

Dynamic Motor Sports

1970 & Newer Chain & Go General & Build Rules

Preregistration Entry Fee (No Later Than Monday Before the Derby) \$75.00 Registration at The Gate \$100.00

Gate opens at 9:00 am. All cars must be at the arena by 2:00 pm for inspection. Drivers meeting at 3:00pm.

All Preregistration applications should be returned to 507 Bootlegger Trail Great Falls MT 59404 by 5p.m. the Monday before the derby. Registration will be refunded if you cannot make it.

Other than the driver only two pit persons are allowed in the pit area at the start of the derby.

Pit persons must sign a release form. Extra pit passes sold \$30.00 per person.

RULES PERTAINING TO DRIVERS:

All drivers must know and obey all rules for safety that the committee set up or they will be disqualified.

Drivers must be 16 years old or over, or have signed parental consent.

Drivers must have a valid driver's license and must present it at the time of registration

All drivers and pitmen enter at their own risk.

All drivers and their crew members must fill out and sign derby release forms or they will not be permitted to enter the pit area.

All drivers must wear seat belts and/or shoulder harnesses. JUDGES WILL CHECK BEFORE ENTERING THE ARENA.

All drivers MUST wear crash helmets that meet federal Z90.1 standards. Helmets must remain on at all times while cars are still in the arena.

Drivers must leave the arena driving SLOWLY and CAREFULLY or they will be disqualified and barred from the Great Falls Demolition Derby.

ANY DRIVER AND/OR THEIR CREW CAUGHT CONSUMING ALCOHOLIC BEVERAGES WILL BE DISQUALIFIED!!!

ABSOLUTLY NO HOLDING & ABSOLUTLY NO SANDBAGGING!

In the event of a fire and it is put out, the driver can re-enter the race if he has time left on the hit clock and has not broken his flag. In the event of a second fire, the driver will be out.

If a car is rolled on its roof, it is disqualified. If rolled on its side it will be put back on its wheels and may re-enter the race if it is deemed safe by the judges

If the final placing cars of the heat/main are hung up they will be separated one time to determine a winner for that round. If they are hung up a second time the last hit will determine the winner.

1st, 2nd, and 3rd place cars will be inspected following the championship heat

For questions and/or information, please call or text Kelly McNeese at 406-899-1939. If there is no answer, please leave a message and phone number.

If your car does not pass inspection and is disqualified by these rules, the entry fee WILL NOT BE REFUNDED!!! Judges decision is final!

Consolation heat will be cars from the heat races. A second consolation heat will be determined from car counts. If you miss your consolation heat, you are disqualified. Consolation heats will have a minimum of 5 cars. Winners of the consolation heats advance to the Championship Heat.

Mad Dawg is determined by judges for most aggressive driver in the heat races. Upon winning Mad Dawg award your car may leave the arena and you advance to the Championship Heat.

All cars removed after dark must be on a lighted trailer or removed by 10:00am the following morning. If not removed by then, they will become property of Dynamic Motor Sports, unless prior arrangements have been made.

No erratic driving outside of the arena

Failure to abide by the rules will be grounds for disqualification from future D.M.S. Demolition Derbies.

Pit speed (5 mph) and hot rodding will be an immediate disqualification!

ABSOLUTELY NO PROFANITY ON CARS OR THERE WILL BE IMMEDIATE DISQUALIFICATION WITH NO REFUND OF ENTRY FEE!!! No deviations of the rules unless have been given

Follow general preparation

ALL RULES WILL BE FOLLOWED, OR YOU WILL NOT RUN.

Judges decisions are FINAL!!!

IMMEDIATE DISQUALIFICATION WILL RESULT IF YOU DO ANY OF THE FOLLOWING DURING THE DEMOLITION DERBY

Hit a driver's door. Exception: If pushed into the driver's door by another vehicle. Using drivers door as a shield will be considered in judgment on drivers door hits

Remove your seat belt or helmet, or leave your car for any reason during the heat. Exception: Your car is on fire.

Go out of bounds. Boundaries will be berm or ditch. If you get three wheels out of bounds, you will be disqualified from that heat even if forced out of bounds by another car.

It is the sole responsibility of the driver of an eliminated car to make sure his stick is broke. If an eliminated car is hit by an active racer, and the flag was not broke, the active racer is not disqualified but, if an active car hits an eliminated car, he will be disqualified.

Failure to hit another car every 30 seconds while car is running, or 2 minutes to get the car running and hit another car. Drivers will only receive ONE WARNING! Rocking cars stuck together does not count.

Moving your car for any reason after flag is broke. TURN OFF YOUR ENGINE WHEN YOUR FLAG IS BROKE!

GENERAL RULES PERTAINING TO CAR:

- 1. Cars/mini vans must be 1960 or newer. **No Imperials.***
- 2. All chrome, loose metal, glass and interior except for the dash must be removed from car.*
- 3. Must have two 8-inch holes in the hood or bigger.*
- 4. Car should be neatly painted, and have your number on the roof and both front doors. Driver's door should be painted opposite color of car. (White Door optional).*
- 5. Back seat must be removed and, in its place, securely mount the gas tank and tranny cooler. No rubber straps, Tank and cooler must be mounted with bolts or tied down with metal straps.*
- 6. Original gas tank must be removed. Don't just cut a hole in it. TAKE IT OUT!!!*
- 7. Radiator must be in original position, no reserve water tanks*
- 8. Absolutely no antifreeze in radiators. WATER ONLY!*
- 9. Battery must be mounted on passenger side floor board of car. Batteries must be securely mounted in an enclosed box or be held down securely to the floor of the car and covered. No rubber straps or wire.*
- 10. No pickups, convertibles, hearses, limousines, ambulances, 4x4 or Imperials allowed.***
- 11. Brakes must be in good working condition at start of derby*
- 12. Any car ran in a previous derby must meet all D.M.S. Derby rules!*
- 13. All Drivers and ONE crew member must attend the drivers meeting.*
- 14. No hot rodding in the pits, keep it at an idle. This will be the quickest way to be DISQUALIFIED.*
- 15. No drivers are allowed alcohol - period. If you are wearing a driver's band and drinking any form of Alcohol -YOU WILL BE DISQUALIFIED.*
- 16. NOONE IN THE PIT AREA MAY HAVE ALCOHOL DURING THE EVENT*

17. Cars will be re-inspected before any prize money is paid out. The cars will be re-inspected by the Derby staff only. Everyone else will stay back until cars are deemed to be legal. If car is found illegal car will be disqualified!
18. You will only be allowed your first tech and 1 re tech after that if you don't pass you're tech you will be loaded

Car Preparation:

1. Cars/mini vans must be 1970 or newer. **No Imperials.**
2. No re-stubbing or re-clipping of any car. Original body and frame must be used.
3. All cars must be stock, unless modification is stated in the rules.
4. All glass, plastic, chrome, and interior must be removed from car before arriving to the derby.
5. All trailer hitches and braces must be removed.
6. You must have a number in bright colors on each front door and on the roof or you must have a 15"x15" sign on the roof of your car with car number on it for judging and recognition of the car. You cannot use the roof sign to strengthen the car.
7. All cars must have working brakes when you cross the tech. If the car is not able to exhibit the ability to stop it will not be inspected.
8. No welding other than what is mentioned in this set of rules. If your car is found with any weld, other than what is allowed, and you refuse to fix it to the judge's satisfaction, you and your car will not run!!
9. You must have an air cleaner over the carburetor all at times during the event.
10. Anything can be removed; NOTHING can be added. Other than what is specified in the rules
11. After Market parts that are allowed: Metal Gas tank, Transmission cooler, brake & gas pedal, shifter and battery box.

Frame:

1. No frame shaping is allowed.
2. No Heat treating of the frame is allowed if caught, you will be DQ'd.
3. No Fresh Paint or Undercoating on the frames at all.
4. No tilting of any sort
5. If dimpling or notching the frame you can only do so on back frame rails behind the rear wheels.

Rear Suspension:

1. Suspension must be stock components and working. No coil spring to leaf conversions or vice versa.
2. Leaf springs must remain stock with a max of 4 clamps per spring clamps can't be no bigger than 3inch x 3/16

3. You may use 3/8" chain around your axle to the frame hump with one wrap (this may only go thru the sheet metal directly above the hump), links may not be welded or bolted to the frame.
4. No other means other than tires, springs and spring spacers (spacers can be no bigger in diameter than springs) may be used to raise the cars suspension

Rear Ends:

1. Rear end must be stock for the make of car running (example: Ford to Ford, Chevy to Chevy)
2. No spring spacers any bigger in diameter than the springs
3. Welded, spool or posi-track allowed

Securements (One or the other):

#9 WIRE:

1. 9 wire will only be from sheet metal to sheet metal. No wire will wrap around the frame other than bumper securements.
2. You're allowed to use 6 places of 9 wire on the hood and trunk max of 3 wraps per spot.
3. You're allowed to use 2 places of 9 wire on each door max of 3 wraps per spot.
4. ABSOLUTELY NO ADDED METAL TO MOUNT OR WRAP 9 WIRE

Max 3/8" Chain:

1. Chain will only be from sheet metal to sheet metal. No Chain will wrap around the frame other than bumper securements.
2. You're allowed to use 6 places of chain on the hood and trunk max of 36" in length and one 3/8" bolt with (2) 2" washers per chain.
3. You're allowed to use 2 places of chain on each door max of 36" in length and one 3/8" bolt with (2) 2" washers per chain.
4. ABSOLUTELY NO ADDED METAL TO MOUNT OR WRAP CHAIN

Bolts:

1. You may only bolt the hood and trunk into place. You may bolt them together with 3/8" bolts no longer than 4" and (2) 2" washers per bolt.
2. You can have up to 6 bolts in the hood and trunk, but they must go through sheet metal to sheet metal. **No added metal.**
3. All other securements must be chain or wire.

Front Suspension/Steering:

1. *Suspension must be stock components.*
2. *You may change out front shock to adjust suspension height, but you may not weld shock solid.*
3. *After a heat race and your tie rod is damaged you may weld a 1"x1"x1/8" angle to fix the damaged rod.*

Rims & Tires:

1. *No split rims, studded tires, or foam filled. NO SOLID TIRES All tires must be D.O.T. approved.*
2. *Stock style rims only. Wheel centers are allowed. No other reinforcements or bead locks of any kind.*
3. *Tubed tires are allowed.*
4. *No valve stem protectors allowed.*
5. *Wheel weights must be removed.*
6. *All cars must be able to demonstrate the ability to stop at any time. If your brakes do not work, you will not compete.*

Bumpers:

The intention of this rule is to allow you to mount the bumpers in such a way that they are less likely to fall off. Upon inspection if it is determined that you have exceeded the intention of the rule you will be given the opportunity to correct it in order to compete, if you are not willing to correct it you will be disqualified. Officials have final say.

1. *Bumpers may be swapped on any car with a stock bumper.*
2. *Bumpers may be cut so they do not smash into the tires during the event.*
3. *Bumpers cannot be welded to the frame.*
4. *If swapping bumpers you can build a bracket that can be welded to the frame or to the bumper (**NOT BOTH**). Bumper must still be bolted to the frame or bumper.*
5. *No more than one set of bumper brackets may be used. You can weld bumper brackets to the frame. Bracket may be shaped to fit the frame, but not cut apart, if you cut the bracket those pieces cannot be used elsewhere.*
6. *You can collapse shocks, and you can bolt the shocks to the towers with 1/2" bolt or less, and it must be done vertically.*
7. *No brackets can extend any further back than the first 15 inches of the frame unless you are using the factory bracket and tube in the Factory position. This goes for the rear brackets also.*
8. *You may use 2"x1/8" strap from the top of the frame rail around the bumper to the lower frame rail with welds no longer than 2" on each side of the strap to hold the bumper in place.*

- a. Chain (1) 3/8" bolt with (2) 2" washers or #9 wire (4 strands) may be used help hold bumper instead of the strap. This can go through the hood and core support.
9. Strap Must be on the Exterior of frame.
10. NO ADDED METAL TO MOUNT BUMPER
11. Bumper height not to exceed 22" to the bottom of the bumper to the ground and must be a minimum of 12" from the ground to the bottom of the bumper or frame. Bumpers must be in stock location. This goes for rear bumper as well.

Engines & Transmissions:

1. Motor must match that make of car running. (example: Ford to Ford Chevy to Chevy)
2. No heavy mod motors.
3. No engine cradles.
4. No distributor protectors. You may cut out the area behind the distributor or hammer it back for clearance.
5. You may use a bar between headers above air cleaner max size 3"x3". May not be any wider than the headers and may not attach to the hood.
6. Transmission braces will not be allowed.
7. Transmission Crossmember- you must run the transmission crossmember in the stock

Drivers Door (Only):

1. You may weld your door shut with nothing larger than 2" x 1/8 strap or 1/2" round stock and must follow the door seam. Do not overlap strap or you will cut the strap off.
2. You may smash the inner and outer skin together of the window opening and weld them solid. You may use the same filler as in welding the door seems but no longer than the window opening of the door.
3. Driver's door and driver's side of front windshield may have "netting" for driver's safety. NO other windows may have "netting."
4. You may "double skin" the driver's door for safety; however, it cannot exceed 2" O.D. past the footprint of the driver's door.
5. You can add bracing to the exterior side of the driver's door. This bracing must not stick any further out than 2" from the door and may not have any sharp edges. You are also allowed to carry the bracing up to 6" past the exterior door seams, either forward or backward. You may weld and/or bolt this brace into place.

Radiators, radiator supports:

1. Only OEM style passenger car radiators may be used. Aluminum racing radiators of the same style may be used.
2. Radiator must be attached to the core support. Radiators may be mounted in such a way to hold the radiator in place, not strengthen the core support.
3. No radiator guards allowed, or foam may be used.

4. *You may not add cooling capacity. No supplemental cooling devices allowed (electric fans are allowed).*
5. *Front core support cannot be moved back from its factory location. It must stay bolted to the fenders the same way that it came from the factory.*
6. *If using a condenser to protect the radiator, it may be tie wired or bolted with a max of (4) 3/8" bolts to the core support only.*
7. *If you are using a pre-ran car and the core support has been torn form the frame, you may repair it as follows: One (1) 1/2" bolt with washers per core support mount can be used in place of the old bolt. The factory core support rubber mounts must remain in place. No excessive length on bolts. If the hole on the frame is torn, a washer may be welded over that hold, top side only. Washers only, no plates, cannot exceed 1/8th" thick or 1 3/4" outside diameter.*
8. *No FOAM fill can be used.*
9. *If radiator core ripped from frame (**after heat**), you may weld it back in place on one side (front or back) to the frame. No added metal will be allowed (Sheetmetal to frame only).*

CAGES & DOOR BARS:

1. *No kickers allowed.*
2. *All cage material must be no larger than 3" O.D. (official's discretion on all parts of cage), unless specified for a specific rule smaller. It must also be a minimum of 4" off the floor everywhere except the down legs going straight down. No cage material may be within 6" of the firewall and be a minimum of 4" off the transmission tunnel. All bars must be straight.*
3. *You may weld a bar behind the seat from doorpost to doorpost, it can be an X do not connect directly to frame, and you may also have a single bar (with no extensions), across your dash area to replace your dash. Driver side door bar may not go past the front dash or rear seat bar.*
4. *You may have a roll loop/Halo behind the seat, above the rear seat bar; this may extend to the floor as your rear seat down bar, not in addition to, following rule #3.*
5. *You may also weld the steering column to the cage.*

Windshield Bars and Firewall:

Window Bars

1. *For safety, all cars should have (1) windshield bar (but may run 2) extending from the roof of the car to the firewall/dash, material can be no bigger than 3". No more than 6" of material allowed on the roof and no more than 6" of material allowed on the firewall. May not be connected to the dash bar, only sheet metal. Do not go over 6" on roof or firewall or you will cut. Must be min of 16" off the pillars.*

Fuel Tank, Oil Coolers, & Transmission Coolers:

1. Original gas tanks must be removed.
2. Only metal Marine type tank, metal fuel tank or derby type metal fuel tank is required.
3. Place fuel cell behind driver's seat or in the center of the car where the back seat uses to be. Must securely mounted behind the driver's seat with bolts, metal straps, or chain. No seat belts or pull tie straps may be used. No other source of gas inside the car at all.
4. Fuel lines must run inside the car, not under the car along the frame. Fuel line must be inside a protective line within the engine compartment.
5. Tranny coolers are allowed. These coolers cannot be placed to reinforce the car. No bolts may extend through the frame to create a body mount.

*****IF USING AN ELECTRIC FUEL PUMP, YOU MUST BRING IT TO INSPECTORS ATTENTION AT TECH*****

1. Electric fuel pumps are allowed. The on/off switch must be easily accessible and clearly marked with bright paint. An "E" will be attached rear pillar during Tech to Identify the Electric Fuel Pump.

BATTERIES:

1. Batteries must be moved to passenger front floorboard. They must be properly secured and covered, unless you are using a gel cell battery. Up to two 12-volt Batteries may be used.
2. Battery box must be made from metal! It must be bolted to the floor. Bolts may not go thru or around the frame. Seat belts or pull type tie downs may not be used.
3. Rusted out holes in your floor sheet metal may be patched where components will be mounted or for driver's safety with sheet metal only. You may not patch clean and solid floors.

PRE-RAN CAR REPAIR (Car Must Be Pre-ran For Plates)

1. If you are using a pre-ran car and the core support has been torn from the frame, you may repair it as follows: One (1) ½" bolt with washers per core support mount can be used in place of the old bolt. The factory core support rubber mounts must remain in place. No excessive length on bolts. If the hole on the frame is torn, a washer may be welded over that hold, top side only. Washers only, no plates, cannot exceed 1/8th" thick or 1 ¾" outside diameter.
2. If your car is pre-ran cut out extra bars and supports to meet our specs. If the car is found not to meet specs you will be given half an hour from the start of the race to comply. If you cannot comply in time, you will not be allowed to race and your entry fee WILL NOT be refunded.
3. If tie rod is broke (**after heat**), you may repair it with 1" x 1" x 1/8" angle welded in place.
4. If radiator core ripped from frame (**after heat**), you may weld it back in place on one side to the frame. No added metal will be allowed (Sheetmetal to frame only).