



Tehama District Fair

DESTRUCTION DERBY INFORMATION

Sunday, May 3rd @ 6:00 PM

TOTAL PURSE: \$5,100

MAIN EVENT PAYOUT:

1st Place \$3,000, 2nd Place \$800, 3rd Place \$400, 4th Place \$200, 5th Place \$150

HEAT PAYOUTS (1st Place only): 1st Place \$100

AWARDS: Trophies will be awarded to the 1st place winners in each heat and in the main event. A trophy will be given out for the best appearing car and will be chosen by the crowd. \$250 in prize money will be given to the Most Aggressive Car/Driver chosen by the crowd.

All prize money will be mailed out after the event. Any winnings over \$600 will be issued a 1099.

We have attempted to focus on three key objectives:

- (1) to provide safety for everyone involved in the derby,
- (2) to ensure that vehicle rules are fair to all participants in the event,
- (3) to ensure this is a fun and thrilling and entertaining event for everyone.

We encourage you to read all the rules carefully and in their entirety. While we have made these rules with safety in mind, we and our agents do not assume any liability in respect to the rules, your application thereof and your safety. We have provided flexibility in areas where, in our opinion, safety is not compromised nor an unfair advantage created in the interest of ensuring fairness the rules are subject to the interpretation of our derby officials and as such may be adjusted to create a balance in the competition. Please remember that any equipment the officials consider not within the intent of the rules will be considered illegal for competition purposes.

EVENT RULES

1. Entry Forms are to be mailed or delivered to the Fair Office (PO 70 Box, Red Bluff, CA 96080) before Friday, April 24, 2020. Fees are \$50 per car and driver. All entry fees are made payable to the Tehama District Fair and are subject to acceptance by the Derby Promoter and Fair Management. Entries brought to the back gate the day of the event will be \$65 per car and driver and only cash will be accepted. Pit passes will be \$25 each. All appropriate forms must be completed and submitted with payment. There will be NO REFUNDS.
2. Pit Gate will open at 11:00 AM and close at 6:00 PM. No one will be allowed to enter after that time.
3. It is mandatory that all drivers, pit crew and staff will sign the appropriate liability waivers and their pit pass must be worn and visible at all times. All individuals entering the pit area **MUST** be 16 years or older. There will be a mandatory meeting for all drivers and crews at 5:30 PM and the event will start at 6:00 PM.

4. Cars must be off their trailers and be inspected by 5:10 PM. Only the driver will be present at the time of inspection. No work will be allowed on the cars after they have passed inspection.
5. Cars will be assigned to heats by the derby officials. To qualify to participate in the main event, a car must participate in a heat.
6. Vehicle numbers MUST be painted on each side of the vehicle and roof. Numbers must be large and legible, no profanity. Roof signs no larger than 2 feet high and 3 feet long may be welded or bolted along the center line of the roof and forward to the cross bar. No sheet metal screws are allowed.
7. Only registered drivers will be allowed to operate their vehicle in the derby, there will be no exceptions.
8. There will absolutely be NO alcoholic beverages, drugs or weapons allowed in the pits or in the arena. Any driver or crew member, that is obviously intoxicated, or under the influence of a controlled substance, will not be allowed to compete and will be asked to leave. Drivers are responsible for their crew and can be disqualified for their actions!
9. Verbal or physical abuse will not be tolerated. There will be no fighting in the pit area.
10. There will be no animals allowed in the pits.
11. Each event will begin after all drivers have placed their vehicle nose first against the tires at the arena perimeter.
 - a. The start of each event will be signaled by green flags, green lights, and a shotgun blast.
 - b. Red flags, red lights, and a shotgun blast will signal all vehicles to come to a complete stop, either for safety reasons or the end of the event. Any car that keeps moving and hitting other cars after the red flags, red lights, and shotgun blast may be disqualified at the discretion of the derby officials.
 - c. A furled black flag is a warning. An unfurled black flag indicates a disqualification. If you get a black flag DQ, stop your vehicle and stay inside unless told to get out by an official. If you are disqualified, you will load up your vehicle and you and your crew will leave the grounds. If a driver is black flagged for any reason, that driver will be unable to participate for 2 years.
 - d. A white flag indicates that you are disabled and finished for that event.
12. Safety requirements.
 - a. All drivers must wear a DOT. approved safety helmet at all times while inside the vehicle. No open face or army style helmet or football helmet will be allowed.
 - b. Safety gloves, boots or closed toe shoes, long sleeve shirts, and full-length pants are mandatory.
 - c. Safety belts and/or lap belts are required and must always be buckled while driver is inside the vehicle. EXCEPTION: FIRE.
 - d. All vehicles must have a fire extinguisher mounted where it is accessible to the driver and derby officials.
13. Time limit for the derby is as follows; you have 1 minute and 30 seconds to make a hit or you will be timed out of that event, heats or main. This rule will be strictly enforced. This means that you must move under your own power and make a legal hit on another car or you will be disqualified. All cars must make hits on other cars within one and a half minutes; failure to do so will result in the car being stopped and shut down from that event.

Stalling, sandbagging, not mixing it up and taking too long to start your car may be a disqualification to you and your car.

14. No driver door hits. If an official sees an intentional or deliberate driver's door hit, you will be disqualified immediately.
15. Any unnecessary driving outside of the pit area or speeding in the pits will cause that driver to be disqualified. When a driver is disqualified the car is also disqualified.
16. Drivers must stay inside their vehicles for the entire event; except for fire/emergency or an official tells you to exit the vehicle. If you are instructed to exit your vehicle, you must go immediately to the pit area.
17. If your car gets rolled over or on its side during an event the judges will stop the event for safety reasons. If your car is deemed safe by the derby officials, then you may restart your car and continue in the derby. If your car is flipped over a 2nd time, then you will be done for that event.
18. If you consider your car done for that event you may wave off other cars from hitting you. Once you do this you are finished for that event. You cannot restart your car or move it in any way. Only when the event is over and the derby officials instruct you to move, may you move your car. If you restart your car and try to hit another car you will be disqualified from the entire event and stripped of all winnings. If any other driver hits your car intentionally after you wave off, then that driver will be disqualified for that event.
19. No teaming. This rule does not apply with 3 cars remaining.
20. The arena and pit area must remain clean and clear of debris during and after the event.
21. All vehicles, persons and equipment are expected to be out of the arena and pit area by 10:00 PM.

JWMOTORSPORTS VEHICLE WELD RULES

***PLEASE READ THESE CAREFULLY TO INSURE QUALIFYING
AND BUILD TO THESE RULES ONLY!***

1. All bodies must be OEM stock to that year and frame. NO strengthening of the body such as dubbing up fenders, doors or floorboards is allowed.
2. ALL year make and model full size passenger car is allowed including Chrysler Imperials.
3. Strip and remove all burnable material and glass, plastic, rubber, etc.
4. Stock OEM gas tank needs to be removed.
5. **BODIES:** Doors may be welded solid on the outside of car only using up to max size of 1/4 thick by 2-inch-wide strap material. Drive door only may have a plate on inside and outside of door for driver protection. Trunk and decklid of wagons may be welded up to max size of 36 inches using up to max size material 1/4 thick by 2-inch strap. NOTE: Decklids must have 14-inch x 14-inch hole cut into center for inspection. Hoods maybe bolted down using 4 1-inch max size bolts. Front 2 may be welded to frame or ran through frame and bolted underneath at radiator core support on engine side only, not outside. Other 2 may be welded to 6x6 inch corner plate to body only. All areas that are rusted through can be patched with same size material, only overlapping by 1 inch on each side. NOTE: If you are found to have plated over an area with NO rust you will be subject to removing the plate. NO painting of floorboards to hide welds. Only 4 window bars total for car, window bars max size 2 inch by 1/4 thick flat stock, round pipe, square ok. Window bars must be

in window opening only, you may bolt them to body or weld them using a max size plate of 1/4 inch thick by 4x4 inch plate. NOTE: If window bars extend more than 4 inches past the window opening, you will be subject to fix it. Body bolts must be in stock OEM spots NO adding bolts, if bolts are rusted out you may replace with same size as OEM. All body bushings must be in stock locations. NO altering them in any way. No welding body to the frame or bumpers.

6. **CROSSBARS:** Crossbars may start 1 inch from the front firewall and run down doors to 1 inch away from rear wheel hump. Two (2) connections may go to floorboard first at battery box and second on driver side max size of material not to exceed 2 inch by 2-inch 1/2 thick square or round stock. NO welding to the frame only to the floorboard and side crossbar; and not over any body mount. Three (3) bars may run side to side, the one at dash area, must be 6 inches away from firewall/dist protector. The second bar must be behind the seat no more than 4 inches away. The third bar may be 6 inches away from back firewall acting as a gas tank protector. You may also run a halo/rollover bar mounted no more than 6 inches behind seat. It may be welded to crossbar and have 2 6x6 inch mounting plates to the roof, welded or bolted. 1/2 size bolts. NOTE: If running a center bar with a shifter mounted to it, it must be 6 inches away from floorboard at any point. Crossbar max thickness is 1/2; side bars must be at least 6 inches off floorboard. NO kickers are allowed and no connecting crossbars to the floor pedals or battery box.
7. **MOTOR/TRANS:** NO motor setbacks; all motors must be mounted in stock OEM location. Full engine cradles, trans braces and ultra bell are all ok. Motor mounts are as followed: you are allowed 20 inches of weld from mount to frame in the OEM stock spot only. NO mid mounts and NO rear mounts. We will measure up the plate to frame NOT the welds. For example, if using a 4x4 square stock we will measure that as 4 inches out of the 20 allowed. NOTE: DO NOT FILL YOUR FRAME UP WITH WELDS, YOU GET ONLY 2 PASSES OF WELDS AROUND YOUR MOUNTS. Head straps are allowed, max size 2 inch by 1/4, nothing is to go past the front of water pump housing. No pulleys welded to top of frame. NO welding head strap to bumper brackets or A-Arms. Head straps also count in the motor mount measurements. If running a dist protector, you must cut out firewall 1 inch all the way around dist protector. NO EXCUSES. NOTE: Window bars must be 6 inches away from dist protector, measuring side to side. Trans mounting to be as followed, max size crossmember 2x3 by 1/2 thick square or round from frame to frame. NO corner braces or bolts going up through floorboards or crossbars.
8. **SUSPENSION:** Stock a-arms and spindles to that make and model; top a-arms may be welded down to frame measuring 12 inches total per a-arm, so 24 inches total to the car. NO welding to head straps or bumper brackets or frame repair, max size material not to exceed 2 inch wide by 1/4 thick. After market tie-rods or beefed up tie rods are ok, aftermarket ball joints are ok. NO oversized coil springs allowed. NO plating of inner coil pockets. Fully braced rear ends are ok. If running a coil rear end car, you may have a hump plate welded to the outside of frame measuring 12 inches wide 6 inches tall by 1/2 thick max. Stock trailing arms only; NO plating, if you cut to shorten you must weld them back. NO EXCUSES - you may run a chain around rear end to frame, only loop over frame. NO bolting through frame. You may run a bump stop welded to rear end and resting under arch of frame, max size not to exceed 2 inch by 2 inch by 1/4 thick. Bump stop can only run straight up and down, not back at an angle. Leaf spring cars may shorten leafs up to 5

inches, NO adding leafs, they must be OEM stock to that car, NO overloads or spring overs. You may re-shackle them to the frame max size shackle not to exceed 4 inches wide by 8 inches long by 1/4 thick, or 1 3/4 bolt going through frame and leaf eyelet. with a 2-inch washer NOT welded to frame. Leaf springs may have 8 leaf spring clamps total on car, max size 4 inches wide by 1/2 thick. Slider drivelines are ok.

9. **FRAMES:** All frames must be OEM stock to that make and model car. NO painting of frames; top frame seam from firewall forward may be welded with one pass. Y frame cars may pull the Y together before welding the top frame seam. NO adding metal to do this. You may tilt the frame, NO adding metal to weld it back. NO filling of frame holes. Frame repair is as follows: 24 inches total for the car on new and used cars, max size plate 4 inches tall by 1/2 thick. We will measure plate including welds. Frame repair not to touch hump plate or bumper brackets; must have 1 inch of clean frame between them. Frame repair can be mounted on any of the 4 sides of frame. NOTE: If your frame is to be found cheated or filled in any way all tech will stop and your car will be KICKED OUT OF SHOW. Front frame horns will now be measured as follows: from front part of a-arm out 18 inches, any frame to be found in violation of this rule will be kicked out. NOTE: Do not try to offset you're a-arms back at all to help you. OEM cars that have frames measuring 17 1/2 inches from factory are ok. REMEMBER the officials have measured each and every style of car.
10. **BUMPERS/BRACKETS:** All 5mph bumpers may have seams welded solid. NO adding metal, NO stuffing bumpers; you may run a 4-inch-wide by 6-inch-tall by 1/4 thick square stock bumper, flat or with a 4 inch by 24-inch-long point on the front. From the back of bumper to front of point can't be more than 8 inches. NOTE: Top and bottom of point must have a 3-inch round hole in the middle. Ends of square stock bumpers must be left open. NO caps, NO excuses, NO points on rear bumpers. Bumper Brackets can be max size of 2 inch by 4 inch by 1/2 thick measuring 14 inches long starting at the back of bumper. Brackets may be welded on outside of frame or on top of frame. All stock OEM brackets are fine; if using an OEM bracket on the front of a car that is longer than 14 inches, you must cut it down to size. You may use a 4-inch-tall by 6-inch-long by 1/4 plate to weld bracket to back of bumper. NO angle or corner pieces to bumper. Hard nosing bumper to frame is ok. Bumper height from ground to bottom of bumper is no more than 18 inches and no less than 12 inches in rear.
11. **TIRES:** All open style tires are ok, such as bobcats , forklift, mud & snow, highway tread , max size is 15 inch, AIR filled only, NO studs in tires. Use a stock OEM style rim weld in centers are ok. NO full centers. NO bead lockers and NO aftermarket derby-built rims.
12. **FRONT SUB FRAME CARS:** Such as imperials, cordobas etc.... DONT tie your sub frames together, in any way. Stock OEM bushings and bolts must be in place.
13. **CROWN VICS:** 2003 and newer can have a bolt in the front cradle only. NO welding of cradle to frame, side cup pieces can't be any longer than 1 inch of either side of the a-arm. Rear ztr style bolt in brackets are ok to mount trailing arms to. Please use a stock OEM trailing arm from an earlier model crown vic such as 80s to 90s. Same on front a-arms, use crown vic style only. Lower a-arm bracket may be welded with one pass only: not multiple. NO mounting 80s bodies on a newer frame. Keep it year to year. If you cut out your window/speaker tray to smash your trunk lid down YOU WILL NOT BE ABLE TO RUN A WINDOW BAR, NO EXCUSES. Front body spacer from frame to bottom of core support

may be a max size of 2 inch by 2-inch 1/4 thick. It must be free floating and not welded to frame or body.

14. **RADIATOR**: Must be in stock OEM position. AC cond that is mounted in front of radiator can be bolted in with 4 3/8 size bolts or bailing wire only. NO welding.
15. **GAS TANK**: Max size of gas tank is 8 gallons, mounted in the back-seat area. Please no plumbers tape or tie downs, take your time and securely fasten it to cage or floorboard. If running an electric fuel pump please have a shut off switch clearly marked for officials.
16. **SAFETY**: Please make sure all holes in firewall and floorboard are covered up, that all seat belts work properly, and that the car has working breaks. ALL drivers must have a DOT rated full faced helmet.
17. **TIME LIMITS**: Time limit in the derby goes as follows, you have 1 minute and 30 seconds to make a hit or you will be timed out of that event, heats or main. NO EXCUSES.
18. **BLACK FLAG**: If you are black flagged for any reason, you will be kicked out of all JWMotorsports shows for 2 years with a \$250 fine.
19. **OFFICIALS**: All officials have the final say.

PROTESTING CARS: A protest may be filed at the end of the derby, by a driver only. \$250 cash will be given to the head tech, you must point out exactly what is illegal about that car. IF the protest is found not valid the accused driver will get half the money and the tech will get the other half. IF it's found true you will get your money back and the cheated car will lose his spot.

ALL EVENT AND JWMOTORSPORTS WELD RULES MUST BE FOLLOWED.
BUILD TO ONLY THESE RULES. NO OVER BUILDING AT ALL. IF FOUND IN
VIOLATION OF THESE RULES BEFORE, DURING OR AFTER THE SHOW YOU
WILL LOSE ANY WINNING YOU MAY HAVE WON AND WILL BE REMOVED
FROM THE EVENT.

TECH AND OFFICIALS HAVE THE FINAL SAY.
YOU HAVE ONE ATTEMPT TO PASS TECH.

Any questions or concerns please contact
Jesse Williams/JWMotorsports at 530-310-1415.



Tehama District Fair
DESTRUCTION DERBY ENTRY FORM
Sunday, May 3rd, 2020 @ 6:00 PM

TOTAL PURSE: \$5,100

MAIN EVENT PAYOUT:

1st Place \$3,000, 2nd Place \$800, 3rd Place \$400, 4th Place \$200, 5th Place \$150

HEAT PAYOUTS (1st Place only): 1st Place \$100

AWARDS: Trophies will be awarded to the 1st place winners in each heat and in the main event.

A trophy will be given out for the best appearing car and will be chosen by the crowd. \$250 in prize money will be given to the Most Aggressive Car/Driver chosen by the crowd.

All prize money will be mailed out after the event. Any winnings over \$600 will be issued a 1099.

HEAT # _____

Please complete ALL information -

Driver: _____ DOB: _____ Age: _____

Social Security #: _____

(needed for reporting of award winnings if over \$600)

Mailing Address: _____

City: _____ State: _____ Zip: _____

Phone(s): _____

Car Make: _____ Model: _____ Year: _____

Car Number: _____

Sponsors:

ENTRY FEES:

Registration for Car & Driver must be received by April 24, 2020 \$50.00

Late Registration Fee on Site May 3rd, 2020 \$65.00

All Pit Passes (must show proof of age) \$25.00

Make check or money order payable to Tehama District Fair and mail to PO Box 70, Red Bluff, CA 96080. Only cash will be accepted on the day of the event.