



FULL SIZE CARS/YOUTH FULL SIZE CARS

BUILD RULES 2024

Lead Official: Tyler Warner, Wrecked Neck Racing

Please contact Tyler with build rule questions at 385-283-7702.

Definition of a full size car: Any sedan that has a wheel base of 110" or more.

No imperials allowed.

Please visit the Wrecked Neck Racing YouTube for a quick run down of how to build a full size car for this class.

PLEASE BE RESPECTFUL OF ALL WRECKED NECK RACING PERSONNEL. DISRESPECTFUL BEHAVIOR WILL RESULT IN BEING ASKED TO LEAVE BY SECURITY. NO REFUNDS.

YOUTH DRIVERS (13-17)-Build rules are listed below. We require a taped steering wheel, adequate padding around the driver, a neck brace (can be soft foam or a full racing neck brace), a full face helmet or helmet/goggle combo, and either a lap/shoulder belt combo or a racing harness. These need to be shown in order to pass tech inspection. We will have soft foam neck braces available for purchase on-site. We recommend long sleeves and long pants, fire retardant clothing, and closed-toe shoes. Lap belts will not be sufficient in order to pass tech. A parent/guardian needs to be present with the driver at all times. Parents will be invited in the arena during the heat for safety purposes. Please keep younger siblings with a separate adult.

RULES FOR YOUTH: Youth will not be allowed to have any engine cradles. You can motor swap OEM engines ONLY. We are not allowing fully built engines in the youth class.

1. PREPARATION:

A. All glass, plastic and pot metal must be removed. Gas tank must be removed. Nothing may remain in the bottom of the doors or trunk. All outside hardware must be removed (door handles, mirrors, chrome, molding, screws, fiberglass, etc.). Inner wagon panels may remain,

but all rear seats must be removed. All trailer hitches brackets and framework aftermarket or OEM, must be removed completely.

B. No added weight to the car except the weld. No packing the frames, trunks, passenger doors, or under floor decking.

C. Front seats must be securely mounted to the floor and must have a seat belt. All cars MUST have inner padding on the driver's door and driver's side door posts. Padding on the steering wheel is recommended, but not required.

D. All flammable materials inside the car must be removed except necessary safety padding and seat.

E. No Skid Plates allowed.

F. Your number must be at least 18 inches tall and must be painted or stickered on each side of your car. Roof signs are recommended, but they must be placed as far back on the roof towards the trunk as possible, ideally over the rear seat.

G. ALL CARS MUST BE COMPLETE BEFORE BEING INSPECTED. ONCE INSPECTED YOU ARE NOT ALLOWED TO WORK ON YOUR CAR. (Charging batteries & checking fluids is ok).

H. Body mounts may be changed. Bolts no larger than 5/8in in diameter.

2. INTERIOR PREPARATION:

A. All flammable material must be removed for the exception of the driver's seat and safety padding.

B. Holes bigger than 6" in diameter must be covered.

C. Holes may be cut in the firewall or floor to allow access for shifters, cables, and hoses.

D. Sharp edges of sheet metal may be folded. No welding or bolting of cuts permitted.

E. All debris must be removed from the car.

F. Driver's seat must be securely fastened.

G. Safety padding is required on the driver's door and any bars or pillars near the head/body.

H. Battery must be relocated to the interior of the car and securely fastened to the floor.

Battery must be covered with rubber during competition.

I. Metal fuel tank, maximum of 6 gallons, must be securely fastened behind the driver's seat.

J. Pump fuel only no alcohol

K. Electric fuel pumps are permitted.

3. FRAMES AND BODY:

A. No shortening of the frames allowed.

B. No Tilting is allowed.

C. Frames may be cut and pre bent in the rear. Re-welding frames is not permitted. No exceptions.

D. Tucking trunks is allowed but wedging of the trunk is not allowed.

E. Doors, hood, and trunk lid must be securely shut and remain in their factory/stock position.

F. Doors must be fully welded.

G. Hood and trunk may be 50% welded or they may be secured using (4) pairs of 1'x 2"x 2" angle iron with (3) 3/8" bolts in each per seam. Other methods that are allowed are 3/8" chain or cable, 4 loops per seam, or 3 bolts per seam that are no more than 8" x 1". The dash side of the hood is considered one of the seams.

H. Mixing and matching is allowed but each seam may only use one type of securing device.

I. Maximum diameter of chain and cable is 3/8". All chain may be secured with a maximum of 2 bolts.

J. A maximum of 2 loops of chain or cable may wrap once around the bumper, through the hood and behind the radiator support. (2) 2" straps may be used instead of chain and may be welded to the bumper and the hood with no more than 6" of weld on each side. Strap may not be more than 3' long. Strap or chain may also be used to hold the back bumper on. Strap may not exceed 3'.

K. Excessive use of chain or cable is not permitted and will be determined by the judges at the time of inspection.

L. You may replace two radiator core support body mounts and 2 mounts in the trunk with a 1" all-thread with a maximum of 3" washers. The all-thread may go through the core support and the hood. The all thread may be welded instead of bolted to one side of the frame.

4. WELDING AND BUMPERS:

*Any Original (stock OEM bumper from any passenger car non loaded) a straight piece of 5 " X 5 " X 1/4" Square tubing, must be flat –ONLY the following may be welded: **No bumper kits allowed**

A. The original bumper brackets in stock position and location fully to the frame. The original bumper brackets fully to the bumper. Bumper brackets may only consist of 12 inches long by 4 inches wide by 3/16 or less flat bar. Bumper brackets must be folded in an L shape in front of the frame 6 inches to help mount the bumper. The remaining 6 inches may be fully welded to the frame.

C. Bumper shocks may be collapsed and welded.

D. Driver's door including the top of the door where the window passes through may be fully welded.

E. Interior and window bars must be welded. See "Safety" rules.

F. Spider gears in the rear end may be welded.

G. Original NON-COMPRESSION bumpers may be welded to the body. (You may weld up to 12 inches per corner, per bumper.)

H. OEM Bumpers may be loaded. – Except Chrysler Pointies

I. Maximum bumper height is 25 inches to the bottom of the bumper from the ground.

J. Square tubing bumpers must have a minimum of a 1 inch hole cut into the side of the bumper for inspection.

5. MOTOR AND DRIVETRAIN

A. Any motor/transmission combination is permitted with the exception to alcohol engines.

B. Lower cradles may be used and only secured to the original car engine cradle. C. Swapped

motors must be secured inside the factory motor mount footprint. D. Motor mounts may be welded to the frame at the original factory location. E. Chain may be used to secure the motor. Chain may be welded to or looped around the frame within 3" of the A-arms. Motor mounting chain links may be welded.

F. Any rear-end may be used and braced.

G. 2"x2" square tube may be used to mount the transmission in place of the stock transmission mount. This tube may not attach or touch the frame in more than 2 places at any time.

H. No mid-plates, full engine cradles, distributor protectors, or transmission braces are allowed.

6. SUSPENSION:

A. All front suspension and steering components shall remain stock for the exception of the steering column from the steering box to the wheel which may be replaced with aftermarket components.

B. A-Arms may be welded down using 4"x 3"x 1/4" straps on each side.

C. Trailing arms may be reinforced, or aftermarket trailing arms may be used.

D. Additional leafs and aftermarket coils may not be added. Leaf springs may have 3 clamps on each side.

E. Leaf Spring hanger straps may be directly attached to the frame using one 1/2" bolt MAX per side.

F. Leaf spring conversions are not allowed.

G. One loop of chain or cable may be used around the rear-end to each frame rail.

7. SAFETY:

A. One front and rear window bars ARE required on all cars and may be welded to the cowl, or speaker deck. Window bar may be secured only by weld with a footprint no greater than 3" X

3" X 3" and located within 6" of the window opening both on the roof and on the cowl/speaker deck.

B. A bar that is no smaller than 3" diameter and no greater than 6" diameter may be used across the dash and behind the seat. End Plates must not exceed 10 X 10 X 1/2 and must be welded in.

C. A roll bar that is attached in 2 places to the bar behind the seat may be used.

D. A bar connecting the seat and dash bar may be used. Must not extend more than 6 " past the seat bar.

E. A bar across the outside of the driver's side door is allowed but only from door seam to door seam.

F. Driver's door and vertical posts near the driver's head must be padded.

G. All Interior bars must be no smaller than 3"diameter no greater than 6"diameter.

H. You are allowed up to 6"gussets on interior cage bars.

I. You must add 2 VERTICAL down bars on the rear seat bar only, welded to the door bars going out of the car connecting a bar a crossed the roof. Bar must be welded to the roof at least 2 inches on each side in the middle.

J. Only stock OEM wheels are allowed. No weld in centers and no reinforcement of the wheel other than valve stem protectors.

K. Pinion brakes are allowed.

L. A driver's door skin is allowed and must be 1/8in thick

M. Required roll cage is rear seat bar and pogo to roof

N. Drivers are allowed to cinch driver's door window seams shut for extra protection.

PRE-RAN CARS ONLY

You are allowed 1 repair plate in front of the A - arms per frame rail, and 1 behind the A - arms. No other repairs can be done without the ok from

Wrecked Neck. The repair plates are a max of 4in. x 6in plate ¼in. thick.

80S AND NEWER ONLY

Top seam of the frame from a-arms to the bumper may be welded. Only top seam.

RULES OF COMPETITION:

- 1. No intentional hitting the driver's door (must be determined by a track officials)**
- 2. No sandbagging. (Determined by track officials)**
- 3. Each car will have 2 minutes to make a hit. You will be asked to pull your flag after 2 minutes.**
- 4. The definition of a hit is if your car is running and able to make a hit unassisted in a forward or reverse motion under your own power. Must be half a car length or more.
Rocking will not be considered a hit!**
- 5. Drivers must always stay in their safety belts during the competition with your helmet on, even if you are out of time. If you need to leave, please flag down an official.**
- 6. As cars will be staged for the event, there will be no tampering of opponent's vehicles. All cars will be quarantined after passing inspection. Anyone caught tampering will be disqualified from this and any future events. This applies to your whole crew.**
- 7. Drivers must wear a D.O.T. approved full-face crash helmet or a helmet and goggle combo. (No add on chin guards). Eye protection is required. Racing neck braces are highly recommended.**
- 8. NO pit crew members allowed in the arena to help remove your car. Drivers may NOT provide their own tow vehicle.**
- 9. You must wear long pants and a long-sleeved shirt, no shorts and no open shoes. Fire suit is optional.**
- 10. Any instances resulting in a tie. Money will be split, and trophy flipped for.**
- 11. If your car is rolled on its side or flipped over you will not be allowed to compete any further in that heat; however, your time continues as if you were stuck. If you roll yourself or get hung up on a car you roll you will be brought back on your wheels or**

pulled apart and you will be able to continue to run if your car is deemed safe to compete.

12. If you have 2 fires of any kind that need extinguishers to put it out, you will not be allowed to compete any further in that heat; however, your time continues as if you were stuck. If you must be removed from your car for safety reasons your time will run out accordingly.

13. Once you are timed out or disqualified you may not help other drivers. Both you and the driver you assist will be disqualified for the heat.

14. No hot rodding in the pits or you will be disqualified.

15. Un-sportsman like behavior will not be tolerated and will result in disqualification and removal from grounds.

16. Each driver must submit a completed entry form and pay a registration fee before the entry deadline. Entries are non-transferrable and nonrefundable. Early registration is highly encouraged, drivers whom register early will receive discounted registration fees. Please register at wreckedneckracing.com

17. Other than what has been specified above, no other alterations or interpretations of the rules will be allowed. Please allow plenty of time for your car to be inspected. Cars will be quarantined upon passing inspection. Make sure your car is race ready when passing inspection. The exception will be after your car is quarantined you MAY connect a portable battery charger. No refunds will be made if your car does not pass inspection.

Each car will be allowed one truck and one trailer in the pit area AFTER your car has passed inspection. No excavators, tractors, backhoes etc. allowed in the pit area.

18. MANDATORY driver meeting will be 4:15 pm the day of.

19. Driver and Pit Crew MUST sit in designated seating area while watching the derby and must complete a waiver in order to be in the pits.

20. All drivers and pit crew must sign a liability waiver before entering the pits. All children must have a purchased pit pass and a signed liability waiver. They MUST stay with a parent at all times. Children will not be allowed to run around during the loading of cars. We kindly ask that they be seated in pit seating during the show. If we have to warn you once, we will ask the kids to leave the pits for the duration of the show and loading of the cars. Please respect our safety rules so we can continue having this show.

21. Official's calls will be the final word as far as placements go. They may not always be 100% correct, but we will strive for perfection in determining placements. This will be done using a board of timers determining timing and hits.

22. You must be respectful of all Wrecked Neck Racing personnel, promoters, team, tech inspection, volunteers, officials, etc. Any disrespectful behavior will result in being asked to leave the grounds by security. No refunds.

Wrecked Neck Racing

***PLEASE CONTACT TYLER WARNER WITH ANY QUESTIONS AT 385-283-7702 OR AT
WRECKEDNECKRACINGUT@GMAIL.COM.**