



Car & Truck Hop & Dance General & Safety Rules

1. Registration: All entries must completely and accurately fill-out registration forms and pay fees at designated area Registration for all shows is done on the morning of the event starting at 8AM. Registration closes one hour before the published show opening time. Providing false or inaccurate information will be grounds for disqualification and or forfeiture of prize money.
2. Failure to comply with a judge's request at any time is unsportsmanlike conduct and grounds for disqualification. Unsportsmanlike conduct by entrant or any member of his crew in the registration, pit, staging area, show grounds or hopping arena is grounds for disqualification of contestant from that show and up to two (2) following shows and entrant forfeits prize (if any) from that show. Unsportsmanlike conduct deemed as "cheating" by the judges shall be grounds for disqualification for up to two (2) additional shows, for a total of four shows.
3. All vehicles must "hop". If vehicle gets stuck the round is over and no score will be given.
4. Vehicle's hop height will be judged from the bottom of its measured front tire. Vehicles will be measured on their highest jump only, not on the combination of jump and pulling of counter weight or any other mechanical device/trick. Vehicles must pivot on back wheels and come back down from by gravity. No devices or people to bounce or push the vehicle back down will be allowed. No double switching.
5. Inspection teams and hopping officials/judges' decisions are made in their sole discretion and are final with respect to all matters relating to the Competition and these rules. Judges, and if applicable, Fire Marshall shall also have final judgment on all safety issues, even if not stated in these Rules. Rules are subject to modification at discretion of the judges for safety reasons or to preserve the integrity of the Competition. By entering the Competition, entrant agrees to be bound by these Rules and the decisions of the judges. **Entrants are not permitted to protest any decision of official/judges.**
6. Cars must be complete with all factory parts securely fastened, straight and unaltered including, body and quarter panels, floors, roll pans, (Radical Dance exempt) fenders, bumpers, grille, headlights, hood, trunk, doors, seats, etc. Rear seat and roof are optional. All vehicles must be professionally painted (no primer or spray can paint). Plexi-glass windows and headlights, of suitable thickness, are acceptable replacement. A judge may issue a warning for any of these violations. Judge may stop round if any parts fall off vehicle (i.e.; bumpers).
7. Only entry vehicle is allowed in pit area. Registration closes one hour before the published gate opening

time. No unauthorized videotaping allowed in competition area, and it will NOT be used for competition purposes.

8. A vehicle may hop in only one class and cannot hop and show.

9. All vehicles must have gas cap in place and tightened. Officials can disqualify a vehicle at any time for safety reasons, including but not limited to fuel or excessive oil leakage or a broken hose spraying oil upwards. Vehicles are allowed to use a secured fuel cell.

10. Rolling hopping outside the competition area before, during or after the event shall disqualify contestant from that show and the following two (2) shows and entrant will forfeit prize (if any) from that show.

11. Vehicles must also have a complete operating OEM or larger cubic inch replacement engine (No aluminum engines allowed unless OE in that year and model), radiator, water pump, hoses, fan, transmission, rear end and operating brakes ("safety" reasons) except for radical dance classes. Engine mounts may be made of solid steel.

12. All vehicles must hop on 13- or 14-inch steel wire wheels-no mixed sizes. Wheels that are 15 inch or larger are not permitted. Maximum tire size: 205/175x 14 radial or bias-ply, which must have manufacturer marking of actual tire size on the sidewall. No mixed sizes, or cross-reference replacements allowed period except for 5.20 or 5.60 only. All four tires must be same-size radial ply or bias ply, no mixed plys. Maximum tire height is 27 Y2 -inches. Maximum difference between front and back tire height is Y2 inch. Tire measurements may be taken at inspection, in pit or after event. No recapped or "homemade tires". Tires must have original manufacture markings and part numbers. Same tire brand recommended for all 4 tires.

13. For the front - accumulator type pumps are allowed. Air or other gases in pump tanks are allowed. No other such accumulator devices are allowed. No compressed air or gas bottles / tanks allowed in vehicles.

14. Under-hood batteries must be secured.

15. All vehicles must be driven into the hopping arena by the engine's power (unless prohibited by facility) except for radical dance classes. Pushing in, or using any other means such as the starter motor, disqualifies the cars round. After round, car can be pushed out if not operable.

16. Only the switchman and ground man are allowed entrance with vehicle to hopping arena. Vehicle owner is responsible and may be disqualified if more than two (2) persons enter with vehicle. All adjustments must be made prior to entering arena (except for connecting ground). Disconnect must be accessible with trunk closed. Trunk must remain closed during round and ground man must stay near vehicle ground connection and not interfere with judging of vehicle, except for emergencies.

17. To begin round, switchman must tell judges "Ready!" Any car movement after that starts round. Once judge calls "time" round is over.

18. Switchman must stand outside the car with door closed and have hopping cord with switch in all hopping classes. No remote control devices or capacitors allowed.

19. Once an entrant's name and number has been called, entrant has two (2) minutes to answer the call and start hopping. Failure to start hopping within two (2) minutes of the call may result in a disqualification from the round. An official timekeeper who shall be appointed by the Head Judge shall do timing.

20. Prior to commencement of a round, a secondary inspection may take place in the arena. In addition, the judges may require an inspection after the competition has ended. No competing vehicle is allowed to leave the venue prior to Judges' approval.

21. The winner in all classes (and the person who receives the prize money) is the vehicle owner or person's name on entry form, not the switchman.

22. No four-wheel-drive car or truck hoppers allowed.

23. Truck frame and or suspension or open box classifies vehicle as a truck.

24. No other modifications or alterations to vehicle or setup are allowed except those specifically covered in these rules!

25. Competitors will be allowed to purchase only two (2) extra hop wristbands.

26. These Car & Truck Hop & Dance General & Safety Rules may be modified, as deemed necessary by the judges (or Fire Marshals) in order to maintain the safety and integrity of the competition.

27. At the discretion of the judges, violation of any rules herein may be cause for disqualification for any prize, expulsion from current event and/or a ban on future events.

28. One (1) entry makes a class. If there are two (2) or fewer entries in a class, an aggressive effort is expected. "Sandbagging" or "Potato Chipping" will not be tolerated and may result in future sanctions or disqualifications.

29. Prizes: A First, Second and Third Prize will be awarded in each class in the amount of \$500.00, \$250 and \$100 respectively Classes are as follows: Single Pump Car Hop, Single Pump Truck Hop, Street Dance.

30. Prizes: A First, Second and Third Prize will be awarded in each class in the amount of \$750.00, \$250 and \$100 respectively Classes are as follows: Radical Hop, Radical Dance.

31. Prizes: Show/Hop Class winner take all \$500.

32. In the event of a tie, contestants will split the prize; there will be no "Hop-offs". For example, if two competitors tie for First, they will split first and second prize and Third Prize goes to the next competitor. If two competitors tie for Third, they split Third Place. No more than \$850 will be awarded in each class Single Pump Car/Truck and Street Dance. No more than \$1100 will be awarded in each class Radical Hop and Radical Dance.

33. Judges will have final discretion in what class a vehicles is placed. Example single pump vehicles with excessive modification or circus looking may be placed in the radical class.

Hopping Rules

The following rules apply to Single-Pump Car & Single-Pump Truck Hop Classes.

1. The Car & Truck Hop & Dance General & Safety Rules are incorporated by reference herein. By entering this Contest, entrant agrees to be bound by these rules and the decisions of the judges.

2. Car's hop height will be judged from the bottom of its measured front tire.

3. A Vehicle with one pump to the front may be considered a single-pump; Truck frame and or suspension or open box classifies vehicle as a truck.

4. Two pumps to the rear in either class; no extra pumps allowed. All pumps must be visible and accessible for inspection.
5. Entire hydraulic setup including batteries must be inside the trunk or no higher than a car trunk for station wagons (no higher than the bottom of rear quarter windows) & no higher than top of bed or tail gate.
6. All batteries must be visible, and securely attached. Vehicle must have emergency battery kill device. Vise grips not allowed.
7. Front suspension limiting devices recommended (cable, chain, strap, etc.).
8. All cars must have the original or larger cubic inch engine and transmission (V8, 6) or direct replacement for that year and model. Bring DMV verification if unique. No aluminum engines allowed unless OE in that year and model.
9. Trunks must be able to be opened quickly when necessary. Judges may inspect vehicle again at any time before, during or after the competition.

Radical Hop Class

The following rules apply to the Radical Hop Class:

1. The Car & Truck Hop & Dance General & Safety Rules are incorporated by reference herein. By entering this Contest, entrant agrees to be bound by these rules and the decisions of the judges
2. Vehicle's hop height will be judged from the bottom of its measured front tire.
3. Any vehicle in Single Pump class, that does not pass inspection in their specific class, causing them to be placed in radical class, must comply with all rules in the radical class.
4. Only one (1) switch may be used during round. Rear suspension height may not be adjusted after round begins.
5. Entire hydraulic setup including batteries must be inside the trunk or no higher than a car trunk for station wagons.
6. All batteries must be contained within the volume of the bed or trunk, visible and securely attached .. Vehicle must have emergency battery kill device. Vise grips not allowed.
7. The suspension (set-up) components will have NO Limitations .. Some General & Safety Rules may not apply (i.e.; cut floors for clearance).
8. All vehicles must have the original engine and transmission (V8, V6, 6,4) or larger cubic inch replacement for that year and model. Bring DMV verification if unique. No aluminum engines allowed unless OE in that year and model.
9. Vehicles must be complete with all factory parts securely fastened, straight and unaltered including, body and quarter panels, fenders, bumpers, grille, headlights, roll pans, hood, trunk, doors, seats, etc. Front fenders may be trimmed 2 inches for tire clearance. Rear seat is optional. Some modification may be allowed to accommodate suspension at judge's discretion.

Car Dancing & Truck Dancing

The following rules apply to the Car & Truck Street Dancing Class:

Definitions:

Street: The car or truck must be complete including an original body (front wheel wells optional), frame, complete operating engine, interior, floor and trunk/bed pans, dashboard, front seat (rear seat optional) and a maximum of four (4) pumps. Batteries must be no higher than a car trunk for station wagons, no higher than the bottom of rear quarter windows & no higher than top of bed or tail gate for trucks. There are no other limitations or restrictions on the vehicle or its setup and suspension in this class.

Radical: No limitations on setup, body or engine.

1. The Car & Truck Hop & Dance General & Safety Rules are incorporated by reference herein, except the tire rules do not apply. By entering this Contest, entrant agrees to be bound by these rules and the

decisions of the judges.

2. There will be only one round of Street Dancing.

3. Vehicles will be judged on speed, height, rhythm, switch control, and overall performance, while performing a series of five (5) required moves: "kick" (hop) the front; "kick" (hop) the back; side-to-side, front-to-back (seesaw) and "pancake" (bunny hop). Judging will be made by a team of three judges, using a 1- to 10-point system (10 being best). Total of judge's points determines score for the round (30 points being best.).

4. For safety, exposed cylinders must be chained or enclosed with steel at least 1/4-inch thick.

5. Switchman must stand outside the vehicle with door closed and have a hopping cord with switch panel (multiple switches). No capacitors or remote-activated devices allowed.

6. All street class vehicles must be driven into the arena (unless prohibited by facility), pushing in disqualifies the vehicles round. After round, vehicle can be pushed out if inoperable.

7. Each round must consist of 75 seconds of continued suspension motion to qualify. Judges stopping clock

for safety does not disqualify vehicle. **If** a vehicle breaks down within the 75 seconds of performing, contestant will be penalized ten (10) points from the round.

8. **If** ground comes unhooked during competition, it may be re-connected with a minimum deduction. It will be judges' discretion on length of time allowed to re-connect ground.

9. If a vehicle blows fitting, breaks a hose or springs a leak, it "may" be disqualified from round for "safety" reasons. Vehicle disqualified for "safety" reasons will be penalized ten (10) points from the round.

10. Cylinder and suspension leashes recommended.

11. Accumulator type pumps are allowed. Air or other gases in pump tanks are allowed. No other such accumulator devices are allowed. No compressed air or gas bottles / tanks allowed in vehicles. Judges and or Fire Marshals have final judgment on all safety issues.

Show Hop

The following rules apply to the Show Hop Class:

Definitions:

Show hop is intended for vehicles built to hop with show quality modifications and craftsmanship in mind, Including custom paint, interior, motor, plating, Stereo etc. Vehicles should be mild custom or above as defined in the Show Exhibition and Safety Rules.

1. The Car & Truck Hop & Dance General & Safety Rules are incorporated by reference herein. By entering this Contest, entrant agrees to be bound by these rules and the decisions of the inspection teams, hopping officials and judges. Entrants may not protest any decision of the inspection teams, hopping officials or judges.

2. All Safety related general rules will be strictly enforced.

3. There are no limitation on set up and suspension

4. Vehicles must have minimal advertising (example no large stickers, banners etc)

5. Judges have final determination if a vehicle should compete in this category.

6. Vehicles will be scored on their highest hop, no getting stuck.

7. This is a "winner takes all" class with the prize being \$500 and a first place plaque.

8. Vehicles score will have 2 components show score and hop score. Competitor with highest overall combination of those 2 scores wins.

9. Show score based on show rules and guidelines judged by a show judge and scored 0-100 points with 100 being best.

10. hop score based on highest hop 1 point per inch.

11. For example, a vehicle that receives 50 show points and hops 65" would have a score of 50+65 for a total of 115 points. The vehicle with the highest combined score wins and may not have hopped the highest.