



## Mini Van Demo Rules:

These rules are intended to allow for the safe and fair presentation of a “Demolition Derby”. All conduct must be sportsmanlike, as this is an amateur event meant for the enjoyment of the participants and spectators.

1. Driver Eligibility: Drivers must be 18 or older (unless signed parent/guardian consent form is filed for drivers 16 through 17). Drivers must be in good health and not be under the influence of alcohol or drugs. No alcoholic beverages may be consumed on race track premises or brought onto race track premises.
2. Safety Equipment: Driver must wear securely strapped on full-face helmet (DOT approved) with face shield or goggles. No BMX helmets. Driver shall wear racing style firesuit or Long-Sleeve shirt and full pants. Shoes shall be racing style or leather. Driver shall wear seatbelt.
3. Car Eligibility: Must be Mini-van, front or rear wheel drive (no 4WD). Must be unibody frame design (no full frame) and maximum 6 cylinder engine size.
4. Car Preparation:
  - 4.1 STRIPPING: All glass shall be removed (except windshield may remain optionally). All interior combustibles (upholstery, carpeting, headliner, paneling, etc..) except driver's seat and dashboard shall be removed and sharp edges padded. All lights trim and moldings shall be removed from exterior of body.
  - 4.2 LOOSE OBJECTS: Must be removed from driver's compartment and trunk area. Spare tire and jack shall be removed. Broken glass shall be removed from floorboards and door cavities.
  - 4.3 DOORS: Shall be secured shut by chaining, bolting or welding. Driver's door area shall be painted white. Interior of driver's door shall be padded.
  - 4.4 HOODS & TRUNKS: Shall be secured shut by chaining or bolting (no welding). Hood must have minimum 4" diameter hole cut near middle in case of engine fire.
  - 4.5 BUMPERS: Must be stock, stock height, and not reinforced. Plastic covers may be removed or remain in place.
  - 4.6 FRAME & BODY: Must be stock, no reinforcements, no trailer hitches.
  - 4.7 SUSPENSION: Must remain substantially stock height. No reinforcing.
  - 4.8 BRAKES: Must function at commencement of derby.
  - 4.9 WHEELS: Hubcaps shall be removed. Tire size optional. No tractor tires.
  - 4.10 RADIATOR: Must remain in stock location with no reinforcement. Fans may be removed optionally. Transmission coolers may be relocated optionally (not in driver's compartment). WATER ONLY, no antifreeze or other coolants.
  - 4.11 BATTERY: May be in stock location with a hole cut in hood over the battery location, or may optionally be relocated and securely mounted with a cover. If located in driver's compartment, battery must have minimum two (2) 3/8" diameter hold-down bolts and a rubber or plastic cover.
  - 4.12 FUEL TANK: Stock tank may be used if it is located forward of the rear axle. Fuel level must be kept low in case filler neck becomes dislodged. Fuel tanks relocated to inside the

car must be securely mounted with leak-free connections. Any fuel tank located within the driver's compartment must be a metal fuel cell type tank or approved metal outboard style tank. Maximum 5 gallons fuel in driver's compartment tanks. Firewall may be constructed to isolate relocated fuel tank from driver's compartment.

4.13 **APPEARANCE:** Driver's door must be painted white. Cars must have approved high contrast, legible numbers on both sides and top. Decoration is encouraged. No obscenity or profanity allowed on cars.

4.14 **ALL AIR BAGS AND DETONATION MECHANISMS MUST BE REMOVED. NO EXCEPTIONS!**

5. **Procedural:** Standard Demolition Derby Rules & Conduct.

5.1 All cars shall line-up according to official's instructions.

5.2 Starting procedure shall be 5 to 0 countdown and green flag.

5.3 All competing cars **MUST** stay within designated derby area. Cars that leave the designated area may not re-enter unless directed to do so by an official.

5.4 Stay in car, once derby commences do **NOT** exit the car unless fire.

5.5 Red flag shall indicate a dangerous condition and all cars must **STOP**. Drivers of disabled cars may exit their cars during a red flag. Drivers still competing must remain in their cars during a red flag. Engines shall be shut down if directed by officials or safety personnel.

5.6 All cars must obey officials' instructions, direction and flagging. Failure to obey shall result in disqualification and removal from the event. A black flag indicates disqualification and if displayed the offending car must leave the derby area immediately. Black flagged cars may not re-enter the derby unless directed by officials to do so.

5.7 All competing derby cars must continuously make contact in order to remain eligible to win. Cars deliberately avoiding contact or "sandbagging" shall be removed from the event and be disqualified for awards. Failure to make contact for 120 consecutive seconds will constitute a disqualification (except when a running car is hooked to another car and still attempting to work free).

5.8 Derby shall continue until just one car remains in running/driving condition. The driver of the last running/driving car shall be the **WINNER**.

5.9 All derby cars shall be removed from Speedway property no later than 5 PM the day following the derby. Any cars left after deadline shall become the property of the speedway and disposed of as speedway managers see fit.

**Entry Fees:** Each car entry shall be accompanied by an entry fee in the amount publicized. Prize money shall be awarded based on the amount of fees collected. Generally, one half of fees collected will be distributed as prize money. Prize money may be divided to award the winner and several runner-up drivers. Balance of entry fees are retained by the Speedway to defray the costs of presenting the derby and to perform cleanup of speedway grounds.