

# 2010 Thunder Mountain Speedway Derby Rules

Saturday September 11<sup>th</sup>, 2010. 2:00 pm – Thunder Mountain Speedway, Bottineau ND.

Entry fee is \$50 for open class and \$25 for 4 cylinders. Pit fees are \$15. Everyone is required to sign a waiver and wear a pit pass bracelet.

1. 80's + newer cars, no 79 or older models.
2. **NO additional layering, bracing, bolting, welding, wiring, chaining, etc of any kind may be done unless stated in rules.**
3. Cars will be clean of all carpet, glass, plastic, trim, garbage, etc. Track doesn't want to pickup trash afterwards. No third row seats in wagons. Drivers' door may have door panel on for protection.
4. Cooling system must have one radiator in stock location. No extra cooling. No engine oil coolers. Tranny coolers OK. Fan may be altered, removed. Electric fans OK. Radiator vent hoses must vent down. Spray foam may be used to secure radiator, no where else.
5. Trunk lid/tailgate may be secured with wire, chain, 3/8" bolts with max 2" washers, or welded (4" seam or 4" X 4" 1/4" plates) skip 12". Has to be 12" spacing between attach points. 10 attach points max per door, trunk, hood. Hinges/latches don't count as attach points. Trunk/tailgate may have 2 bolts (1" max) through tin to frame. Hold down plates 4" x 4" 1/4" max. May have two 2" x 1/4" max flat iron from tin to rear bumper (counts as two attach points). Must be 12" between attach points. No bars may run from rear trunk/deck to roof. Can prebend/fold tin to frame.
6. Doors can be wired, chained, bolted, 3/8" bolts with 2" max washers, or welded 4" seam (4" x 4" 1/4" plates) with 12" spacing following seam. Has to be 12" spacing between attach points. 10 attach points per door. No attaching body to frame unless otherwise stated (front and back of frame). Outside of tin only welded, not inside also. Hardtops with no doorpost may also attach a wire, chain; weld 2" x 1/4" flat iron, not to extend 6" on tin from top of door to roof.
7. Fenders may be bolted together or cut and re-bolted, 6 (3/8" bolts) 2" washers max. Can prefold and re-weld fenders to make bodyline. 4" seam weld, skip 12". Front fenders must be in stock location.
8. Hoods must be off or open for inspection. Car will NOT be inspected with hood in place. Hood must be attached with bolts (1" max), chained, wired. 10 points of attachment max (hinges don't count). 4" x 4" 1/4" plates for washers. Hood must be in stock location. NO attach point from bumper to hood. Front two bolts may go through frame, radiator support and hood. NO folding hood over.
9. Frames may be welded from ball joints forward, top side only. 1" bead across top seam only. NO frame tilting. 2" spacer allowed in front where stock spacer went between frame and body. No moving frame spacer mount in front. NO filling frame, painting, undercoating, mudding frame.
10. Tires must be **10 ply or less**. No implement or construction tires. Tire skins, valve stem protectors OK. NO tire inside tire, no fillers, AIR only. Reinforced rims OK. Must be able to see what ply and DOT stamp on tire, leave skin off in this area. **Tires that can't be inspected due to tire skins will not be allowed.**
11. Batteries must be SAFELY placed in driving compartment. Chained down and covered. NO ratchet straps.
12. Windshield bars OK. Must be vertical with 2", 2" x 1/4" max flat iron, or round bar 1 1/2" max. May not attach to hood.
13. Window nets OK. May be welded, bolted to door, roof. Will not count as attach point.

14. Driver's door bars OK. Grader blade, channel iron, square tubing, pipe, cannot stick out past tin 4". Can be welded to solid tin. Can be bolted with MINIMUM 5/8" bolts. Washers 4" x 4" 1/4" max. Can only extend past door seam 6". Not counted as attach point for drivers' door.
15. Dash bar OK. 2" MINIMUM pipe, tubing. One rear seat bar OK. From tin to tin. Can go from floor tin on drivers' side to passenger door.
16. Steering shafts may be altered.
17. Hole may be cut in firewall to access distributor and also in floor for shifter. DO NOT cut out the entire firewall or floor, use some common sense! Transmission must be covered.
18. Gas tanks must be boat tank or steel tank. NO plastic jugs or cans. 7 gallon max. Original gas tank must be removed. Cars with fuel pumps in tanks can place in back, but must be SECURELY fastened.
19. Any make, model motor/tranny combo allowed. Engine must be in stock location. Mounts may be homemade and welded in. Engine cradles allowed. Slider drive shafts allowed.
20. Any 4-6 lug rear end allowed, except no floating axles or 3/4 ton rear ends. Rear ends may be reinforced. No adding leaf springs, no spring clamps. Coil springs may be welded, bolted or wired in. Trailing arms must be stock. A-arms, tie rods must be stock. May run chain from ball joint to frame.
21. All body mounts may be removed. Bolts can be replaced with 5/8" bolt with 4" washer. NO added material inside frame.
22. Bumpers must be 80's or newer. NO old bumpers on new cars. Bumper skins may be welded together; cut wrapped around and re-welded, or cut off completely. Bumpers must be Ford to Ford, GM to GM. Bumpers may be welded directly to frame. Mounts can be compressed, welded solid, bolted, etc. We don't want bumpers to fall off. Bring the right bumper or you will be running without one!
23. **Cars must be in pits 1 hour prior to start time.** Late cars will be charged triple entry fee to enter. Once cars pass tech, they will not be allowed back in the pits. Can fill fluid/ice before heat. Get to the pits early and get your cars to tech! Tech will shut down 1/2 hr before start time, all cars must be teched at that time.
24. Drivers must be at least 14 years old. Anyone under 18 must have GUARDIANS release signed by a parent or a guardian.
25. All drivers/pitmen must sign waiver releasing Thunder Mountain Speedway of liability.
26. Drivers must wear seatbelts, helmets, gloves, long sleeves (fire suit recommended) during entire heat/feature. Derby will be stopped at any time for safety/emergency. In case of car rollover, derby will be stopped and rolled back over, but car is DONE. 3 tires over poles, DONE. Each car will have 2 fires per heat, 3<sup>rd</sup> fire DONE.
27. No deliberate driver door hits. Obvious door hits will be called, MINOR ones will not. Don't block with your drivers door!
28. Will only pull apart cars to determine placement. Only active cars making hits will be pulled apart. You get stuck on 4<sup>th</sup> place car, you are in 3<sup>rd</sup>. 2<sup>nd</sup> and 3<sup>rd</sup> get stuck together; you will not be pulled apart. Last two cars hit each other and can both still hit, WILL be pulled apart. IF DQ'd for drivers' door, you are in 3<sup>rd</sup> place.
29. TECH man, JUDGES has last say in interpretation of rules and safety issues. Other drivers may point out infractions to TECH man, but he has final say.
30. No alcohol consumption by anyone in the pits until the derby is over.

**31. IF IT'S NOT IN THE RULES, IT DOES NOT MEAN YOU CAN DO IT. ASK FIRST. DON'T COME AND SAY, "I CALLED AND THEY SAID I COULD DO IT", "I DID IT LIKE THAT LAST YEAR" OR "I HAVE NOTHING WITH ME TO FIX IT", NOT OUR PROBLEM!!!!!!**

**Any questions call Jeremy Ketterling 871-1388 or Jeff Smith 240-36163.**

### **Herbie Rules**

1. All cars are to have a 4 cylinder engine and must have been manufactured with a 4 cylinder engine.
2. All cars are to remain stock.
3. All the same rules from the open class apply to the 4 cylinders.