

2011 DEMO DERBY RULES

There are no Grey areas in the rules

Note – B&M Motorsports reserves the right to add or delete rules for safety depending upon track or area

Vehicle Type – Any 1980 or newer stock hardtop automobile including station wagons, but not including hearses, trucks, jeeps, limos, checker cabs, Chrysler Imperials, or all wheel drives (4x4). **SAME RULES APPLY FOR OLD CAR DERBIES**

Mini Cars – All rules for mini cars are same except:

1. Must be 104” wheelbase or less (This includes station wagons)
2. Must have a 4 or 6 cylinder engine.
3. No truck springs. 5 spring max allowed. No clamping, taping, etc.

Car Preparation – This is what you are allowed to do, so if it doesn’t say it, you can’t do it. **Any questions CALL FIRST!** All glass (windshield, headlights, tail lights, side glass, and rear glass) plastic grills and chrome must be removed. You will not be allowed to strip car on fairground property!

Pitching – Cars may be pitched by cutting the 3 tabs at box and re-welded with one ¼” weld max. No added metal.

Frames – No reinforcements, trailer hitches, or skid plates. **Fords** may weld top seam from front of a-arms forward, **GM’s** may weld top seam from feet forward, with one pass ½” weld max. All cars may run a 22 inch long by ¼” thick hump plate. Must be with in one inch of center of hump and contour to the frame. **Absolutely nothing around frame to cage.**

Bumpers – Bumpers are interchangeable. Bumpers must be no higher than 22 inches from bottom to ground and no lower than 16 inches from bottom to ground. 80’s and newer bumpers can be loaded and must be stock appearing. Chains or wire allowed in 4 spots only, wire can be no more than 3 strands per spot. All bumper shock components must be OEM automotive material. **No long tubing for shocks.** You may collapse shocks and push into frame, weld them on good, but don’t add metal. No welding plates or straps from bumper to trunk lid.

Body – Must have a space of ¾” between body and frame. **If no space, car won’t be inspected.** Body bolts may be changed, but must use bolts no larger than ¾” with flat washers no larger than 3 inches across and ¼” thick. You are allowed 1 extra pair of body bolts. Body bolts must be up inside of frame, not on bottom side. No wedging or doubling of body panels allowed. May patch sheet metal on front 2 doors of pre-run cars only, with max of 1/8 inch metal. Quarters must remain vertical.

Doors – All doors must be fastened shut by wire, chains, or welding. Welding straps no wider than 3 inch. May reinforce driver’s door with a 6 inch wide by ¼ inch plate running center of door.

Hood, Trunk Lid – Trunks maybe welded solid with no wider than 3 inch strapping, and secured in 5 spots with ¾ inch threaded rod (body bolts) 1 of which can only be sheet metal to sheet metal. Must have a 14 inch hole in hood and trunk for inspection purpose. Hood can only be secured in 6 places (2 from core support and 4 more of your choice) Angle iron welded to inside fender for purpose of securing hood can be no longer than 3 inches. Must have hood unless fan is removed. Hood cut outs maybe secured with 6 – 3/8” bolts and washers. Trunk lids must remain 50% in stock location.

Tires – Round and black. Fenders maybe cut for clearance and may add 3 – 3/8” bolts and washers to cut out. **No Screws!** Valve stem protectors ok unless deemed a hazard to fans, use common sense! No wheel weights.

Suspension – No leaf conversions. No bounce can either bolts a-arms or weld 3 inches on each side of a-arm. **No ball joint protectors.**

Fuel – Fuel tank must be in rear seat location and properly secured and covered. All stock fuel tanks must be removed. Electric fuel pumps must be wired into vehicle ignition switch so pump turns off when engine is shut off. Fuel lines must be connected to tank fittings and hose clamps. No more than 7.5 gallons of fuel allowed.

Batteries – All batteries must be solid mounted in passenger compartment and properly covered.

Radiators – All radiators must be in stock location with no extra radiator or water supply. May have no bigger than 33 inch 2”x2”x1/4” metal on top of core support above radiator. Core support space must only be between the top of frame and bottom of core support. Nothing through support.

Brakes – All cars must have brakes before beginning derby.

Reinforcements – Gas tank protector is allowed, but no wider than 24 inches wide and may not be welded or bolted to seat backing. No large kicker box in backseat. May run 1 front and rear window bar 3 inch wide and ¼” thick. **Front Bar** maybe welded 3 inches on roof and welded 3 inches to cowl only period, may not act as kicker. **Back Bar** maybe welded 3 inches to roof and straight down and welded only 3 inches. You are allowed a 4 point cage and roll over bar straight up welded to door bars. May be bolted 2 times to roof. No braces can touch frame. No bar or pipe larger than 6 inches. Door bars may not extend more than 10 inches past door post on 4 door car and 5 inches on 2 door car, and can’t go past the firewall.

Rear ends – Rear end must be of a passenger car origin (5 lug max). Rear end braces are allowed but must form to rear end. In no way should it touch frame at anytime.

98 & Newer – May not bolt lower trailing arms though both sides of frame. Must be bolted as older pre-98 cars were (inside frame)

Motor and Trans – Your choice. Distributor protector and engine cradles with pulley protectors are allowed. **No chains and No kicker bar. Must have 6 inch space between dash bar and distributor protector.**

Safety Rules – Safety belt, D.O.T. approved helmet with shield or safety glasses must be used. Drivers must stay in car with arms, legs, and head inside at all times. Window net recommended. No one under 14 years old allowed in pit area. All drivers must be 16 years old or older. No hot dogging in pit. Only drivers allowed in ring while derby in progress.

General Rules

1. All drivers and drivers only must attend drivers meeting.
2. All feature cars are subject to re-inspection.
3. All cars need to be at track at least an hour before start time.
4. Driver whose engine die or who don't move for one minute will be DQ.
5. Final 3 cars must swap licks. No double teaming, no tapping. Drivers doing this will be warned once.
6. No Refunds.
7. Refusing to obey orders of B&M Motorsports officials will be cause for DQ.
8. All cars must be ready when called or we go without you. Sorry, but we must keep the show going.
9. Fire extinguisher highly recommended.
10. Patching a pre-run car is allowed, must use only 3"x3"x1/4" plates. 2 spots in front and 2 spots rear. 1 side of frame only!

Don't wrap frame, as we want to be able to see why patch was applied.

For More Information: B&M Motorsports 859-987-4539 or 859-227-1002