

MAD BEARD RC DEMOLITION DERBY RULES



Saves: A SAVE occurs anytime a driver's car must be helped back onto its wheels by an official or other person to be able to continue in the derby. The driver will be allowed 10 seconds to get back on their wheels before a save is taken or they may call for a save themselves. Typically 3 saves are allowed before a driver is out. Once the car is out it will be either put in the tech/impound area or left on it's own outside the arena.

Sudden Death: The last portion of the heat after the save period is the SUDDEN DEATH PERIOD. During this time anything that would typically use a save immediately puts the driver out of the heat.

Blocking: BLOCKING is when one car is on its side, upside down, stuck on the wall etc. and another driver intentionally parks their car next to the car in trouble preventing them from getting back into the derby under their own power. If called for blocking in a singles style derby it will result in losing a save!

Holding: A HOLDING penalty occurs when one car is intentionally held still or pinned by another driver making it possible for another car to come in and get a shot on the car being held. If called for holding in a singles style derby it will result in losing a save!

Sandbagging: SANDBAGGING is when a driver intentionally drives around the track not putting on aggressive hits. This will not be allowed. If called for sandbagging it will result in losing a save!

Stopping the derby: When the official says "STOP" or "HOLD UP" all drivers need to stop immediately!!! No lining up your next shot or getting one last cheap shot in on another driver!!! If the official calls you on this, it will result in losing a save!

THE TRACK OFFICIAL'S CALL IS FINAL!!!

- Things that will get the driver put on the 10 second count during the save period and sudden death: getting rolled completely over, rolled onto your side, hung up on the wall, etc. If you get back on your wheels or off the wall before the 10 seconds is up the count will stop and no save will be used. You will lose a save during save period or be automatically out during sudden death if not back on your wheels in 10 seconds.
- Every car that has rolled or is stuck on the wall will be on the 10 second count.



- In the event of two or more cars hooked together and cannot move and all cars are on their wheels they will be reset and won't cost them a save. If two or more cars are hooked together and one is rolled over the car that was rolled will lose a save and the other car will be reset without costing them a save.
- If at any time during the derby your car leaves the arena and must be touched to be put back in, you will lose a save during the save period and be automatically out during sudden death.
- If a car cannot move for any reason they will be put on a one minute shot clock. The driver will be automatically out if the clock runs out before they get moving again.
- No touching your car or attempting to fix anything at any time during the derby. Court officials will be the only ones to touch the cars during the derby.
- The last car running must make some form of final contact with the second to last car to take the win. If contact cannot be made the official will award the win to the last car to make contact!

These rules will be strictly enforced!!

- After tech every car will go into impound as well as after every heat/consi. Everyone will have the same amount of time for repairs and after reinspection the cars will go back into impound (to avoid anyone doing extra to their cars and to avoid someone accusing anyone of cheating). Repair time will be figured on the day of the event.
- Bring your car to inspection ready to derby. Your battery can be put in before you run.
- A full post derby inspection of top 3 will be mandatory before the cars leave the track!!!!!!
- If at any time you are caught cheating you will be disqualified and will not run the rest of the day
- 1/10th scale- 2-wheel drive Short Course or Stadium Truck 2WD or 4WD chassis (4WD must be deactivated by removing the center drive shaft or hub pin)

BODY DIMENSIONS

- 26" MAX length including bumpers
- 12" MAX width
- Height measured from ground to top of fender MUST be at least 5"
- Max body material thickness – 24 gauge Trim Coil .0201 is max. No textured material as they are typically PVC coated.
- Must have 1/2" gap between body and chassis bumpers

WEIGHT

- Vehicle can't be over 7lbs ready to run including battery

TIRES

- Any tire and wheel combos are allowed

BATTERY

- 2s LIPO or NIMH battery with a max of 7600 MAH.
- Battery must fit in OEM tray
- NO double battery set ups



CAGE

- 3 layers of body material bent at a 90 degrees or 3/4" by 3/4" by max of 1/16" flat or angle aluminum
- CAGES may have corner braces (gussets) using 3/4" by 1/16" flat stock aluminum
- Body must be held on by the factory four body posts and can be pinned, or OEM screw-on mounts (wing nuts or nuts are acceptable).
- Must be a four-point style cage and must not exceed past the chassis body mounts. Cage can only be 4 pieces but can be bent to be a dropped cage.
- Body post can be mounted through the body and cage
- Positively no crawler or roll cages
- A fifth Attachment point is allowed in the form of a skidplate (2.5 x 3 inches) and may be secured to the front of the chassis bumper by up to 3 self-tapping screws or rivets or 1 bolt max.
- Note: It should not loop through the existing Traxxas-style on-board bumper
- Note: It should not be more than 2 layers thick
- ABSOLUTELY NO welding of the cages.

BODY

- ABSOLUTELY NO REINFORCING OF THE BODY! If you question what you are doing, please ask!
- Max of three layers and 3/4" of overlap (Three layers of overlap is when you are attaching your hood or trunk to the sides of the body. This doesn't mean EVERYTHING can be three layers thick)
- Braced/Kicker'ed cars will cut or not run
- May run a tucked trunk but the rear stock chassis bumper will not be allowed with a tucked trunk
 - Note: the tuck must be at least half the fender height.
- The rear deck on the wagons may attach to the rear cage, back panel, and both sides of the quarter panels
- Cockpit area and windows must be open on all bodies
 - Note: come prepared to cut these areas out. When you look through the car window you should see the floor area
- Homemade body lines must *resemble* a stock style body line. Bodies must resemble a full-sized car or pick-up truck. We don't want boxes running around
- Absolutely NO hard creasing body lines
- Body must remain connected by at least two OEM mounts. If a body is totally removed from the chassis, the car is disqualified. If a body is attached by only one mount, judges have the discretion to remove the car (the added weight dragging around can cause excess heat and a fire hazard)
- No wedge style bodies. If your body becomes a wedge (or ramp) during a demo, it may get pulled from the competition, by judge's discretion.
- Roof signs will NOT be extreme and will NOT act as protectors to prevent roll overs
- Roof signs may not exceed 2"x2", may not exceed 2 layers, and may not be teepee'd or triangulated. This will be strictly enforced!

BUMPERS

- Must use stock or RPM upgraded chassis bumpers only
- Bodies with a tucked trunk will NOT be allowed to run rear stock chassis bumper



- A mild chassis bumper brace will be allowed, nothing over kill (inspectors discretion)
- Front and rear body bumpers are allowed but must be made from coil stock (flashing)
 - No more than 3 layers thick at any point of the bumpers. This includes overlapping to assemble the bumper
 - End of the bumpers must remain open
 - Bumpers must not be wider than the body and can be no taller than 1" tall.

STRAPS/HALO BARS

- Straps and halo bars can either be body material folded in half to be 3/4" wide or you can use 1/2" wide by 1/16" thick flat stock aluminum
 - 2 straps max allowed for front window.
 - 2 straps max allowed for rear window.
 - 2 straps max allowed for front bumper
 - 2 straps max allowed for rear bumper
 - Halo bars can NOT extend over 1/2" higher than the roof

FASTENERS

- 3/16" or 1/8" rivets
- Self-tapping screws
- There is no limit on the number of rivets or screws, but they MUST be a minimum of 1" apart!

FIX IT PLATES

- Fix it plates will always be available for you to use that are the correct sizes.
- They must not overlap each other
- If you choose make your own fix it plates:
 - Must not be larger than 4 square inch (2"x 2" or 1"x4") attached to the body in 4 spots
 - The body cannot be patched until the metal is ripping
 - Patches can be manipulated to match the body lines.
 - Must be made out of the same material as the body.

CHASSIS PARTS

- Aftermarket steering parts are allowed
- Aftermarket RPM and Proline parts are allowed
- No all-aluminum rigs. Keep the aluminum to a minimum. 1 or 2 parts max and absolutely no aluminum suspension parts (except shocks). Judges discretion will be upheld on this.
- Aluminum parts that come stock from the factory will be allowed, but will be up to the judge's discretion.

If it doesn't say you can, don't do it until you ask!

