

# Rockhampton Radio Control Car Club

## Class Classifications & Rules

### Introduction

This document outlines the guidelines and rules by which club operates. Members and visiting racers are expected to adhere to the rules during regular club evens specials events. Please consult the race director or member of the clubs committee for further clarification of any information provided below.

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## Off-road Class Classifications

### 1/8 Buggy

- G.P Engines must not larger than .21ci
- E.P Motor and Speed controller are open but batteries are limited to 4 cell Li-Po and must be of a Hard Case type.

### 1/8 Truggy

- G.P Engines must not be larger than .28ci
- E.P Motor and Speed controller are open but batteries are limited to 4 cell Li-Po and must be of a Hard Case type.

### 1/10 Short Coarse 4wd

- E.P Motor and Speed controller are open, but batteries are limited to 2 cell Li-Po of a Hard Case type or 6 cell Ni-Mh.
- Body type must be of a SHORT COURSE type but can be Truck or Buggy Tyres must be of a Short Course type with the size of 2.2/3.0
- 1/10 Off-road Class All 1/10 – 1/18 scale off-road cars are allowed to run. Electric or Nitro cars are allowed. This class is designed to allow as many cars as possible. This makes it ideal for beginners on a budget.

### Fun class

There are no classifications for cars entered.

## Club Event Time Table

### General Club Events

- 8.30am - 9.15am Nominations taken
- 9.30am – 12:30 Heats
- 12:00pm - 12:30pm Lunch break
- 12:30 – 3:00pm Finals

### Special Events

The time table will vary for special events. This will be made available along with all other information regarding the event at a minimum of 2 weeks prior to the event.

## Race Director

The Race Director is responsible to follow the schedule of the event and ensures that various tasks under their responsibility are well done:

- Time-Keeping
- Starts
- Marshalling
- Point scoring

The Race Director receives protests and decides if the jury must meet. They also have authority to take urgent decisions or stop a race for safety or any other unforeseen situation.

## Technical Inspection

- The Race Director may request inspection of any entrant's car at any time during a race without giving reasons.
- In the case of vehicles not meeting the requirements of the current vehicle specifications the following penalties apply: loss of day's points and car put into appropriate class.

## Rules

### General Safety

- Enclosed shoes must always be worn by drivers, pit crews and marshals during the days racing.
- Entry and exit from the drivers stand must be orderly and not hurried.
- Only drivers, pit crew and marshals allowed inside the track area during a race.
- Spectators to stand behind designated fenced areas.

## Racing Rules

- Grid positions will be decided by the computer (or time of entry). Grid positions will be upgraded after the last heat, using the finishing positions of all cars in the heats or by the computer.
- Each race will be called from the 5 - 10-minute mark, (depending on the gap set between races) with countdowns every minute before the start of the race. The 1-minute message means you should be near the start line, and **ALL MARSHALS** should be at their post.
- The computer will call 10 seconds to start time which means you **MUST** be in your grid position, ready for the siren to start racing. Crews are to clear the grid.
- If a driver jumps the start, they will be required to do a pit lane drive through penalty.
- A car losing its body or muffler will pull off immediately and only re-join the race when the problem has been rectified. (See section on Marshalling Duties).
- Any car considered unsafe by the Race Director will be 'Black Flagged' (a car which has been 'Black Flagged' is disqualified from the race). A car may be considered unsafe if it is suffering radio malfunction or if any part of the car is unattached. The Race Directors decision is **FINAL**.
- Drivers are to refrain from leaning forward on the Drivers Stand as this obstructs other driver's view of the circuit.
- Drivers who 'hack' other cars will be warned only once by the Race Director. A second offence will result in the loss of one lap in that race. A third offence will result in disqualification in that heat/race.
- Cars being lapped by faster cars are expected to show courtesy to the overtaking driver. All drivers should be listening to the computer call out of who is about to lap who and be aware of your position on the track with regards to the lapping driver). The responsibility is on the overtaking driver to do so at the safest possible part of the race track. The driver being overtaken should call out where the overtaking driver should pass, but not obstruct the overtaking driver in any way.
- Drivers are expected to show good sportsmanship on and off the track. **BAD LANGUAGE** will not be tolerated.
- If a driver has a non-driver as a Pit Crew, it is the driver's responsibility to make that person aware of the rules regarding Pit Crews. (See section on Pit Crew).
- A signal will sound at the end of the race and the driver will complete the lap that he is on and return his car to the pit entrance. No driver can continue driving around the track after the finish of the race. To do so will impose a disqualification of your last race position, at the discretion of the Race Director.
- Drivers are obliged to follow the rules relating to a cars presentation and dimensions as specified. A driver's car may be Scrutineered at any time and the car must comply with the rules for that Class.

## Race Result Protest

Any driver that deems it necessary to protest a race result must submit a protest in writing within 5 minutes of the end of that race and accompanied by a \$10.00 fee. If the protest is upheld, then the fee will be returned. The decision of upholding a protest will rest with the Race Director and his decision will be **FINAL**.

## Marshalling Duties

- Drivers must marshal their allotted heat. Drivers who fail to carry out this duty will lose their best heats points score. It is **MANDATORY** that everyone should Marshal or supply a marshal to do the job for you if the situation arises.
- All marshals are to be at their post no later than 1 (ONE) minute prior to race start.
- Marshals are expected to remove cars from barriers, fences and grassed areas. If the car is still serviceable and able to continue racing, then the marshal must check any oncoming cars on the track and release the car only when safe to do so. **DO NOT** release a car onto the track in front of oncoming traffic.
- Marshals will check the track for misplaced tyres and barriers. Soil and rocks, which may cause damage, should also be removed from the track surface when safe to do so.
- Repairs are not to be carried out by marshals; they will only remove the stricken car from the track and leave it where it is safe to do so.
- A marshal must show priority to cars which are still racing. The owner of the car may retrieve it from a marshalling point but must not cross the track. Driver's retrieving their car must walk around the perimeter of the race track, **NOT ACROSS** the track.
- Marshals and pit crew must not run across the track to convey a car to the pits.
- Marshals will only marshal a car when they are in no danger. Marshals are not expected to put themselves at risk because a car has become stuck or incapacitated.
- Should a marshal fall on the track the race will be immediately stopped by the Race Director.
- Marshals must be aware of the general public and make sure that no member of the public is at risk during the race. This includes activities in the pits.
- Should a marshal experience a 'runaway' car the preferred method of dealing with it should be: If you have good hard shoes on you can place your shoe onto the flywheel of the engine, where the starter box engages the flywheel, and press down hard.

## Pit Crews

- People acting as pit crew must stand in pit lane.
- A pitting car must be lifted over the pit wall and serviced behind the wall. When not involved in fuelling or servicing a car, pit crews will stand back from the pit boards.
- Incoming cars have right of way. A car must not be placed back in pit lane in front of an incoming car.
- Should a pit crew step into pit lane or on the track surface the driver will be penalized one (1) lap.
- Pit crews are not to Marshal a car directly from the track. Pit crews can retrieve a stopped or broken car in the same way a driver can, and that is by going around the perimeter of the race track NOT across the race track. A one (1) lap penalty will be imposed for any infringement of this rule.
- Pit crews must convey messages to their drivers quietly.
- Pit crews MUST NOT yell at Marshals.
- All refuelling of cars and repairs MUST be carried out in the pits, and not at a marshalling point around the race track. Penalty for disobeying this rule is disqualification for that race results.

## Wet Weather

If the racing hasn't started, no points will be allocated, the event will be abandoned. Nomination fees will be carried over to the next event. Once a driver's race has started points will be allocated.

## Transponders

On race days you will be required to have a transponder fitted to your car. This will allow the car to be tracked for time and number of laps. Only cars fitted with a transponder will be eligible for points. We use the **RC4 MYLAPS** transponder system, if you have any questions please see the Race Director or the Committee for compatible transponders.

## Battery Charging

All Li-Poly batteries should be charged in an approved charging bag. This is for your safety as well as the clubs.

## Members Responsibilities

- Members are expected to assist with maintenance of the facilities. Notice of working bees will be given via email or web site. All local members are expected to attend.

- Experienced members are asked to assist the newer members if they are experiencing trouble. Remember we were all beginners at some stage.
- Members are always expected to display good sportsmanship. Bad behaviour will not be tolerated. Remember your behaviour is on display to members of the public and we wish to display a good image to prospective members.

## Canteen

At most meetings the club will have food and drinks available. Your purchase of this food and drinks, at modest prices, adds to the financial status of the club and helps to retain low fees for membership.

## End of Day

Please offer your assistance in helping to 'put things away' at the end of the day and not 'leave it to someone else to do all the work'. All clubs are on a voluntary basis. It requires help from all members, not just the few that have the club at heart.