

# UK RC Crawler Association

## Camel Trophy Rules

Open Scale Class

Version 1.0 | 2025

### Introduction

The Camel Trophy was a legendary off-road vehicle competition that ran from 1980 to 2000. Renowned for its challenging terrain and adventurous spirit, it sent teams of drivers deep into some of the world's most remote and unforgiving landscapes in specially prepared expedition vehicles. The competition was never just about speed — it celebrated teamwork, navigation, mechanical resourcefulness, and the will to keep going whatever the conditions.

These rules aim to recreate that spirit in miniature: a fun, team-based crawling event that rewards preparation, cooperation, and the joy of driving a properly kitted-out scale machine. The ruleset is open to any scale, so whether you're running a 1/24th micro crawler or a 1/10th trail rig, you're welcome.

### The Camel Trophy truck

The character of a Camel Trophy event comes largely from the vehicles. To enter, a vehicle must look the part — a purposefully equipped expedition truck, not a race buggy or a stock shelf crawler. This section defines what qualifies.

### Eligible vehicles

Any 4WD RC crawler is eligible, provided it carries a scale body representing a real-world off-road utility vehicle or SUV. This includes, but is not limited to:

- Land Rover Defender 90 / 110 / 130
- Land Rover Discovery (Series 1 or 2)
- Range Rover (Classic or P38)
- Toyota Land Cruiser (70 / 80 series)
- Mercedes-Benz G-Wagen
- Any other full-size 4x4 expedition-style body at the event organiser's discretion

Race-style bodies, buggies, stadium trucks, or bodies without a roof are not permitted.

### Scale

This ruleset is open to any scale. All vehicles within a team must be the same scale. Event organisers must specify the permitted scale(s) before the event. Where multiple scales are allowed, separate classes or team groupings should be used to ensure fair competition.

### Mandatory scale accessories

Every Camel Trophy truck must be fitted with all of the following before tech inspection. These are non-negotiable — they define the class.

| Accessory    | Requirement                                                                                                                                                                               |
|--------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Roof rack    | A scale roof rack must be fitted and secured to the body. It must be proportionate to the vehicle scale and visually represent a real-world expedition rack.                              |
| Spare tyre   | A spare wheel must be visibly mounted on the vehicle — on the roof, bonnet, or rear door/tailgate. It must be a matching or appropriate tyre for the vehicle.                             |
| Winch        | A scale winch must be fitted to the front of the vehicle. A rear winch is optional but encouraged. The winch must be functional (either a kinetic rope or an electronic version).         |
| Front bumper | A scale front bumper must be fitted. Where the original model includes two bumpers (e.g. FMS FCX24M Range Rover, Discovery), one may be removed. Aftermarket scale bumpers are permitted. |
| Rear bumper  | A scale rear bumper must be fitted. A tow hitch may be removed if desired.                                                                                                                |

## Optional scale accessories

The following accessories are not required but are very much in the spirit of the class. Event organisers may choose to award a “Best Dressed Truck” prize for the most authentically kitted-out vehicle. Organisers may optionally require any of these items on the truck.

- Spotlights or driving lights (scale)
- Jerry cans (mounted on roof rack, bumper, or body)
- Storage boxes or expedition cases
- Wing mirrors
- Tow hitch
- Scale tools (hi-lift jack, spade, axe)
- Waffle boards (must be carried on the vehicle if used — see Assistance Items)

## Livery

The iconic Camel Trophy yellow is a huge part of what makes these events visually memorable. Vehicles are strongly encouraged — but not required — to be painted or wrapped in Camel Trophy yellow. Event organisers are encouraged to place non-Camel Trophy vehicles into a separate class.

## Chassis and mechanicals

There are no restrictions on chassis, gearbox, motor, electronics, or internal modifications, provided all components remain covered by the body shell when viewed from the side. The spirit of the class is scale appearance over performance — a well-dressed stock crawler will always be more in the spirit of the event than a stripped-out performance rig.

Wheelbase extensions are not permitted. The vehicle must run on its original or equivalent wheelbase.

## Teamwork

The original Camel Trophy was built on teamwork and camaraderie. Each vehicle had two crew members: a driver and a navigator/assistant who helped with spotting, winching, and recovery. This ruleset reflects that ethos.

Each team consists of a minimum of two drivers and two vehicles. Drivers may drive any vehicle in their team at any time and may assist any other driver in their team — or another team — at any point. Teams must work together to navigate the course, communicate effectively, and support each other through every obstacle.

| Team composition  | Minimum | Maximum |
|-------------------|---------|---------|
| Drivers per team  | 2       | 4       |
| Vehicles per team | 2       | 4       |

Event organisers must specify the required number of vehicles and drivers per team before the event, and all teams must adhere to this. The ideal team size is three vehicles and three drivers.

## Event format

Events consist of a series of challenges that teams complete together. Each challenge tests a different combination of navigation, driving ability, and teamwork. Challenges are designed to accommodate both competitive and non-competitive participants, ensuring everyone enjoys the experience regardless of ability or vehicle specification.

### Challenge types

#### Navigation challenge (must be included)

Teams navigate through a series of waypoints marked by gates or poles placed at various points around the course. Each vehicle must pass through or touch each waypoint in order. Points are awarded for each waypoint successfully reached.

A timer starts when the first vehicle crosses the start line and stops when the last vehicle crosses the finish line. The elapsed time is recorded and used as a tie-breaker if required.

#### Scavenger hunt (optional)

Teams search for and collect specific items hidden across the course. There are no gates or waypoints in this challenge type. Points are awarded for each item successfully returned to the finish line by any vehicle in the team.

#### Obstacle course (optional)

Teams navigate a series of physical obstacles such as rock sections, log crossings, and water features. Points are awarded for each obstacle successfully completed.

#### Organiser's challenge (optional)

Event organisers are encouraged to create additional challenges of their own design. Points will be awarded at the organiser's discretion and must be communicated to all teams before the challenge begins.

## Rules

### No touching after start

Once the first driver begins, no driver or spotter may touch their own vehicle by hand until the last vehicle in the team crosses the finish line. The only exception is a declared vehicle repair (see Vehicle repair below).

## Stuck or rolled-over vehicles

Teams must work together to recover a stuck vehicle or right a rolled-over vehicle. The following methods must be attempted in order, exhausting each before moving to the next:

- Using a vehicle-mounted winch or tow strap to pull the vehicle free
- Using another team vehicle to push or tow the stuck vehicle
- Using a spotter to guide the driver around or through an obstacle
- **Last resort:** If all of the above methods have been exhausted without success, another vehicle may drive to the stricken truck. Once the two vehicles are in physical contact (vehicle-to-vehicle), the driver of the rescue vehicle may right the stricken truck by hand. This incurs a **10-point deduction** from the team's total. In the spirit of the competition, this should only be used when there is genuinely no other option.

## Vehicle repair

If a vehicle is unable to continue under its own power, the team must work together to repair it. The following applies:

- The team must notify the judges before any driver touches the vehicle for repairs.
- A team vehicle must drive to and make physical contact with the stricken vehicle (vehicle-to-vehicle, bumper to bumper) before any hand repairs may begin.
- The competition clock continues to run throughout the repair period.
- If a vehicle cannot be repaired and is unable to continue, the team receives a 50-point deduction from their total for that challenge. The team continues competing.

## Assistance items

The following items may be used to assist in navigating obstacles. Their use carries no penalty other than the time taken to deploy them.

| Item          | Rules                                                                                                                                                            |
|---------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Winch         | May be used by the driver or spotter to assist with obstacles. Must be vehicle-mounted.                                                                          |
| Tow strap     | May be used by another driver or spotter to connect vehicles. Must be deployed without hand contact with the body of either vehicle.                             |
| Waffle boards | May be used to assist traction. Must be carried on the vehicle(s) at all times during the event — they cannot be retrieved from a bag or box outside the course. |

## Scoring

| Achievement                                       | Points    |
|---------------------------------------------------|-----------|
| Each waypoint or obstacle successfully completed  | 10 points |
| Each item returned to the finish (scavenger hunt) | 10 points |
| Each full course completed by all team vehicles   | 20 points |

| Achievement                                             | Points            |
|---------------------------------------------------------|-------------------|
| Last-resort hand rollover used                          | -50 points (team) |
| Vehicle unable to continue (per vehicle, per challenge) | -50 points (team) |

### Scoring example

A navigation course with 8 waypoints:

- 8 waypoints completed = 80 points
- 1 full course completion = 20 points
- Total = 100 points

In the event of a tie, the team with the fastest elapsed time on the tied course(s) is declared the winner.

## Have fun

The Camel Trophy was about adventure, camaraderie, and pushing through adversity together — all with a smile. Teams are encouraged to get into the spirit of the event: dress the trucks, wear the mud, help each other out, and enjoy every moment of it.

Event coordinators may modify any rule to suit their event, and their decision is final. We're all here to have fun and enjoy tiny trucking with fellow hobbyists — let's keep it that way.