

# S . R . C . O . R . C . C . CLUB RULES

## For On Road

Updates to these rules: Whole paragraph is in Bold and marked with \*\*\*\*

Web address: [www.sydneyrc.com](http://www.sydneyrc.com) or [www.sydneyrc.com.au](http://www.sydneyrc.com.au)

Visit AARCMCC page for technical rules, battery and motor listings.

### ALCOHOL AND DRUGS:

The consumption of any alcohol or the use of any drugs is prohibited in the immediate vicinity of the track, or within the grounds of the Club.

Smoking, drinking or eating is NOT prohibited within the track boundaries whilst marshalling.

The use of Mobile Phones within the track boundaries is not permitted (radio interference)

### LANGUAGE

The use of any filthy or abusive language to OR by any member or official of the Club will not be tolerated and **WILL AT THE DISCRETION OF THE CLUB EXECUTIVE BRING INSTANT DISQUALIFICATION** of the offending driver from the entire event

### GENERAL CLUB RULES

1.1 All General rules and procedures this book applies to all classes. There is always the possibility of an apparent contradiction within these rules by another rule in the type, class or scale specific sections also found in this rulebook or National Guidelines. In that case, a rule found under a specific class, vehicle type, scale rule set or rules found in our National Guidelines (when a National event) would take precedence over or further clarify the General rule in question.

### 2. SAFETY

2.1 Everyone, to include spectators, in the racing area and pits must wear closed-toe shoes while at the race site. Anyone behind the spectator control barrier is not included in this requirement, provided there is a positive means of preventing entry to the racing area.

2.2 Disabled cars will be taken off the track. No repair work will be allowed on the track or the infield while a race is taking place.

2.3 Prior to operating a car, all drivers must sign in and give officials the radio frequencies that will be used. Race officials must approve any change in these frequencies.

2.4 A driver practicing, or working on a car in the pits with his/her radio on, must have the approval from a race official.

2.5 Drivers must turn their radios on before turning on their cars. Drivers must turn off their car before turning their radio off.

### 3. DRIVERS

3.1 Drivers entering these events must present proof of current annual membership or join prior to participation. Single event memberships may be offered at all other events.

3.2 The Race Director has the right to refuse any entry application for valid reasons.

All drivers must attend the drivers' meeting. Race rules and procedures will be covered during this meeting. The Race Director may give a one-lap penalty on the best qualifier of drivers that do not attend or cause unnecessary delay of a drivers meeting.

3.4 A driver will not permit another driver to compete for him in a race, and no non-driver will be allowed to operate a car on the track during an event.

3.5 No person under suspension by the Executive Committee will be permitted to participate or be allowed to enter the working pits of race area.

3.6 A driver is responsible for the actions and conduct of his pit crew.

3.7 When Junior and senior classes are run, the following rules will apply. Juniors must be under 16 years old on the day of the event.

3.8 Seniors must be at least 35 years old on the first day of qualifying. Proof of age is required for entry in Junior and senior classes.

#### **4. RADIO EQUIPMENT**

4.1 A driver must use his assigned frequency. The Race Director must approve a frequency change. The use of reversed crystals is prohibited.

4.2 Radios will display the clip for the frequency used during practice. Radios must be able to change frequencies. At all events, a minimum of two frequencies is required.

4.3 Radios are limited to the use of two channels, operating two servos, or a combination of one servo and one electronic speed control. More than one function is allowed per device, but a servo is limited to one output shaft. Control is limited to forward, brake, and steering. The use of reverse in competition is not allowed.

4.4 In cases of frequency conflict, the highest qualified driver will have first choice of frequency. Second highest qualifying driver will have second choice of frequency, etc.

#### **5. COMPETITION RULES**

5.1 Any reference to cars or vehicles in these rules includes both cars and trucks.

5.2 All cars must comply with dimensional requirements for each AARCMCC approved class found in this rulebook.

5.2 It is the intention of AARCMCC to promote family-oriented racing. With this in mind, unruly or unsportsmanlike conduct will not be tolerated. Individuals judged by the Race Director to be in violation will be disqualified and requested to leave the race area.

5.3 Batteries must be securely mounted. .

5.4 Any material used to add to car weight to make it legal must be securely attached to the car chassis. If such ballast falls off the car during a race for any reason, and the car is under weight at the post race tech inspection, the car will be disqualified.

5.5 No hazardous bumpers, nerf bars, chassis extensions, or other objects protruding from the car are allowed.

#### **6. CLASSES**

6.1 For the purpose of establishing specific rules, NSW competition is divided into various classes as follows: (1) type of driver; (2) type of power; (3) type of track; (4) type of body, and (5) scale.

6.2 Two methods of drive are authorized. These are two-wheel drive, with power transmitted to the rear wheels only; and four-wheel drive, with power transmitted to all four wheels. Cars that are driven by the front wheels only are classified as four-wheel drive.

Cars powered by electric motors are further classified as stock or modified.

6.3 Tracks are classified by the type of surface and configuration. Authorized surfaces include carpet, dirt and pavement. A wide variety of bodies are authorized for use in competition. These are covered in detail in the body section.

6.4 Drivers in a novice or beginner class will not be eligible to enter any other class.

6.5 Novice drivers are not permitted to swap motors or classes whilst in the Novice class. Novice drivers will only be moved to the next progression of class when they have successfully met the requirements of the Club.

6.6 Novice requirements for class progression are:

When a Novice driver has Top Qualified and won their Novice final on 3 or more occasions.

When a Novice driver is continually doing the same or similar laps of the next class of progression (V8 540 Class)

## **7. TECHNICAL INSPECTION**

7.1 Each car must satisfactorily pass technical inspection before being allowed to compete.

7.2 Technical inspection will be held at each Major meeting. All rules must be strictly adhered to. No car will be allowed to race until it has been cleared to do so by the Technical Director. Any violation will be corrected before the car is raced.

7.3 Handout motors and components (such as armatures) will be permanently marked with a number that identifies the driver. Rebuildable stock motors or Non-rebuildable stock motors may be selected as handouts, not both at the same event. Regardless of which handout is selected, only one model from one manufacturer or distributor may be used.

7.4 If Rebuildable stock motors are used, the term "handout motors" includes these components: cans, endbells, brush hoods, bushings and armatures. When a Rebuildable stock motor is used as the hand out at an AARCMCC National event, armatures may not be swapped between cans.

7.5 At National events hand out motor's armatures must always have the same number as the can. It is up to the event host to ensure the proper marking of the motors. If the host is not willing to put in the extra effort to mark the Rebuildable stock motor components as described, they must use the Non-rebuildable stock motors for their event's handout. When non-rebuildable stock motors are used as handouts, the motor should be sealed with epoxy or similar material, such as SCCA tech tape, that would chip, rip or come off if the can and endbell were separated.

7.6 Technical inspection will include but is not limited to checking the cars height, length, width, and weight (not including transponder), and that the driver's radio is on the proper frequency. Cars must roll freely in the tech box at ride height. Bodies must remain as originally approved. Flaring front fenders or other aerodynamic modifications are not permitted.

7.7 The designated Official, Technical Inspectors and the Race Director have the right to subject any car to mechanical or visual inspection at any time. It is the driver's responsibility to tear down a car for inspection if required to do so.

7.8 The Race Director has the right to limit admittance of personnel to any area in which inspections are being made.

7.9 The Race Director can impound cars at any time during an event and will be responsible for the security of any impounded cars.

7.10 During post race inspection, normal wear, race distortion or damage should be considered.

## **8. MARSHALING**

8.1 Drivers must marshal for their designated race. Other members may substitute with the approval of the Race Director. The original marshal is responsible for the actions of the substitute.

8.2 Marshal is not permitted to repair cars, and must not abandon their post to bet a car to a pit may for repairs. Marshals will take disabled vehicles to the closest outer edge of the track as soon as possible. Vehicles still racing has priority over handling of disabled vehicles.

8.3 A car running on the track has right-of-way over a car that has gone off the track, turned over, or otherwise had problems. Marshals will treat all corrective matters equally.

8.4 When marshalling a car, it should be returned to the point where it left the racing surface. Care must be exercised not to interfere with on-coming cars.

8.5 Only the designated marshals are permitted to handle cars during a race. No one else may enter the racecourse to repair or retrieve a car.

## **9. BLACK FLAG**

9.1 A black flag will be given to a driver whose driving, car operation, or performance constitutes a hazard to the other cars in the race. This includes insufficient skills to compete in the class, unsportsmanlike driving, and intentional hitting of other cars, intentional short coursing, intentional corner cutting, intentional blocking when being overtaken, and other such acts.

9.2 When a driver is given the Black Flag, it means that driver must pull their vehicle off the track immediately. The driver will remain on the drivers stand until that heat or race is over.

9.3 A Black Flag ruling may be used at any time for unsportsmanship conduct or abusive language to other drivers or race officials.

9.4 A driver who receives three warnings in an event from a referee or race official will be black-flagged.

9.5 Any car that loses its body or that cannot be controlled properly due to radio problems, race damage, or missing parts will be black-flagged.

## **10. CONCOURSE RULES**

10.1 These rules establish a consistent basis for judging cars entered in a Concourse.

10.2 Concourse may be divided into two divisions: Best Appearing and Most Authentic. The Best Appearing category is for original designs and workmanship, not copies of full-size cars. The most Authentic category is for scale representation of full-size race cars. The number of categories and awards is at the discretion of the Race Director.

10.3 The committee of three judges should be used to determine the winners. A judge may not have a car entered in the Concourse. Each judge shall independently score each car. Each category shall be awarded a maximum of ten points. A perfect car could receive ten points in each category. The cars are scored based upon comparative judging from among all the cars entered. Judges should take into consideration the difficulty of hand painted and hand crafted parts verses store bought decals, stickers, tapes, or other items. The highest scoring entry will be the winner; the second highest scoring entry will be awarded second place and so on.

10.4 To qualify for an award, trophy winners must race their cars in a Final or Qualifier following the judging. Any item attached to the body that was used in the determination of a score must remain on the car. Wings, drivers, and bodies cannot be changed. Motors, tyres, rims and batteries can be changed because they are not scored for points.

10.5 Ties should be broken by choosing the car with the highest point total in a category. The order of selections is: (1) Overall Effect; (2) Detail; (3) Paint; and (4) Body Preparation. For the Most Authentic division, authenticity should be the tiebreaker.

## **ON ROAD CLASS & SPECIFICATIONS**

**Please note: the use of tyre additives is NOT permitted on the Brush Farm Netball Courts – for safety reasons**

### **ON ROAD CLASSES, BATTERIES & ELECTRIC MOTORS:**

**Visit AARCMCC page for up to date rules**

#### **2WD NOVICE 540**

1. Only the Johnson 540 silver can, grey endbell, Category #683 motor, the Mabuchi silver can, black endbell motor or the Kit motor may be used.

**2. No other stock motor or the Tamiya Sports Tune motors are permitted in the Novice Class.**

3. No tampering of the motor is allowed.

4. Batteries to be 7.2v, 6 cells and no more that 4200maH capacity.

5. Any 1/10<sup>th</sup> scale electric 2WD on-road cars (sedan, mini, Formula 1) may be used. These cars are all to comply with these rules as well as those relating to the style of the vehicle.
6. Drivers only allowed in novice class – no cross entering allowed.
7. Weight of car is same as that relating to the style of the car –
  - a. **Formula One and Lemans = 1125 grams**
  - b. **Tamiya M-class = 1225 grams**
  - c. **2wd Touring car = 1500 grams without transponder, 1525 grams with a Transponder**

#### **4WD NOVICE 540**

1. Either the Johnson 540 silver can/ grey endbell, Category #683 motor (2 slot) or the Silver Can/ Black endbell (4 slot) motor may be used.
2. **No other stock motor or the Tamiya Sport Tune Motors are permitted to be used in the Novice class.**
3. No tampering of the motor is allowed
4. Batteries to be 7.2 volt, 6 cell and no more than 4200maH capacity
5. Any 1/10<sup>th</sup> scale electric on-road car (sedan, mini, formula 1) may be used. These cars are all to comply with these rules as well as those relating to the style of the vehicle.
6. Drivers beginner drivers only allowed in Novice class – no cross entering allowed.
7. Separate class available if sufficient numbers.
8. Weight of car is same as that relating to the style of the car –
  - a. Formula 1 and Lemans =1125 grams
  - b. Tamiya M-class = 1225 grams
  - c. **4wd touring cars = 1500 grams without transponder, 1525 grams with transponder.**

#### **4WD V8 540 - SEDANS**

1. **Either the Johnson 540 silver can/ grey endbell, Category #683 motor OR the Tamiya RS-540 Sports Tune motor may be used.**
2. No other stock motors are permitted.
3. No tampering with the motor allowed.
4. Batteries to be 7.2 volt, 6 cells and no more than 4200maH capacity.
5. All wheels must be completely inside the guards of the body.
6. **Bodies are open however must be 1/10<sup>th</sup> scale electric touring sedan cars – Four (4) door sedan preferably Commodore or Ford.** Two (2) door bodies are not permitted.
7. **Minimum weight is 1500 grams without transponder, 1525 grams with transponder.**
8. Maximum width of all cars = 195mm (for club events 105mm is tolerated).
9. Only one wing can be used on any car. No more than 300mm x 150mm
10. Only rubber tyres are permitted – any brand may be selected.

#### **2WD STOCK – TOURING CARS**

1. Motors to be stock motors (see Appendix).
2. Batteries to be 7.2 volt, 6 cells and no more than 4200maH capacity.
3. All wheels must be completely inside the guards of the body.
4. All cars must be 1/10<sup>th</sup> scale electric 2WD cars – either front or rear wheel drive.

5. **Minimum weight for all touring cars is 1500 grams without transponder, 1525 with transponder;**

6. Maximum width of all cars is 190mm (for club events 105mm are tolerated).
7. Only one wing can be used on any car – no more than 30mm x 150mm.
8. Lemans cars are eligible to run in this class.

#### **4WD STOCK – TOURING CARS**

1. Motors to be stock motors (see Appendix).
2. Batteries to be 7.2 volt, 6 cells and no more than 4200maH capacity.
3. All wheels must be completely inside the guards of the body.
4. All cars must be 1/10<sup>th</sup> scale electric touring sedan cars.
5. **Minimum weight for all 4wd cars is 1500 grams without transponder, 1525 with transponder.**
6. **2wd is 1290 grams plus 25 grams for transponder.**
7. Maximum width of all cars is 190mm (for club events 105mm are tolerated).
8. Only one wing can be used on any car – no more than 30mm x 150mm.

#### **2WD MODIFIED – TOURING CARS**

1. Motors for modified must meet required specifications (see Appendix).
2. Batteries to be 7.2 volt, 6 cells and no more than 4200maH capacity.
3. All car wheels must be completely inside the guards of the body.
4. All cars must be 1/10<sup>th</sup> scale electric touring sedan cars.
5. **Minimum weight is 1500 grams without transponder, 1525 grams with transponder.**
6. Maximum width of all cars is 190mm (for club events 105mm is tolerated)
7. Wings: Only one can be used on any car. No more than 30mm x 150mm.
8. 2wd cars can be either front or rear wheel drive.
9. 4wd cars are eligible to race in this class.

#### **4WD MODIFIED – Touring Cars**

1. Motors for modified must meet required specifications (see Appendix).
2. Batteries to be 7.2 volt, 6 cells and no more than 4200maH capacity.
3. All car wheels must be completely inside the guards of the body.
4. All cars must be 1/10<sup>th</sup> scale electric touring sedan cars.
5. **Minimum weight is 1500 grams without transponder, 1525 grams with transponder.**
6. Maximum width of all cars is 190mm (for club events 105mm is tolerated)
7. Wings: Only one can be used on any car. No more than 30mm x 150mm.
8. 2wd cars can be either front or rear wheel drive.

#### **4WD 19 TURN TOURERS**

1. Vehicles are permitted to use any brand of 19 turn, modified motor.  
Output shaft diameter 1/8" (3mm), Case diameter 1.4" (36mm), Length 2.1" (53mm) without shaft, 2.6" (66mm) including shaft.
2. Cars may use any four (4) door bodies; it does not have to be the V8 configuration.
3. Any brand of Rubber tyre may be used.  
There are no controls on tyre compounds at this time, however it may be introduced.
4. No tyre additives are permitted on tyres.

9. Minimum weight is 1500 grams without transponder, 1525 grams with transponder.

#### **TAMIYA MINI**

1. Cars must be Tamiya 1/10<sup>th</sup> scale "M" class cars.
2. Bodies should be a recognisable sedan body i.e. Suzuki, Mini, VW. No group C or open wheeler type bodies.
3. Wheel base from centre to centre as per kit specifications.
4. **Minimum weight for the class is 1225 grams.**
5. Only Mini wheels and rubber tyres may be used.
6. All wheels must fit inside the body.
7. One wing is allowed on the car but the wing must fit into the style of the car.
8. Only the Johnson 540 silver can, grey endbell, Category #683 motor or the Tamiya Motor RS-540 Sport Tune (Tamiya Cat. #53068) motors may be used in this class.
9. Batteries to be 7.2 volt, 6 cells and no more than 4200maH capacity.

#### **APPENDIX:**

##### **GENERAL:**

1. Any driver disqualified from any final will NOT have any points included in their pointscore.
2. Any driver disqualified for refusing to return his/her car to scrutineering more than once in any class, will be unable to race that class again at this venue.