

RaceWorks NOOB 2013 Series

Race Details :

Location : RaceWorks Arena @81 Lorong Chencharu

Timing : Sundays, 11:00 - 6:30pm

Race Timetable :

- 11:30am : 4WD Buggy and 2WD Truck registration
 - 12:00pm : 4WD Buggy and 2WD Truck Race Start
 - 2:30pm : 2WD Buggy registration
 - 3:00pm : 4WD Buggy and 2WD Truck Race End
2WD Buggy Race Start
 - 6:00pm : 2WD Buggy Race End
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Race Dates :

| Round | Date |
|-------------------|--------|
| Pre-Season Warmup | 17 Feb |
| 1 | 3 Mar |
| 2 | 7 Apr |
| 3 | 12 May |
| 4 | 16 Jun |
| 5 | 21 Jul |
| 6 | 18 Aug |
| Finals | 15 Sep |

Race Fees :

- Race Fees for classes are as follows

| Class | Entry Fee (Non Members) | Entry Fee (Members) |
|-----------|-------------------------|---------------------|
| 4WD Buggy | \$20 / class | \$15 / class |
| 2WD Buggy | | |
| 2WD Truck | | |

- Racers participating in a 2nd or 3rd class are entitled to a discount of \$5 off the total entry fees
 - Racers are encouraged to use their own personal transponders (PTs) but if required, transponders are available for rental for an additional - \$5
 - Exceptions: Fees for Grand Finals may be marginally higher to facilitate closing festivities.
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Race Structure :

Heats

- Number of cars/racers per heat will be determined by race director but will be capped at 11
- 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), the driver with the best finishing position in one of the 2 counted runs is the winner
 - c) In the event of a draw in (b), the driver with the highest number of laps and best timing is the winner
 - d) In the event the of a draw in (c), the second counted result will be used to determine the winner in the same fashion.
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Series Scoring

Highest Score Wins

- Points will be awarded per class for each race attended with a maximum of 50 points for the first place finisher and a reduction of 1 point for each position after. The minimum number of points a race participant can receive is 5 points.
 - A main 1st = 50 point
 - A main 2nd = 49 points
 - A main 3rd = 48 points
 - D main 1st = 10 points
 - D main 2nd = 9 points
 - D main 5th = 6 points
 - D main 6th-10th = 5 points
- Best 4 out of 6 results per class will count towards final series standings
- In the event of a draw, racers will share the finishing position
- 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, a Grand Final will be run - the results of which will NOT be included in the regular season scores and standings
 - Token Prizes/Trophies will be awarded at finals
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Race Rules :

- Cars
 - a) For 2WD Events : Any 1/10 scale electric powered 2WD buggy is allowed.
 - b) For 4WD Events : Any 1/10 scale electric powered 4WD buggy is allowed.
 - c) For 2WD Truck Class : Any 1/10 scale 2WD truck is allowed.
 - d) Tire Rule : The control tire for 2WD and 4WD buggy classes is SWEEP Square Armor purchased from RaceWorks
 - e) 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
- Punctuality
 - a) All races aim to start, run and end on time
 - b) 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.
 - c) 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.
 - d) Our schedule will be managed according to our "RACE CLOCK" so please be mindful of the timing.
- Sportsmanship
 - a) All racers should exercise good sportsmanship at all times.
 - b) No cursing or swearing at the event at all times (there might be kids around...)
 - c) 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.
 - d) **IMPORTANT** : Acts demonstrating a lack of Sportsmanship will be awarded race penalties.
- No Smoking & Swearing
 - a) There is strictly no smoking during the event except at designated smoking areas.
 - b) There is no swearing allowed during the event
 - c) **IMPORTANT** : Smoking and Swearing will be awarded race penalties.
- Track/Pit Conduct
 - a) Be considerate at all times, this applies to the entire event, including:
 - § 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
 - b) 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 marshal immediately nearby.. make a nice loud announcement such as "DEAD CAR IN (Insert location here - such as "BACK STRAIGHT"!!)"

- Marshalling

- a) All racers **must** perform their marshalling duties in the run immediately after their run.
- b) Upon the announcement of the "last call" for marshals, there will be a 2-minute time frame for marshals to be at their positions.
- c) **IMPORTANT** : Any racer failing to be in position for marshalling duty 2-minutes after the last call will be issued a race penalty.
- d) If any racer is unable to marshal for any reason, he/she must inform and obtain approval from the Race Director prior to his/her marshalling turn.
- e) Marshalling etiquette
 - § Pay attention to your area
 - § Keeping safety in mind, marshal the cars with urgency
 - § Do not smoke while marshalling, the racers racing deserve the attention of both your hands
 - § Cars should be marshalled in the order in which they overturned
 - § Cars should be put back on the track in the direction of the racing line

- Conduct towards Marshals

- a) Marshals are there to help overturned cars, treat them with respect
- b) 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
- c) 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!").
- d) 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.
- e) Race carefully when marshals are on the track. Slow down or even stop if necessary to avoid hitting marshals.
- f) Don't throttle your cars UNTIL they are 100% back on the track.
- g) Thank your marshals after the race - it's hard work!
- h) **IMPORTANT** : Poor conduct towards Marshals will be awarded race penalties - see "race penalties" for more details.

- Race Penalties

- a) Race penalties are awarded if racers display poor sportsmanship or conduct at a RaceWorks event.
- b) A race penalty will involve the deduction of **ONE LAP** from the a participant's best run either in their heats or mains.
- c) All Race penalties awarded are final and are meted out at the organizers' discretion.

- RaceWorks' Discretion

- a) RaceWorks reserves the right to amend the above rules at their discretion.
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