules

Types of Trucks: Any year 1/2 ton, 3/4 ton, & SUV. Either 2 or 4 wheel drive models. 4wd can only run one driveshaft. A Suburban roof cannot be smashed down in rear.

A. Body

1. All trucks must have numbers on both doors in contrasting colors. Roof signs highly suggested
2. All glass headlights, taillights, trim, and interior must be removed. Must be swept clean including bed
3. A minimum of 1 no more than 2 vertical safety wire, bar, or chain must be in windshield area sheet metal to sheet metal. Or dash bar to rollover bar.
4. Doors must be welded, chained, bolted, wired or any safe combination. Straps for door seams 3" max
5. A four sided cage with rollover bar is mandatory. 5" maximum cage material
 - Cage must not extend more than 6" in front of doors and may extend behind cab 8" to mount rollover bar
 - Down bars may go to frame
 - Gas tank protector is allowed but must not go past 24" from front of bed
 - Doors may be plated on inside or outside with no more than 1/4" plate for driver/passenger protection
6. Bed may have additional washers and 1" max bolt or all thread (not welded) 3" maximum above floor of bed and in upper flange of frame
 - 4 additional bolts in bed floor
 - Rubber mounts may be removed
 - Factory bed floors only
7. Bed may be welded to cab on sides (6" strap) only or wired with 4 spots of 9 wire double stranded and bolted through back of cab
8. Tailgate may be welded on with a maximum of 3 " angle iron and may be dropped below frame
 - Tailgate may be bolted to bumper with up to 2 bolts
 - Bedsides must remain upright
9. Cab may be wired or bolted solid to frame with 4 extra bolts and washers 1" max size bolt or all thread
10. Hoods must have 12" hole over carb
 - Factory hood hinge bolts may be replaced with up to 3/8" bolts
 - Hood may be wired or bolted shut with up to 6 bolts
 - Washers may be welded to all wire or bolt holes in hood and fenders
11. Inner fenders may be wired to the frame but not bolted or welded.
 - Each wheel opening may be bolted with up to 6 maximum 3/8" bolts and 12 washers.
 - No inner body bracing or bars or plate.

12. Body panels must remain stock layers and thickness

B. Frame

1. Truck bumper or car bumper, no excessive pointy bumpers
 - Loaded bumpers allowed
 - Front and back bumpers may be welded on and may be chained or wired with a maximum of 4 short pieces between bumper and frame
 - Steel may be added to allow mounting of front bumper but may not extend past back edge of core support or 6" of frame
 - No bumper shocks
 - Maximum distance of front bumper to ground 26" rear bumper minimum of 16" to ground
 - **All rear bumpers must be flat (NO points allowed!)**
2. All frames must remain OEM stock
 - Factory core support cannot be moved or re-located
 - Do not add cable, wire, chain, fillers, welds, or added reinforcements inside or outside of frame.
3. *****You may use 4 (4" X 6") patches no more than ¼" in thickness if and only if, the frame is bent, broken, or torn in the location of the patch. There are to be no patches used on a fresh truck. This class is intended by you the drivers to stay a light weld class. Please do not abuse this rule. Excessive patching will result in excessive cutting.**
4. Suspension
 - Stock leaf count and position
 - 2wd trucks can have bolted down a-arms
 - You may weld suspension components such as upper and lower control arms
 - Rear coil spring may be clamped or welded in place
 - The maximum number of leaf springs in any truck will be 7 in front and 10 in rear
 - You may add 2 clamps per spring pack in front and 4 clamps per spring pack in rear
 - Clamp size is 2"x4" with 3/8" bolts
5. Trailer hitches must be removed
6. Any type rear end may be used in any truck
7. No solid or paddle tires. No studs, screws, wheel weights, or split rims. Valve stem protectors are allowed
8. You may have a ¼" thick by 12" long hump plate. This plate may connect to the rear-end housing with a 3" connection. So it should be diamond shaped, 12" on frame, 3" on rear.

C. Drivetrain

1. Engine and Trans of choice allowed.
2. Battery/batteries must be relocated to front floorboard or cage mounted and securely fastened and covered

3. Original fuel tank must be removed and a steel tank or fuel cell must be mounted on front center of bed area securely bolted in place and covered.
 - Fuel lines may be metal or rubber
 - Rubber lines inside cab should be hose inside of hose.
 - Electric fuel pumps must have clearly marked shutoff switch within reach of driver
4. Distributor protectors and engine cradles are allowed
5. Exhaust must be straight up or straight down or exit behind the rear of cab
6. Radiators must stay in stock location
 - Over flow tanks are permitted.
 - Additional radiator overflow must be directed toward the ground
7. Transmission coolers are allowed. These must be installed in a safe manner as deemed by the inspector

110 Minis Class Rules

Type of Cars: 110" max wheelbase. No full frame cars. FWD and RWD allowed. V6 engine max.

1. 110" max wheelbase
2. No full frame cars.
3. You may weld all the doors and trunk.
4. You can tuck/wedge.
5. A full cage of your choosing is allowed. ONLY 4 down bars welded to sheet metal. Rollover bar is permitted. Windshield bar may be attached to dash bar and rollover bar.
6. The trunk may have a down bar from the rollover bar to the trunk no more than 6" onto the trunk
7. The engine cradle may connect to the dash bar
8. The windshield bar may run from the rollover bar to the dash bar. No more than 2 bars
9. No kickers.
10. You may seam weld fire wall forward.
11. Any bumper is permitted, front and rear. No points to exceed 4" past front edge of bumper spread out over 32" of the bumper.
12. Front bumper mounts should extend no further back than the front of the strut tower. This may be done using either 4"x 3/8" plate, 2"x 2" square tubing, or 3" round stock. This may be mounted inside or outside of the sheet metal frame.
13. You may have 1 vertical strap 3" wide by 1/4" thick running from your bumper bracket down to the k member no more than 3" welded to the bumper bracket, no more than 3" welded to the k member
14. Pucks may be removed between body and k member and bolted solid with no larger than 1" all thread, this all thread may run all the way up through the hood

15. You may have 4 (4"x 6") patch plates these must have a 1" gap between each other and be 1" from the bumper bracket or any other plate.
16. V6 engine max.
17. Doors, trunks, and rear hatch may be welded solid with no more than 3" x 1/4" strap.
18. Rear axle may be swapped with straight axle and flat sprung
19. Struts may be homemade but must appear factory
20. Aftermarket ball joints, tie rods, and axles are allowed
21. Any wheel and tire combination is permitted, you may have solid centers, bead locks, lip guards, skid steer, or solid rubber tires

Youth Class Rules

- Youth Class will follow the same rules as the 110 Minis.
- FWD ONLY
- Youth may have an adult passenger.
- Youth class age is 12 years old to 17 years old, anyone over 16 must have no more than 3 wins.

Gut n Go Class Rules

Type of Cars: 110" max wheelbase. No full frame cars. FWD only. V6 engine max.

1. 110" max wheelbase
2. No full frame cars.
3. Strip all glass and flammable material from vehicle. Dash may stay in car.
4. Gas tank must be moved to back seat and must be covered. Boat or custom tank recommended. If fuel tank is factory mounted in front of the rear axle, it may be left in factory position. If the fuel tank is left in factory position, it must have a skid plate covering the tank.
5. Electrical fuel pump (on/off) switch must be clearly marked if not controlled by the key.
6. Driver's door may be welded solid. All other doors may be welded 5 on 5 off on vertical seam, wired or chained. Driver doorplates are allowed. Driver's door must have minimum 4 spots of wire.
7. Hood, trunk lid, hatch, or gate may be wired or chained shut in 6 places.
8. There must be a 12" hole in hood.
9. Must run factory drivetrain.
10. Tires may be mud and snow DOT or rally type tires. No skid steer, solid or paddle tires.
11. No welding on frame anywhere.
12. Bumpers may be interchanged but must be a FWD bumper and must be bolted on or spot welded the exact same as it was from the factory. No additional welding.
13. Suspension must remain all factory. Do not touch.
14. Must have safety strap or bar in front windshield.
15. Battery must be moved to the passenger floorboard, covered, and secured.
16. You may add 4 bar halo cage. A rollover bar may be extended off the halo with down bar to sheet metal. There can be 4 down bars to the body.
17. Pre-ran cars can be repaired with 9 wire only.
18. Roof sign recommended or visible number.
19. No passengers.

20. If at any time during your run the officials deem your car unsafe you will not be allowed to continue.