



JASPER POLICE DEPARTMENT GRAVITY RACING DERBY GUIDELINES AND RULES



DRIVERS AND PARTICIPANTS

- * All Drivers and passengers must be at least eight (8) years of age by the time of the event.
- * Drivers and passengers under the age of eighteen (18) years of age must have a Release of liability waiver signed by a parent or guardian.
- * Helmets are a requirement for all drivers and passengers and must be securely attached to each participant's head by a strap. At minimum, helmets must meet bicycle helmet standards. A full-face helmet is recommended, but not required.
- * Closed toe shoes are required. Knee and elbow pads are recommended, but not required.
- * "Face-first position" is not allowed for drivers or passengers. The front of the driver's helmet and any passengers' helmet must be at least twenty-four (24") inches behind the leading edge of the chassis.
- * Faces or heads may not be the front bumper of your vehicle. The driver's head/helmet position, as well as any passengers' head/helmet positions must be behind the steering controls - steering controls must be in front of your head.
- * Participants must be able to see 180-degrees around them.
- * Participants must keep their arms and legs within the vehicle at all times.
- * Each team will be allowed a 10-yard (30 feet) push at the start line. If any of the pushers' feet cross the designated 10-yard line, the team will be disqualified from that recorded time.
- * Disruptive activity, such as throwing objects at the vehicle, and at the driver or passengers within the vehicle will not be allowed.
- * Please no liquids on the course or around the hay bales - the bales will be donated to animal rescue groups after the event and must be dry.
- * NO ALCOHOL - drinking and driving do not mix.
- * NO Live animals may ride in the gravity racing vehicle.
- * Each team will be responsible for cleaning up after themselves - we will assist with getting parts of your vehicle off the course, but it is your responsibility to collect your vehicle/parts/debris from the course so races may continue.
- * Participate at your own risk - all team members (driver, passengers, pushers and pit crew) must sign a Release of Liability waiver.
- * All team members must check in with a designated Derby Official by 9:30AM on the morning of the event for a vehicle inspection - failure to do so will result in immediate disqualification.
- * Team members are encourage to dress in a manner that exudes team spirit and enthusiasm - have fun building your vehicle and entertaining the crowds!
- * This is intended to be a fun event for all ages - please, no obscenities or vulgar language, symbols or pictures on vehicles or on team clothing.

VEHICLE REQUIREMENTS

- * Be creative and have fun!
- * All participating vehicles will be gravity powered only - no kinetics, wind, propulsion, or other means of acceleration will be permitted.
- * All registered vehicles will be issued a car number prior to the race - this number must be painted on or affixed to the vehicle at all times.
- * Vehicles must have at minimum two (2) wheels in contact with the ground at all times.
- * Luge boards, skateboards, bikes, and similar do not qualify as a derby vehicle.
- * Sheet metal edges must be folded over (hemmed) so sharp edges are not exposed.
- * No glass will be allowed in the construction of vehicles.
- * Vehicles must not exceed 5 feet in width.
- * Vehicles must not exceed 12 feet in length.
- * No more than 3 vehicles may be tethered together.
- * Vehicles must be steerable, capable of avoiding other vehicles or obstacles.
- * Vehicles must have functioning brakes - no Fred Flintstone-type brakes or anchors that could damage the road.
- * Brakes must remain functional throughout the event to prevent disqualification.
- * Dry cell batteries can power lights or decorations - no car, motorcycle, boat, or lawn maintenance type batteries.
- * It is recommended that each vehicle have an audible horn or bell.
- * Any vehicle damage that occurs during a race is required to be reported to a Derby official.
- * Teams can make repairs to vehicles, but officials will not delay a heat or race in order to allow repairs to be made.

RULES ARE SUBJECT TO CHANGE AT THE DISCRETION OF THE RACE COMMITTEE