

**2022**

# ***SUMMER POINT SERIES***

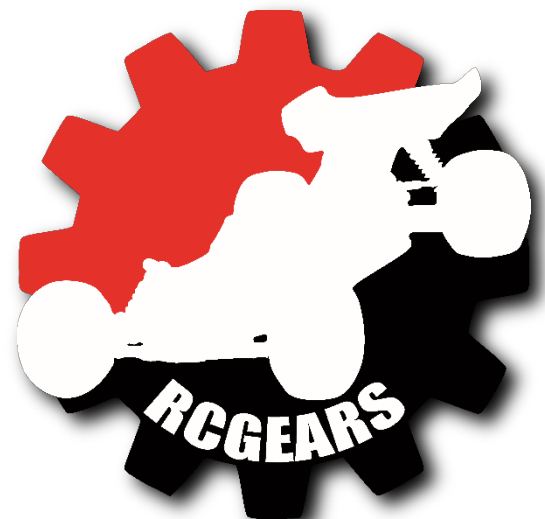
## ***RC GEARS RACE TRACK***

[rcgearsclub@gmail.com](mailto:rcgearsclub@gmail.com)

### **Calgary's Premier Off-road R/C Racing Facility**

Come and check out the fun and excitement  
of off-road R/C racing !!

Everyone welcomed, from beginners to  
experts.





# Annual Summer Point Series Races

2022

## Schedule

May 1	Race 1	Daytona of RC Cars
May 15	Race 2	
June 5	Race 3	
June 12	Race 4	BBQ
July 10	Race 5	
Aug 7	Race 6	
Aug 21	Race 7	
Sept 18	Race 8	Finals

## Classes

$\frac{1}{8}$ th Nitro Buggy

$\frac{1}{8}$ th Nitro Truggy

$\frac{1}{8}$ th E-Buggy

$\frac{1}{10}$ th 4wd Mod Buggy

$\frac{1}{10}$ th Novice / Kids

$\frac{1}{10}$ th 2wd Mod Buggy

$\frac{1}{10}$ th 2wd Mod SCT

**SIGN UP FOR RACE EVENTS AT** **RCSIGNUP**





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## RC Gears Race Track

RC Gears promotes a fun and friendly racing atmosphere for racers of all levels. Everyone welcomed, from beginners to experts. We host practice days, trophy race days, club race days and special events for all to enjoy.

*COME CHECK OUT THE FUN AND EXCITEMENT  
OF OFF-ROAD R/C RACING!!*

## Drivers Club Championship (DCC) Summer Point Series

Welcome to our annual Driver's Club Championship Summer Point Series, where specific race days will count towards club championship standings (lookup the RC Gears calendar).

- 1.1. The DCC will be awarded per class, based on the high point totals over 8 rounds with 1 throw-out (7 best) using the DCC points system outlined below.
- 1.2. DCC point system will follow the F1 point system. The top 10 drivers in each class will receive points as listed below and TQ will receive an additional 1 point.

DCC Position Points	
Position	Points
TQ	1
1	25
2	18
3	15
4	12
5	10
6	8
7	6
8	4
9	2
10	1



- 1.3. At the end of the season, Drivers Club Championship awards will be provided.
- 1.4. Driver awards will go to the top three from each class who score points in a minimum of 6 rounds of the series.
- 1.5. Tie breakers for the DCC shall be determined in the following order:
  - 1.5.1. Wins - the driver with the most wins will be placed higher
  - 1.5.2. TQ's - the driver with the most TQ's will be placed higher
  - 1.5.3. Next highest finishing position in a round will be used for the competitors point total





## Rainouts

- 2.1. In the event of a rain out and no qualifiers can be run, that event will be rescheduled at a later date.
- 2.2. If two qualifiers have been completed and the event is rained out for the remaining event, the two qualifiers will be used for final standings for that event.

## Race Day Schedule

- 3.1. Gates open at 8:00 am.
- 3.2. Registration opens at 8:15 am - 8:45 am.
- 3.3. Track prep at 8:15 am - 8:30 am. Track sweeping, blowing the dust off, and watering. **Volunteers required!**
- 3.4. Open Practice at 8:30 am - 9:15 am. If the track is ready.
- 3.5. Drivers meeting at 9:25 am - 9:40 am. Review the race program for the day and marshaling.
- 3.6. Track prep at 9:40 am - 9:55 am. Track sweeping, blowing the dust off, and watering. **Volunteers required!**
- 3.7. 1st heat on the track at 10:05 am.

## Registration

- 4.1. All participants racing or spectators, must provide your full name, e-mail address, and cell number for COVID contact tracing.
- 4.2. In the morning of the event, registration will be open at times noted above.
- 4.3. E-transfer of all payments for race fees and canteen items would be preferred until further notice, due to COVID. Please send payment to [rcgearsclub@gmail.com](mailto:rcgearsclub@gmail.com).

## Qualifying

- 5.1. The format shall be 5-minute ROAR qualifiers utilizing the Qual-Points system (best 2 of 3 rounds) for all  $1/10^{\text{th}}$  scale and  $1/8^{\text{th}}$  scale classes.
- 5.2. A re-sort shall take place between rounds 1 & 2 and rounds 2 & 3.
- 5.3. After the re-sort, the highest point qualifiers per class, will run first.
- 5.4. Progressing through the classes, finishing up with the lowest point qualifiers per class, qualifying last.
- 5.5. Re-sort will be based off of single lowest qualifying point.
- 5.6. First level ties will be decided based on the sum of the best two-point rounds, laps and time results of the tied drivers.
- 5.7. Thereafter, if ties still exist, these will be broken by the best single laps and time result for each driver. Regardless of the round in which it was recorded.
- 5.8. In cases where only two rounds of qualifying could be completed, the final qualifying order is based on the single best points, with points from the second-best round being used as the first level tie breaker.
- 5.9. The total laps and time for the two rounds will be used as the second level tie breaker.





## Mains Event Time Limits

### Electric Class Time Limits

- ♦ 8 Minute  $\frac{1}{10}$ <sup>th</sup> scale A-Mains
- ♦ 8 Minute  $\frac{1}{8}$ <sup>th</sup> scale A-Mains
- ♦ 6 Minute  $\frac{1}{10}$ <sup>th</sup> scale lower mains
- ♦ 6 Minute  $\frac{1}{8}$ <sup>th</sup> scale lower mains
- ♦ 2 bump ups per main



### Nitro Class Time Limits

- ♦ 12 Minute  $\frac{1}{8}$ <sup>th</sup> scale nitro A-Mains
- ♦ 10 Minute  $\frac{1}{8}$ <sup>th</sup> scale nitro B-Mains
- ♦ 10 Minute  $\frac{1}{8}$ <sup>th</sup> scale nitro Lower Mains
- ♦ 2 bump ups per main

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*All competitors must start their main event with the car they qualified with, or face a penalty of 2 laps and starting on rear of grid. It is prohibited to change cars/trucks during a heat or main event.*

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## Shortening of Mains

Mains shall not be shortened unless the following has occurred:

- 6.1. No cars are on the track.
- 6.2. With the time remaining in the race, no positions can change.
- 6.3. In the event the timing or scoring computer has a failure at any point:
  - 6.3.1. Beyond the halfway time mark of a nitro main (10 minute or 12 minute).
  - 6.3.2. Beyond the  $\frac{2}{3}$  time mark of an electric main (6 minute or 8 minute).
  - 6.3.3. All positions at the time of failure shall be used as the final results for that main event.

## Marshalling

It is **required** that all drivers will marshal (or provide a replacement marshal), in the heat directly after:

- 7.1. Their assigned qualifying heat, whether driven or not.
- 7.2. Their assigned race heat, whether driven or not.
- 7.3. Marshals will not work on any cars while marshaling.
- 7.4. Marshals shall not bring their cars back to the pit area.
- 7.5. Marshals will take their car and place them next to them in a safe spot at the assigned cone.





## Race Classes

A minimum of 5 cars will be required to make a class. The classes shown below will be open to registration.

### The following classes will be awarded Club Championship Points/Trophies

$1/10^{\text{th}}$ scale electric novice	$1/8^{\text{th}}$ scale e-buggy
$1/10^{\text{th}}$ scale electric 2wd mod buggy	$1/8^{\text{th}}$ scale nitro buggy
$1/10^{\text{th}}$ scale electric 2wd mod SCT	$1/8^{\text{th}}$ scale nitro truggy
$1/10^{\text{th}}$ scale electric 4wd mod buggy	

## Race Class Restrictions

### $1/10^{\text{th}}$ scale electric novice

The novice class is for entry-level drivers that are new to RC racing. If racers are consistently running lap times equal to a regular class, the race director has the option to move them up in class. Novice racers will be in the novice class only. Any club series champion cannot return to the novice class.

- ♦ Chassis: any  $1/10^{\text{th}}$  scale electric off-road vehicle
- ♦ Motor: any  $1/10^{\text{th}}$  scale 540 size brushed or brushless motor
- ♦ Batteries: maximum 2S - 7.4v hard case LiPo
- ♦ Tires: any tire for intended class
- ♦ Bodies: must be for intended class, no custom bodies

### $1/10^{\text{th}}$ scale electric 2wd mod buggy / SCT

- ♦ Chassis: any  $1/10^{\text{th}}$  scale off-road 2wd buggy / SCT
- ♦ Motor: any  $1/10^{\text{th}}$  scale 540 size brushless motor
- ♦ Batteries: maximum 2S - 7.4v hard case LiPo
- ♦ Tires: any tire for intended class
- ♦ Bodies: must be for intended class, no custom bodies

### $1/10^{\text{th}}$ scale electric 4wd mod buggy

- ♦ Chassis: any  $1/10^{\text{th}}$  scale off-road 4wd buggy
- ♦ Motor: any  $1/10^{\text{th}}$  scale 540 size brushless motor
- ♦ Batteries: maximum 2S - 7.4v hard case LiPo
- ♦ Tires: any tire for intended class
- ♦ Bodies: must be for intended class, no custom bodies

### $1/8^{\text{th}}$ scale e-buggy

- ♦ Chassis: any  $1/8^{\text{th}}$  scale off-road 4wd E-Buggy
- ♦ Motor: any  $1/8^{\text{th}}$  scale brushless motor
- ♦ Batteries: maximum 4S - 14.8v hard case LiPo
- ♦ Tires: any tire for intended class
- ♦ Bodies: must be for intended class, no custom bodies







## 1/8<sup>th</sup> scale nitro buggy

- ♦ Chassis: any 1/8<sup>th</sup> scale off-road 4wd buggy
- ♦ Engine: a maximum of a .21 nitro engine for buggy
- ♦ Tires: any tire for intended class
- ♦ Bodies: must be for intended class, no custom bodies

**NOTE:** *There must be a throttle return spring or rubber band installed on the carb at all times.*

## 1/8<sup>th</sup> scale nitro truggy

- ♦ Chassis: any 1/8<sup>th</sup> scale off-road 4wd truggy
- ♦ Engine: a maximum of a .21 nitro engine for truggy
- ♦ Tires: any tire for intended class
- ♦ Bodies: must be for intended class, no custom bodies

**NOTE:** *There must be a throttle return spring or rubber band installed on the carb at all times.*

## Track and Competition Rules

- 8.1. All drivers are responsible for the action of their pit crew and themselves.
- 8.2. All drivers and pit crew **must** wear closed toed shoes on the track or in pit areas. Open toed sandals (or other such footwear), will **not** be allowed in pit area or on the race track for any reason.
- 8.3. Substitute drivers are not allowed for any reason.
- 8.4. Drivers that do not have complete control over their car, must immediately pull their car off the track.
- 8.5. To be scored, all vehicles must cross the finish line under their own power.
- 8.6. Nitro cars must not be started prior to the previous heat completion.
- 8.7. A driver's official time, will be the total laps completed by the vehicle and the total time elapsed from the starting time until the vehicle crosses the finish line on the final lap.
- 8.8. If the final lap is not completed, the driver will be credited with the number of full laps finished and the time for those laps.
- 8.9. The top 3 finishers of any class **may** be subject to vehicle inspection at the sole discretion of the Race Director, to ensure compliance with set rules. Failure from allowing this, will result in possible disqualification at the sole discretion of the Race Director.







## Timing or Scoring Failure

- 9.1. In the event the timing or scoring computer fails before the halfway point of a nitro main (10 minute or 12 minute) or  $\frac{2}{3}$  time of an electric main (6 minute or 8 minute), the main will be restarted with half of the mains original length to be run, regardless of the point at which the failure occurred.
- 9.2. Only cars running or fueling in the pits at the time of the failure will be allowed to start the restart.
- 9.3. Any broken vehicles at the time of the failure shall *NOT* be allowed to run the with the restarted race. They will be scored in order after the vehicles that finish the restart.
- 9.4. A false start called within the first 2 laps of a main does *NOT* result in a timing or scoring failure.
- 9.5. If a timing and scoring transponder fails during a heat or main event, the Race Director is not responsible for lost or missed laps, or the resulting position at which the driver will be credited with. The Race Director at his sole discretion, *may* make an effort to make a correction for laps if the mistake is quantifiable and a change can be made without controversy.
- 9.6. The use of personal transponders is *required* !
- 9.7. Only novice class may use a club provided transponder if available.



*From all of us at RC Gears Race Track, we want to thank everyone who shows up to participate in this year's Summer Point Series. We especially want to thank those who volunteer tireless hours to make this all possible. Remember, without you, there is no R/C racing.*



Click on the picture to the left or use the link below to see race results, lap times and more:  
<https://rcgearsalgary.liverc.com/events>

## LET'S HAVE SOME FUN!

