

Jessamine County Fair
Demo Derby
Wednesday, July 13, 2011
8:00pm

FULL SIZE CAR DEMO DERBY- \$600, \$300, \$200, \$100
PLUS
MINI CAR DEMO DERBY- \$250, \$100, \$75, \$50
(105" WHEEL BASE ON MINI CARS)

GENERAL INFORMATION

105" MAX. WHEEL BASE SMALL CARS

BIG CARS- 1980 AND NEWER

Each driver must sign a release form at the time of the car's inspection and registration.

Only licensed drivers are permitted to drive. No professional drivers are allowed. Any person directly related to the operation or production of this Derby are not permitted to compete.

The use of intoxicating beverages prior to or during the Derby disqualifies the car and crew of the offending party.

The Derby will be run in heats, with the heat winners competing in the feature heat.

In all cases the decision of the judges will be final.

ENTRY FEE SHALL BE \$25.00

Heat Races- 2 Trophies

The winner of a heat may substitute another car in the feature heat if he can demonstrate that his car is unable to compete, the substitute must be a car that has already competed in a heat.

No cars will be accepted after the Derby has started.

OFFICIAL RULES & REGULATIONS

Any stock automobile 1980 and newer is allowed (no station wagons or imperials/crowns)

Engine swaps are allowed. No truck rear ends, added leaf/coil springs, etc. allowed, must be stock springs. No larger than 15" DOT approved tires allowed.

Safety belts and approved helmets are required.

All glass, including headlights, tail lights, mirrors, etc, must be removed. The front windshield is optional, but if it is removed, the driver must wear goggles. If the windshield is removed at least one (more are recommended) strap/brace should be securely fastened between the top and firewall area.

Gas tank must be removed and securely fastened in the back seat of the vehicle. Under no circumstances will a gas tank be allowed in the drivers seat. For the safety of the participants, a maximum of three (3) gallons of gas will be allowed.

No special bumpers, trailer hitches or reinforcements will be allowed. No bumpers turned upside down or reinforced will be permitted.

All doors must be fastened shut by wire, straps, welding, etc. (No more than 6" long bead of weld allowed, no plates welded over seams of door), no welding trunk lids solid, no welding seams inside cars, no welding on frames.

The hood and trunk lids must be operable for inspection. They may be wired shut after inspection. They may be bolted down as long as bolt is no longer than 4". Bolt may be fastened to or through frame and no bigger than a 3" washer may be used. Maximum of four (4) all threads on trunk and maximum of four (4) all threads on hood. There must be at least a 16" square or round hole cut in the hood. No smashing (pancaking) quarter panels and trunk lids together.

Original body bolts, body bushings must be left between body and frame. No bolting body down solid to frame. No bolts/all thread coming through or fastened to the frame thru body, radiator supports, ect. No bolts over top of fender wells, no screws in hood or trunk.

Fenders and bumpers may be cut for wheel clearance only. Excessive cutting will disqualify the car.

For the drivers safety, 1 bar from side to side in front (dash area) and 1 bar behind driver (behind seat) will be allowed. In addition 1 bar will be allowed on inside of drivers door only between front and rear bar. Bars may be no bigger than 1 ½ in diameter. Ends of bars must have at least 3"x3" plate but no larger than a 6"x6" plate on ends. Windshield bars ok, no restricted door openings on windows.

All chrome stripping and protruding objects must be removed.

All vehicles must have suspension to go up and down. No spring jacks, blocked, welded or altered shocks. Stock springs only.

Both front door panels must have clearly visible number. If a number has already been registered on another vehicle a new number will be assigned at inspection.

All heat winners and feature winner cars are subject to reinspection after the Derby to insure compliance with the above rules. Any heat winner who had altered his car will be disqualified.

Competition Rules:

Drivers may maneuver forward and backward. Contact must be made with an "active" car. Playing "possum" will be grounds for disqualification.

Cars whose engines quit or who do not move from one position for at least 1 minute are disqualified.

No deliberate hitting on drivers door. Hitting the drivers door presents the possibility of someone being hurt.

Any car catching fire will automatically be disqualified.

You must stay in your car unless told to do otherwise by a Derby official.

In the event of a roll over or a car leaves the competition area, they are disqualified.

If a marked ring or area is used, any car who has two wheels extended past the marked area is automatically disqualified. This rule is because of the Fire Marshall.

Final three cars must swap licks—This means that two cars cannot pick on one.

For more information-

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