

CHAMPS GLASS GAMES

Death Race Demolition Derby Rules

(Please note new changes with *)

The vision of the Death Race Demolition Derby is to create a theme and artistic style car, not just a clear glass "battle – bot" as this is a Demo-Derby. (No weapons and a bit of style and durability please).

The demolition derby is designed as an aesthetic and durability challenge and we hope you create fine works of art ready to be the destroyer of other fine pieces. In glass blowing we often spend hours on one piece for it not to break in the end, so now lets design and blow one piece that we WANT to destroy!

No modifications of the stock vehicle will be permitted.

*Battery can be upgraded at your own expense.

Glass Usage: This will lay out the type and size glass rods you are able to use as well as techniques allowed.

Important Battery Access

You must be able to attach a charger to your finished car no exceptions!!!

Maximum Rod Diameter:

*1 inch (welds ok up to 1 inch + a couple mm if modified or maria'd) assembled. No rod attached to your car can measure larger than this. No combining 2, 1 inch rods to create larger diameter rods.

Maximum Tube Wall Thickness and Diameter:

2" Heavy wall, no vac stack sealing rods into tube to make semi solids. (No 2" tube rod together) The tube may blow out or gather but stay within the heavy wall thickness.

You may constrict the glass into less size but no greater than 1 inch or tube diameter no thicker than 1 inch.

No one piece of glass may be thicker than 1 inch with a 1mm variance for welds. We are trying to keep a level playing field and if you feel you have bent the rules please ask questions for clarity so no one is disqualified for a simple misunderstanding.

Minimum weight of glass:

3 Pounds of Glass

Maximum weight of glass:

*Unlimited – within movement.

Wheel and Fender Coverage:

Glass must cover 50% circumference of the tire and 50% or the tires width (like a car fender)
Stuff that will probably not make it as well is encouraged. (Will be destroyed)

Fender and Side Panel Coverage:

Glass must cover the side fenders as well as the front and rear bumpers entirely.

Mounting Glass to Chassis:

- a) We have provided 10 plastic zip-ties. *You may also use the mounts on the chassis where the original car body mounted.
- b) No materials other than car chassis and 10, 8 inch zip-ties we have provided and borosilicate glass may be used to build car. Except wires for lights.
- c) Body mounts can have glass attached for easy install.
- d) Glass shims may be used to stiffen shock springs

Weapons:

No weapons of any kind. Ie..projectiles, hammers, flamethrowers or liquid filled sections. You can attach spikes, marbles and approved rods.

Functional/Non functional:

Your choice, but we all like functional!

Starting rules:

Cars will start in drawn order. The layout is a track style Demo-Derby. The drivers can choose which direction they travel around the oval. See diagram below.

Maximum Width , Length and Height of Car:

*The maximum width and length is one foot beyond the chassis.

*There is no height restriction.

Driver rules, In car and remote driver:

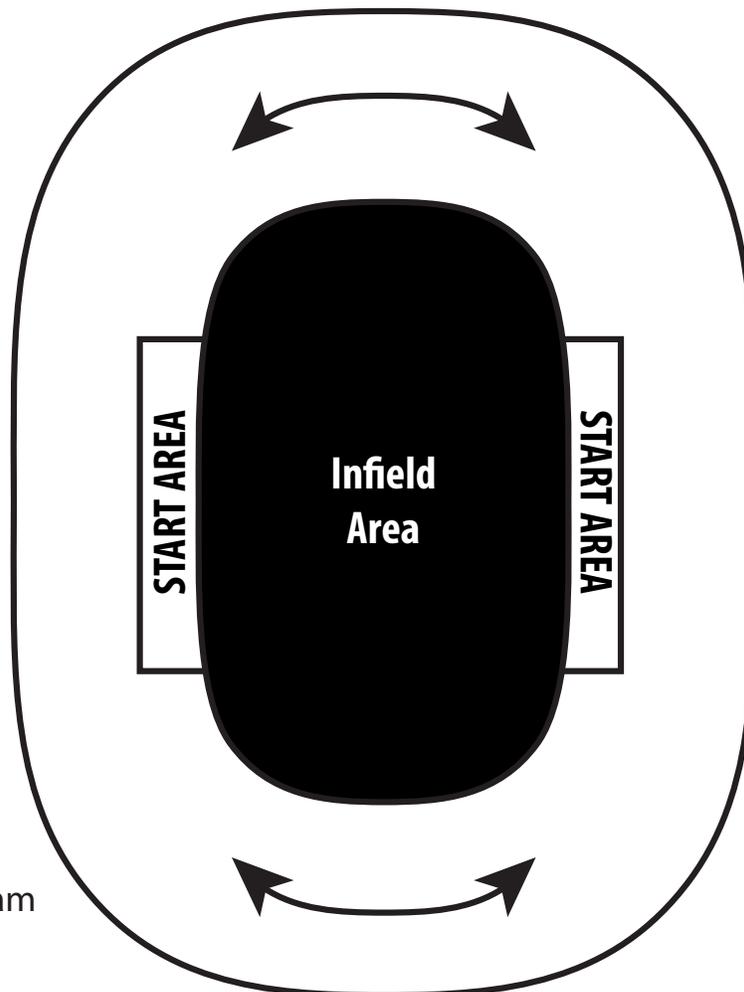
You must have a blown glass driver mounted in your car for example: Head, Person, Alien, Animal...etc. Be creative with your theme as \$ for best in show prize. You may assign any driver to drive your car.

Lighting:

*An optional light kit is included in your box. If used, it must be incorporated with your in-car driver. No more death light in front. Other lighting such as headlights etc is permitted but at the artists expense.

Winner Determination:

*The car with the most glass remaining after as many 3:00 Min rounds as it takes.



Track Layout Diagram