

**THERMOPOLIS**  
**DEMOLITION DERBY**  
**HOT SPRINGS COUNTY FAIRGROUNDS**  
**August 18th, 2018 – 6:00 PM**

**I. General Rules**

- A. **NO ALCOHOL IN THE PITS!** Any driver or pit crew member found to have been drinking before the derby starts or while the derby is in progress will be asked to leave immediately. Non-compliance will result in the alerting of the local authorities. A violation of this rule by either the driver or any pit crew member will **IMMEDIATELY DISQUALIFY** the vehicle. *Entry fees are non-refundable.*
- B. You must be checked in **NO LATER THAN ONE HOUR** before the drivers meeting. Pits open from 12:00 to 4:30 PM. You may register any time after that, but all registration must be complete and entry fee paid **PRIOR TO INSPECTION**. The entry fee for all classes is \$75.00 per vehicle and includes (1) driver and (2) pit crew.
- C. If a vehicle fails inspection, the driver will be given the opportunity to make corrections. If a driver can't perform the necessary corrections or fails to make the appropriate corrections, that vehicle will be disqualified. There will be a holding area adjacent to the inspection point where corrections will be made prior to any vehicle being allowed in the general pits. *Entry fees are non-refundable.*
- D. Vehicle numbers are on a first come-first serve basis. In other words, the first vehicle registered with a particular number will retain that number and duplicate numbers will be changed.
- E. Drivers must have a valid driver's license. All drivers must sign a release form and provide Photo ID. A consent form signed by a **LEGAL GUARDIAN OR PARENT** must also be presented if the driver is under the age of 18.
- F. All pit crew members must sign a release form. Pit crew members can **NOT** be under the age of 16, and a consent form signed by a **LEGAL GUARDIAN OR PARENT** must also be presented if the pit crew member is under the age of 18.
- G. Only (2) support vehicles per registered vehicle will be allowed in the pit area.
- H. Drivers' meeting is **MANDATORY** for all drivers. It will be held at 5:00 PM. Drivers will draw for heats and receive flags. Any questions that drivers or pit crew may have will be answered.
- I. Vehicles must be removed from the Fair Grounds within 24 hours following the derby. If not, they will be forfeited.
- J. Drivers may enter more than one vehicle in the derby. If drivers qualify for the final heat in more than one vehicle, the driver can **NOT** appoint a pit crew member to drive a qualifying vehicle in the final heat.
- K. Drivers who are injured or are physically unable compete for any reason will be allowed to appoint a pit crew member to drive a qualifying vehicle in the final heat. The appointed driver must adhere to **RULE 1E** above.

**II. Derby Rules**

- A. There are 2 levels of judging.
  - 1. Field Judges time the drivers and are responsible for making initial calls during the derby. The field judges will be **REQUIRED** to pace the perimeter of the arena to ensure they have good visibility of their assigned vehicle.
  - 2. The Head Field Judge has the final decision regarding any complaints or issues concerning calls made by Field Judges or the conduct of the derby overall. **ALL DECISIONS MADE BY THE HEAD FIELD JUDGE ARE FINAL!**
- B. Drivers will have **2 minutes** to make an **AGGRESSIVE** hit under their own power. The time will restart every time a driver does so. Being hit by another vehicle does not constitute a hit by you.
- C. No team driving is allowed and will result in both/all drivers being **IMMEDIATELY DISQUALIFIED** from that heat. While this is always a questionable issue, it is the full responsibility of each driver to ensure their driving style will not be misconstrued as team driving. *Leave the judges no doubt and hit everyone!*
- D. "Sandbagging" or intentionally avoiding contact is not permitted. This is a demolition derby. If a Field Judge perceives a driver executing this tactic, the derby will be stopped, and that driver will be warned. If that driver continues to sandbag and avoid contact after receiving a warning, they will be **IMMEDIATELY DISQUALIFIED**. Additionally, if a driver is disqualified under this rule, they **WILL NOT** retain their position nor any remaining clock time.

- E. No 2-way communications can be used among drivers or between drivers and any other individuals to include pit crew, family, or friends.
- F. If drivers *intentionally* hit a driver door, they will be **IMMEDIATELY DISQUALIFIED**. To disqualify a driver, the Field Judge must witness, beyond a reasonable doubt, the *intentional, aggressive targeting* of a driver door. Incidental contact – being pushed by another vehicle, glancing off another vehicle, sideswipes, minor contact from maneuvering the arena, etc. – does not qualify as *intentional, aggressive targeting* of a driver door. Additionally, drivers who attempt to avoid the hit and lock their brakes will be allowed to continue. While this rule is in place to ensure driver safety, drivers that “flash” their door or use its position as a strategy will increase the leniency given to other drivers, so **BRACE YOUR DOOR WELL!** In extreme cases, the Head Field Judge *can and may* disqualify drivers from their heat if they excessively use this strategy.
- G. If more than (3) wheels of a vehicle are outside the arena at any time, that vehicle will be deemed out of bounds and **IMMEDIATELY DISQUALIFIED** from that heat. If berms are used, the same (3) wheel rule applies.
- H. All drivers will **REMAIN IN THEIR VEHICLES** with their helmet and safety belt on for the duration of the heat except in the case of fire. If there is a stop in the action, the driver may exit if and only if a judge allows it.
- I. If a vehicle experiences a roll over, the derby will immediately be stopped and the vehicle will be righted. The driver will be allowed to continue if and only if the **HEAD FIELD JUDGE** determines the vehicle to be safe (smashed roof, leaking fuel, battery acid, etc.). Drivers will have **2 minutes** with which to register a hit. If the vehicle is deemed unsafe, the vehicle will be disqualified while retaining its current position and remaining clock time. If a vehicle experiences a second roll over, the vehicle will be disqualified while retaining its current position and remaining clock time.
- J. If a vehicle catches fire, the derby will immediately be stopped and the vehicle will be extinguished. The driver will be allowed to continue if and only if the **HEAD FIELD JUDGE** determines the vehicle to be safe (leaking fuel, etc.). Drivers will have **2 minutes** with which to register a hit. If the vehicle is deemed unsafe, the vehicle will be disqualified while retaining its current position and remaining clock time. If a vehicle experiences a second fire, the vehicle will be disqualified while retaining its current position and remaining clock time.
- K. Intentional hitting of a disqualified vehicle will result in **IMMEDIATE DISQUALIFICATION**. It is the responsibility of each driver to pay attention to the presence of a flags on all other vehicles in the derby arena. Getting pushed into a disqualified vehicle will not result in your disqualification nor will it count as a hit for you. If a driver pretends to break a flag to keep from being hit, they will be **IMMEDIATELY DISQUALIFIED**. If a driver breaks his flag just before being hit, that driver will still obviously get hit, but the other driver **WILL NOT** be disqualified. When breaking a flag, drivers must allow a reasonable amount of time/space for other drivers to avoid their vehicle.
- L. The last (2) remaining vehicles in a given heat will advance to the final heat. Depending on car-count, additional cars may qualify from the heats. All remaining vehicles that have not advanced to the final heat are eligible for the grudge match at the conclusion of the initial heats. The last (2) remaining vehicles in the grudge match will advance to the final heat. In the event that the final two or three vehicles register a hit and become hung up, judges can and may advance more than (2) vehicles to the final heat. Any vehicles that are deemed **UNSAFE** due to *severe* damage received in their heat or the grudge match *can and may* be disqualified from further competition. This decision can only be made by the Head field Judge. *Entry fees are non-refundable.*
- M. Vehicles that have advanced to the finals will be impounded in a designated area. Drivers can fuel their vehicles in preparation for the final heat, but **NO OTHER WORK IS PERMITTED UNTIL THE GRUDGE MATCH IS OVER**. Heat and grudge match winners (once removed from the arena) will have approximately 30 minutes with which to prepare their vehicles for the final heat.
- N. The “Mad Dog” award will be chosen for the most aggressive driver. That driver will be presented with a Mad Dog trophy.