



GUT AND GO DEMOLITION DERBY COMPETITION PROCEDURES

- 1) There will be 4 regular heats, followed by 1 main. After the main, there will be a mechanics heat, followed by a powder puff heat.
- 2) If there are 11 cars, we will run all the cars together in all heats. If there's 12 or more cars, we will split the cars into 2 heats, by chip draw. All cars will be in the main heat.
- 3) If your car stalls out, you will be given 1 minute to try to restart your car and make contact with another running car. If you fail to restart your car after 1 minute, you must voluntarily put your flag out or a judge will tell you to put your flag out.
- 4) Put your flag out when your car is done for the heat. Once you put your flag out, you're done for the heat, and you can't take it down until the heat is over
- 5) Do not hit the driver or passenger doors. Drivers **MUST** do everything within their ability to avoid contact with another car's driver or passenger door. Also effort must be made to avoid hitting cars that have put their flag out or are broken down and out of contention. Intentional driver or passenger door contact will result in immediate disqualification for the heat.
- 6) Drivers must remain in control and try to pay attention to judges at all times. A red flag indicates an emergency. All drivers must come to a complete stop. Any driver failing to stop at the red flag puts other drivers and safety crew at risk. This may result in disqualification.
- 7) Drivers must remain in their cars with helmet and seatbelt fastened until the heat is over. Officials will signal when it's safe to exit the cars.

Any and all derby rules are subject to change at any time, even the day of the demolition derby.

FOR MORE INFORMATION PLEASE CONTACT

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