

RCCar.Zone UK Scaler Nationals Rules 2018

Event location Leashaw Road, DE4 5AS

Classes

Class 1 "Road legal truck"

Vehicle must have a windshield that fills the entire windshield frame.

Full width of the body bumpers are required on the front and rear of the vehicle. Bumpers that are moulded into the body qualify. A rear bumper is not required on a flatbed but is with everything else. Bumpers can have stingers/bull bars but cannot be higher than the bonnet

The vehicles body must be mostly intact. Only mild trimming such as flairs & removing a hardtop are allowed. If the hardtop is removed, a full interior is required (no extreme trimming of bodies allowed *

The tread of the tyres cannot extend outside of the wheel arch more than 1/2 of the tread width, flairs can be added to reach min. spec.

Vehicle must run a full length rail chassis (The rail chassis must be as long as the vehicles wheelbase) (Tamiya CC-01 chassis are allowed).

Truggies are not allowed, Exo cages are allowed but there must be a full body under the cage. Flatbeds with full length rail chassis are allowed. The bed must be as wide as the cab the entire length of the bed which must pass the rear axles tyre. Cab only not allowed.

Tyres can never extend beyond the body's bumpers or the rear of any truck bed. (Any stingers, fairleads, shackles, bolts, etc. are not considered part of a bumper when determining this.)

Dovetailing is not allowed.

Sectioning or narrowing of the body is not allowed.

Boat sides are not allowed.

6x6 and 8x8 are allowed in this class

106mm Max tyre size with 1.5-1.9" max wheel including spares. No specially made or comp tyres. No external tyre modification is allowed

Axles can run under drive / over drive gears or split ratio transfer cases, differentials are allowed

Class 2 "Dodgy MOT road legal"

Vehicle must have a windshield that fills the entire windshield frame

Body/cage work must be at least 4.5" tall (including boat sides) and the inside of the front tyres cannot extend outside of the width of the cab at the doors.

A front bumper is required and must be mounted to the vehicle's rail chassis and must be wider than the outside of the chassis rails (chassis cross rails do not count as bumpers).

You must run a full rail chassis, and the chassis must pass the rear axle pumpkin.

Bodies must be at least as long as the wheelbase of the vehicle, unless a flatbed or truggy cage is being used.

Truggies are allowed but must have full rail chassis with shocks mounting to the chassis (scx10 style mounts are ok) the truggy chassis and frame must extend past the rear axle pumpkin to be legal. It

also must be a structural part of the rear of the vehicle. Honcho rear cages are allowed but are not classed as truggies rather just a body.

Flatbeds that run the full length of the rail chassis are allowed. The bed must be as wide as the cab the entire length of the bed which must pass the rear axle pumpkin. Exo cages are allowed but there must be a full body under the cage.

Dovetailing the rear truggy/tube bed that is narrower than the cab counts as a dovetail* (1/2 the width of the widest part of the cab).

Pinching the front (2/3 the width of the widest part of the cab).is allowed

6x6 and 8x8 are allowed in this class

125mm max tyre size with a 1.9" max wheel size including spare. No specially made or comp tyres. Tyre lugs maybe cut, sipped, grooved or trimmed

Class 3 "You'll get pulled for that!"

150mm max tyre size with a 2.2" max wheel size (including spare).

Bumpers are not required

6x6 and 8x8 are allowed in this class

The distance between the inside of the tires (of any axle) can be no greater than 1.25" more than the width of the body at the doors. *Example* (7" inside-of-tire to inside-of-tire = body must be 5.75" wide)

The body must be at least 5" wide from the front to the rear of the doors. Rock sliders, mirrors, etc. do not count in these measurements

Bodies must be at least as long as the wheelbase of the vehicle. Unless a flatbed or truggy cage is being used.

Body modifications including, but not limited to, pinched front, dove-tailing and boat-siding are permitted

6x6 and 8x8 are allowed in this class

Truggies are allowed, the truggy rails must extend past the rear axle pumpkin to be legal. The bed must have a roll bar hoop and integrated shock mounts. It also must be a structural part of the rear of the vehicle. Honcho rear cages are allowed but are not classed as truggies rather just a body.

True Scale

Vehicle must have a windshield that fills the entire windshield frame. Bodies must be made of abs / plastic no Lexan bodies allowed.

Full widths of the body bumpers are required on the front and rear of the vehicle. Bumpers that are moulded into the body qualify. A rear bumper is not required on a flatbed but is with everything else. Bumpers can have stingers/bull bars but cannot be higher than the bonnet

The vehicles body must be mostly intact. Only mild trimming such as flairs & removing a hardtop are allowed.

Chassis mounted servos or servos mounted to axles are allowed

Vehicles must have full interiors with a driver figure, working lights (indicators do not need to flash) and 15 different scale items (multiples of the same item count as 1 item)

The tread of the tyres cannot extend outside of the wheel arch more than 1/2 of the tread width, flairs can be added to reach min. spec.

Vehicle must run a full length rail chassis (The rail chassis must be as long as the vehicles wheelbase) (Tamiya CC-01 chassis are allowed).

Truggies are not allowed, Exo cages are allowed but there must be a full body under the cage. Flatbeds with full length rail chassis are allowed. The bed must be as wide as the cab the entire length of the bed which must pass the rear axles tyre. Cab only not allowed.

Tyres can never extend beyond the body's bumpers or the rear of any truck bed. (Any stingers, fairleads, shackles, bolts, etc. are not considered part of a bumper when determining this.)

Dovetailing is not allowed.

Sectioning or narrowing of the body is not allowed.

Boat sides are not allowed.

6x6 and 8x8 are not allowed in this class

107mm Max tyre size with 1.5-1.9" max wheel including spares. No specially made or comp tyres. No external tyre modification is allowed

Axes must have a 50:50 split on power (no mix of under drive/over drive gears or split ratio transfer cases allowed) differentials are allowed

Ultra 4 1.9

1.9" Wheel and tyre only. No specially made or comp tyres

Caged race style truggies (Twin Hammers etc.)

Ultra 4 2.2

2.2" Wheel and tyre only. No specially made or comp tyres

Caged race style truggies (Yeti, Bomber, Wraith etc.)

Rules

1. Must be 1/10 scale electric car/truck with a scale chassis. (No 2.2 comp chassis with a scale body) A scale chassis could be but not limited to MSD, RC4WD, Axial SCX-10 chassis Wraith Twin hammers or Yeti

2. 2.2, 1.9, 1.7 or 1.55 wheels and tyres ONLY! Tyre's may be name brand or knock offs, just as long as they resemble the real thing. No comp crawler tyres

3. Vehicle must have 2 scale accessories. (I.e. jerry can, bed roll, cooler, shovel, winch, rock lights, etc.) The cooler the better!
4. Rear steer and dig are allowed in class 3 only. A vehicle may have 4x4, 2x4, 6x6 or 8x8 capabilities
5. A vehicle must have a tow strap and winch points. (I.e. Bumper, D-rings, etc.)
6. A winch is highly recommended
7. Trails are not against the clock but start and finish times are taken and used in conjunction with how you run the course, if you notice any special features, items or anything just out of the order which you should write down in the notes section of your score sheet.
8. Trails may have mandatory skills sections in each stage. Skill sections will be marked with red/white tap on the ground showing boundary areas Drivers are not to walk in these areas
9. **Skill sections** are marked with red/white on ground tape as boundaries and a gate and the beginning and end. A driver cannot overtake another driver during a **skill section** unless a rig is broken to which it must be removed from the **skill section** and restart the skill section after the repair.
10. Bonuses are earned by completing the **Special sections**. These can be night trails or special sections which when completed will be signed on your score sheet. Only one rig per driver is allowed to do the night trails which will be a follow my lead style trail with everyone staying in one group.
11. Stages can range in distance. Battery changes may be performed as needed on a stage. If a driver has only one battery and cannot complete the stage, the driver is allowed to recharge the battery but must restart the course from where his battery died. The clock stops for no man!
12. Once a stage has been started by the driver; the time will not stop until the driver has crossed the finish line. This includes repairs on course and in the pit. When the last driver to start a stage crosses the finish line, the stage is closed, if a driver is still on the stage when the stage closes, that driver will receive a DNF and given the max time for the stage. Pit repairs can only be done at a specific location which will be designated before the event starts. No changing of tyres are allowed.
13. No repairs or battery changes can be made during a **skill section**. On course repairs can be made at the point of breakage and as long as the stage is still open. If a repair or battery has to be replaced during a **skill section**, then the driver must move off the **skill section**. You must restart the skill section after repairing or replacing the battery. **Skill sections** are marked with red/white on ground tape as boundaries and a gate at the beginning and end.
14. Drivers will start at specified intervals; if a driver catches up to a fellow driver/ drivers, the driver/ drivers that is being passed "**must**" yield to the faster driver immediately, this includes groups helping each other.
15. There is no "Hand of God". This means all recoveries must be done by using a winch when possible. If the rig is underwater or stuck in mud and the driver grabs the rig a "which buddy penalty" must be marked, the event is designed for a driver to be a driver, not a basher. If a driver does not have a winch and has to use the "winch buddy penalty" to get through a gate then this must be marked on the score sheet. The rig must only be moved **just** in front of the area causing you trouble
16. Drivers can run in groups, families, or solo it is asked that parents accompany their children while out on the trails. Groups/ families can winch each other using a functional winch or tow with a tow strap. This must be fixed to the rig and not held by drive while rig is recovered. No penalty is given for this. Drivers can help other solo drivers who are stuck. Stuck drivers should write their names on the recovers score sheet in the notes section (this is only applicable if the stuck driver is a solo competitor. Groups and families can help each other out in their group and do not need to sign the notes section.

17. Tyre changing is not allowed. A rig is classed partly by its tyre size and so the same tyres must be used for the whole event. In the event of damage to a tyre that cannot be repaired then tyres of the same make and compound must be used. If this is not possible see an official.

18. Any functional recovery tools you wish to use during your run, you must carry it on your rig at all times. IE tow strap, pull pal, and sand ladders

19. Winching can only be performed off of natural objects (i.e. trees, rocks, etc...), other vehicles, or stakes supplied by the course builder. Winching off of a person such as their shoe or hand is not allowed

20. No "Motor On Axle" (MOA) of any kind. All motors, transmissions, and other electronics (other than steering servos) must be chassis or frame mounted. Your axles must be driven by one transmission or transfer case and a minimum of two drive shafts (except CC-01, TA-02, etc) No separate throttle control of drive shafts or axles.

Stage Gates:

A stage will be marked with gates. The gates are used to define a stage and the colour of the gate will define the intended direction of the gate. A gate consists of two flags: one yellow and one red. The red flag is always on the right. A stage gate can only be driven in the intended direction!

A rig must drive between the stage gates and all wheels must be inside the stage gates for progression, even if winching is required to successfully clear the gate. There is no straddling a stage gate to progress.

A stage gate can only be driven in the intended direction!

Please do not break the gate markers! If a gate marker is knocked over or out please replace.

Penalties/ Bonus:

Trail:

Penalties must be marked there and then at the time of the penalty. A rig may be driven out of the gate to allow other rigs to get past while the penalty is marked on your score sheet. Any marking of score sheets after you have completed the course or when you stop for other reasons will result in a DNF and given the maximum time and points for said course.

Skill Sections:

A skill section will have boundaries and be marked by red and white barrier tape.

A skill section will be a tighter section with boundaries marked on the ground during a normal 100 gate trail. If at any point you go outside of the boundary you must mark a gate touch penalty

Judged course:

On the 10-20 gate comp style courses a judge will score you for reverse, gate touch, roll over, winch, winch buddy (using another rig with a winch if you don't have one)

Progress: Progress points of -2 are given for getting through the gate cleanly i.e. you do not hit the gate markers when traveling through. Any other penalties do not affect the progress points.

Reverse: Reversing incurs a +1 point. Reverse as far as you need as if you go forward then reverse again that will be another reverse point.

Reposition: Repositioning of the rig will get you +10 points. The rig is to be moved just past the obstacle you are stuck at.

Gate touch: Touching a gate marker gets you +10 points and removes your chance for progress points, the gate marker is not dead until you have cleared the gate with the rear of your truck so be careful and don't hit it a second time or even a third.

Repairs: If at any point your rig breaks or the body falls off you can take a repair, this will get you +10 point. The time will be stopped and then restarted once your rig is repaired. You will have to start from where the rig broke or the nearest as possible if the rig is not stable.

Roll over: Rolling the rig over +5. This is if you simply roll the rig back onto its wheels, lifting the rig up and placing it where it fell is a reposition.

Winch: Using your own winch will get you +3 points. No holding of the winch line or fixing it to your shoe lace is allowed this will incur you a DNF for the gate. The use of land anchors, snatch blocks and straps is allowed.

Winch Buddy: can be helpful, if your winch is broken or you don't have a winch mate. Using a second rig to pull you out of a situation that otherwise you couldn't get out of.

Self-righting: This can only be done by means of winch, winch buddy, Roll over or reposition penalties. Spinning around on your side is not allowed any attempts to do this will result in a DNF for the gate.

Once the rig has started the course it cannot be touched by the driver unless instructed by the judge. Doing this will incur you a DNF for that gate and +20 points. The only exception is for winching when you can touch the winch line and controllers. Any touching of the rig to settle it will incur the same penalty.

Trailer challenge:

A trailer challenge may be run at an event. The trailer must have the same wheel and tyre spec's as required for the class of rig you are running. They do not need to be the same wheel and tyre but just fit within the restrictions of the class.

This challenge will require you to run a 10-20 gate course pulling your trailer with some precious cargo. The cargo must remain in one piece and stay in the trailer at all times to qualify as finished. Gates are not clear until the rear most axle of the trailer has cleared the gate markers.

Time will start when you are given your cargo and finish when the cargo is in the hand of the judge. A time limit will be decided before the start of the event.

Only one rig on the course at any one time.

Eggspect the cargo to be delicate!