

GRAND FORKS CAR RULES 2019

STANDARD CAR RULES

Car Preparation & General Rules

1. ALL cars MUST be STOCK.
2. NO 1973 or OLDER Imperials allowed, including imperial sub frames. No Pre-70 Lincoln's. No Convertibles, Vans, or Trucks. No hearses or ambulances.
3. Any car that has been in a previous Derby MUST have prior approval in order to be allowed to run. Must contact derby organizers for pre-approval. ANY FRAME WORK/REPAIR MUST BE SPRAY PAINTED A BRIGHT COLOR TO SHOW WORK HAS BEEN DONE.
4. ALL glass and upholstery MUST be removed from car. Broken glass to be vacuumed out. Front seat, dashboard, and front door panels can be left in car.
5. Stock gas tank to be removed and NOT to be reused inside the car.
6. ALL inside and outside body trim to be removed from car that is not required. This includes door handles, chrome parts (Except bumpers), trailer hitches, and headlights and taillights. All fiberglass, plastic, or pot metal parts inside or outside the car MUST be removed, this would cover pot metal taillight corners, grill mounts, plastic inner fenders, rad shroud, overflow tanks, plastic fans, etc.
7. ALL replacement parts must be stock factory production parts. This includes motor, tranny, and all differential parts. This excludes the battery, fuel pump, and gas tank used to build the car.
8. Engine and Tranny MUST be clean of grease and oil. Pressure washed BEFORE showing up to the grounds as we don't want this mess cleaned off on the ground at the event.
9. NO reinforcing of any body parts or systems (IE: Frames, suspensions, engine compartment, or trunk area). NO bolting car body to frame or adding extra body mounts, ALL body mounts must be stock for that car. NO welding body mount washers to the frame. Subframe swaps allowed if no major changes to the frame or body, use just what needed to mount it. NO welding of inner fenders to outer fenders or to rad supports. IF repairing a rust hole in the frame it MUST be done with no material stronger than what you are replacing/repairing. NO overlapping metal, only butt weld repairs allowed. ALL repairs MUST be pointed out to the tech when car is being looked over. ANY major repair that needs to be done to car MUST be pre-approved by committee. So pick up the phone to make sure BEFORE you do the repair. 1 repair per corner of frame allowed.
10. Radiators MUST be in stock location for the car. Radiator hoses MUST remain inside the engine compartments. NO expansion tanks allowed in car. MAX 4' of rad hose to be used for car.
11. Brakes on car MUST be in working order for ALL THE TIME. Will be checked when entering the ring each time.
12. MUST be able to see into the trunk for inspection. Back seat area must not be closed off to the trunk area for this reason.

13. NO welding of shocks. Suspension must work up and down somewhat.

14. ALL entrants MUST run in 1 a heat. The number of entrants from each heat to go to the final championship round will be determined the day of the event and will depend on how many cars participate. Example 16 cars would be 2 heats of 8 top 4 cars to the final round.

15. Red flag must be supplied by the driver. A red flag must be placed in the flag holder when the driver is timed out or can no longer continue the heat due to mechanical failure. The holder must be in located in the middle of the dash area pointing outwards. In an event of medical emergency or fire, waive the flag to get the attention of the officials. 2" diameter pipe, 8-10" in length is recommended. If no flag holder then driver would have to hold it up in air when out.

Any major fire will NOT be allowed to restart in that heat. 1st Flash fire may be ok to restart but that will be up to the fire fighters/ring marshals call, 2nd fire you are DONE regardless of what happened

16. 90 Second time limit to make a hit in the ring. NO STOP WATCHES allowed in truck. Spotters will be timing cars. Sit over the limit and you are disqualified for that heat, anyone seen using a stop watch in the car will be disqualified for the heat as well. Place red flag into flag holder once car is done or disqualified to signal to the other drivers that you are out. Once flag is up you can NOT take it down in that heat again. Flag supplied by driver. Watch for an official as they will advise you if you are timed

17. ALL heats will run until the last car running and mobile. Last power hit wins the heat.

18. ALL CARS MUST STOP IMMEDIATELY when air horn sounds. Spotters will also be waiving red flags at side of arena. Safety crews will NOT enter the ring until cars stop moving. ALL cars must stay stopped until horn sounds again to start back up.

19. ALL MAJOR work to be done to car BEFORE showing up to derby. Car should be ready for tech when arriving that morning. Disqualification will result to anyone breaking this rule. Disqualification will result in forfeiture of entry fee.

20. ALL cars must be inspected by TECH prior to the pit meeting, which will be held ½ hour before start of derby. ANY major safety issues found could result in being disqualified, such as Gas tank safety, battery safety, or concrete in doors, or door security. **ALL cars can be subject to inspection at any time during the day for any infraction of the rules that seem just.** If your car fails, the 1st inspection for minor things you will have 30 minutes to resolve issues and get re-inspected or be disqualified. ALL teching on cars will end before 11:00 am at the start of the pit meeting.

21. Spinning of tires or racing around the pit area will be immediate disqualification.

22. NO intentional hitting of the driver car doors in the ring allowed. Will be disqualified for remainder of the heat.

23. Entrants MUST have entered the pit area with their car by 9:00 am for anyone living within an hour of the derby grounds. LONG distance derby vehicles will be given an hour longer to get here, as too many showing up last minute makes show start late. NO entries allowed after this time.

PIT GATE TO OPEN BY 8AM AND TECH ENDS BEFORE 11AM. ALL DRIVERS MUST HAVE THEIR VEHICLE ARRIVE NO LATER THAN 9AM TO BE TECHED. DRIVERS ATTENDING THE PARADE MUST HAVE THEIR

VEHICLE TECHED PIOR TO LEAVING FOR THE PARADE. Arrangements can be made to tech earlier or the night before.

24. Driver MUST always wear seat belt including the shoulder belt while driving, or a 4-point racing harness (outdate is OK but must be in good condition and show not wear or ripping). Not wearing your belt during the heat/consolation/final you are competing in will result in disqualification. **A motorcycle or racing helmet must be an approved by tech, complete with face shield or approved safety goggles while in the ring.**

25. Driver and be fully clothed. Long sleeved shirt and full pants, or coveralls. NO open toed shoes allowed. Gloves optional but recommended.

26. **NO Co-pilot in cars.**

27. All participants in derby Must be 14 yrs or older and must have a custodial parent sign a waiver form. For under 19.

28. NO CONSUMPTION OF ALCOHOLIC BEVERAGES OR DRUGS allowed in the pit area or premises. This will result in IMMEDIATE DISQUALIFICATION and REMOVAL from the area for the ENTIRE CREW. This goes for the entire crew or anyone in your pits. If your pit stall neighbors, see anyone consuming the above it should be reported ASAP, so it can be dealt with. This is for EVERYONES safety in and out of the ring. If required, the police will be called if needed for any unruly people.

29. **ALL participants MUST pay registration fee (if not pre-paid) at the gate and all drivers and pit help must sign a waiver form prior to be given a wristband prior to entering the pit Gate NO EXCEPTIONS. TOW VEHICLE OR ANY VEHICLES ASSISTING DRIVER MUST UNLOAD ANY PASSENGERS, CHILDREN OR PETS PRIOR TO REACHING THE ENTRY GATE. THERE WILL BE NO CHILDREN UNDER 12 IN THE PITS 13 TO 18YR OLD MUST HAVE CUSTODIAL PARENT SIGN A WAIVER FORM TO ENTER THE PIT AREA. Entry fee for the truck will include 3 passes/bracelets ONLY (DRIVER 2 PIT). 1 additional pass can be purchased for \$10.** All drivers and pit help must always wear the designated pit wristband or you can be removed from the area. NO extra people, including spouses or kids, will be allowed in the pit area unless they are part of the crew and are of the age req'd.

30. Driver registration fee is \$75 per vehicle per class and includes driver and 2 pit 1 additional pit pass can be purchased at gate for \$10 a max of 3 pit crew per registered vehicle.

31. Any crew members or service vehicle entering the demolition grounds do so at their own risk. NO liability is to be incurred by the organizer or participating members.

32. Drivers are responsible to ensure their pit area is cleaned up before they leave the derby grounds. Failure to do so will not allow you back the following year.

33. ANY and ALL protests must be made in writing and submitted upon completion of the heat/final (maximum 15 minutes). Will be discussed with committee members and investigated as required. A FEE OF \$100 WILL BE APPLY, if an error is found then the \$ will be returned.

34. Cars out of the derby, but still running condition, can NOT have the engine blown up intentionally by pressing gas pedal to the floor. This is dangerous for all people around. This will result in being not allowed back to future derbies.

35. Unwanted vehicles may be left in the pit area at end of day. MUST inform someone in charge that it will be left so that arrangements can be made to remove later from area. Please place all scrap metal and leftovers inside the car to help clean up area. 2 tires on car would be nice, but not required.

36. Car numbers to be mounted upright on roof of car, minimum 12" high numbers's on a sign, displayed on each side of sign board. Also number should be displayed on side of car as well minimum 12" height numbers. Entrant numbers will be confirmed with entry so not duplicate numbers. NO other numbers shall be displayed on car.

37. Pit crews MUST have a minimum 5lb ABC fire extinguisher in the pit area. 1 per car min.

38. ALL drivers and co-pilots are to be at the PIT assembly area at 11:00am for pit meeting prior to starting. Some rules will be discussed, this also time to ask major questions. A coin flip will decide which side goes 1st. Derby to start at 11:30. ALL cars and trucks will enter the ring at the start for introductions as well as anthem. After this the 1st half of cars will stay in and the others will come back out and line up for 2nd heat.

39. You will be assigned a heat number when you come into the RING, not before that. This will be painted onto your car as you enter the ring. There will be a chalk board up at the ring side showing each side as well after.

40. Prizes are awarded at the discretion of the RULES COMMITTEE. ALL prized will be handed out at the completion of the derby, if you require sooner you must consult with committee.

41. Anyone registering after the early bird cut-off date does not guarantee a spot in the derby.

42. ONLY the TOP QUALIFIERS in each heat will be qualified for a spot in the MAIN EVENT. If unsure if you qualified there will be a sign at the announcer area. Number 1of cars entering final will be discussed at driver meeting.

43. There will be a **"Powder Puff"** event after the MAIN EVENT. Ladies ONLY, NO male drivers or co-pilots will be allowed in this event. Sign-up sheets will be available during the day, this will be open to any women from the spectators as well. If you do not have someone to drive, and you will allow your car into the event, come to the announcer stand ASAP and they will find someone for you. CARS ONLY for powder puff. **Powder Puff entry is \$20, a trophy and possible prize \$ will be given out to the winner. Powder puff must sign a waiver form pay entry fee prior to the car final. If your car is not able to compete your \$ will be refunded. Cars will be given a short time to fix after the final to compete in Powder Puff. All rules apply to Powder Puff driver (age, proper shoes, clothing, safety gear that fits proper, no drivers under the influence of drugs or alcohol)**

44. NO intentional hitting of driver's doors in the ring allowed. The Driver will be disqualified for remainder of the heat. No berming, a car that is pushed onto the berm, we will stop the show and bring

that car back into play. The driver that did the pushing will be given 1 warning. Any further infractions will result in disqualification of that round

45. Except in the case of an emergency, drivers MUST always remain in the car. In the case of an emergency, wave red flag and horn will sound, and the race will be stopped.

46. No berming, a truck that is pushed onto the berm, we will stop the show and bring that truck back into play. The driver that did the pushing will be given 1 warning. Any further infractions will result in disqualification of that round

47. IF YOU DO NOT SEE IT WRITTEN ON HERE, that does NOT make it legal to do!!! The OFFICIALS word is the FINAL word!! Pick up the phone if you want to do something that is NOT stock to car, easier than cutting out after.

48. RULE #1....HAVE FUN AND PUT ON A SHOW FOR THE FANS. Without them there is NO show

MAIN BUILD RULES TO FOLLOW

1. IF YOU DO NOT SEE IT WRITTEN ON HERE, that does NOT make it legal to do!!! The OFFICIALS word is the FINAL word!!

2. All cars subject to tech at any point before or after ANY heat. Any problems will need written protest by more than 1 driver. Any car found illegally modified will forfeit all winnings.

3. Read ALL prep and general rules above 1st as some important info to follow.

4. If you are unsure about something on the build being legal or not, it is best to be calling one of the officials and confirming prior to doing it.

5. Major work to be done prior to arriving at derby (This noted in general rules as well)

6. MAX 2 batteries to be used. Batteries must be mounted on the floor in front seat area of car. It must be securely fastened with angle iron and ready rod to the floor OR enclosed in a secure metal box with secured wood lid. If running 2 batteries it is better that you do not run a co-pilot as not much room for legs. Battery must be covered to help prevent acid from leaking out in case of a rollover and splashing around.

7. ALL HOODS MUST BE OPEN FOR TECH. Cars will NOT be looked at unless the hood is OPEN. Once cleared under hood then hood must be then closed and secured race ready as part of tech inspection.

8. Metal boat tank or a custom-built fuel tank constructed of min 1/8" thick steel to be used. Tank to be secured on the floor inside the car behind the front seat. MUST not be bolted to frame at all. Tank must sit on a rubber mat and secured to the floor with a metal strap or ready rod over the top of the tank. Recommend using a thick steel plate on the floor before rubber mat to protect from objects coming thru

the floor. Tank and cap MUST NOT leak if inverted. If vent hose used it must be on top of the tank and have a one way check valve. Vent hose to go out bottom of car floor just in case of splashing of fuel out hose. Drain plugs in floor of car around fuel tank area should be removed to allow for drainage just in case of a leak. The tank MUST be covered completely with a metal fire shield. Metal fuel lines with flared ends should be used thru car with NEW neoprene lines to connect at ends. Fuel lines must run thru cockpit of car to firewall and not under the car. MUST double up neoprene lines with heater/water hose to help resist cutting thru.

9. MUST run regular pump fuel ONLY. NO AV gas, alcohol, or propane allowed.

10. Electric fuel pumps can be used as long as they have a separate power switch. Pumps must be securely mounted to the vehicle and NOT to be left hanging loose. Fuel pump switch MUST be visible easily and marked.

11. If using electric switches, they must be uniformed. Up or forward for ON, down or backwards for OFF. This so anyone can make sure switches are off if req'd.

12. Transmission coolers are optional. If used they must be securely mounted in the back seat area and have NEW neoprene attached to steel lines from under the car. Flared fittings required. MUST NOT be attached to frame.

13. Complete air breather MUST be intact on carb. This to protect from fires up carb going anywhere. Air filter optional. Any air breather accepted as long as carb covered and not open to air.

14. Fender wells on car can be cut out prior to starting. NO jagged sharp edges allowed. Cut out to the radius of the tire maximum. Fender wells can be bolted with max 5 – 3/8" bolts and washers. Washers 1" max.

15. BODY bolts and body mounts MUST remain stock to car. NO replacing with steel spacers or adding larger sized bolts thru body and frame. Rad support ones can have hood pins run thru as only exception to this rule. If bolts missing or broken can replace with stock sized diameter bolt, usually only 5/16" size for most cars, max 3/8".

16. NO pinching or pre-bending the body (pre-crushing the body to the frame). Will allow trunk lid to have a 16" long tuck down from latch if wanted, as some cars this will help out. Lid can NOT be bolted to frame. NO inverting the lid as mostly must look stock for the rest of the lid. Car body to remain stock.

17. NO modifying, welding, or reinforcing the steering, suspension, body or frame whatsoever. Steering shafts may have universal joints. NO pinning, plating, stuffing, or tipping of the frame allowed. Suspension must flex up and down.

18. Radiator MUST be OEM style and in factory location. NO custom made coolers or expansion tanks.

19. WATER for coolant ONLY. MUST flush out antifreeze from car BEFORE getting to the derby. DO NOT flush out onto the ground or you will be disqualified on the spot. NO other fluids except for water in rad.

20. NO truck diffs in cars, stock car diff required. NO reinforced diffs allowed, will be made to cut off any added steel.

21. Exhaust pipes must extend past the transmission or may come thru engine hood. Holes thru hood for exhaust will qualify for fire holes as long as they meet the size required.

22. Hoods to have 2 holes cut thru hood, one on each side, for fire access. Follow the supports on the underside and cut out 2 triangles or rectangles, depending on the hood design. Hoods can be cut out over engine area to max 24"x24" if wanted. Hood skin bolts allowed around cut holes, max 8 skin bolts into hood, 1" washers, 5/16" bolts MAX.

23. NO bob tails (Cutting the frame+body off behind the axle). Exposed bare frame rails must be cut off flush with body after each heat or car won't be allowed into next heat.

24. Hoods must be bolted or chained. Hood pins to be a maximum of 1 inch diameter. NO braces to the hood pins from the frame or firewall. Maximum 6 bolts holding hood down. MAX only 2 bolts can be attached to the frame. MAX 6"x6" washers to be used on hood bolts. The pins to frame have to be 1" max and NOT reinforced with heavy steel anywhere on the pin down to frame. Hood pins can have 6" weld onto frame to attach them or bolted thru frame.

25. Minimum 2 bars welded/bolted in the hole of the windshield evenly spaced to prevent the hood from coming through. NO chains. A bar MUST be welded/bolted from the roof to the door behind both the driver on any 2 or 4 door hard top that does not have a factory post already. Rear window bars allowed but only welded/bolted to the sheet metal ONLY, not onto the trunk lid.

26. Back of the seat MUST have a steel cross member that is WELDED/BOLTED to both doors on each side. For your safety try to attach/bolt through body to door bars if running door bars. Recommended that a 1.5" diameter + ¼" thickness minimum to be used. HEAVY steel to be used. NO exhaust pipe. This is for safety. DASH bars are optional if wanted in car but must not touch firewall at any point in derby.

27. Shift lever may be hooked directly to the transmission, linkage may be left in the stock position. Hole in floor should be covered and kept to a minimum size as possible.

28. Red flag must be supplied by the driver. A red flag must be placed in the flag holder when the driver is timed out or can no longer continue the heat due to mechanical failure. The holder must be in located in the middle of the dash area pointing outwards. In an event of medical emergency or fire, waive the flag to get the attention of the officials. 2" diameter pipe, 8-10" in length is recommended. If no flag holder then driver would have to hold it up in air when out.

Any major fire will NOT be allowed to restart in that heat. 1st Flash fire may be ok to restart but that will be up to the fire fighters/ring marshals call, 2nd fire you are DONE regardless of what happened

29. Car numbers MUST be mounted vertical on roof of car. 12" high numbers minimum. Would like numbers on body as well to be more visible to officials.

30. Doors and trunk must be either welded, bolted or chained closed. Fully welded door is recommended especially with concrete. MAX 6 locations to secure trunk lid closed (Bolted, 6" long welds, or chained) if wanting to use 2-1" diameter pins in the trunk to the frame from lid, pins can bolt or weld to side of frame with max 6"x6" washers, pins count as connection points. Chains thru the bumper and trunk lid count as well. IF NO pins used then trunk lid may be fully welded closed, just not using both. This gives people options. See Rule #16 if wanting to tuck trunk lid, allowed this year, this the only body modification allowed.

31. NO engine cradles or protectors of any type. Motor swaps allowed but must use minimum material to make engine mounts work like stock. Engine mounts can be welded or chained down. NO aftermarket engine supports. Motor MUST be within 4" of stock location with Distributor in front of stock position firewall. Firewall can be hammered/cut for distributor and transmission clearance but kept to minimum size and covered with rubber or metal.

32. NO PERFORMANCE Engine parts to be used. Stock type intakes. NO tunnel ram, air gap, or hi-rise intakes to be used. Aluminum intakes if they look stock will be ok like older single/double plane ones. Carb adapter plates will be allowed to run different carb. All motors WILL BE fired up as part of TECH.

33. ANY type of driveshaft will be allowed.

34. NO aftermarket ball joints or tie rod ends allowed. NO pipe tie rods or heim joints. Stock car parts. Can weld or fix as needed after first heat but not replace with above noted.

35. Distributor plates allowed but CAN NOT be mounted to the transmission mounting bolts. 10x10" Flat plate, not more than 1" bigger than distributor and cap. Mounted to intake and top of motor ONLY. Distributor and Distributor plate MUST be in front of the firewall. Firewall can be cut/modified. Must use sheet metal or heavy rubber to cover the hole, not left open.

36. All HOLES in the firewall larger than 1" Should be covered with non-burnable material, sheet metal recommended. ALL wiring to batteries and fuel lines must be wrapped in rubber where they pass thru the firewall. Firewall must remain in stock position.

37. BUMPERS should be welded to STAY ON THE CAR. Hydraulic bumpers should be drained of oil and then welded so they do not come apart. Welding of shocks/bracket to bumper allowed, can weld the FRONT ONLY shocks/brackets to the frame for max 6" length from end of frame. NO steel to be added between frame and bumper, or NO heavy steel to be added around bumper shocks. We WANT the bumpers to stay on the car so nobody has to drive over them or pick them up. Bumper swaps allowed as long as a car bumper and mounted in a stock way, this for cars with light duty bumpers. Bumpers can also be chained if wanted. Bumpers can be inverted if wanted.

38. Driver and passenger door must be reinforced must be reinforced with steel bars are used for the door braces/security, they must be channel iron (**NO grader Blades**). Minimum thickness = 1/4" thick and must be a minimum 6" wide. Wider and thicker recommended. Bars MUST NOT stick out from side of body more than 2.5" in depth. Corners/ends MUST be beveled @ 45degrees in horizontal positions only. Must be bolted with a minimum 3-3/4" bolts or 4-5/8" bolts. **NO CONCRETE OR CONCRETE LIKE MATERIAL**

45degrees in horizontal positions only. Must be bolted with minimum 3-3/4" bolts or 4-5/8" bolts. Place door bar high enough up to protect from bumpers. Bars cannot extend beyond 6" past edge of the front door and 18" behind the front door or into the rear wheel opening on 2 door cars. MAX overall length or bars to be 74". Bar behind seat should be in line with the door bars to help secure side to side, bolt/attach seat bar to the door bars for safety. Grind and cut your outside bolts short as possible, don't place bolts next to your ribs. 4"x4" washer for door bars, make large enough to not pull thru. Bars mounted on the outside of the car.

39. NO studded, tractor, skid steer, or any other implement type tires allowed. NO EXCEPTIONS, any found will be cut. MUST be D.O.T. rated tires MAX Load Range D - 8 Ply. MAX 16" wheels to be used. Tubes are optional. NO SPLIT RIMS ALLOWED AT ALL, NO exceptions!! Valve stem protectors allowed welded to wheels. NO other welding or reinforcement to wheels/rims, no custom-made rims at all.

40. MUST remove ALL wheel weights from ALL wheels, including spares. These come off and are a hazard for other users of the ring. We will be looking for these on cars at tech.

41. ALL cars MUST be able to stop under their own power to enter the heat. Any type of braking system will be accepted as long as car stops. Brakes must work.

42. OPTIONAL. Vertical headrest/roof support bar recommended behind each seat. MUST be padded at helmet height, recommend use of flat headrest pad. Use two pipes, one to slide into the others for universal use. Must be bolted to roof and floor, not the frame. Must be pinned together to help prevent roof collapse in case of roll over.

43. Rollover bars allowed if wanted in car. Must NOT bolt to the frame of the car. Weld or bolt to the floor only. Can be attached to the X bar if wanted and the door bars. Can also help protect the gas tank if wanted.

44. NO reverse spring shackles. Leaf and coil springs MUST be stock for your vehicle.

45. NO work should be done to cars AFTER they are tech'd until after first heat. Any work being done to cars after tech could result in car not running in derby at all. Adding fuel or doing up bars allowed, but NO adding or building to cars once they are done. We will be walking around and watching for this.

The Following WILL NOT be Tolerated

1. Drugs or alcohol in the pits, instant disqualification.
2. Spinning tired in pits or racing around. Drive slow and careful as a lot of people around.
3. NO 1973 or older Imperials, imperial sub-frames, Pre-70 Lincoln's, convertibles, T-tops, sports cars, hearse, or ambulance allowed.
4. Starting fluids or nitrous systems.
5. Excessive holes thru firewall, must be covered.

6. Welding anything to the frame of the car, except for bumper brackets and hood/trunk pins to attach.
7. Filling inside the frame (IE: Concrete, steel)
8. SANDBAGGING does not look good for the fans, organizers will enforce any sandbagging.
9. NO extended spring shackles, stock production.
10. Modifying car after tech has completed your car.
11. NO hitting cars that are up on the tires at the fence. Do NOT push them into fence.
12. NO fighting with other drivers/crews, both will be kicked out as req'd.
13. NO intentional door hits on either door, instant disqualification.

The Following MUST be removed

1. ALL glass
2. Fuel tank
3. Upholstery, except front seat, dash, and front door panels.
4. Loose and foreign material from cockpit and trunk
5. ALL Trim, lights, lenses, plastic, pot metal, fiberglass
6. Chrome, except bumpers
7. Hubcaps, center caps, trim rings, and wheel weights
8. Trailer hitches.
9. Air conditioning system MUST be discharged.
10. Antifreeze MUST be drained and flushed from radiator before coming to derby.

Video/photography hold harness: By entering the pit area, participation arena, fairgrounds, you or pit crew can be subject to being filmed. This maybe be posted on the internet or used in newspaper or media publications.