

Crash Kings Promotions

FWD HOB0 Class (NO VANS)

Contact: **Jake Schaefer – 573-248-8645**

General Rules & Expectations

- All rules must be followed. Failure to do so will result in disqualification.
- Drivers and passengers must wear:
 - Seatbelt
 - Helmet
 - Fire jacket
 - Long pants

(Required at all times while competing)

- All drivers and riders must attend the drivers meeting.
- You will have 1 minute total to make an aggressive hit. Failure to do so will result in disqualification.
- What qualifies as an aggressive hit is up to the officials.
- Roof sign is mandatory.
- Zero tolerance for alcohol.
- If you are found to have alcohol in your system, you will not compete. No exceptions.
- If you are unsure about something, call before you build it or show up with it.
- If the rules do not clearly say you can do something, it is NOT allowed.

Safety & Conduct

- No hitting the driver's door. This will be strictly enforced for safety.
- You are allowed 2 fires:
 - First fire = put out and continue
 - Second fire = done for that round
- Rollovers: You may continue only if officials determine the car is still safe.
- Pay attention to officials at all times. If they are signaling you, there is a reason.
- No holding or pinning.

- You must back up and show daylight.
- You cannot win by pinning another car.

Build Rule Philosophy

This class is meant to be simple and affordable.

- These are guidelines for how to build your car
- If the rules do not specifically say you can do something, you cannot do it
- Do not overthink or get creative — keep it basic

Show Rules

Vehicle Requirements

- Allowed:
 - Front-wheel drive (max 112" wheelbase)
 - Rear-wheel drive (max 107" wheelbase)
- Engine must be:
 - 4-cylinder or V6
 - Original to that vehicle
- Allowed:
 - Carb conversions (no protectors)
 - Simplified wiring harness
 - Headers (no protectors)

Interior & Cleanup

- Remove:
 - All glass, mirrors, plastic, chrome, and lights
 - All carpet, dash, headliner, rear seats, and flammable materials
- Cars must be clean and free of debris before entering the track

Hood & Trunk

- Hood must remain in stock location and be open for inspection
- Must have a minimum 12" hole in the hood
- Hood fastening (max 6 points total):
 - 2 all-thread (core support)

- 4 spots using:
 - (2 strands of #9 wire) OR
 - (2"x2"x1/4" angle, 2" long with one 3/8" bolt)
- Trunk fastening (max 4 points):
 - Same options as hood
 - Trunk may have one 90° bend
- Rear quarters may be creased only
- Fresh cars may:
 - Notch/dimple rear frame for pre-bending
- No sedagoning

Doors

- Passenger doors:
 - Weld up to 6 inches per seam (vertical seams only)
 - Use 2" wide × 1/8" strap
- Driver door:
 - May be welded solid
 - May have up to 1/8" thick skin
 - Skin may extend 3 inches past seams max
- Do NOT weld hood or trunk

Body Mounts

- Must remain stock and in original position
- If damaged, may replace with one strand of #9 wire only
- Do not modify or replace body bolts
- Exception:
 - (2) front mounts may be replaced with 3/4" threaded rod
 - Must use washers and nuts (no welding allowed)

Safety Requirements

- Windshield area must have:
 - #9 wire or chain, OR

- (2) bars extending 3" past opening
- Battery must be:
 - Relocated inside
 - Secured and covered
- Airbags must be disabled

Fuel System

- Gas tank must be:
 - Moved behind the seat (centered)
 - Raised at least 4 inches off the floor
- Must use:
 - Aftermarket metal/aluminum fuel cell
 - Fuel lines inside car must be covered

Cage Rules

- 4-point square cage only
- Max length: 60 inches
- Must include:
 - Halo bar (mandatory)
 - (1) down bar per side (2"x3")
- Cage must:
 - Sit 6" off firewall
 - Side bars 6" off floor
 - Halo must connect properly (no makeshift builds)

Car Prep Rules

- No painting, undercoating, grinding, or buffing frames
- Only grind where welding is allowed
- No painting inside the car
- If violated → car will not be inspected

Gas Tank Protector (Recommended)

- Max size:

- 24" wide
- Within 4" of surrounding sheet metal
- May tie into halo bar
- Must not strengthen the car

Steering, Pedals & Controls

- Factory or aftermarket steering/pedals allowed
- Must not strengthen vehicle
- Aftermarket pedals must:
 - Bolt to floor only
 - Stay 2" away from firewall

Bumpers

- Factory bumpers may be:
 - Loaded internally
 - Welded to brackets (4" max from bumper)
- You may also:
 - Use chains (1 per side)
 - Collapse shocks (stock location only)
 - Hard nose (per rules)
- Replica bumper allowed:
 - Max 4" point over 32"
 - Max 8" tall
 - No sharp "pointy" builds

Tires & Suspension

- Any tire allowed (including solid rears)
- May weld centers only
- No beadlocks
- Struts must remain factory style
- Max 2" spacer allowed
- No solid struts

- Engine and transmission mounts must remain factory

Welding Rules

- Welding is only allowed for:
 - Doors
 - Bumpers
 - Cage

Build Philosophy

- This is a simple class
- If your build takes more than a few days, you are likely overbuilt
- Keep it basic and fair
- If you call asking about something not listed here, the answer will likely be NO

Repair Plate Rules

Fresh Cars

- (4) plates max
- Size: 6" × 6" × 1/8"
- Must be spaced 1 inch apart
- Welds max 1/2 inch wide
- Cannot contact drivetrain

Pre-Ran Cars

- Must show visible prior damage
- Final decision made by judges
- Must have been previously ran in approved events
- (6) plates max
- Same size and spacing rules apply
- Strictly enforced