



2025 80's Metric Wire/Youth Rules
Jake Petero 541-212-4123/Matt Petero 208-922-8442

General Information and Rules

Please read the rules carefully. If there are any questions or something you need to clarify with us we are open and will make decisions so everyone has an equal opportunity for all Believe Derbies.

Rules for Drivers and Crew

1. The car entry gate will open from 12 pm to 3 pm on the day of the derby.
2. Car inspections will start at 12 pm and close at 4 pm. Final inspections will be done at 4:30 pm if you fail to be inspected again you will not run, build cars according to the rules.
3. There will be a pre-race drivers meeting day of the derby held at 5 o'clock. All drivers must attend or you will not run, **No Exceptions.**
4. Each driver will have an assigned scoring person; you will have 30 seconds to make a deliberate hit to another car. If your car stalls or breaks down you will have one minute and 30 seconds to get running and make another hit. Drivers will be disqualified for sandbagging, no questions asked. The derby will stop and an official will break your flag.
5. There will be no alcohol consumed in the pit area. This includes drivers and crew. If found drinking the car you are with and the crew will all be asked to leave the pits. The car and driver will not derby **No Exceptions.** The driver is responsible for his crew.
6. All drivers and crew will need to be paid for and need to have signed the release of liability. Anybody without a band will be asked to leave, **No Exceptions.**
7. **W9 forms need to be filled out and completed by the day of competition or no payout will be received. All checks must be cashed 45 days to receiving the check. All rewritten checks will be 25\$ less.**

Safety

1. Full-face helmets, long-sleeve jackets, and pants must be worn for all drivers.
2. Safety belts must be worn whenever the car is moving. Over-the-shoulder or harnesses are recommended.



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3. It is required that each team have a full fire extinguisher near their pit to avoid any accidental mishaps or fires.
4. The inside of the door is recommended to have a cushion securely mounted to protect the driver.
5. Do not hit the driver's door. If you're on the gas in the driver's door you will be disqualified. We will not have someone get hurt because of this happening.
6. Warnings will be placed on driver's stick for late hits and door hits. Second warning you will be disqualified. You can be disqualified on the first offense if the hit was done intentionally head official has the final decision.
7. Drivers and pit crew must be over the age of 18 years old.
8. Be careful in the pit area, especially while making repairs; one mistake could end your day. Most events will be filmed so officials will make sure the pit area is safe and easily accessible.
9. If you think you're going to hit someone in a dangerous way, don't take the shot. If the hit was made and known to be unsafe a tech official will stop the derby and your stick will be broken.
10. Stay aware of the track officials, flags, and other methods of stopping the derby.

General Car Preparation

1. Any METRIC CAR will be permitted. NOTE: If you break any of these rules and we feel you're being deceptive to create an advantage while doing it, you won't participate. You won't get any options to fix it. This is a beginner class if you want to build and push rules build a limited weld car. This class is designed for new drivers, youth drivers, and/or someone wanting to derby for entertainment purposes only. If you have any questions, please contact us.
2. All, Youth driver doors must be painted orange.
3. Remove the following, before entering the facility: windows, plastic bumper covers, headlights, taillights, all chrome, and mirrors. Interior must be swept clean of debris and glass.
4. DISABLE THE AIRBAG SYSTEM!
5. When using chain, it can only be a max of 3/8 diameter. If using wire, then only 3 strands of #9 from TSC, ACE, or similar are permitted. Washers may not be used to reinforce a hole you run wire or chain through.



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6. Under the hood, you may take plastic fender wells out, strip plastic, and any other unneeded parts. The battery must be mounted inside the car securely and safely but cannot reinforce the car. You may need to lengthen the cables to reach it.
7. Engine swaps are allowed they must be stock. Simple headers are allowed. We will allow the change from EFI to a carburetor. Any car can update the carburetor and distributor but must have an OEM intake manifold.
8. The engine must be mounted with the stock mounts in the stock position. No welding of engine mounts. Factory transmission cross members only and the cross member must be bolted in, not welded. If the car has a wiring harness in front of the core support, you may move it behind the core support. Stand-alone or lengthened harnesses are permitted. The firewall may be cut out or pounded back behind the distributor.
9. Simple cable shifters are allowed. Or you may use 1 solid piece of 3/8 threaded rod directly to the linkage. Must use the OEM gas pedal and brake pedal, as well. However, the ignition may be bypassed.
10. No stock fuel tanks are permitted inside of the car. If using a fuel cell or boat tank, then the cell or tank needs to be securely fastened to the floor with bolts. Your mount cannot re-enforce the car. Ratchet straps or wire are not approved to mount fuel cells. Injected cars may use an internal or external high PSI pump. The 85 F150 pump style is ok.
11. ALL body bolts, mounts, and washers must be factory stock. No altering permitted. If they are broken or rusted off, then you may add 3 loops of wire in the immediate area to secure the body just as the bolt did.
12. Doors can only be chained or wired with one chain or 3 strands of wire per hole. Do not chain/wire more than 8 places per door. The wire at the bottom of the doors may go around the frame. Driver's door may be reinforced, but if reinforcement is on the outside or inside, do not overlap the door seam by more than 3 inches.
13. Trunks and hoods can only be chained or wired with no more than 8 total places in each. You may use chain, or 3 strands of wire per place. 2 of these places are permitted to go around the bumper and/or frame. TRUNKS AND HOODS MUST BE OPEN DURING INSPECTION! Please create two 10-inch holes in the hood for fire detection. Deck lids and/or tailgates must be in factory position on the car. You cannot smash down or remove the speaker deck from the car. You may cut the rear of the trunk lid off if you choose to. Do not tuck, wedge, pre-bend, notch, fold, or anything else you can think of to modify the trunk, hood, panels, or fenders. No welding washers to the body when using wire or chain. Note: You do not have to run a trunk lid or hood but you must have something covering the mechanical fan if you run one. The rear frame behind the humps may be dimpled or notched and at no time can this be re-welded. ***If you choose to weld the hood you may use 4 locations max with a 2x2 1/4in by 5 inches long angle



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bolted together with a max of 2 bolts per mounting point max. Mounts may be welded to the car safely but nothing more and can only touch the hood and fender.

14. Air filled tires only**. Must start with a stock wheel. An 8" or smaller wheel center may be added, along with a valve stem protector. No other welding is permitted on the wheels.
15. DO NOT CREASE THE BODY OR FRAME. DO NOT FOLD THE TRUNK LID. IF YOU CREASE THE BODY OR HAMMER THE BODY OR FRAME, BE PREPARED TO CHOP THE WHOLE AREA OUT.
16. You may have a 4-bar cage. A 62" door bar is the max length, and that includes the dash and seat bar. You may install a rollover bar that runs perpendicular to the door bars and can bolt or wire to the roof in 2 places. Cage bars cannot be any larger than 6".
17. 2 pieces of chain or wire can be used in the front window for your protection.
18. Steering and suspension parts can only be the parts that came on the car or the parts must be replaced with box store replacements. No purpose-built parts can be used in place of OEM parts. Twist-in coil spring boosters can be used to help achieve bumper height.
19. Bumper swaps are permitted by only using 1980 & newer bumpers or a straight piece of open-ended square tube measuring 4"x4"x1/4" with a max length of 65". Cars that came with bumper shocks must use the shocks for that car. Shocks may bolt/weld to the shock plate and may bolt/weld to the bumper. You may collapse the shock and weld it all the way around to limit it from sliding in and out of itself. You may weld the shock to the front plane of the frame. If your car did not come with bumper shocks, then you may weld the bumper directly to the front of the frame. No squaring or shortening. Instead, use filler in the gaps, if necessary. In either case, you may weld 2 pieces of 2"x 6" steel straps on each side -- from the frame to the bumper, to ensure the bumper stays on. Do not use homemade, loaded, or seam welded bumpers unless using the above-mentioned square tube. Max bumper height will be 18" to the bottom
20. Frame repair (2) 4x6 1/4 in. max. Must be placed on frame only and must be 1in apart