



## **Participant Guide Book**

# RaceWorks NOOB Singapore Open Buggy Championship 2015

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## Introduction

Welcome to the NOOB family!

The NOOB Series was started in 2009 with the mission to grow the off-road RC community by providing a efficient, light-hearted, family-friendly race environment for racers, bashers and newcomers to have fun.

Over the years, we've seen our fair share of exciting racing battles, but our goal to ultimately be an event that is foremost *\*fun\** and *\*friendly\** has never changed.

If you're joining us for the first time, we want to welcome you to the NOOB Series and let you know that the organizers and racers of NOOB are on hand to help you so never be too shy to ask.

So all the best for your racing season in 2015 – may you GO FAST, MAKE FRIENDS and most importantly – HAVE FUN!

Sincerely,

*The NOOB crew*

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## First time racing?

If you are racing for the first time, you may feel intimidated because you don't know what to expect or worried about whether you are good enough – we want to assure you that we're here to try to make racing as easy and as fun as possible.

The first thing to remember is that everybody starts somewhere and you shouldn't put any pressure on yourself, especially on your very first race! Focus on completing your run at your own time and the qualifying system will ensure you will be grouped with similarly skilled racers for the finals.

Use each race to learn more from other racers by talking and asking questions, and look for one or two areas to try to improve on each time (e.g. "remember to slow down early before that turn", "try to land the double without flipping") and rather than try to beat anyone, use each race to try to improve your own results! If you improve your lap times and driving abilities at each race, no matter how much or little, your race position will improve with time automatically!

Last but certainly not least, remember to breathe and enjoy the race! ☺

**Race Details :**

Timing : Sundays, 2:00 - 6:00pm

**Race Timetable :**

- 1:00pm : registration
- 1:45pm : registration close & pre-race admin
- 2:00pm : group photo and qualifying begins
- 3:30pm : finals
- 5:45pm : prize giving and end

Location : RaceWorks Arena @220 Turf Club Road, Singapore 288001

**How to get there**

The easiest way is to simply search for “RaceWorks Hobbies” on Google Maps, but you can also download a map to our racing facility at [www.raceworks.sg/map.jpg](http://www.raceworks.sg/map.jpg).



**Race Dates :**

Round	2WD	4WD / Truck
1	19 Apr	3 May
2	17 May	31 May
3	14 Jun	28 Jun
4	12 Jul	26 Jul
5	16 Aug	30 Aug
6	13 Sep	27 Sep
Finals	To be confirmed	

**Race Fees :**

- Race Fees for classes are as follows

Class	Entry Fee (Non Members)	Entry Fee (Members)
4WD Buggy	\$25 / class	\$20 / class
2WD Buggy		
2WD Truck		

- Racers participating in a additional class (where applicable) are entitled to a discount of \$5 off the total entry fees
- Where required, transponders are available for rental for an additional - \$5
- *Exceptions:* Fees for Grand Finals may be higher to facilitate closing festivities.

**Race Tires & Fees :**

- To reduce costs for racers and provide a more level playing field, the NOOB Series is a closed tire race. The following tires are allowed for any NOOB event:
  - 4WD & 2WD Rear Tire : SWEEP Orange Compound Square Armor Rear Tires
  - 4WD Front Tire : SWEEP Orange Compound Square Armor 4WD Front Tires
  - 2WD Front Tire : Open
- Please note that the Orange Compound tires are available only through RaceWorks and rear tires are specially marked for easy identification. Race-marked tires have the “SWEEP” logo only visible on one side of the tire wall instead of on both sides.
- Tire purchase is not required for race entry.
- Unless other specified, a special bundled price will be offered for participating racers:

Class	Non Members	Members
4WD Buggy Bundle ➤ Entry Fee 1 class ➤ Front Tires 1pr ➤ Rear Tires 1pr	\$58.00	\$55.00
2WD Buggy Bundle ➤ Entry Fee 1 class ➤ Rear Tires 1pr	\$40.00	\$37.00

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## Race Structure :

### Qualifying

- Number of cars/racers per heat will be determined by race director but will be capped at 12
- Each qualifying run will be 5 mins long. In the event of a large turnout, 4 mins run will be used instead. This is at the discretion of the Race Director.
- Each race will have 3 qualifying runs per class unless otherwise decided by the Race Director
- The best result of a racer's 3 runs will be used to determine his placing in the Mains.

### Mains

- Number of cars in each main will be determined by the Race Director. For example, if there are 21 cars, a rule of thumb will be 'A' main consisting of 10 cars, 'B' main consisting of 8 cars and eventual 'C' main consisting of just 3 cars.
- Unless otherwise decided by the Race Director, the Mains for each class will consist 3 runs consisting of 5 mins each.
- 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 highest number of laps and best timing is the winner
  - c) In the event the of a draw in (b), the second counted result will be used to determine the winner in the same fashion.

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## Series Scoring

### Lowest Score Wins

- Best 4 out of 6 results per class will count towards final series standings
- 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. First finisher will be awarded 1 point, 2nd place will be awarded 2 points, etc.  
*e.g. If 20 racers attend a race that night:*
  - A main 1st = 1 point
  - A main 2nd = 2 points
  - A main 10th = 10 points
  - B main 1st = 11 points
  - B main 10th = 20 points
- Racers that miss a particular run will be awarded the points of the final finisher of that particular race **plus** 1 point. (e.g. in the above example this will be 20+1=21 points)
- Final race standings will be based on points - i.e. lowest 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 :**

- **Chassis Rules**
  - a) For 2WD Events : Any 1/10 scale electric powered 2WD rear-driven 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 rear-driven truck (stadium and short course) is allowed.
- **Tire Rules**
  - a) 2WD Class :
    - Rear : SWEEP Orange Compound Square Armor Rear Tire w Grey insert
    - Front : Open
  - b) 4WD Class :
    - Rear : SWEEP Orange Compound Square Armor Rear Tire w Grey insert
    - Front : SWEEP Orange Compound Square Armor 4WD Front Tire w Grey insert
  - c) 2WD Truck Class :
    - Rear : Open
    - Front : Open
- **Electronics**
  - a) Electronic Speed Controller : Open
  - b) Motor : Any 540-sized motor
  - c) Battery : Any battery pack not exceeding 7.4V is allowed
  - d) Use of all electronic driving aids such as gyroscopes or AVC is strictly forbidden.
  - e) Body shell : All cars must be covered with proper class-appropriate painted shell (invisible cars don't look good in photos!)
- **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.

- **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
    - There is strictly no smoking during the event except at designated smoking areas.
  - 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!
  
- **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 are is after the quad!").
  - 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.

Most importantly, have fun and  
understand the joy of racing!

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Have any questions or need any help?  
Please don't hesitate to contact us:



 [www.raceworks.sg](http://www.raceworks.sg) |  9111-2718 |  [enquiries@raceworks.sg](mailto:enquiries@raceworks.sg)

Or visit us on-site at 220 Turf Club Road, Singapore 288001  
(search "RaceWorks Hobbies" on Google Maps)