



Race Details :

Location : RaceWorks Arena @81 Lorong Chencharu

Timing : Sunday Afternoon, 2:00 - 5:30pm

Race Timetable :

- 2:00 - 2:30pm: Registration & PT Testing (optional)
- 2:30 - 3:45pm : Heats
- 3:45 - 5:00pm: Mains
- 5:00 - 5:30pm: Race Admin & End

Race Dates :

Round	Date	Event
1	5/2/2010	2WD
	4/3/2010	4WD
2	25/3/2010	2WD
	15/4/2010	4WD
3	6/5/2010	2WD
	3/6/2010	4WD
4	24/6/2010	2WD
	8/7/2010	4WD
5	29/7/2010	2WD
	12/8/2010	4WD
6	2/9/2010	2WD
	30/9/2010	4WD
-	21/10/2010	Finals

Race Fees :

- RaceWorks & RCMC Members
 - Race Fee - \$10/race
 - Transponder Rental (if required) - \$5/race
- Non Members
 - Race Fee - \$15/race
 - Transponder Rental (if required) - \$5/race

Exceptions: Fees for Grand Finals may be marginally higher to facilitate closing festivities (YAY!)

Race Structure :

Heats

- Roughly first hour of race is reserved for heats.
- Anyone can participate so long as they make it for at least one heat to qualify.
- Number of cars/racers per heat will be determined by race director but will be capped at 12
- Each heat is normally 5 minutes long - however, in the event of a large turnout, 4-minute heats.

Mains

- Number of mains and cars per main will be determined by race director
- Normally, 3 rounds of 5 minutes will be run for each main
- Final race standing will be determined as follows:
 - a) Finishing positions in your best 2 out of 3 runs in your mains
 - b) In the event of a draw in (a), total number of laps for *all* 3 mains will be used for tie-breaks
 - c) In the event the of a draw in (b), total time for *all* 3 mains will be used for tie-breaks

Series

Highest Score Wins

- Points will be awarded per class for each race attended and number of points up for grabs per week depends on total number of racers. Last finisher will be awarded 1 point, 2nd last will be awarded 2 points, etc.
e.g. If 20 racers attend a race that night:
 - A main 1st = 20 points
 - A main 2nd = 19 points
 - A main 10th = 11 points
 - B main 1st = 10 points
 - B main 2nd = 9 points
 - B main 10th = 1 point
- Best 4 out of 6 results per class will count towards final series standings
- Racers that miss a particular run will be awarded zero (0) points for that particular race
- Final race standings will be based on points - i.e. highest total score first.

Grand Final

- At the end of the first regular season races, final series placings will be determined
 - A Grand Final will be run - it will consist only of mains determined by series placing
 - Token Prizes/Trophies will be awarded at finals
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Race Rules :

- Punctuality
 - All races aim to start, run and end on time
 - All heats and mains will start on time even if any buggy is not there. If you are late you are free to introduce your buggy mid-run taking care not to obstruct any other buggy on the track.
 - We aim to START each run at the specified time so your car should be on the grid ready to go at least half a minute before the starting time.
 - Our schedule will be managed according to our "RACE CLOCK" so please be mindful of the timing.
- Sportsmanship
 - All racers should exercise good sportsmanship at all times.
 - No cursing or swearing at the event at all times (there might be kids around...)
 - Typical race etiquette should apply - e.g. allow race leaders to pass, etc. - that said, there are newcomers who might be unaware of these, feel free to educate in a friendly and courteous manner.
 - **IMPORTANT** : Acts demonstrating a lack of Sportsmanship will be awarded race penalties - see "race penalties" for more details.
- Track/Pit Conduct
 - Be considerate at all times, this applies to the entire event, including:
 - § Smoke only in designated smoking areas for the duration of the event
 - § Don't take up more pit space than required
 - § If bringing music players, please adjust volume for your personal listening
 - § Keep the pit area clean
 - On the driver's stand,
 - § Be courteous to the other drivers
 - § Allow enough space
 - § Don't lean forward and obscure the view of the track
 - § Try to keep profanity to a minimum
 - § If you screw up....let the other driver know you're sorry...otherwise it looks like you did it on purpose!
 - § **IMPORTANT!** If for some reason, your car dies in a bad spot, and there's no turn marshall immediately nearby.. make a nice loud announcement such as "DEAD CAR IN (Insert location here - such as "BACK STRAIGHT"!!)"
- Cars
 - For 2WD Events : Any 1/10 scale electric powered 2WD buggy is allowed. For 2012, we will be using JCONCEPTS GOOSEBUMPS as a control REAR tire for the 2WD buggy class - no other rear tire may be used.
 - For 4WD Events : Any 1/10 scale electric powered 4WD buggy is allowed. For 2012, we will be using JCONCEPTS GOOSEBUMPS as a control tire for both the FRONT AND REAR for the 4WD buggy class - no other tires may be used.
 - Other Specifications:
 - § All cars must be covered with proper class-appropriate painted shell (invisible cars don't look good in photos!)
 - § Participants may run any motor whether brushed or brushless but motor size must not exceed standard 540 specifications
 - § Any battery pack not exceeding 7.4volts may be run
 - § There are no limitations on any other equipment

- Marshalling
 - All racers are encouraged to marshal whenever they are not racing.
 - *Any* racer may be called upon on race day to be an Official Marshal. The following applies to official marshals:
 - Official Marshals will be selected on a rotating basis throughout the series
 - Official Marshals will be assigned Official Marshal Tags accordingly
 - If you are selected as an official marshal for a particular run, it is *compulsory* for you to be ready to marshal punctually.
 - In the event you are unable to marshal, you *must* find a replacement, pass them the Official Marshal Tag and inform the Marshal IC about the change
 - **IMPORTANT** : Failure to perform Official Marshalling duty will be awarded race penalties - see "race penalties" for more details.
 - How to treat your marshals
 - Marshals are there to help overturned cars, treat them with respect
 - Do not shout rudely at marshals, give them time to attend to your car. If you think they have not seen your car, politely get their attention and ask their assistance
 - Marshals are not mind-readers - always provide clear information to the marshals on where your car is (e.g. "My car is after the triples!").
 - Our Marshals are not expected to repair your cars on track. If your cars are broken, they will be taken off track. You have the option of picking it up for repair and returning it to the race if you can make it.
 - Race carefully when marshals are on the track. Slow down or even stop if necessary to avoid hitting marshals.
 - Don't throttle your cars UNTIL they are 100% back on the track.
 - Thank your marshals after the race - it's hard work!
 - **IMPORTANT** : Poor conduct towards Marshals will be awarded race penalties - see "race penalties" for more details.
 - Race Penalties
 - Race penalties are awarded if racers display poor sportsmanship or conduct at a NOOB event.
 - A race penalty will involve the deduction of *ONE LAP* from the a participant's best run either in their heats or mains.
 - All Race penalties awarded are final and are meted out at the organizers' discretion.
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