



**R/C Monster Motorsports, Inc.
General Event Rules**

Electric Crawler Class Definitions

2.2 Crawler Class

1. 2.2 Crawler class must be based off of: Axial, TLT-1, and Wheelie King axle setups.
2. 2.2 Crawler class is limited to 2-wheel steering only.
3. Rims must be 2.2 in size and of bead lock type. Tires must be off road inspired, having large lugs and scale type appearance. Custom cut rubber tread designs will be allowed.
4. Slipper clutches and gear type differentials are allowed.
5. All vehicles are limited to 13.5 brushless or (27 turn brushed) motors, sintered rotors are also allowed.
6. 7.4 volt (maximum) LiPo batteries are allowed.
7. 2.2 Crawler class (**bodiless**) crawlers overall chassis dimension must be at Least: 8" long (x) 3" wide (x) 3.75" high.
8. 2.2 Crawler class wheelbase is limited to a maximum of 12.5 inches. This Measurement is taken from the center of the front axle stub to the center of the rear axle stub.
9. 2.2 Crawler class track width is limited to a maximum of 12.5 inches. This Measurement is taken from the outer most edge of right tire to the outer most edge of the left tire.

Pro Modified (Super) Crawler Class

1. Tamiya Clodbuster, Super Clodbuster, Juggernaut 1 & 2, TXT-1, Kyosho Twin Force or any custom built 4wd electric truck with solid differential axels.
2. Four wheel steering will be allowed.
3. Tires shall be any off-road inspired tire, having large lugs and scale type appearance, no smaller than: 5" tall (x) 3" wide. Custom cut rubber tread designs will be allowed.
4. Pro Modified crawlers may run (2) 13.5 brushless (or 27 turn brushed) motors, sintered rotors are also allowed.
5. 7 cell maximum (brushed)
6. 7.4 volt (maximum) LiPo (brushless)
7. Pro Modified (**bodiless**) crawlers overall chassis dimension must be at Least: 12" long (x) 3" wide (x) 3.75" high.

Nitro Crawler Class Definitions

1. Nitro Crawler must be of solid axle construction. (Kyosho Mad Force, XTM X-Factor, or any custom built Nitro crawler based on solid axle construction.)
2. Four wheel steering will be allowed.
3. Tires shall be any off-road inspired tire, having large lugs and scale type appearance, no smaller than: 5" tall (x) 3" wide. Custom cut rubber tread designs will be allowed.
4. Nitro Crawlers may utilize any Nitro burning engine from .12 and larger.
5. Cantilever type suspension will be allowed.

General Crawler Class Requirements

1. (**Bodied crawlers**): Must resemble any “real” bodied crawler.
2. (**Bodiless crawlers**): Must include: hood, roof, and two side-panels. Bodiless crawlers should resemble a “real” bodiless crawler.
3. Vehicles with independent suspensions are not allowed.
4. Winching down of axles is allowed. Winch line must be attached within a 1/2" of the center of the axle, by a single attachment point.
5. Active Suspension is allowed. Suspension which is interlinked and moves part of the suspension in one direction when moved from another.
6. Forced Articulation is allowed – Forced articulation is the use of hydraulics or electronics to force the suspension to move in a driver controlled manner.

General Crawler Event Rules

1. Vehicles cannot be exchanged for another vehicle during competition.
2. You cannot run the same vehicle in more than one class.

Course “Crawling” format

1. Starting order will be determined by the order of sign up.
2. No practicing of courses. Drivers caught practicing will receive a DNS for that course.
3. Scoring starts as the vehicle breaks the plane of the first gate of a course. Scoring stops when the Vehicle breaks the plane of the last gate of a course.
4. No modification to a course is allowed by the driver.
5. After a crawler starts a course no changes can be made to the crawler. (Other than winching down of suspension or forced articulation by the driver).
6. Winching (Other than done to the suspension) is not allowed.
7. Drivers may make changes to wheelbase, track width, and tires between courses runs, as long as the vehicle remains within the specs for its class.

Course “Crawling” format (continued)

8. All vehicles and their components are subject to inspection and approval by the R/C Monster Motorsports Track Official. Any components deemed unsafe to you and/or other competitors, bystanders, spectators, and/or track officials must be removed before the vehicle in question can compete.

Course “Judged Crawling”

Courses will be judged by R/C Monster Motorsports track officials.

(Course): A course is the terrain which consists of a start gate, end gate, and all the terrain in between them. Every course has an intended direction of travel or “flow”.

(Gate): A gate is used to mark an obstacle within a course and or guide a crawler through a course. A gate consists of 2 gate markers measuring no less than 20” wide. Every gate marks the direction or “flow” of a course. All gate markers are “live” until touched.

1. Gates are marked by Tennis Ball halves.
2. Gates will be a Minimum of 20" apart.
3. Gates which are in close proximity to each other will be distinguished by color or markings.

Scoring and Penalties

1. The crawler with the lowest combined score wins the event.

2. **Progress -1point**

Deducted for each gate successfully cleared with all four tires
(Excluding start and finish gates)

Reverse +1 point

Added when a crawler reverses a course after forward progression

Touch +5 points

Added when a driver or judge calls a touch or reposition of a crawler

Rollover +5 points

Added when a crawler rolls over and needs to be up righted by the driver

Gate marker +10 points

Added when a gate is touched or straddled by a crawler

Boundary marker +10 points

Added when a crawler touches a boundary marker

DNF +40 points

Added when a crawler does not successfully complete a course

DNS +50 points

Added when a crawler does not start a course

Scoring and Penalties (continued)

3. Maximum penalty points per gate is 20 points. Once a crawler has reached 20 points, the crawler will be repositioned past that gate by a track official. No progress points will be deducted.
4. Maximum penalty points per course is 40 points. Once a crawler has reached 40 points, a DNF will be issued for that course.
5. All gates must be cleared in the intended sequence of the course layout (gate 1, then gate 2, then gate 3, and so on).
6. Crawlers must travel in the intended direction and in correct sequence of a course in order to clear an un-cleared gate.
7. Attempting an un-cleared gate out of sequence is prohibited.
8. A crawler may travel through a gate while it is in reverse and still clear that gate as long as it only travels through in the intended direction (reverse penalty(s) will be assessed as necessary).

R/C Rock Cross “Racing”

R/C Rock Cross takes the sport of rock crawling to a whole new level by adding a touch of high intensity multi lap off road racing. Crawlers can now put the pedal to the metal with high speeds on a modified off road course specifically designed with rock obstacles, jumps, ruts, and whatever else you can crawl over.

R/C Rock Cross will follow the same format of multiple vehicle / multiple lap off road racing.

Qualifying:

Qualifying is side by side multiple lap qualifiers. Qualifying will have three crawlers competing at one time for five laps. Drivers will complete three rounds of qualifying before being seeded in the elimination rounds or (mains)

R/C Rock Cross “Racing” (continued)

Eliminations:

Eliminations follow a side by side elimination format with a twist from off road racing. After each driver has qualified, they are seeded into a three crawler side by side elimination round or (main). The “Top Qualifier” and second fastest runner up from the three rounds of qualifying puts them in the finals or A-main spot. Third and fourth fastest times are seeded into the semi final or B-main spot. Fifth and sixth fastest qualifying times will be seeded into the C-main, and so on. Here’s how things get interesting. A driver in the Z-main can advance all the way to the A-main final match up by winning their round and advancing or “bumping up” to the next round.

The Final:

The final round or “A main” in R/C Rock Cross is a three crawler side by side, 10 lap feature event. The first Crawler to cross the finish line after completing ten laps is declared the winner.

Turn marshalling will be required of all participants. Drivers from the previous rounds of racing will be used to marshal the following heat (minimum of 2, volunteers may be necessary).