

Annual Demolition Derby

2010

Wyoming State Fairgrounds
Douglas, Wyoming

Sponsored by
The Douglas Volunteer
Fire Department

<i>1st Place 30+ cars</i>	<i>\$2000.00</i>
<i>1st Place 40+ cars</i>	<i>\$2500.00</i>
<i>1st Place 50+ cars</i>	<i>\$3000.00</i>
<i>2nd Place</i>	<i>\$750.00</i>
<i>3rd Place</i>	<i>\$500.00</i>

Saturday
August 14, 2010
7:00 PM

ENTRY FORM
FOR THE DOUGLAS VOLUNTEER FIRE DEPARTMENT
DEMOLITION DERBY
Saturday, August 14, 2010
Please Print or Type

ALL CARS PRE-ENTRY FEE \$65.00 **(by August 13, 2010)**
AT GATE ENTRY - \$85.00 - RE-ENTRY - \$65.00

Name _____ Car Number _____

Address _____ City, Zip, State _____

Phone _____ Owner/Sponsor _____

POWDER PUFF will be run if there are 10 cars! Prize will be decided at the driver meeting.

I understand that \$10.00 of the entry fee is a deposit which will be refunded when I have competed and the above mentioned vehicle is removed from the premises upon the completion of the Demolition Derby. Entry deadline is 6:00 PM on the day of the Derby. Pre-registration shall be received by Friday, August 8, 2008.

Signature (Owner/Driver) _____

Parent's Signature (If Driver under 18) _____

Please submit cash, money order, cashiers check or company check.

PERSONAL CHECKS WILL NOT BE ACCEPTED!!!

First Place	30+ cars	\$2000.00
First Place	40+ cars	\$2500.00
First Place	50+ cars	\$3000.00
Second Place	\$750.00	
Third Place	\$500.00	

FOR INFORMATION CONTACT:

Douglas Volunteer Fire Department, (307)358-2155

Mail registration form to: Douglas Volunteer Fire Department. PO Box 679, Douglas, WY 82633

We reserve the right to reject any and all entries. Sorry, no rain checks.

Douglas Volunteer Fire Department

2010 DEMO DERBY

Saturday August 14th, 2010

GENERAL QUALIFICATIONS and SAFETY RULES

ALL REMITTANCE WILL BE CASH, CASHIER'S CHECK OR MONEY ORDER

NO PERSONAL CHECKS WILL BE ALLOWED

1. The Douglas Volunteer Fire Department reserves the right to approve or reject any and all entries. The judge's decision is final. **The head judge will decide any discrepancies.**
2. Participants must be 16 years of age or older, anyone under 18 years of age must have a minor release.
3. All participants must prove ownership of cars.
4. Only drivers, owners, mechanics, etc. that sign the release sheet will be permitted in the pit area. Maximum of 3 people per participating car.
5. Any one participant may enter as many heats as he/she wishes if:
 - a) a car is in one demo and can be repaired for a later demo it is eligible to enter again at the discretion of the judges.
 - b) Another entry fee is paid for each re-entry.
6. Any driver not obeying the rules will be disqualified. Disqualification will result in forfeiture of all entry fees. Any crewmember who is disqualified will have the car he is attached to disqualified.
7. The use of intoxicating beverages or controlled substances prior to or during the show disqualifies the user from the days events and they are subject to the suspension at future demos sponsored by the Douglas Volunteer Fire Department. **This will be enforced.**
8. The Douglas Volunteer Fire Department and Wyoming State Fair, State of Wyoming, will not be responsible for any accident, injury or property loss incurred during Demolition Derby activities.
9. A mandatory drivers meeting will be held approximately 30 minutes before the start of the derby.
10. A driver must hit another car every two minutes to prevent disqualification. Being hit by another car does not qualify as your hit. A hit must produce a noticeable impact.
11. **There will be NO deliberate head on collisions and NO deliberate hitting of the drivers door. Either of these events will result in immediate disqualification.**
12. Cars must be brought to the grounds between 3:00pm and 6:00pm the day of the Derby.
13. Due to lack of adequate space any non-derby cars or non-support vehicles must park in the main parking lot.
14. In the Event of a vehicle Fire, flip over or injury, only Fire Department personnel are allowed on the track.
15. Cars spilling gas or catching on fire will be disqualified.

16. Stay in the car! Do not leave your car or loosen safety belt; except in case of fire; until the last car has stopped and been given the checkered flag. A Red flag means ALL cars are to stop where you are until the green flag is given again. In the event of a red flag, all drivers are given a fresh 2 minute hit time when the heat is restarted. A Black flag, when waved at you means you have been disqualified. Stop, shut off your engine, break your stick and remain in the car until the heat is over. Do Not remove your helmet!

17. All cars will be inspected before the program begins. Winning cars will be impounded after the heat to prevent repairs or alterations. The number of cars taken from each heat will be determined at the time of the derby. All cars eligible for the main will be given 20 minutes before to make repairs. In the main. Last car to make a hit is the winner.

18. All cars must be removed by midnight day of derby or they will become property of Douglas Volunteer Fire Department.

19. The persons running this Derby have been doing so for twenty years and don't need any more practice. **Profanity, displays of temper, unruliness, belligerence or any kind of conduct not deemed within the norms of society in general will not be tolerated. Any person exhibiting such conduct to any official of the Douglas Volunteer Fire Department or another contestant will be subject to expulsion from the Demo Derby and removal from the grounds by an officer of the Douglas Police Department. All entry fees and deposits will be forfeit.**

Car Specifications and Rules

1. Cars will be sized according to wheelbase. Cars with a factory wheelbase of 102" or less will not be allowed.
2. Any hard top automobile is allowed **EXCEPT**: Trucks, Vans, SUV's, Convertibles, Ambulances or Hearses.
3. All drivers must wear an approved safety helmet. If you do not have a helmet you may borrow one from another driver who is not in your heat. All drivers must have safety belts.
4. Any and all air bags, sensors and propellant charges must be removed.
5. All glass, including head and taillights must be removed **prior** to your arrival.
6. The rear seat, drivers door armrest, door handles and all side and decorative chrome must be removed. Antennas also must be removed.
7. All dirt, loose debris and broken glass must be swept out of the car.
8. A maximum of 5 gallons of gas will be allowed. Gas tank must be replaced into the backseat area and properly secured. Original gas tank must be removed or the entire bottom of the tank cut out.
9. Roll Bars are allowed, but not necessary. Driver's door should be reinforced for driver protection.
10. No special bumpers or frame reinforcements will be allowed. No welding inside of the car, under the car, under the hood, or inside the frame rails will be allowed.
11. When repairing damaged cars:
No material stronger than what you are repairing or replacing may be used.
The practice of re-skinning any portion of the car, (welding another layer of sheet metal over the existing layer) when there is a hole or cut in the fender, **will not be allowed! Patch the hole or damaged area with no more material than what is absolutely necessary.**
12. Any and all trailer hitches must be removed.

13. A large number must be painted on your car doors and top and must be legible enough to be seen from a distance. Use contrasting colors.

14. Radiators, if used, must be in the original location.

15. Cutting fenders for wheel clearance only is permitted.

16. After you have passed inspection, a flagstick will be placed on your car. The purpose of this flagstick is to signify to other drivers that you are eligible to be hit during competition, if at any time you are incapable of competing during a heat you must break your stick.

17. Engines and transmissions must remain in original mounts. Reinforcing by additional brackets or chaining down is not allowed. Stock type motor mounts must be used. **No motor plates.**

18. Transmission coolers are acceptable but must be mounted inside the vehicle.

19. No ballast of any kind will be allowed in any part of the vehicle including, tires, insides of doors, or other areas. This will be checked.

20. Spring spacers or welding of shocks, or airlifts will not be allowed. Vehicle will be checked for suspension movement.

21. **HOODS:**

a) If a hood is operable it must have a minimum 12" diameter hole cut over the carburetor for fire extinguishing. The method of latching is up to the contestant but ease of operation is essential. A maximum of 4 hood bolts are acceptable with pins or wing nuts only. A chain and bolt combination is also acceptable.

b) If the hood is not operational, because of welding or use of more than 4 bolts, approximately 80% of the Hood area must be removed. **This is to prevent reinforcement and an unfair disadvantage to others.**

IF THERE IS ANY PORTION OF THIS RULE WHICH IS UNCLEAR CONTACT THE DVFD PRIOR TO YOUR ARRIVAL AT THE ARENA. (307) 358-2155.

22. All doors, tailgates, hatches, hatchbacks, etc. must be welded, chained or steel strapped shut. All hatch-lifting devices must be removed. If a Driver door comes open during the demo that car will be disqualified. Strongly recommended materials: Welding or plumbers strap. No rope or wire.

23. Only one battery is permitted in the car, it may remain in its original position or mounted inside the car. Must be properly secured.

24. Drivers cage is legal with the following restrictions:

Passenger side door must be 18" from the right edge of cage.

No reinforcements to the backseat, front to back or side to side allowed.

Exception: On hardtop cars only (cars with no B pillar); One (1) pipe or brace, no larger than 2", may be installed between floor and roof next to passenger door to simulate B pillar. No other Connections may be connected to this brace.

25. No walkie-talkies or radio systems allowed.

26. Cars smoking excessively will be disqualified.

27. Vehicles must have working brakes at the beginning of the heat.