Destruction Derby Rules

As of: 5/19/2011

TROPHIES:

- Trophies to the winners of the 1st, 2nd & 3rd heats and the Feature Event.
- Trophy to the Best Appearing Car, voted by the officials.
- Trophy to the farthest tow, if pre-entered by mail before pre-entry deadline.

PLEASE READ RULES CAREFULLY: Pre-Entry fee is $50.00 per car or $75.00 at the gate. You must send in your check or money order for entry at the time you register. Petaluma Speedway reserves the right to accept or reject any or all entries.

NO CHRYSLER IMPERIALS ALLOWED: Names of sponsor and city must be painted on roof of car over windshield facing hood so that they can be seen from the grandstand. You may pick any number, we will add an X if there are duplicate numbers.

Cars will be divided into two heats. Non-winners will make up the 3rd heat. Feature is open to 1st, 2nd and 3rd place finishers from heats. Program is subject to change depending on number of cars, but only as a last resort.

Any driver leaving his car during an event will be disqualified.

Drivers and cars must be on the grounds, signed in, and ready to go by 5:00 PM. No entries will be accepted after 5:30 PM. Cars must be removed from the grounds the same day, or, you must make arrangements with the Officials before the event.

Anyone entering the pits must be 18 years of age or older. Pit fee is $37.00.

There will be **NO PASS THRU GATE** from the pits to the grandstand; Pit crews will have to stay on pit side of area. Food and soft drinks, plus restroom facilities are available on pit side.

THERE WILL BE NO BEER OR ALCOHOLIC BEVERAGES ALLOWED IN PITS OR PARKING AREA OF YOUR PRIVATE CARS. ANYONE VIOLATING THIS RULE WILL BE DISQUALIFIED FOR THE NIGHT'S EVENTS. FIGHTING AND ABUSIVE LANGUAGE WILL ALSO DISQUALIFY YOU FOR THE NIGHT'S EVENTS AND POSSIBLE FUTURE EVENTS PROMOTED BY THE PETALUMA SPEEDWAY AND GLAD ENTERPRISES.

The last running car is **NOT NECESSARILY** the winner. Winner will be judged on aggressiveness and performance by the officials. **REFEREE'S DECISION IS FINAL.**

All derby cars must be registered and in the pits by 5:00 PM.

The basic idea of a Destruction Derby is for cars to ram each other.

Cars may be disqualified for:

a. Not mixing it up, staying in the background and doing little ramming.
b. Taking too long to start the car, 3 minutes allowed.
c. Getting tied up with another car too long, 2 minutes allowed.
d. Driving out of the derby area.

The Officials score the cars and watch for this more than any other thing.

All written protests must be in the referee's hand 30 minutes before the start of the derby. No protesting after the derby allowed. Decisions of the officials are final in all cases. Officials may check car after the derby is over. Any cars allowed to run may be subject to disqualification if found illegal, including visual illegalities.

All cars must be removed from the premises after the derby and before any pay-off is made, or make arrangements with the officials before the derby.

All cars must be stock. If it is not in the rules, it is not allowed.

Do not leave the cockpit of a stalled car until after the derby ends as the greatest danger lies in being struck by another car while crossing the track. Seat belts must remain buckled during the entire derby period. If a car catches fire, car may not start that period of derby again. Regulation race helmet is required.

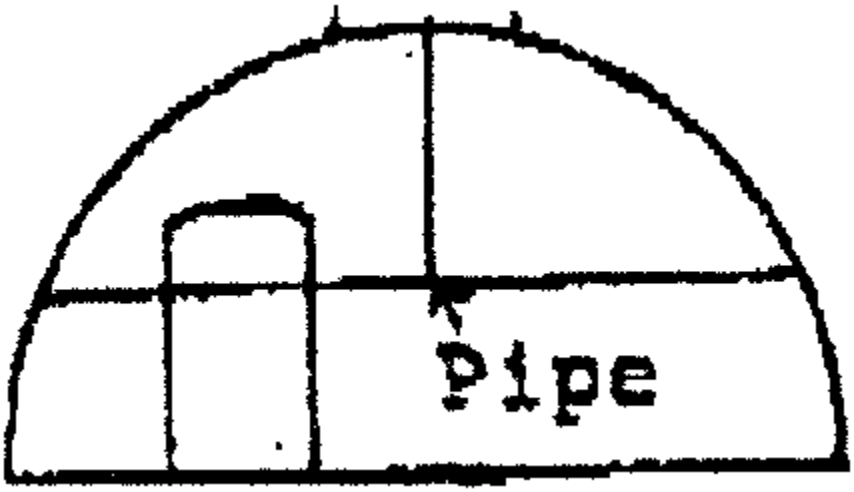
CAR SPECIFICATIONS:

1. Cars that have run other derbies may not be allowed to run if an official rules that the car is too bent up.
2. Open to any U.S. hard top model stock car, including station wagons. NO CHRYSLER IMPERIALS, NO TRUCKS OR COMMERCIAL VEHICLES. All cars may shift gears at transmission.
3. Cars may not be raised or lowered, no weight may be added or taken off. No water or transmission coolers in driver compartment. No spare tire in trunk. No tire in trunk. No trailer hitches. Stock bumper only. Bumpers must be stock height from ground and may be torched on ends. Rear springs may be welded or taped.
4. All replacement parts must be stock automotive passenger car parts. Fans may be removed. Locked rear ends optional.
5. All glass must be removed. Upholstery must be removed, back seat must be removed. Seat must be chained or bolted down. Bucket seat allowed. Front seat must be fastened with a chain or heavy strap to rear compartment so it will not fold forward. Standard safety belt required. No holes may be cut in firewall.
6. No metal may be cut away. Fenders and hood must be left on. Hood must remain on during the running of the derby. Hood and trunk are **not** to be welded to the frame. Driver door **must** be welded shut. Other doors may have 1 chain & spot-welded 3 inches every 12 inches. Front and rear doorposts may be braced from front right to left side of car. Roll bars may be used. Unibodies and Z & I frames may be braced under the driver only.

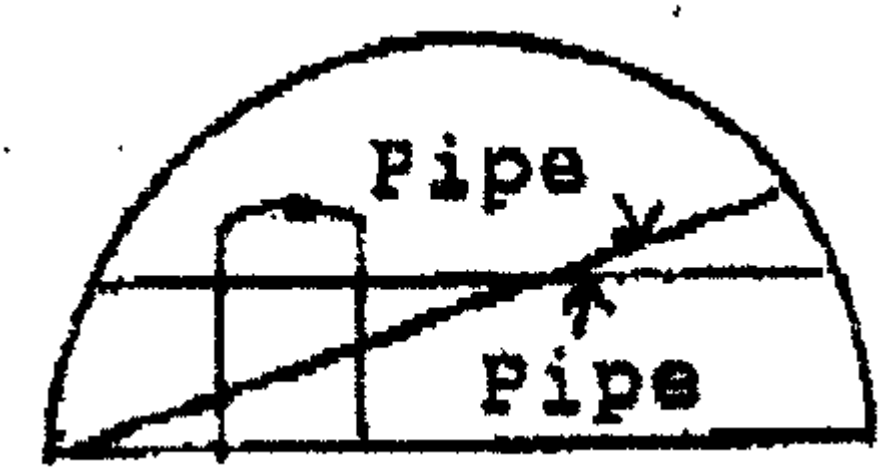
7. Muffler may be removed. No exhaust through the hood. No special exhaust.
8. Gas tank must be moved inside the car, but not in a spot dangerous to the driver. No pressure type fuel systems. Hand throttle optional. No more than 3 gallons of fuel in the tank.
9. Battery must be moved inside the car and must be covered with an inner tube, both bolted solid. Not wired and no plumber's tape to be used. Two (2) batteries may be used.
10. Wheels 12 in. or 15 in. or the size of original stock equipment. No mud/snow grip tires on dirt tracks. No tire over 6 ply, no tread over 6 inches. Stock automotive tires only, maximum size 8" or original stock equipment.
11. Any type oil may be used. No adding gas or water after derby has started. No working on cars after derby has started (Inside or outside the car).
12. A spark arrester or air cleaner must be on carburetor. No oil type.
13. A 2' Diameter hole MUST be cut in hood over air cleaner to allow a fire extinguisher nozzle to enter to put out a possible fire. Fire is always possible in a derby, so it is your responsibility as a driver or owner to eliminate possible sources of fire.
14. Padding (foam rubber recommended) is mandatory on steering wheel. Padding is recommended on inside driver's door and any area that driver could cut or bruise himself.
15. Driver's side door may be reinforced with a ¼" thick, or larger, steel plate, dropped into window cavity. Plate must not protrude above bottom of windowsill. It is not necessary to fasten plate in any way, just make sure it fills the cavity at door.

Rear doorpost directly behind driver's seat must be braced from side to side.
Two methods may be used:

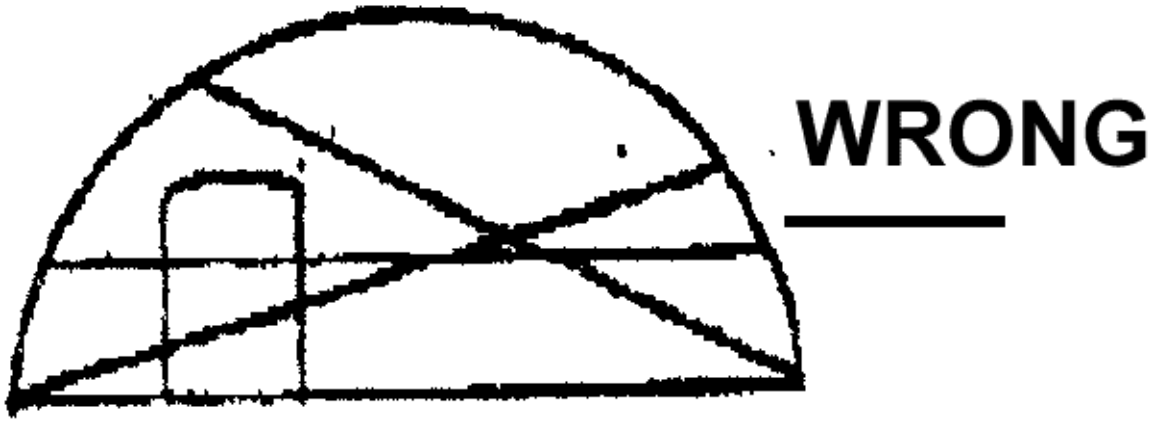
1. A single pipe running from side to side, installed not higher than driver's shoulders, using flanges welded on each end of pipe, and bolted with four (4) 3/8" bolts through flanges and main body is acceptable.
EXAMPLE: End plates no larger than 12" square. Brace from center to roof 8: square, but not attached to roof.



2. A cross brace method is recommended, using flanges and bolted with four 3/8" bolts through main body and flanges Bracing must be 1 ½ x .030 pipe.



3. DO NOT RUN PIPE DIRECTLY BEHIND DRIVER'S HEAD!



Reinforcing allowed only as stated in rules.
17. A bar allowed across dash from side to side, 2 ½ OD max. Side plates no larger than 1 ft. square 3/8" thick. On a 2-door car, without center posts, the same rule applies.
CARS MUST BE READY TO RUN WHEN BROUGHT TO THE TRACK. OFFICIAL'S DECISIONS FINAL.
One (1) tow car only allowed in pits with derby car entry.