

To enter please go to Events page for full details on all our events: https://staffordrcmcc.co.uk/meetings.html

The Rules

- A team must consist of 4 members only. Additional Pit crew are NOT allowed.
- All Drivers MUST hold a current BRCA licence.
- Only one car per team* See scrutineering section.
- Tamiya TT01 or TT02 chassis with Team Powers V3 Brushed or Core 21t motors only.
- Batteries: NICD/NIMH Max 6 x 1.2v sub 'C' Cells (7.2v). LiPo Max 2x 3.8v cells (7.6v)
- ALL LiPo batteries MUST be charged/discharged in a LiPo safe container/bag.
- Stafford Outdoor Raceway Classic rules apply to hop-up's* see below.
- Tyres: must be commercially available RUBBER. NO FOAM
- You may use as many tyres or motors as you require.
- ALL teams MUST share driving and marshalling duties as equally as possible.
- ALL teams MUST change drivers whenever they change batteries.
- Only FOUR registered team members. NO additional people allowed to assist in any way.
- Each team member MUST do a minimum of 4 race stints of 8 minutes or more.
- Only one team member allowed on the rostrum as any one time.
- ✤ Aggressive, threatening, or abusive behaviour will NOT be tolerated.
- No aggressive or over defensive driving allowed.
- Reversing on the track is strictly forbidden.
- Pit stops to change drivers/batteries/Transmitter hand over must be done in the "Pull Off" area.
- All other repairs MUST be done in your pitting area, NOT trackside.
- Remember other teams may be on different strategies so please let faster cars by

Allowed Hopup's

- Diffs: Any genuine Tamiya part. Unless using a TT02 with a Tamiya spool, all differentials MUST rotate freely (i.e. No blu-Tack or other substances to attempt to lock the differential)
- Strict Scale Body Rules. 4 door saloon shells or GT style shells (<u>No</u> so called "Jelly Shells" or Pikes Peak style bodies).
- Any commercially available tyre, except Foam.
- Permitted commercially available hop-ups: Ball Races, Aluminium Hexes, Aluminium Prop-shaft, Aluminium Motor Mount, turn buckle steering links and any aftermarket oil filled shocks.
- We will allow Tamiya TT01 & TT02 gearing upgrade sets.
- We will also permit the use of any toe-in rear upright.

Race Day Timings

- 09:30 Gates Open
- 10:00 Practise
- 10:45 Team Briefing
- 11:00 Start
- 16:00 finish
- 16:30 Gates Close

Additional Information

Batteries: NICD, NIMH, LiPo cells are allowed but MUST NOT exceed the maximum voltage listed under the BRCA Electric Board rules. Any person found to be in violation of these rules can be removed from the event and face further disciplinary proceedings at the race director / committee's discretion. The maximum charge cut-off voltages allowed are: 2S - 8.40v (LiPo), 7.40v

Scrutineering

Before your car can be placed on the track you will need to get a basic check by scrutineering. The team will check your car to make sure it complies with the rules. We will also do several random checks for every team throughout the event which will hopefully take less than a minute to complete. It will always be your responsibility to keep your car within the rules. Depending on available staff we may introduce a system where each team in responsible for scrutinising the other teams through the race and reporting any issues to the race director on the day.

*Chassis tub will be marked by scrutineering. If a chassis tub is broken it can be replaced but this must be cleared by scrutineering and the new tub will be re-marked, the old tub will be held till after the race.

Race Penalties

1. **Unsafe pitting** – If a team are found to be working on the car while it is not in the pitting area the team will be penalised with a 1-minute stop-go penalty.

2. **Unfair pit stop** – If a team complete a pit stop without changing drivers or re-join the track from outside the pit lane then the team will be penalised with a 1-minute stop-go penalty.

3. **Unfair driving** – If a driver is racing in an unsafe or aggressive manner then the team will be penalised with a stop-go penalty. This will be classed as a pit stop and the offending racer will need to change over to the next racer in the team.

4. **Rule breaker** – If a team is found to have modified their car after it has been scrutinised (or during the race) beyond the limitations of the set rules then the team will be disqualified from the race.

5. **Un-sportsman like racing** – If a team are found to be gaining a clear advantage from any loophole they find in the rules which they did not raise in the briefing, they will be asked to revert the advantage. If not possible, a vote with other teams will decide whether to give the team a 5-minute stop-go penalty or disqualify them from the race.

6. **Unfair team racing** – If a team fail to share out the race duties (set in the racing rules) after 4 hours of the race, the team will be penalised with a 5-minute stop-go penalty.

7. **Marshalling** – If a team fail to man their marshalling point for longer than 1 minute or do not recover cars in a sporting manor the team will be penalised with a 5-minute stop-go penalty.

8. Reversing on track – 1-minute stop-go penalty

9. Additional outside assistance – Disqualification from event!

END