



## **CAR SHOW JUDGING RULES & REGULATIONS**

All rules are subject to change at the discretion of the coordinator.  
Any questions pertaining to the rules and regulations stated in this document  
should be addressed to the coordinator, Anna Naccarato.

### Event Coordinator Contact Information:

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# CLASSIFICATIONS/MODIFICATIONS

## 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, pin striping, 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 insects, 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 manor).

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

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

**WILD** – Vehicle with **three (3) or more Major** modifications.

## Bike Modifications/Classifications

The bike categories will be based upon the below specifications. These specifications apply to any 2 or 3 wheeled motorcycle as defined by the DMV. All motorcycles must run.

**FREESTYLE** – Open class for any build with a motorcycle based drive train.

**CLASSIC** – Any make motorcycle, 1960-1992. Minor changes allowed.

**ANTIQUE** – Any make motorcycle, pre. 1960. Near stock

## Other Classifications

**UNIQUE** – Any Vehicle or Bike with **five (5) or more Major** modifications

## Instructions

### **Exterior/Paint/Glass**

1. Paint should be clean, without streaks, and dirt. Dust from the show field should not be considered. Look for paint chips, poorly done chip repairs, etc.
2. Glass should not have any streaks or marks.
3. Check the weather trim. There should be no excessive gaps, or folds. If the trim was treated with some sort of dressing (Armor All, etc.), the application should be consistent with no blotches or missed spots.
4. Check outside rear view mirrors for streaks.

### **Interior**

1. Carpet should be free of dust and dirt. Also, check for areas of wear, or fraying along the edges of floor mats and carpet.
2. Seats should be clean and consistent in appearance. Look for smears or places leather or fabric treatment was applied unevenly. Also, look for any threads that have not been trimmed.
3. Dash should be free of dust and consistent in appearance. Any applied dressing should be even, with no missed spots. Etc.
4. Headliner should be smooth and attached at all positions. Look for wrinkles at corner points.

5. Check the instruments panel for clean lenses and any fading of the instrument faces.
6. Check inside mirrors for any streaks.

### **Engine**

1. Engine should be clean as far down as is visible.
2. Check coolant lines, spark plug wires for consistency of appearance.
3. Check all fluid containers. The contained fluid should not be spilled or dried around the filler opening.

### **Tires and Wheels**

1. Check for brake dust or dirt on the rims, and any visible calipers.
2. Check for consistent appearance of the sidewall. Any dressing should be applied evenly and with no missed spots.
3. Treads should be free from any stones and debris

### **Overall Cleanliness**

Take the car in from a distance. Does the sun reflect off the paint, glass, rims? Is the overall effort pleasing to the eye?

## Instructions for Judges and Judging

- Pay special attention to the way you judge the first car.
- Judge all other cars in that manner to maintain consistency.
- Be polite; introduce yourself to the owner of the vehicle if they are present. When finished, compliment the owner of the appearance of their car. If a vehicle is not up to standard, simply score so that they do not win, but don't destroy the vehicle on the judging sheet.
- Inspect the car only as low as you can bend down, or squat. You should not place your hands or knees on the ground when judging.
- If you are judging Rods/Classics, be in the mindset to judge based solely on appearance. Do not allow the marquee to bias your scoring.
- If an owner is not present to open doors, hoods, etc. and you cannot judge the interior or engine, that section will be given a score of zero (or in our case 5, as the lowest score).
- Do not touch the car without permission from the owner. Owners take great pride in their ride, so treat it with respect.
- We judge in teams of four. Teams should include at least one judge with knowledge of the group judged, whenever possible.
- Take approximately 5 minutes per vehicle.
- One teams of four will judge two sets of categories each (i.e. Classic Stock and Mild)
- Each Team gets two clip boards. The clipboards will contain approximately 20 sheets each, a sheet of red dots, and pens.
- Any vehicle with a visible (view through windshield, on driver's side of the dashboard) registration should be judged.
- Judges must note the **Entry #** of the vehicle being judged on the score sheet.
- After a car is judged, the judging team should place one of the red dots on the registration form.
- After the team has judged its last vehicle, please return the clipboard, forms, remaining stickers, and pens to the chief judge, located in the middle of the judging area under the MWR tent.

## Instructions for Participants

### What we are looking for:

1. Cleanliness (most important)
  - a. Wheels
  - b. Paint
  - c. Interior
  - d. Glass
  - e. Engine Compartment
2. How much time and effort did an owner go through to get the vehicle ready to show.
3. Presentation (be creative, and remember we are hosting a Trunk or Treat for our younger car lovers!) How an owner shows his or her vehicle.
  - a. Window Stickers
  - b. History
  - c. Pictures
  - d. Show Boards
  - e. Cool Stuff
4. Your vehicle can be stock or modified!
5. Child vehicles will be judged on enthusiasm of participant and inventive design.

### Rules

1. We will not touch your car or open doors, hood or windows, however, if the owner is not present to open the vehicle, a low score will be attached to the Interior and Engine component of the judging.
2. The registration form should be located on the driver's side dash, and be visible through the windshield.
3. Convertible tops may be up or down.
4. The hood should be open.
5. Windows down.
6. If you have a trunk, have it open.
7. Remember to follow regulations stated by Fire Marshal.

**Please follow the rules to get your vehicle judged.**

If you have a question, ask before we start judging.

## CAR SHOW EXHIBITORS

### EXHIBITOR RULES & REGULATIONS

1. FIRE MARSHALL/FACILITY REGULATIONS – All vehicles must comply with fire marshal regulations, including **taping the gas caps, disconnecting the batteries, have less than a 1\4 tank of gas**, leaving ample 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 the coordinator.
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.
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 using “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). Setup should be completed either before the opening of the show or three hours after receiving a spot (whichever comes first) to be eligible for any display points.
6. DISPLAY GUIDELINES – Exhibitor displays are meant to enhance the appearance of that entry and protect the entry from the 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. 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 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.
8. DISQUALIFICATION/REMOVAL – Any exhibitor who fails to follow the written rules and regulations or verbal instructions from the event staff is subject to disqualification and removal from the event. This also includes unsportsmanlike behavior, excessive profanity, disorderly conduct (excessive drinking) or anything else deemed inappropriate by the event staff.
9. FINAL SAY – Event staff/promoters reserve the right to alter or modify the rules listed to enhance the event.

**And don't forget to have a great time!**