CAR SHOW JUDGING
RULES & REGULATIONS

NOTE: UNDERLINED SEGMENTS ARE NEW FOR 2011

IMPORTANT CHANGES FOR 2011 – THE SCORING SYSTEM HAS BEEN MODIFIED. THREE CATEGORIES (STRIPING, GLASS, AND TRUNK/BED) HAVE BEEN ELIMINATED. STRIPING WILL NOW BE INCLUDED IN PAINT POINTS, GLASS ENGRAVING WILL BE INCLUDED IN PLATING/ENGRAVING POINTS, AND TRUNK/BED WILL BE INCLUDED IN INTERIOR POINTS

PLEASE VISIT WEGOWEB.ORG FOR MORE INFORMATION AND RULES REGARDING THE WEGO WORLD TOUR
CAR SHOW EXHIBITORS

EXHIBITOR RULES & REGULATIONS

1. FIRE MARSHAL / FACILITY REGULATIONS - All vehicles must comply with fire marshal regulations, including taping the gas caps, disconnecting the batteries; have less than a ¼ tank of gas, leaving 10 foot walkways by staying within your designated space, and other facility requirements.

2. SCORE SHEETS - Score sheets will not be given out or shown after the show. Judges will answer questions exhibitors may have, but inappropriate behavior will not be tolerated. Exhibitors requesting their score sheet can have one mailed to them by contacting the promoter or emailing us thru our website (wegoweb.org).

3. REGISTRATION / ENTRY CARDS - All entries must be registered at the show table by the end of the registration/move-in time. The registration card must be filled out, placed on the dashboard, and visible to the judges. If the judging card is not visible, the entry will not be judged. The judges may change the classification of your vehicle to the appropriate class.

4. INFORMATION SHEETS - Although not required, we do recommend that each exhibitor provide the judges with an information sheet or book listing modifications made on vehicle (leave the book with your entry card or somewhere easily visible to the judges). This can also be accomplished through the use of “Notice” signs placed throughout the vehicle or display.

5. DISPLAY SETUP - All displays must be completed on the day of setup (as judging will occur that day…so if you move-in on Saturday, you will be judged on Saturday night, etc.) either before the opening of the show / end of setup or three hours after receiving a spot (whichever comes first) to be eligible for any display points. Intricate displays will be allowed extra time in some cases. Displays larger than a standard 10x20 space may be subject to an additional charge (depending on venue and space availability). People requesting additional space must have an appropriate display for the space.

6. DISPLAY GUIDELINES - Exhibitor displays are meant to enhance the appearance of that entry and protect the entry from the general public. That is the sole purpose of the display. Displays used for other means may be removed (this is at the discretion of the judges). This means NO loud music is allowed from the exhibitor’s display. Any display with objectionable music, videos, art, or other media is not permitted and will be removed from the show. The promoter reserves the right to determine what is considered objectionable. The promoter reserves the right to remove “promotional” items within a display area or charge the associated booth/vendor fees.

7. ELECTRICITY - Electricity may be offered to the exhibitors by the facility or show promoters (this may be free or at an additional charge). If electricity is available, all wiring must have a grounded three-pronged plug and follow any facility safety requirements and regulations.

8. BODY PARTS / MODIFICATIONS – Ability to function properly will be strongly considered when scoring exhibitors body parts and modifications, this includes the alignment of the parts when the parts are in a closed position.

9. END OF SHOW - Displays may not be torn down until the start of the trophy presentation. Starting the engine, moving vehicle, or operating the hydraulic/airbag systems is strictly forbidden until after the general public has cleared the facility. This safety rule will be enforced to protect the audience and children. Violators will be disqualified, possibly receive a citation from the fire marshal, and/or possibly banned from future events.
10. OPERABILITY - All “Best of Show” vehicles must be operable. Someone may protest the operability of a vehicle with $250 challenge fee. The challenged exhibitor must start and operate his vehicle within thirty minutes. If the challenged vehicle is able to fulfill the requirements, the challenger loses. Then, the person who was challenged takes the $250 challenge fee. If the challenged is unable to fulfill the requirements, the challenger wins. In this case, the challenger keeps the $250 and the challenged is disqualified from “Best of Show” categories (and receives a 50 point WEGO penalty).

11. DISQUALIFICATION / REMOVAL – Any exhibitor who fails to follow the written rules and regulations or verbal instruction from the event staff is subject to disqualification and removal from the event. This also includes unsportsmanlike behavior, excessive profanity, or anything else deemed inappropriate by the event staff.

12. FINAL SAY – Event staff / promoters reserve the right to alter or modify the rules listed to enhance the event.

OTHER CLARIFICATIONS
- Bomb: Any automobile made before 1957. Bomb trucks have the option of competing in the Best of Show–Bomb or Best of Show–Truck class. The owner will have the option of choosing which category they compete in.
- Traditional: 1957-1979 automobile with 0-1 major modification. This allows for the vehicle to either have 1 major body mod, custom paint, or custom interior (but only 1 of the 3).
- Best of Show–Truck includes the following: El Camino, PT Cruiser, sport utility vehicles, and all size vans (including mini-vans).
- Imports vs. Lowrider Euro – Exhibitor will be given the option to choose if they compete in the import or lowrider classes. These classes are judged on a completely different score sheet (see score sheets below).
- Best of Show winners must score one-half (1/2) the possible points to be awarded the cash prize. If the exhibitor fails to score one-half (1/2) the possible points, they will receive one-half (1/2) the prize for that award.
HOP RULES

1. Must register during the designated registration times.
2. Judges’ decisions are final. Failure to comply with their decisions could result in disqualification from said event and future events as well.
3. Fire Marshall shall have final judgment on all safety issues, even if not stated in these rules. WEGO judges may stop the hop at anytime for anything they consider unsafe. Failure to comply will result in disqualification.
4. All gas caps must be tightened and in place.
5. Hopping only allowed in the designated area at designated time. Any other hopping will disqualify entrant.
6. Battery to the engine must be secured.
7. Only 2 people per hopper are allowed in designated area. All other people must be outside the designated area. Entry may be disqualified if vehicle owner fails to abide by these rules.
8. Disconnect must be accessible if trunk is closed.
9. After entrant has been called to hop, they have 3 minutes to begin (entries must drive in under their own power).
10. The hop height will be judged from the bottom of the front tire. Vehicle will only be measured from its highest jump (not from the combination of jump and counterweight pulling). If vehicle gets stuck, the last hop that it successfully completed will be scored.
11. Rules may be modified as deemed necessary per event in order to maintain safety & integrity of the competition.
12. Classes will vary depending on show / promoter. Possible classes include Single Pump-Street, Double Pump-Street, Single Pump-Pro, Double Pump-Pro, Radical Hop, and Truck Hop. Please check individual show flyers for classes.

Single and double pump rules

1. A vehicle with one pump to the front is considered a single pump. Any vehicle with 2 pumps is considered a double pump. All set-ups must be visible for inspection.
2. Limit on batteries: 8 for single pump / 12 for double pump. All must be connected and have a quick disconnect.
3. No extra weight of any kind may be added to frame or vehicle. Judges must have access to vehicle set-up at any time.

Street classes

1. All above rules apply.
2. Car must be able to drive and be street legal. This includes, current tags, license plates, and proof of insurance.
3. Car cannot have any visible shop or manufacturer logos.
4. Car cannot be owned by a hydraulic shop, shop owner, shop employee and must be hopped by the actual owner.

Radical hop rules

1. Any vehicle in radical class for any reason will follow radical hop rules.
2. No extra weight of any kind may be added to frame or vehicle. Judges must have access to vehicle set-up at any time.
3. Must have quick disconnect.

WEGO judges have the final say in any and all matters. Please work with us to make this an enjoyable hop, not only for the exhibitors but spectators as well. Good sportsmanship will help us continue to bring you these shows for years to come.
### Modifications / Classifications

**Modifications/Classifications**
The classes are based only upon the number of major modifications. Minor modifications do NOT affect what class the exhibitor is placed in.

MINOR MODIFICATIONS (that do NOT affect what class you are placed in) INCLUDE THE FOLLOWING: Hydraulics, rims accessories, car audio/video, murals, pinstriping, engraving, etc. Minor body work, including (but not limited to) shaved tailgate handle, shaved license plate frames, frenched antenna, etc.

MAJOR MODIFICATIONS INCLUDE THE FOLLOWING:
- Complete engine compartment or major engine swap, custom paint (any non-stock finish including flake, partial patterns, two-tone, etc.), custom interior (any non-stock patterns/stitching, and non-factory material will be considered custom...even if only inserts, etc.), complete undercarriage (complete includes full finished undercarriage with custom paint, non-factory type parts, or an extensive change including rear-axle swap, molding, etc.). Body modifications include: suicide hood, suicide trunk, one set of shaved door handles, Lambo doors, suicide doors, split doors, split trunk or hood. Tilt front-end, body lift, molded under hood, molded under trunk, molded body kit, molded conversions, chop-top, Hollywood top, or other custom work (any body part cut and hinged in a non-factory manner).

The judges will classify all entries on a per-event basis. There may be a variance in classification depending on the number of vehicles in a particular class. It takes three (3) entries to guarantee a class. All classes are subject to change.

**ORIG INAL** – Completely stock or restored vehicle. No custom wheels are allowed.

**STREET CUSTOM** - Stock vehicle with a limit of zero (0) Major modifications.

**MILD CUSTOM** - Vehicle with one (1) or two (2) Major modifications.

**SEMI-CUSTOM** - Vehicle with three (3) or four (4) Major modifications.

**FULL CUSTOM** - Vehicle with five (5) or six (6) Major modifications.

**RADICAL CUSTOM** - Vehicle with one extensive body change or a minimum of seven (7) Major modifications and over.

### Import Modifications/Classifications

The Import classes will be classified in a similar manner to the lowrider classes. The number of major and minor modifications will be taken into consideration when determining which class to place an exhibitor in.

The judges will classify all entries on a per-event basis. There may be a variance in classification depending on the number of vehicles in a particular class. It takes three (3) entries to guarantee a class. All classes are subject to change.

**STREET** – Vehicle with 0 major modifications done.

**MILD** - Vehicle with 1 to 2 modifications done.

**WILD** – Vehicles with 3 or more modifications or drastic modifications done.

### Bike Modifications/Classifications

The bike categories will be based upon the number of minor and/or major modifications made.

MINOR MODIFICATIONS INCLUDE THE FOLLOWING: capping area behind seat or frame near crank, removal of center pipe, stock-type paint, bolt-on seat, etc. Two minor frame modifications equal one major modification.

MAJOR MODIFICATIONS INCLUDE THE FOLLOWING: custom tanks, replacing center pipe, welded or molded skirts, custom paint, etc.

The bike classes will be classified on a per-event basis. There may be a variance in classification depending on the number of vehicles in a particular class. It takes three (3) entries to guarantee a class. All classes are subject to change.

**STREET CUSTOM** – A bike with zero (0) Major Frame modifications.

**MILD CUSTOM** - Bike with one (1) Major Frame modification.

**SEMI-CUSTOM** – Bike with two (2) Major Frame modifications.

**FULL CUSTOM** - Bike with three (3) or four (4) Major Frame modifications.

**RADICAL CUSTOM** – bike with a minimum of five (5) Major Frame modifications and over.

### Model Car Modifications/Classifications

The model classes will be classified on a per-event basis. There may be a variance in classification depending on the number of vehicles in a particular class. It takes three (3) entries to guarantee a class. All classes are subject to change.

Model cars will be judged as though they were a car entry, using the same score sheet as the car entries.
## SCORE SHEETS

### LOWRIDER CARS & TRUCKS

<table>
<thead>
<tr>
<th>CATEGORY</th>
<th>MAX</th>
<th>CATEGORY</th>
<th>MAX</th>
</tr>
</thead>
<tbody>
<tr>
<td>Body Modifications</td>
<td>40</td>
<td>Body Modifications</td>
<td>20</td>
</tr>
<tr>
<td><strong>Paint</strong> (including striping)</td>
<td><strong>40</strong></td>
<td>Paint</td>
<td>40</td>
</tr>
<tr>
<td>Interior (including trunk/bed)</td>
<td>40</td>
<td>Note: vinyl included in paint score</td>
<td></td>
</tr>
<tr>
<td>Engine</td>
<td>25</td>
<td>Interior</td>
<td>30</td>
</tr>
<tr>
<td>Undercarriage</td>
<td>25</td>
<td>Trunk</td>
<td>15</td>
</tr>
<tr>
<td><strong>Plating / Engraving</strong> (including glass)</td>
<td>25</td>
<td>Audio/Video (I.C.E.)</td>
<td>20</td>
</tr>
<tr>
<td>Hydraulics/Airbags</td>
<td>20</td>
<td>Accessories</td>
<td>15</td>
</tr>
<tr>
<td>Murals</td>
<td>20</td>
<td>Engine</td>
<td>40</td>
</tr>
<tr>
<td>Audio/Video (I.C.E.)</td>
<td>20</td>
<td>Undercarriage</td>
<td>20</td>
</tr>
<tr>
<td>Wheels/Tires</td>
<td>20</td>
<td>Airbags/Suspension</td>
<td>20</td>
</tr>
<tr>
<td>Display</td>
<td>15</td>
<td>Wheels/Tires</td>
<td>20</td>
</tr>
<tr>
<td>Accessories</td>
<td>15</td>
<td>Plating/Powder Coating</td>
<td>15</td>
</tr>
<tr>
<td>Craftsmanship/Detail</td>
<td>25</td>
<td>Display</td>
<td>15</td>
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<tr>
<td><strong>TOTAL</strong></td>
<td><strong>340</strong></td>
<td>Glass/Windows</td>
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### LOWRIDER BIKES

<table>
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<th>CATEGORY</th>
<th>MAX</th>
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<tbody>
<tr>
<td>Frame/Body Mods</td>
<td>45</td>
<td>FIT &amp; FINISH</td>
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<tr>
<td>Paint (w/graphics)</td>
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<td>Paint</td>
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<td>Upholstery</td>
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<td>Frame</td>
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<td>Wheels/Tires</td>
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<td>Plating</td>
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<tr>
<td>Display</td>
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<td>Seat &amp; Bags</td>
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<tr>
<td>Plating</td>
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<td>Wheels</td>
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<tr>
<td>Accessories</td>
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<td>Craftsmanship/Detail</td>
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<tr>
<td>Custom Parts</td>
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<tr>
<td>Pinstriping</td>
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<td>Engraving</td>
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<td>Craftsmanship/Detail</td>
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<td>Fuel System</td>
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<td><strong>TOTAL</strong></td>
<td><strong>240</strong></td>
<td>Suspension</td>
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</tbody>
</table>

### MOTORCYCLES

| CATEGORY                  | MAX | OVERALL | |
|---------------------------|-----|---------| |
| ENGINE                    |     | Overall Appearance | 20 |
|                          |     | Display | 10 |
| **TOTAL**                 | **150** |         |