

For rules and info related to the Derby, contact: Brian Gearheart at 765-366-3076 call, text, or Facebook messenger

Any DRIVER under the influence of alcohol or drugs will be DISQUALIFIED AND REMOVED from the premises.

Each driver must fill out an entry form at the pit gate the day of the derby. Each driver must supply his or her own vehicle and only ONE entry per class per driver.

Drivers must be 16 years or older to enter. Drivers under the age of 18 MUST have a parent or guardian sign a waiver.

Driver must have a physical form of ID. Not a picture on your phone.

Nobody is allowed on the track except the drivers, officials and emergency personnel. NO EXCEPTIONS!

Any driver or crew member disobeying the rules will cause his or her vehicle to be disqualified. Drivers are responsible for the actions of their crew.

Gearheart Motorsports will not be held responsible for any vehicles or personal property before, during and after the show.

Infield and pit speeds will be enforced. No hot-rodding, donuts, or other unsafe driving will be tolerated. These practices can be grounds for disqualification with entry fee forfeited.

Any altercations between drivers, crew, or officials will be grounds for disqualifications and possibly being barred from future derbies.

If a DRIVER EXITS THEIR VEHICLE DURING A GREEN FLAG for any reason other than fire or injury, they will be disqualified and position and money can be taken away at Official's discretion.

It is the DRIVER who qualifies, NOT the car.

Gearheart Motorsports reserves the right to accept or reject any or all entries.

DECISIONS OF OFFICIALS ARE FINAL!!!!

Remember: just because it is not in print, doesn't mean it is allowed. Call BEFORE you do it.

Inspection crew has the final ruling.

BASIC RULES

1. These rules are a guideline that specifies what we will allow, it does not specify what we will not allow. If not listed here, call before you do it. Do not ask us to show you in the rules where it is. Call First!!

2. Due to a Fair ordinance, No firearms, knives, or weapons of any kind will be allowed.

3. DOT approved Helmet MUST be worn while on the track. Eye Protection and Long Sleeve Shirts are highly recommended.

4. Cars must have working seat belts & must be worn during the heat.

5. If you are using a torch, you must have a fire extinguisher and Eye protection.

6. NO gangbanging & NO HOLDING! – If you don't know what this is, you better ask.

7. Must make contact within 60 seconds if you are having mechanical problems or hung up, otherwise, you must make AGGRESSIVE contact!!! We use our own discretion for this rule. If a driver is really hitting well, he may get more time, if a driver is love tapping, he may get less, so get used to it. Sandbagging is not tolerated and will be strictly enforced. Locking up the brakes prior to a hit for anything other than a driver's door as a defense will be a cause for disqualification. THE FANS PAY TO SEE A SHOW. PUT ONE ON FOR THEM.
8. One (1) warning for driver's door contact, 2nd time you are eliminated! Driver's door hits are illegal. If the hit is deemed by the official to be careless or intentional, you will be disqualified. If you use your driver's door as a defense, we will not enforce the rule. If you do it repeatedly, you will be disqualified.
9. One (1) fire is allowed, second fire you are disqualified. One (1) fire in the passenger compartment and you will be disqualified. If a door comes open you are disqualified. You may return in the consolation heat.
10. If you are caught cheating, you get NOTHING back, so don't ask!!!
11. Drivers will be assigned heats as they enter in a predetermined pattern that varies show to show.
12. Please take all scrap with you! All items (including vehicles) left on Fairgrounds the next day WILL BECOME PROPERTY OF Gearheart Motorsports.
13. ALL drivers must attend the drivers meeting.
14. OFFICIALS HAVE THE RIGHT TO REINSPECT ANY VEHICLE AT ANY TIME. We reserve the right to cut or drill anything in question at any time. Failure to allow this will result in disqualification
15. We will stop the heat to remove bumpers, wheels with axles or any other debris for safety reasons.
16. All drivers must keep their hands inside the car at all times! If we see you driving with your hand on your door we will stop the race once, next time you're out. We want everyone to leave with all the body parts they came with!
17. All glass, plastic, chrome, wheel weights, and loose debris must be removed from the car. All hitches must be removed. The stock gas tank MUST be removed.
18. No concrete anywhere on the car.
19. DRIVERS ONLY must bring the car to inspection unless pre-approved by the head official.
20. SAFETY FIRST: No unsafe practices like protruding all thread, radiator drain hoses pointed at people, and teeth cut into the bumpers, etc. If a bumper or something comes loose during the race and appears to be a safety concern, we reserve the right to act and correct it.
21. ENGINE / TRANSMISSION MUST BE ISOLATED FROM THE PASSENGER COMPARTMENT WITH STEEL, FIRE BLANKET, RUBBER, OR APPROVED FIRE RESISTANT MATERIAL IF FIREWALL / FLOORBOARDS ARE MODIFIED.
22. Once again, OFFICIALS DECISION IS FINAL, so if unsure if you can do something, please call ahead.
23. If putting patches on frame after heats, consult an Official before you put any band-aid on your car before Feature run. Remember, ASK BEFORE YOU DO IT!!
24. WE RESERVE THE RIGHT TO CLEAR THE TRACK OF ANY VEHICLES DURING A HEAT OR FEATURE FOR ANY REASON WE DEEM NECESSARY
25. When pulling cars apart, NO driver is allowed in the vehicle!
26. We strongly suggest that you have roll over protection for Safety!!!
27. No Imperials or Imperial Sub-Frames.
28. Must have the number on a roof sign on the roof, a minimum of 24" tall so the Judges can see it or you will not be allowed to run.
29. No PROFANITY or OFFENSIVE material including numbers allowed!!! This is a family show! Any number or lettering on any car must be approved by GEARHEART MOTORSPORTS.

YOUTH GUT AND GO FWD Class AGE 11 TO 15

**MUST HAVE AN ADULT RIDE
PASSENGER**

**MUST PROVIDE COPY OF BIRTH
CERTIFICATE FOR VERIFICATION
OF AGE**

**PARENT OR GUARDIAN MUST
SIGN WAIVER FOR YOUTH
DRIVER**

The build is a basic gut and go should only take one day to build.

Rules

1. Remove glass and lights.
2. Chain or #9 wire in center of windshield
3. Chain or #9 wire doors shut. Front doors may be welded shut but only 4 spots no bigger than 3"x3".
4. 6 spots of #9 wire in trunk or hatch
5. 6 spots of #9 wire in the hood.
6. Move battery to passenger compartment
7. Driver side door or doors must be painted white
8. 4 point cage allowed or Spreader bar behind seat. Door bar max length 60"
9. Fuel tank may be left in stock location if in front of rear axle or can move to rear seat area but must be covered with a tarp or rubber mat.

10. Bumpers must be stock OEM FWD COMPACT BUMPER. Can use any 1980 or newer flat car bumper or 4"x4"x1/4" box tube for a bumper. Ends must be left open, not capped, cannot be any wider than the front frame rails. Rear bumper must be OEM stock compact bumper. Must be bolted on in factory location. Can #9 wire, chain or weld two 2"x4"x1/4" straps to bumper and body to keep from falling off.
11. Any fwd car or fwd van can participate .
12. No full frame vehicles .
13. Four 6"x6"x1/8" or 4"x6"x1/4" PLATES ON A PRERAN CAR. Can use either size. But only 4 plates total though.
14. Plates/Welds cannot be touching or overlapping. Plates must be 1" apart including welds. PLATES CAN NOT BE WELDED TO FRAME AND BODY. Must be able to see/prove that plates are needed. Just because its preran doesn't mean it needs plates. Must be bent.
15. Any tire and wheel combo but must have a tire. Can use donut wheels. Cannot run just a rim. No split rims, studded tires, or solid forklift wheels/tires.
16. All suspension & steering must remain completely stock.
17. No aftermarket shifters, no aftermarket gas pedals, can have an aftermarket brake pedal (because we want you to have brakes) but cannot be used to strengthen the car. If you have an issue with your shifter or gas pedal, contact Brian for a resolution.
18. Engine & transmission mounts can have four loops of #9 wire to help mount from tearing. Can only be wrapped around mount & mounting pads.