



# DRIVER'S PACKET 2022

Good Guys 32<sup>ND</sup> FuelCurve.com Autumn Get Together  
Saturday November 12, 2022  
Alameda County Fairgrounds  
Pleasanton, CA

Sponsored By





Thank you for showing interest in Hayward Fire's Local 1909 Smash for Cash Demolition Derby. We have partnered with Good Guys Rod and Custom Association and Jack James Towing to bring you the ultimate fall showdown. All proceeds will benefit the Hayward Fire Charity Fund. **Please note that we have made changes to some of our rules (they will be highlighted in bold for returning teams).** For any questions, please contact Tim O'Neill at (925) 708-3860 or visit our website at [HaywardFirefighters.org](http://HaywardFirefighters.org)

### **Event Details**

- Entry fee is a \$1,200 Tax Deductible Donation. This entry fee guarantees you a running car, but it is your responsibility to modify the vehicle. Special arrangements can be made upon request but are not guaranteed. It is recommended that you pick the vehicles up in a car carrier since they are not registered and do not have insurance.
- Cars are provided by Jack James Towing and available for a scheduled pickup from Hayward.
- All teams will receive 5 parking passes and 5 wristbands for track access. Wristbands are mandatory to be in the racing area during the events. Good Guys insurance policy restricts children and anyone without a wristband from entering the restricted area.
- Vehicles can be dropped off at the fairgrounds Friday November 11<sup>th</sup>, or by 9 AM on Saturday November 12<sup>th</sup>.
- Local 1909 will collect the vehicles after the derby.
- The derby will be divided into 3 rounds with breaks in-between. Start times TBD.
- Awards will be handed out for Best Decorated car, Mad Dog Driver and Overall Winner (trophy included).
- After the derby, last year's winners will host a charity BBQ. Details to be provided at a later date.

## **Event Description**

The demolition derby will consist of three rounds of driving: Figure 8 Chaos, Full Contact Musical Parking Spots, and an All Out Smash-Up. Points will be awarded by a panel of celebrity judges.

**Round #1 Full Contact Musical Parking Spots** - Barrels will be placed in the middle of the track. Drivers will start with their rear bumper against the barrel. The music will start, and drivers will begin to circle the perimeter. Once the music stops, the drivers have 30 seconds to place their rear bumper against a barrel. After 30 seconds, drivers without contact with a barrel are red flagged and removed to perimeter wall. After each round, one barrel will be removed. This will continue until all but one driver is eliminated. Points will be assigned to cars as they are eliminated and will determine placement in the final racing heat.

**Round #2 Figure 8 Chaos** – Two 8' k-rail pieces will be placed on the track to create a figure 8 path for the cars to travel. Any car without collision within 2 minutes will be red flagged for the duration of the heat. The vehicle that completes the most laps in 2 minutes wins the heat. Points will be assigned to cars based on order of finish in each heat. Those points will determine placement in the final racing heat.

**Round #3 All Out Smash Up** – This is the main event will take place in 2 heats. The first heat will include the 12 cars with the highest points. They will be competing in a Participation Bracket. The final 3 cars running in this heat will move on to the Winners Bracket. The final heat will include the 12 cars with the lowest points plus the 3 cars from the Participation Bracket. Last car moving wins!

## **Derby Rules**

Demolition derbies are dangerous. The Hayward Firefighters and Good Guys Rod and Custom Association assume no liability in the result of injury from competing in this event. Rules are constructed for driver's safety. Drivers participate at their own risk.

1. The cars are to be constructed according to the rules. The judge's decision is final, so call before you do something you don't understand.
2. All cars must be at the racetrack 2 hours prior to the show to be inspected. Any cars arriving late will be charged an additional \$100 to compete. All cars will be collected by Sims Metals after the show.
3. Drivers must be at least 18 years old to compete. Exceptions will be made if the driver is between the age of 16 and 18 and has a notarized document signed by a parent or guardian stating that parents assume all risk. No one under the age of 16 will be able to compete.
4. Approved racing helmets must be worn at all times. Goggles, or a face shield, fire suit or long sleeve shirt must be worn. Long pants and closed toe shoes are mandatory. No shorts allowed. If a driver removes his/her helmet during the event, they will be disqualified for the duration of the show.
5. Any unsportsmanlike conduct by the driver or crew will cause your car to be disqualified and forfeit the entry donation. The judge's decision is final.
6. No liquor or intoxicating beverages are allowed in the pit area. Possession of alcohol or drugs in the pits will result in disqualification of your car.
7. Drivers meeting will be held before the event is to start to explain rules and flags. Any car protest must be made at this time. All drivers must attend, role will be taken. If a driver misses for any reason, that driver will be disqualified. Drivers meeting will be held approximately 30 minutes prior to the start of the competition.
8. Prior to the first event, teams are required to sign for a safety radio and ear piece provided by The Hayward Firefighters. Drivers are required to wear radio and earpiece during all events.
9. A driver that is disqualified in a heat race for sandbagging or an intentional door hit will not be allowed to compete anymore that day.
10. The purpose of the Derby is to provide entertainment for the spectators. Anyone not complying with the rules will be barred from the event.

11. Everyone entering the pit area must have a pit pass and must sign a liability waiver. There will be no exceptions. Anyone under the age of 18 will not be allowed into the pit area.
12. If a car is found illegal, entries will not be refunded. The promoter reserves the right to approve or reject any entry. The promoter reserves the right to cut or drill any body or frame at any time during the event. Cars will be subject to inspection at any time during or after the event.
13. Drivers are the only persons allowed to drive the car at the venue. The drivers are the only persons allowed near the car during inspection.
14. No welding on cars at the show. All cars must have working brakes. All cars must have working seatbelts. Seatbelts must be work while on the track.
- 15. All cars must have a number plate on the roof of the car.**
- 16. All cars must pre-drill a ¾" hole above driver door for safety flag.**

### **Driver Conduct Rules**

1. Drivers must have finished tech inspection prior to driver's meeting.
2. All drivers must be present at the driver's meeting.
3. No alcohol may be consumed at the event. Drivers will be subjected to a breathalyzer test with a zero tolerance policy.
4. Drivers must remain in their cars until the event is stopped.
5. Drivers must stop under "red flag" conditions and remain in their cars until the event has stopped. Any driver making an intention hit after the red flag will be disqualified.
- 6. No driver's door hits are allowed.**
7. Intentional rollovers will not be tolerated.
8. Drivers must make an aggressive hit every 30 seconds. Stalled cars will be given 1 minute to get started and make a hit.
9. Intentional hits on red flagged cars or cars already out of service (broken flag stick) will be disqualified.
10. No team driving. Team driving is when one car holds another car while a third car makes a hit.
11. No fighting anywhere on the property of the event.
12. No profanity or obscene gestures...this is a kid friendly event.
13. You are in charge of your crewmembers. If they break any safety or procedure rules, you will be disqualified.
14. There will be no throwing of objects towards the track.
15. Judge's decision is final.

## **2022 Good Guys Compact Gut and Go Rules**

All cars for the Derby will be provided by Local 1909 and Jack James Towing.

1. **DOORS:** weld, chain, or wire in maximum 3 places per vertical seam. If welding, total of 12" weld per vertical seam permitted (that's three 4" welds per vertical seam for the mathematically challenged, don't test it unless you like cutting in the pits). **ALL DRIVERS DOORS MUST BE PAINTED FLORECENT ORANGE.**

2) **DRIVER'S COMPARTMENT:** Reinforcements are permitted inside the driver's compartment to address safety concerns only, not to strengthen the chassis. A minimum of one rollover bar or door to door bar shall be required. In addition, there will be a minimum of one bar that runs between the 'B' post and the 'A' post on the driver side at a height that will protect the driver from lateral intrusion. It is recommended that driver's door be filled with concrete/sand for additional protection. Inspectors will make final decision as to whether you cross the bounds of safety vs reinforcement and you may be asked to make changes.

3. **GAS TANK:** May remain stock in factory position if mounted in front of rear axle, OR if using a modified tank, it must be steel or tank must be in a steel box securely mounted in the CENTER of the backseat area, covered with a metal firewall. No rubber tie downs permitted. If using an electric fuel pump, it must shut off with ignition/toggle switch mounted within reach of the driver and must clearly labeled with "ON" and OFF".

4. **BRAKES:** All cars MUST have brakes in good operating condition.

5) **BUMPERS:** Stock bumpers are recommended. Instead of factory bumper, teams may use a single piece of square or round hollow tube. Tube shall be max of 3"X3"X 1/4" and no longer than 36". Must remain a single piece with no contours or added corners. Bumper may be bolted to the frame with no more than 4 X 3/8" bolts and no more than 8" of weld total. Bumper may be chained to the frame with maximum of 12" chain welded/bolted.

6. **ENGINE:** Any make or model providing same cylinder size is used. **MOTOR MOUNTS:** Engine may be secured to the frame by any method that does not strengthen any other components.

7. **HOOD/TRUNK:** each must be tied down in maximum 4 positions after inspection, using #9 wire or ¼ inch diameter chain on each. **FIRE REGULATION:** One hole is required in the hood for fires, minimum of 12 inches in diameter. TRUNK LID may be cut or removed. If kept on car, must have a 12inch hole in trunk lid for inspection. Avoid excessive pre-bending or you will be asked to change it during inspection. NO BODY PEENING. If in doubt, call ahead or don't do it. The stock look of the cars is to be maintained.

8. **SUSPENSION:** Suspension MUST be stock and move up and down freely. Car MUST sit at stock height, (maximum 20 inches from the ground to the center of the front and rear bumper.) Frozen shocks are illegal. Coil springs may be wired or tack welded by mount, leaf springs must remain stock.

9. **FRAME:** Must remain stock, exception, may be notched in the rear portion of the frame behind the rear axle.

10. **TIRES:** Must be a rubber tire 13inches in size or bigger. Valve stem protectors are OK. Doubled tires are ok. No bead locks.

11. **BATTERY:** One car battery. Car battery must be relocated to the passenger side floor, **secured and covered**. All air bags must be disconnected and removed.

12. **TRANSMISSION:** Any make or model. May be modified, providing support bracket is stock (Example: If original support was bolted new support must be bolted) with no reinforcements, rubber transmission mount must be stock. Shifter may be modified. Transmission lines may be bypassed; transmission cooler must remain under the body/hood. Any car driveshaft may be used except slider type.

13. **DIFFERENTIALS:** May be modified.

14. **EXHAUST PIPES:** MAY remain STOCK and extend beyond the driver 's seat. Muffler and converter must be removed. Cars may have stacks coming through hood.

15. **FENDERS AND INNER / OUTER WHEEL WELLS:** MUST be in place, minimum clearance is permitted, don't get carried away. Plastic inner wheel wells may be removed.

16. **DASHBOARD:** Dash board may be removed; all sharp edges must be covered.

17. **GLASS:** All glass MUST be removed, including headlights, plastic taillights, bulbs, mirrors and windshield. Broken glass anywhere in the car (doors, body panels, trunk, etc.) must be removed or the car will not be admitted. All cars must have **2 steel bars** mounted in front windshield area. It is recommended drivers side windshield be protected with metal screen to prevent debris intrusion.

18. **HEATING/COOLING SYSTEM:** a. Radiator may be bypassed, but if used must remain in original position with no reinforcement. All antifreeze must be drained and replaced with water. b. Heater system may be bypassed or removed. c. Freon MUST be removed from ALL air conditioning units per Federal Regulations.

19. **IGNITION SWITCH: (HOT WIRING)** Complete ignition switch may be relocated, if using a toggle switch must have "ON" and OFF" labeled on switch.

20. **INTERIOR/EXTERIOR:** a. ALL carpet, visors and both rear seat cushions MUST be removed. If front passenger seat is removed, a bar must be installed from the driver's door to the passenger door, directly behind the front seat for extra support. b. Fiberglass/plastic front/rear clip and grill parts and all loose materials, mirrors, wheel covers, sharp hood ornaments, trailer hitch/hitch brackets and all soft chrome molding MUST be removed. c. All dirt and loose pieces of glass MUST be swept / vacuumed out of car and doors. d. Door handles may be left on the car.

21. **ROOF:** All sunroofs must have glass removed and covered/fastened with sheet metal of same strength as roof material. Vinyl roof cover may be removed.