



Most Wanted Fine Art Stock Class Rules

Presented by LFR Promotions

This class was created to have fun and be fun for the fans to watch (total carnage). If you come with a vehicle that is built anymore than what is listed below, you will not run.

PLEASE NOTE: ALL COMPETITORS FOR THE DESCHUTES COUNTY FAIR (DCF) DEMOLITION DERBY MUST BE 18+

Section 1: General Arena/Pit Rules

- Absolutely no alcohol or intoxicating substance for the driver during the event.
- Any Driver or Pit Member, signed in under the car, found to be under the influence of drugs or alcohol, will disqualify the car for the remainder of the event.
- All drivers must present a valid driver's license or learner's permit and sign a release of liability waiver.
- Participants 15-18 years of age must have a parent or guardian sign the entry form and release of liability waiver. REMEMBER: 18+ for DCF
- No one under the age of 15 will be allowed in the pit area after 12:00 PM until the event is over. REMEMBER: 18+ for DCF
- Cars must be towed or trailered to the event and must be removed from the grounds after the event.
- Upon Registration there will be a \$0 fee.
- This covers the entry for the car, driver and one pit member. Additional pit passes are \$20.00 each. Pit members must sign a release of liability waiver.

- There will be 2 car heats, a powderpuff and the main event.
- All cars that participate in a heat or the powderpuff are eligible to return for the main event.
- The car qualifies, not the driver, i.e. a puff car can be driven in the main by a male driver as long as he has signed the waiver and entry form and must be declared upon registration.
- Women can drive in the main event if they choose to do so.
- No one is allowed in the arena area during the event.
- Only officials will be allowed to be on the arena side of the fence during the events.
- At the conclusion of all heats/classes, there will be a 45 minute intermission to prepare for the Main Event.

- Drivers must stay in the car until the heat is over or the event has been stopped by officials.
- Any body part outside of the car other than an arm will immediately disqualify the driver, and they will forfeit any prize they may have won.
- Only one person will be in the car when participating in the event.
- Drivers must have an approved full face helmet. NO bicycle, football or half helmets allowed.
- Drivers will stop at the gate before entering the arena so officials can check and make sure helmets are secured and seat belts are on. If a driver is found to not be wearing a seat belt or not have their helmet properly secured, they will not be allowed to enter the arena until they put their seat belt on and secure their helmet properly.
- A seat belt must be worn AT ALL TIMES. (see seatbelt section)
- If you fail to wear your seatbelt for the entirety of the heat or main event, you will be disqualified and forfeit any prize you may have won.
- Drivers may do a “HANDS-OFF” inspection of other cars.
- No **intentional** hitting of the driver’s door. The judge’s decision is final.
- In the event of a roll over, the event will be stopped until the vehicle is upright. ○ Roll-over cars will not be allowed to continue.

- If the vehicle is flipped on its side, it will be the judge’s discretion if the vehicle is safe to continue.
- If a car is disqualified in any heat for any reason, it is allowed to advance to the main event if the officials deem it safe to do so.
- All drivers will stop in case of fire, roll-over, or other emergencies. ○ Drivers must remain in the car unless declaring themselves out of the competition.
- It is the driver’s decision to shut off the motor under these circumstances, unless directed otherwise by an official.
- No radio or cell phone communication allowed in the arena.
- Flags will be up during the heat and the main event until drivers take themselves out of the competition.
- If you break your flag, you cannot reenter the action. If you break your stick or wave your flag in a heat, you are automatically out and forfeit your placement if there are still other cars on a timer. i.e. if there are three competitors remaining in action and you break your stick you will default to third place. If there are four you default to fourth, and so on
- You will be given 2 flags upon passing inspection.
- All cars must be in continual action.
- Cars cannot be out of action for 2 minutes or you will be told to pull your flag. Cars must make a hit every 2 minutes or be disqualified, meaning unassisted contact in forward or reverse under their own power. Rocking back and forth is not considered a hit. NO SANDBAGGING!
- Any car or driver the officials deem to be unsafe or a hazard will be ordered to stop and take themselves out of competition.
- A car will not be allowed to compete if the judges find it to be unsafe prior to a heat or the main event.
- Most aggressive Driver will be determined by all officials and event staff! ● Judges decisions are final
- This really shouldn't have to be here, but drivers must stay seated in their seat for the entirety of the heat. Absolutely no standing up to fix something while you are competing. If a driver fails to stay seated, they will immediately be disqualified.

- MWFA cars will not be allowed in the main event.

- All drivers must refrain from intentionally pushing cars through logs/barriers. This creates a safety hazard for officials and emergency crews around the track.
 - If you intentionally push a car through/onto the logs/barriers, you will be told to break your stick for intentionally breaking rules.
 - If you are pushed onto a log/barrier and can not get yourself off, we will pull you off.
 - We understand accidents happen, but intention to push someone through the log/barrier is clear. Help us keep this event as safe as possible for officials and emergency crews so we can continue to have it.

Section 2: Car Preparation

1. Any 1980 and newer 2 (two) wheel drive passenger car/mini-van/mini-truck/mid-size SUV
2. All vehicles must be stripped of all plastic, glass, headlights, taillights and anything else that could fall off onto the track during the show.
3. All vehicles must remain stock, ABSOLUTELY NO WELDING ANYWHERE (except where outlined below. NO EXCEPTIONS)
4. Bumpers must remain stock, do not alter bumper in any way.
 - a. Factory Bumper shocks must remain in factory location.
 - b. You may remove rear bumpers and shocks.
 - c. There is no welding to be done on bumpers.
5. Batteries may be left in stock location and spray foam may be added around battery, a. You may also move battery to passenger floor or seat.
 - b. Please make sure battery is not moving.
6. If factory gas tank is in front of the rear axle you may leave it there.
 - a. If its behind the axle, you must move it to the rear seat area.
 - b. Factory tanks may be moved inside but completely secured.
 - c. After market tanks may be used.
7. Safety Cages may not exceed ONE drivers door bar and ONE seat (spreader) bar.
 - a. Cages must be welded and/or bolted into the car.
 - b. Cages must be constructed of a minimum of 2" pipe or square tubing, and a maximum of 4" pipe or square tubing.
 - c. CAGES ARE OPTIONAL FOR THIS CLASS - But remember, you are the one at risk of injury if not using a cage.
8. All doors may be wired or chained in 6 (six) places MAXIMUM per seam.
 - a. Drivers door may be stitch welded 6" on 6" off. You may use 2"x1/8" thick flat bar, 3/8" rebar or equivalent.
9. Trunks, hoods, tailgates, all may be wired or chained in 6 places total.
 - a. Sheet metal to sheet metal only
 - b. Nothing to frame or bumpers
 - c. If you remove trunk or tailgate, you lose that wire or chain.

10. Rear seat bar and drivers door bar may be added. a. It may be welded to the door posts ONLY.

b. If you have to add something to get it away from seat, please call.

c. This is only to stop sides from coming in, not to help any other part of the vehicle.

11. Drivers door only may have a plate welded to the outside or inside. a. This is for drivers safety.

12. DOT tires only. a. Stock wheel only

b. All wheel weights must be removed

c. Only tubes and air are permitted in tires.

These rules are cut and dry, you should not have to call to ask many questions on this class. If it does not say you can do it, then that means YOU CANNOT DO IT! Quick and easy build.

If you do have questions, call Conner at 541-589-0517

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