



GCRC Competition Crawling Ruleset

2026 & 2027 Seasons

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INTRODUCTION

The purpose of this document is to be able to understand and administer the format, class build and running rules for the UK GCRC Series Events. They cover the period 1st January 2026 to 31st December 2027. We have chosen 2 years for review as we are now a matured rule set and wish to avoid change for change sake (see our guiding principles below). The rule process is GCRC record all the years feedback gathered from email, message or conversation. Then discuss and gather views on these topics across the year at discussions at events with teammates, competitors and organisers. We then weigh up the pro and cons of each change from that feedback. We draft any changes to have something to debate. A rule committee (in future to be expanded to include a representative from each club running the series) then debates and adjusts accordingly and in many cases revert to what we had before. Much of what we do is give greater clarity not changes. This then gets passed to the team and event organisers for further discussion before locking down and finally going public. For future changes we will be more transparent and create a way to ask questions and answer them as we go, openly, for all to see and comment, this will happen throughout 2027. Rules can be very emotive and we listen to everyone but we can't please everyone but we consider everything fed to us. We do however refer everything to 4 guiding principles.

- **Does it need to change, no change or just clarification is the best change.**
- **Any change must be easy to understand.**
- **Any change must be easy for event organisers to administer.**
- **Try and avoid making people change their rigs or purchase anything to be legal unless they have exceeded the intent of the rules to the detriment of others.**

Much of the feedback as in every year has been about scale, either make it more scale or that rig does not feel scale enough for its class. To that end we are delighted to announce 2 new classes, UK0 Super Scale Crawlers for all out scale competition builds without scale points something we were founded on as there are other rules for that and UK4 for pure performance with no scale details needed. To this end we wanted to tighten up the scale requirements of each class so they are their own thing but so UK1, UK2 and UK3 has appropriate bodies. We have defined how this will be done in the rules but phasing it in 2027 (2026 Optional but preferred) to happen organically as bodies get beat up competing not a day one expense but the change only really effects the most extreme bodies in a class.

There are 5 categories of vehicle

UK0 - Super Scale Crawler

UK1 - LCG Scale Crawler

UK2 - LCG Performance Crawler

UK3 - High Performance Crawler

UK4 – Unlimited

PENALTIES & REWARDS

The following table highlights the penalties and rewards by class.

Penalties	UK0 & UK1	UK2	UK3 & UK4
Reverse	1	1	1
DIG Use	NOT ALLOWED	1	NO PENALTY
Winch Use	2	NOT ALLOWED	NOT ALLOWED
Sand Ladders	NO PENALTY	NOT ALLOWED	NOT ALLOWED
Rollover	5	5	5
Gate	10	10	10
Boundary	10	10	10
Touch	10	10	10
Reposition BACK	10	10	10
Reposition FORWARD	20	20	20
Pre Running	DISQUALIFICATION	DISQUALIFICATION	DISQUALIFICATION
DNS	200	200	200
DNF	+20 pts x Remaining gates (excludes Bonus gates)	+20 pts x Remaining gates (excludes Bonus gates))	+20 pts x Remaining gates (excludes Bonus gates)
Rewards	UK0 & UK1	UK2	UK3 & UK4
Gate Progression	-2	-2	-2
Bonus Gate Progression	-5	-5	-5

Changes in RED from 2025 as previous years.

1. Back Up / Reverse (1 pt.)

Point is given when a vehicle reverses on course after making forward progress. Reversing is defined as any of the tyres moving in the reverse direction under power. Once a reverse penalty is given, no further reverse penalty can be given until the vehicle comes to rest with all wheels stationary or moves forward. No penalty is given if the backward movement occurs while the vehicle is in the rollover position. If a driver begins a course in reverse, a reverse penalty will occur immediately.

e.g. Reverse - Stop - Reverse - Forward would be 2 x 1 penalty points.

2. Dig Use (1 pt. UK2 ONLY)

Use of dig. Each time the DIG is engaged the penalty applies.

NOT allowed in UK0 & UK1

FREE in UK3 & UK4

3. Winch Use / Per set (2 pts UK0 and UK1 ONLY)

Use of a winch. The winch must be of a servo type. Kinetic winches are not allowed and use will constitute the maximum 20 pt. penalty for that gate.

The clock will not stop when the winch is deployed or used. The touching of a rig to engage "free spooling" of winches is not allowed and will be considered a 1.7 vehicle touch penalty for that gate.

The rig may be touched (steadied/not moved) to pick up and replace the hook. The rig must not be touched during the winch operation. Touching the rig during operation is considered a touch, this also includes the rig making contact with the winch stick or spotter and **said 10pt touch penalty will be applied and the rig moved back to the last gate progressed.**

If the line or hook makes contact with the gate, a gate penalty will apply.

When setting a winch, a winch stick can be used (for GCRC events the judge will carry it. Each time the hook is "set" constitutes a 2-point penalty). **If no stick is available, you can winch to the judges' shoe being set as if it was a stick.**

NOT allowed in UK2, UK3 & UK4

4. Sand Ladder Use / Per set (0 pts UK0 and UK1 ONLY)

Sand ladders must be carried on the vehicle from the start box. Max overall length not to exceed 225mm each but can be foldable. No more than 2 ladders on the vehicle.

If they fall from the vehicle they can be replaced without penalty as long as you have not progressed through the next gate not the one just completed. If so, they are considered "lost" and no longer allowed.

The driver is to announce the use of sand ladders. The clock does not stop for the deployment, use or storage of sand ladders. The driver may touch, but not move the rig whilst removing or storing the ladders. Sand ladders are to be placed when the rig is stationary. Once you attempt to move the rig the sand ladders cannot be

touched. If you touch the sand ladders or rig whilst attempting the maneuver that is considered a touch and said 10pt touch penalty applied and vehicle returned to last gate. You can elect (once stationary) to reposition sand ladders. This will be considered a new deployment. Once clear of the sand ladders you can place them back on the vehicle without penalty. This must be done before you have gone through the gate after the one you deployed them for. e.g. If used between gate 1 and 2 cannot be picked up after gate 3.

NOT allowed in UK2, UK3 & UK4

5. Rollover - Rollback (5 pts)

Points are given when vehicles rollover and cannot be corrected without touching. Self-righting under power carries no penalty. Once the vehicle has stopped it may be rolled over and the 5-point penalty shall be given. Vehicles that land back on their wheels are not penalized. No reverse penalties are given until the vehicle is back on all 4 tyres. The judge must execute a legal roll over recovery or the driver will be given a reposition penalty. The clock will only stop once the vehicle is at rest and the driver has elected to have a penalty, it will restart as soon as the vehicle moves. A legal roll over only allows one half rotation to the left or right of the vehicle, back onto the wheels. Forward or backwards is not allowed and multiple rolls are not allowed. Rolling back over by winch can be executed for a winch penalty instead.

6. Gate Marker (10 pts each hit / straddle)

Each gate will be comprised of 2 gate markers. Points (10 pts) are given when all 4 wheels do not travel between gate markers or any part of the vehicle touches a gate marker (straddling or touching). A gate marker will remain "LIVE" until hit, straddled or progressed then it will be deemed a "DEAD" Gate. Gate markers that are moved by anything other than the vehicle's actions will be replaced immediately before the driver is allowed to continue.

If a gate marker is touched or straddled a penalty of 10 pts will be applied and the gate becomes "DEAD" but all other penalties such as a reverse will apply until progress is made. The combined penalties at the point of progress will be added together and the progress points deducted up to a maximum of 20 pts for that gate.

Every gate must be progressed before moving onto the next. See ruling. At any point during a gate attempt, a driver can elect to "Reposition Past the gate" for a total gate score of 20 pts.

If a gate is hit out of sequence and not already dead or progressed, then a penalty score of 10 points is added to that gate and the gate deemed dead but not progressed.

Straddling occurs when after entering a gate, a tyre touches the ground outside of the gate limits so that a gate marker is under the rig. Rule applies to tyres only not body etc.

Bonus Gates: Bonus gates are extra gates placed anywhere on the course, by course designers for bonus credit. Max 3 per course.

All penalties apply during the bonus attempt to the regular score even if the bonus is not completed or aborted.

Bonus Gates are run in the intended direction set by the course designer.

Bonus gates are live for the entire run until progressed or "killed", whether attempted or not.

Gates must be cleared in their intended direction and sequence. If the vehicle enters, hits or straddles a live gate in the wrong direction **including the next gate**, or a live gate out of sequence, the judge will stop time. **This will**

result in a 10-point GATE penalty recorded against that gate or gates (not the gate you are on) and the gate/s hit is deemed dead but not progressed. The vehicle is then moved back by the judge to the previously cleared gate with the rear axle aligned to that gate. If the vehicle cannot be aligned to the gate due to course design, the judge will reposition the vehicle to the next stable location after the cleared gate. This location will be used for all drivers. Once progress is awarded for a specific gate, it can be passed through in any sequence or direction without penalty.

Reversing through in the intended course direction is allowed (not a wrong direction) but would carry a reverse penalty.

7. Boundary Marker (10 pts each)

Points are given when any part of the vehicle touches or crosses a boundary marker. Once a boundary marker is touched the boundary is dead and driving may continue and the boundary may be crossed without further penalty until the vehicle is completely inside the confines of the boundary again at which point it becomes LIVE again.

8. Touch / Vehicle Reposition BACK (10 pts)

All vehicle touches by the driver or their spotter are given an automatic 10 points and repositioned back to the last progressed gate. The action of a touch e.g. undertaking a body refit does not stop the clock but once complete the judge will stop time and the vehicle is then moved by the judge to the previously cleared gate with the rear axle aligned to that gate. If the vehicle cannot be aligned to the gate due to course design, the judge will reposition the vehicle to the next stable location after the cleared gate. This location will be used for all drivers. Note: All gates for progress are still “live” unless a gate has already been deemed “dead”. An on-course repair is a single touch, but the timer continues.

Example: Body replacement, battery replacement, mechanical repair, driving into yourself etc.

Vehicle Touches: include but are not limited to: repairs, repositions, and touching of the rig by the driver or spotter including driving or rolling into yourself or the spotter.

The driver may at any time elect to take a reposition back to the last gate for a touch penalty following the touch process.

On Course Repairs: Must be completed on the course. Repairs must be made within the course time, while the course timer continues to run. Once repairs are completed, the timer is stopped and vehicle is repositioned to the previous gate cleared. If repairs cannot be made within the course time, the driver is given a timed out score. There are no restrictions on whom or how the repairs are made. Repairs are a single touch.

Off Course Repairs without clock running (NOT Allowed) if you have not started a later start time may be accommodated.

Vehicle Out of Spec: If the Judge has reason to believe a vehicle is out of spec during a course run, he may call time to stop. At that point, no additional inputs may be given by the driver to the vehicle via touch or radio control. The Judge must mark the vehicle's location and perform a tech inspection in the specified tech area (same manner as all other tech inspections). If the vehicle has been deemed within spec, the driver and vehicle will return to the location marked by the judge and the clock will start once again. If the vehicle is now out of spec and the Judge has determined that the vehicle has gained an advantage, the driver is given a 200pt score for that course and any previously run course with that rig that day.

If the body becomes detached from the rig the driver must stop and re-attach it before progressing the next gate. The clock will NOT stop for the body to be refitted – only for the reposition. A touch penalty will apply and the vehicle will be returned to the previous gate by the judge.

9. Vehicle Reposition Past gate (20 pts)

If at any point you believe you cannot make a gate you may reposition past for a penalty of 20 points. Lifting past means you progress with 20 penalty points. As 20 points is the maximum points you can score per gate, even if you have incurred points already on that gate and choose to lift past the gate, you will still score only 20 points. Vehicle is moved by the judge (stopping the clock) past the gate with the rear axle aligned to that gate. Gate is deemed DEAD

10. Pre Running (Disqualification)

Pre running a course will result in immediate disqualification from that category.

11. DNS Did not start (200 pts)

If you fail to make your start the course director may give you a 200pt score for that run. Consideration will be given to drivers running or about to run on other courses at that time and moved down the order.

12. DNF or Timeout (+20 pts x Remaining non bonus gates)

The maximum points per gate is 20.

You cannot point out.

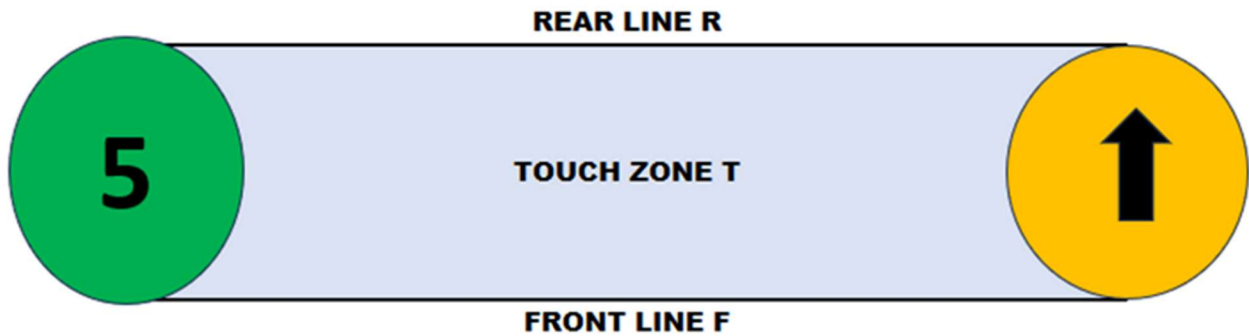
Every driver has six (6) minutes to complete each course unless otherwise specified in the Driver's briefing. Time will start once any part of the vehicle enters the course. Time will stop when the last gate is progressed. Once the time has expired the driver is "timed out". The scored run has ceased and a time of 6 mins will be recorded with time out penalties. 20 pts for each un-progressed non bonus gate will be applied.

Points are given anytime a driver cannot complete a course for any reason e.g. "timed out" at the maximum value of 20 points for each un-progressed, NON-BONUS gate. E.g. If a driver times out on gate 8, gate 8, 9 and 10 would each score a maximum 20 points. If you time out on a bonus gate the points incurred on that gate to that point count to a maximum of 20 plus 20 for each remaining incomplete NON-BONUS gate

A driver or judge may call for time to stop so that he or she may safely reposition themselves on the course. If the driver calls for this, the vehicle must not be under power. If the judge calls a stop the vehicle must be stopped by the driver. This time shall be used for the purpose of safety and may not be used to survey the course or for any other advantage. The judge has the right to restart the timer at any point. Most typically, the timer will resume when the competitor resumes driving. A judge may also call a stop of time to reposition themselves to make a more accurate call, drivers may also request a stop of time for this same reason.

Example: "Stop time. Hey Judge I'm going to approach this gate from this direction and want to make sure you have a good view of my car, do you want to reposition?"

13. Gate Progression (-2 pts)



Progress shall be awarded to drivers for each gate of the 10 after it has been cleared during the attempt of a course. All gate penalties are assessed and given before a progress bonus is awarded. Progress is awarded when during the same attempt from entering the gate (Crossing front line F), in the intended gate direction, the entire vehicle (ALL the vehicle be it, tyre, bodyshell, bumper, any part) passes through the gate (Rear line R) and in doing so one front tyre and one rear tyre (in any order) makes contact with the ground between the gate markers **not the gate markers** (T - Touch zone). Reversing through a gate in the correct gate direction is allowed for the appropriate reverse penalty. Progress points are deducted from the total course score. If progress is not made you may elect to move onto the next gate but would attract a maximum 20 pts. You must have your body on the vehicle to progress. **You must progress standard non bonus gates or take a reposition forward penalty before moving onto the next gate.**

14. Bonus Gate Progression (-5 pts)

Progress shall be awarded to drivers for each bonus gate (max 3 per course) after it has been cleared during the attempt of a course. All gate penalties are assessed and given before a progress bonus is awarded. Progress is awarded when during the same attempt from entering the gate (Crossing front line F), in the intended gate direction, the entire vehicle (ALL the vehicle be it, tyre, bodyshell, bumper, any part) passes through the gate (Rear line R) and in doing so one front tyre and one rear tyre (in any order) makes contact between the gate markers **not the gate markers** (T - Touch zone). Each Bonus gate can be done once only, at any point after starting the course and before completion of gate 10. Any attempt at a bonus gate can be abandoned at any time but the penalty points accrued still stand.

RIG CATEGORIES

UK0 - Super Scale Crawler

15. General specifications

Vehicles must run:

BODY:

A hard body (Not vacuum ABS or Lexan) but can be injection molded (e.g. Tamiya / RC4WD hard bodies), 3D Printed or fabricated. The body must resemble a 1/1 vehicle

Body to be wider than the rails starting before the front axle and ending after the rear axle with the fenders covering 50% of the tyres when pointing straight. Cab and bed allowed, bed must have sides / depth and be hard construction (e.g. not Lexan but could be wood etc). Cab and tubers allowed if the cage or bed extends to beyond the rear axle and the bed may be flat. Full caged rigs not allowed.

The body must be at least 4.19" (A UK-1 tyre or disc) from sill to roof and the tyre or disc sit entirely within the silhouette/outline of the body. NB: Being a new class not built to before this rule will take effect 1/01/2026



A windscreen that fills the opening.

An interior consisting of at least 2 chairs, an (above knee – including upper legs) driver, dash and steering wheel. Must be constructed of Injection molded plastic, 3D Printed or fabricated.

Minimum 4 different BODY details (each item can only count once e.g a door mirror or pair is only 1 scale detail) on the body but not part of the main molding e.g. Mirrors, Exhaust, Badges, Lights, Wipers, Grill, Door handles.

CHASSIS:

A metal C Channel rail (e.g. SCX10iii) or metal flat rail (e.g. RC4WD TF3) chassis that extends beyond both pumpkins on either axle, with a flat/level skid. The rails must be those that can be found in a current or past RTR rig, Full kit or Slider Kit (one that contains axles and not an LCG chassis upgrade or system).

A chassis mounted steering servo (CMS)

A front bumper *at least the width of the inner edge of the tyres* when wheels are pointing straight forward (bumper mounts are not bumpers) and be the forward most point of the rig. Bumper must be attached to the rails *OR Part of the original bodyshell*.

A rear bumper wider than the rails *OR At least the width of the inner edge of the tyres* attached to the rail *OR Part of the original bodyshell*.

When the rig is resting on level ground the front bumper, body, winch, fairlead etc must be the furthest forward item on the rig. E.g. If you drove on level ground forward into a vertical wall square on, one of the above items would hit before the tyres.

Clear bodies, “Swiss cheese” bodies are not permitted. Must have realism. Any hole must either be a scale detail or have a function.

Neither front or rear shock towers or front or rear shocks can protrude through the body and cannot be seen from directly above.

No Servo (including servo winches) can protrude through the body. Scale bumper winches are allowed.

Vehicle track width is unlimited but be aware of minimum gate width

DRIVETRAIN:

A brushed Motor on chassis (NO BRUSHLESS MOTORS)

Vehicles must be shaft driven only and powered by a single motor. No “Motor On Axle” (MOA) of any kind (includes Motors in axle). Your axles must be driven by one transmission or transfer case and a minimum of two drive shafts. No separate throttle control of drive shafts or axles.

No electrics are permitted to be mounted or fixed to axles or suspension links.

All electrics, battery, servos, motor and ESC are to be covered and not visible with the body fitted.

2 straight LOCKED axles (no portals) and only 1 can be steering (no 4 wheel steering or 6x6). Vehicles are limited to front wheel steering only.

Weighted knuckles/ knuckle weights must fit within the bead circumference (Suspended knuckle weights e.g. slugs of metal in a plastic hanger are NOT allowed)

4.19" max tyre size as stated by the manufacturer - NO PIN tyres and must be a licensed tread pattern. Cut and shut legal tyres made bigger NOT allowed

NO DIG or anything that disengages the axles.

Battery must be mounted to the chassis not axle.

GENERAL:

Minimum 2 Functional scale items: Leaf springs, Working Lights, Fairlead and hook, shackles and tow hitch, external scale winch, Sand ladders etc

EXAMPLE VEHICLE - RC4WD TF2

UK1 - LCG Scale Crawler

Vehicles must run:

A hard body wider than the rails starting before the front axle and ending after the rear axle. Cab and bed allowed, bed must have sides / depth and be hard construction (e.g. not Lexan but could be wood). Cab and tubers allowed if the cage or bed extends to beyond the rear axle and the bed may be flat. Full caged rigs not allowed.

For 2026 the body must be at least 4.19" from sill to roof of the body as 2025.

For 2027 the body must be at least 4.19" (A UK-1 tyre or disc) from sill to roof and the tyre or disc sit entirely within the silhouette/outline of the body.



A windscreen that fills the opening.

A metal C Channel or metal Flat rail LCG chassis that extends beyond both pumpkins on either axle, with a flat/level skid.

A chassis mounted steering servo (CMS)

A front bumper wider than the rails (bumper mounts are not bumpers) and be the forward most point of the rig. Bumper must be attached to the rails

A rear bumper wider than the rails attached to the rails.

Vehicles must be shaft driven only and powered by a single motor. No "Motor On Axle" (MOA) of any kind (includes Motors in axle). Your axles must be driven by one transmission or transfer case and a minimum of two drive shafts. No separate throttle control of drive shafts or axles.

No electrics are permitted to be mounted or fixed to axles or suspension links.

All electrics, battery, servos, motor and **ESC** are to be covered by the body/tray when viewed from above. **A glazed window is considered coverage.**

2 axles (portals allowed) and only 1 can be steering (no 4 wheel steering or 6x6). Vehicles are limited to front wheel steering only.

Weighted knuckles/ knuckle weights must fit within the bead circumference (**Suspended knuckle weights e.g. slugs of metal in a plastic hanger are NOT allowed**)

4.19" max tyre size as stated by the manufacturer - NO PIN tyres. Cut and shut legal tyres made bigger NOT allowed

NO DIG

Vehicle track width is unlimited but be aware of minimum gate width

Clear bodies, "Swiss cheese" bodies are not permitted. Consider realism. Any hole must either be a scale detail or have a function.

Neither front shock towers or front shocks can protrude through the body and cannot be seen from directly above.

No Servo (including servo winches) can protrude through the body. Scale bumper winches are allowed.

Battery must be mounted to the chassis not axle.

Bumpers (front and rear required) must be wider than the rails. When the rig is resting on level ground the front bumper must be the furthest forward item on the rig. E.g. If you drove on level ground forward into a vertical wall square on, the bumper would hit before anything else including tyres. Bumpers (Front & Rear) must be chassis mounted.

EXAMPLE VEHICLE - RC4WD TF2

UK2 - LCG Performance Crawler

Vehicles must run:

A body wider than the rails starting before the front axle and ending after the rear axle. Cab and bed allowed, bed must have sides / depth. Cab and tubers allowed if the cage or bed extends to beyond the rear axle and the bed may be flat. Full caged rigs not allowed. A front bumper is required (bumper mounts are not bumpers) Bumper must be attached to the rails

The rails must extend beyond both pumpkins on either axle. For flat rails (not C-Channel) this needs to be done in one continuous piece. No bolt-on pieces to achieve the given span.

Motor on chassis

No 4-wheel steering

4.75" max tyre size as stated by the manufacturer - NO PIN tyres

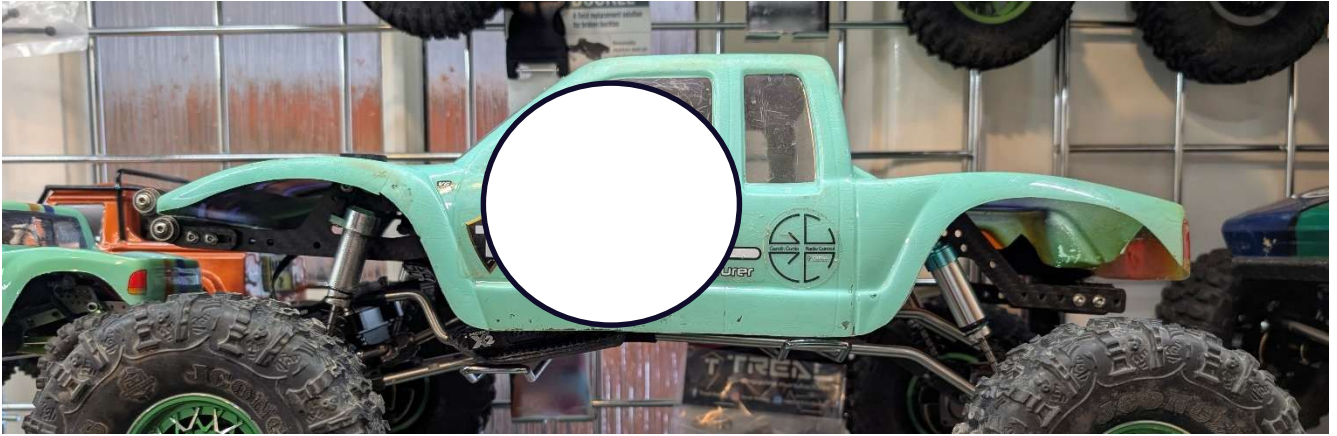
Vehicle wheelbase is unlimited.

Maximum 2 axles"

Vehicle track width is unlimited but be aware of minimum gate width

Clear bodies, “Swiss cheese” bodies are not permitted. Consider realism. Any hole must either be a scale detail or have a function. Neither front shock towers or front shocks can protrude through the body and cannot be seen from directly above.

FOR 2027: A 4” disc (circle of paper or 3d print) must sit entirely within the silhouette/outline of the body/cab.



No electrics other than steering servo are permitted to be mounted or fixed to axles or suspension links.

All electrics, battery, servos, motor and **ESC** are to be covered by the body/tray when viewed from above. **A glazed window is considered coverage.**

Tyres and wheels - SIZE: 4.75 inch tyre diameter max (size as advertised by the manufacturer) - NO pin tyres

Cut and shut legal tyres made bigger NOT allowed

Flat Iron XL are listed as 4.76" by Proline so these are **NOT** allowed.

Weighted knuckles/ knuckle weights must fit within the bead circumference (**Suspended knuckle weights e.g. slugs of metal in a plastic hanger are NOT allowed**)

Drive train - Vehicles are limited to front wheel steering only.

Vehicles must be shaft driven only and powered by a single motor. No “Motor On Axle” (MOA) of any kind (includes Motors in axle). Your axles must be driven by one transmission or transfer case and a minimum of two drive shafts. No separate throttle control of drive shafts or axles.

DIG Allowed (see penalties for use)

Chassis - Chassis rails required.

The rails must extend beyond both pumpkins on either axle. For flat rails (not C-Channel) this needs to be done in one continuous piece. No bolt-on pieces to achieve the given span.

Battery must be mounted to the chassis not axle.

Front bumper required and must be as wide as the rails and must be chassis mounted.

No winch allowed

EXAMPLE VEHICLE – VANQUISH VRD CARBON / STANCE

UK3 - High Performance Crawler

"Vehicles must run:

A body or panels on the cage so electrics (motor, battery & esc) cannot be seen from above.

FOR 2026: The body or cage must have a bonnet, window opening, and roof and thus resembles a truck.

FOR 2027: A 3.5" disc (circle of paper or 3d print) must sit entirely within the silhouette/outline of the body including cage. The body or cage must have a bonnet, window opening, roof, and either side panels or doors either in separate panels or a body as a whole.



Above 4.75" tyre size as stated by the manufacturer - NO PIN tyres

Vehicles must not be MOA

Vehicle wheelbase is unlimited.

No limit on number of axles.

Vehicle track width is unlimited but be aware of minimum gate width

Clear bodies are not permitted.

No electrics other than steering servos are permitted to be mounted or fixed to axles or suspension links.

All electrics **excluding steering servos**, e.g. battery, motor and **ESC** are to be covered by the body/tray when viewed from above. **A glazed window is considered coverage.**

Tyres and wheels: "SIZE: Min greater than 4.75 inch tyre diameter (size as advertised by the manufacturer)

NO pin tyres

NO 4.75 tyres (4.76 and above is allowed)

Weighted knuckles/ knuckle weights must fit within the bead circumference. (**Suspended knuckle weights e.g. slugs of metal in a plastic hanger are NOT allowed**)

Drive train - No restriction on number of axles and how many can steer.

Vehicles must be shaft driven only and powered by a single motor. No “Motor On Axle” (MOA) of any kind (includes Motors in axle). Your axles must be driven by one transmission or transfer case and a minimum of two drive shafts . No separate throttle control of drive shafts or axles.

DIG Allowed (NO penalties for use)

No chassis restrictions caged or rail.

Battery must be mounted to the chassis not axle.

No bumpers required.

EXAMPLE VEHICLE - AXIAL UTB10 CAPRA 4WS

UK4 – Unlimited

No build restrictions other than NO WINCHES

Including:

Twin motors allowed

MOAs allowed

SUPERs allowed

Battery on axle allowed

Anything goes.

EVENT RULES & PROCESS

No club is expected to run ALL 5 classes but a series must contain UK2 and preferably 2 other classes e.g. UK1,2,3 being the norm but this could be any combination like UK0,1,2 if more scale is preferred or UK2,3,4 or UK0,2,4

ALL running orders must be entirely random. NOT, reversed in the afternoon or in any form of ranking.

Scores are ranked by the cumulative total of all course scores. Lowest total score wins.

Lowest score wins, draw goes down to time. If both these are equal the position shall be shared.

Multiple category Vehicle: A vehicle may be run in more than one category at an event, so long as it meets category specs.

Vehicle Exchange: Chassis cannot be exchanged for another Chassis during the competition. Everything else is deemed acceptable between courses as long as the vehicle remains within the specs for its category.

Vehicle Sharing: Vehicle sharing is allowed.

Course Modification: No modification to the course is allowed by anyone other than the nominated Course director for the day. This includes, but not limited to, removing of rocks, stacking of rocks, purging a puddle of water, blowing/wiping dirt from rocks, removal of vegetation, using objects (including driver's body), or other types of modification to a course that could gain the driver an advantage. If any kind of modification is done by driver or their crew, score will be defined as DISQUALIFIED.

Event Rule Violation: Any violations of event rules are subject to automatic disqualification by judges.

When the nominated Course Director is on course competing, they must nominate someone else to that position for the duration of the run.

Gates Construction: Gates consist of at least 2 Gate Markers (e.g. Half Tennis balls) which are numbered (LEFT gate) and indicate direction of progression (RIGHT gate).

Gate Width (Minimum Width): 12"/304.8mm. Measurements are from inside to inside of each gate marker.

Gate Quantity: 10 Gates per course (not including bonus gates)

Bonus Gates: Up to a maximum of 3.

Course Quantity: A minimum of 2 Courses per category (e.g UK2) is recommended. The courses can be reversed in the afternoon to accommodate this.

Start Lines or box: Courses may consist of a start gate, chalk line or any other type of designated starting area. Start lines are only used to start the course clock.

Scoring starts when time has started. Scoring stops when course is finished.

Course Completion: The course is finished once the last gate is progressed or you are timed out

Sportsmanship: Good sportsmanship is required. If a competitor or on looker (including spotters) promotes or acts with unsportsmanlike conduct, they may be penalized. Unsportsmanlike conduct on or off course may result in you getting a caution from any judge.

A further caution during the same event (YELLOW card) from any judge brings a 20 pt max penalty for that gate if on course (or added to a run chosen by the Course Director if not on course).

A further caution during the same event (RED card) from any judge brings a 200 pt max penalty for that run if on course (or a run chosen by the Course Director if not on course).

The course director can also ask anyone to leave the event if unsportsmanlike or poor behavior continues.

NOTE: Judges are to record cautions / cards on a score sheet.

Alcohol or non-prescription drugs are not allowed on course during a competition. Intoxicated or high competitors will be asked to leave the competition area at the Course Director's discretion. If further action is required to remove said person from the course, disqualification or ejection from the event may occur at the discretion of the Course Director or event organizers.

OFFICIAL GCRC Sponsored series event will have the following series points awarded each round:

Place	Points	Place	Points	Place	Points
1	100	11	35	21	5
2	85	12	30	22	3
3	75	13	25	23	3
4	70	14	20	24	3
5	65	15	15	25-Last	1
6	60	16	10		
7	55	17	5		
8	50	18	5		
9	45	19	5		
10	40	20	5		

END