

Tiny Tire (similar to Class 1)

- Vehicle and accessories must resemble 1:1
- Event officials have full discretion to determine if a vehicle is accepted.
- No motor on axle rigs are allowed.
- There are no wheel distinctions. For example, you can run a 1.55, 1.7, 1.9, 2.2 rim in any class. No Wheels larger than 2.2.
- No bolt on or comp style wheel weight systems, such as dlux fab weight hangers. Wheels must have no foam exposed.
- Tire must be 4.19" or less, no tire modifications allowed.
- Wheelbase must be no more than ½" larger or shorter than the body from center of the front wheel well to center of the rear wheel well.
- Full width front and rear bumpers are required. Bumpers MUST extend beyond the leading edge of tires. Bumpers must be at least the width of your front windshield at its widest point. Bumpers must be no higher than the top of tires at ride height.
- Hard Bodies are required (No Lexan).
- No Pinching, dovetailing, narrowing, or boat sides.
- Mild trimming around the fender wells and bobbed beds will be allowed.
- Front windshield is required.
- A 2d or 3d interior is required.
- Shock towers must be covered
- No truggies or tubers.
- Chassis rails must be 1" longer than wheelbase.
- Flatbeds are allowed as long as they are the same width as the cab at its widest point and the length is beyond the frame rails.
- Gates will be a minimum of 11" wide .
- Tires cannot exceed more than half the tread width beyond the width of the body. Flares can be used to extend the width if needed.
- Must run a minimum of 10 scale items.
- No dig or rear steering allowed

Modified "No Scale" Class-Kids Class-Classy Chassis (similar to Class 2)

- Vehicle and accessories must resemble 1:1
- Event officials have full discretion to determine if a vehicle is accepted.
- No motor on axle rigs are allowed.
- There are no wheel distinctions. For example, you can run a 1.55, 1.7, 1.9, 2.2 rim in any class. No Wheels larger than 2.2.
- No bolt on or comp style wheel weight systems, such as dlux fab weight hangers. Wheels must have no foam exposed.
- Tires must be 4.20" - 4.75"
- Front bumpers are required. Bumper must be wider than the chassis rails and extend beyond the body or cage work.
- Chassis rails must be 1" longer than the wheelbase
- Truggies are allowed, but must replace the ladder frame behind the cab with tube and the truggy rails must extend past the rear axle pumpkin to be legal.

-Bodies must be a minimum of 4" tall (if sliders are used this can be measured to the bottom of the slider) if no sliders than must be measured at the cab. Body must be a minimum of 5" wide and a minimum of 9" long .

- No dig or rear steering allowed.

-Gates will be a minimum of 12" wide

-Must run a minimum of 6 scale items

Anything Goes (similar to Class 3)

Event officials have full discretion to determine if a vehicle is accepted.

- Motor on axle rigs are allowed.

-There are no wheel distinctions. For example, you can run a 1.55, 1.7, 1.9, 2.2 rim in any class. No Wheels larger than 2.2.

-Bolt on or comp style wheel weight systems, such as dlux fab weight hangers are allowed

-Tires must be 4.76" or larger

-Bodies must be a minimum of 4" tall (if using sliders this measurement can be from the bottom of the sliders, if no sliders are used the measurement is from the bottom of the body). Must also be a minimum of 4" wide and 9" long For Non MOA Rigs. MOA rigs have no body requirement.

-Full tubers are allowed

-No bumpers required

-Dig and rear steer is allowed.

-Gates will be a minimum of 12"

-No scale items required

Overland Class (similar to Class 0 ish)

General Vehicle Guidelines

-Vehicle and accessories must resemble 1:1

-Event officials have full discretion to determine if a vehicle is accepted.

-No motor on axle rigs are allowed.

-There are no wheel distinctions. For example, you can run a 1.55, 1.7, 1.9, 2.2 ,No Wheels larger than 2.2.

-Tires from 3.65" to 4.75" are allowed. Tires must be a licensed scale version of 1:1 tire. Example: BFGoodrich, Goodyear, Mile star, Toyo etc.

-No bolt on or comp style wheel weight systems, such as dlux fab weight hangers. Wheels must have no foam exposed.

- MUST have a minimum of 65 scale item/points. Some items are required.

-Example Scale Items : Tow Rope , Jerry can , First aid kit , Sand Ladder , Winch , Realistic Lockout Hubs , Shovel , Axe , Crate , Tool Box , Cargo rack , Cooler , Propane tank , Floor jack, Roto Pax , Rifle , Tools , D-ring , Snatch-Block , Land Anchor .

-Body. Hard body, polycarbonate, carbon fiber, styrene are allowed but must meet minimum requirements.

-Vehicles must have all windows installed other than the driver or passenger side windows.

-Bumpers are required on the front and the rear, if the vehicle is a truggie then the cage work will qualify. Bumpers that are molded to the body will qualify. Bumpers must be mounted to outside of chassis or extend outside of chassis. At no point can your tires exceed the bumpers. Bumpers

MUST extend beyond the body.

-Sliders must be mounted to chassis. Sliders must be at least 2/3 of the length between front and rear wheel well arches.

-The body of the vehicle must be fully intact and resemble a capable trail rig that could be self sufficient for a long weekend on the trails. No holes or cuts in the bed unless they are fully covered so gear doesn't fall out. Removing of a hardtop is allowed such as jeeps or early model 4runners as long as floors and interior is fully installed.

-Flatbeds with full length rail chassis are allowed, flatbeds must be as wide as the cab to the back of the rear tires. Cab only is not allowed. truggies are allowed.

-Pinching and dovetailing up to 2/3 of overall width. bobbing up to rear wheel wells. Rear panels must be kept and or reinstalled.

-No narrowing, or boat sides of the cab or body in any way.

-Wheels must align within the wheel wells +/- 1" total combined. Inside track width can't be wider than the widest part of the body.

-Full 3d interior is required and must include a minimum of these individual components: dashboard, steering wheel, seats with risers, complete floor.

-At minimum you must include a complete driver figure from head to feet. Driver must be clothed with shirt and shorts/pants at minimum. must also resemble a living being. RC4WD and others have them available. You may need to modify the floor or seats for the drivers to properly fit. We understand some interiors will be difficult to make this work. please do your best to make it look correct. Must be a minimum of 5" tall! Knees up will NOT be allowed.

-Vehicles chassis must be a minimum of 2" longer than the wheelbase including truggie cage if applicable.

-No dig or rear steering allowed

Required items. These are applied to scale items requirements and have different values. All items are on the scale item sheet.

Full 3D interior as explained above.

Drop bed if applicable. 1/2" minimum depth

Front AND rear bumper

Sliders. chassis mounted

Roll bar, cage or truggie. Exterior roll bar or cage if plastic must be 1/4" diameter, metal 3/16" diameter. Interior plastic 1/4" diameter, metal 12ga (solid copper wire can be used) A pillar/B pillar with connecting bars and spreaders . Roll "bar" minimum is a full width main hoop with diagonal brace and two down bars!

Spare tire and wheel. Spare tire can be up to 1/2" smaller than your rigs scale licensed tire. Spare does not need to be licensed but does need to be a crawler tire.

Driver as explained above.

Front working lights.

Box Stock:

-Vehicle and accessories must resemble 1:1

-Event officials have full discretion to determine if a vehicle is accepted.

-No motor on axle rigs are allowed.

- Must have full frame rail
- No angled skid or aftermarket chassis
- wheel & tire combination will be provided @ the event once your called to run. (Spec tire).
No bolt on or comp style wheel weight systems, such as dlux fab weight hangers.
- No aftermarket weight or performance items. Only RTR stock parts can be used. can NOT use or KEEP RTR brass/metal parts such as but not limited to Redcat or Vanquish. Must be replaced with plastic.
- Front bumpers are required. Bumper must be wider than the chassis rails and extend beyond the body or cage work. Stock bumpers, no metal. If a bumper was not included with the RTR truck a plastic bumper must be used. Tech will Need to approve bumper.
- Chassis rails must be 1" longer than the wheelbase and or kept at stock length.
- Must use an RTR "crawler" body. Bodies must be kept to a minimum of 4" tall (measured with the body held horizontal) and a minimum of 5" wide and a minimum of 9" long .
- No dig or rear steering allowed.
- Electronics. Must keep stock RTR electronic parts or can use one of these options specifically...
Hobbywing 1080 esc with a Holmes Hobbies 540 16T 5 Slot motor OR a Hobbywing Fusion SE 1800 combo. Servo may be ANY non direct power under \$69.99 retail price.
- RX/TX can be any combo that you wish.
- Gates will be a minimum of 12" wide
- Must run a minimum of 6 scale items

1/24 and 1/18:

RCMCCA rules

<https://rcmcca.org/index.php/rules>

WeRock RC Competition Rules

<https://www.facebook.com/share/p/1YPRyvoEJ6/?>

Scale Points

Overlander class: Must Have

65 Scale points

Full 3D interior

Front bumper

Sliders

Rear bumper

Roll bar, cage or truggie

Spare tire and wheel

Driver

Front working lights

All of these are explained in class rules.....

Tiny Tire (C1): Must Have 10 Scale Items

Modified, Box Stock, Classy Chassis, Kids Class (C2): Must have 6 Scale Items

Anything Goes (C3): No Scale Items

-Example Scale items : Tow Rope , Jerry can , First aid kit , Sand Ladder , Winch , Realistic Lockout Hubs , Shovel , Axe , Crate , Tool Box , Cargo rack , Cooler , Propane tank , Floor jack, Roto Pax , Rifle , Tools , D-ring , Snatch-Block , Land Anchor .

Bed: *Not available on truggies.*

- Tube bed or flatbed: metal 10, plastic 6
 - Bed mounted headache rack or roll bar: metal 6, plastic 4
- Tires: 3.65"-4.18" 8-points 4.19"-4.50" 6-points 4.51"-4.75" no points

Full Tube Chassis: metal 16, plastic 11

- A Tuber consists of a complete body/chassis structure comprised entirely of tube work. *Tube bed, roll bar, internal/external cage, and shock mount points are not available in addition to full tube points.*

Interior/Exterior Cage: metal 10, plastic 5

- Per row of seats or area where seats would be (interior not required to receive cage points). Cage must have down bars and cross bars in front of and behind each row.

Tube Accessories:

- Sliders (both sides): MUST be chassis mounted metal 4, plastic 2
- Integrated tube shock mounts: metal and brazed/welded to the frame 1 per pair

Body:

- Hard body: full body 6, cab 3
 - Drop bed: must have any bed holes hidden from view 1/2" minimum depth 4
 - Custom built hard body (in addition to hard body points): full body 4, cab 2
- Must have three dimensional body panels that cover the chassis constructed of metal, wood, or another rigid material. (Flat panels on a full tuber do not count)
- Must resemble a real 1:1.
- Must be hand formed and fabricated.
- Inner fender wells: 3 per pair
 - Rigid flat metal/plastic body panels 2

Bumpers:

- Bumpers: metal 4 each, plastic 2 each
- Stinger/grill guard: 1

Interior:

- 3D interior: two seats or bench 4, four seats 6 (3D interior must include seat, dash, steering wheel, and floor). 3D SUV cargo area 2
- Driver/ passenger figure (must be human) 5" tall
- Must have an interior to receive driver/passenger points.
- Complete figure (Head to toes): 4
- Second third and fourth passengers: 1 each.

Suspension/drive train/steering:

- Leaf springs (must support vehicle weight, no external shock springs):
- One axle: 5
- Both axles: 10
- Chassis mounted steering servo (CMS):
- Front axle: 5
- IFS suspension: 5
- IRS suspension: 5
- Functional transfer case: 2
- 3D engine (must be in a reasonable location and appear to power the drive train): 4

**Realistic non-functional exterior items 2 points each item or type
3 jerry cans is still only 2 points for example.**

- Fuel cell: cooler
- Exhaust: tent
- Jerry can: sleeping bag
- Hubs on all wheels: fishing
- Steering stabilizer: tools
- Disc/drum brakes on all wheels: magazine
- Mirrors (2): Wipers (2):

Antenna: air freshener

- License plate: drinks
- Fire extinguisher: gun
- Trail tools:
- High lift jack:
- First aid kit: rotors. filler caps

Realistic functional exterior items: 3 points each item or type. for example 4 tow straps is only 3 points.

- Tow strap: sand ramps. scale hardware.
- D ring (shackle): chain
- Pull Pal (land anchor): fairlead

- Hitch: roof rack
 - Opening doors and hood:
 - Spare tire mount:
 - Headlights (2) and tail lights (2):
 - Working winch
- Front: Rear:
- Spare tire:

Course points and penalties:

- Reverse: no penalty
- Hit gate marker: +10 each marker
- Rollover: +5
- Boundary: +9
- Vehicle touch HOG (reposition): +6
- Use of winch: +1 NO winch in Box Stock class
- Assist +5
- Vehicle repair +8
- Did not finish (DNF): High score on course, minus progress points +10 points

Did not start (DNS): High score on course +20 points

Penalty Definitions:

Rollover: +5 points are given when a vehicle is completely laid over on its side past 90degrees or completely rolls over. One penalty is given even if the vehicle rolls more then one revolution during that incident. NO POWER OUT! If you roll over a gate, hit a boundary or require a HOG, those penalties will also be added at that time.

Vehicle Touch/Reposition HOG : +6 points are given anytime that a driver touches the vehicle or the vehicle touches the driver, whether intentional or unintentional. The judge will stop the clock (if time is a factor) whenever a vehicle touch happens. The vehicle is then moved back, by the driver or judge, to the previously cleared gate with the rear axle aligned between the gate markers. If the vehicle cannot be aligned between the gates due to course design, the judge will position the vehicle to the next stable location after the previously cleared gate. This location will then be used for all drivers. Vehicle touches include, but are not limited to, on course repairs, repositions, vehicle falling into the driver, etc.. Winching, rollovers, and removing/replacing scale items to be used on the course (i.e. sand ladders) are not to be considered a touch. Batteries are not a penalty.

Vehicle Repairs: +8 A driver may call time (if time is a factor) to make an on or off course repair. Repairs must be completed in a reasonable amount of time or the driver will receive a DNF. If the repair is made within the allotted time, the driver must return to the end of the line. The driver will start on the course at the last gate cleared with rear tires placed between the gates. Changing a battery is no penalty UNLESS the battery becomes loose or falls out. Putting a battery back in is a repair!

Gate Marker: +10 points. Each gate marker will be comprised of 2 gate markers. Gate markers are assumed to be infinitively tall meaning that they go straight up, forever. All gates must be cleared in the intended direction. Progression through a gate in the wrong direction will receive a DNF. The complete vehicle, all four tires and body, must pass between the gate markers to clear a gate. If either gate marker is hit by any part of the vehicle or anything attached to the vehicle, the entire gate is dead. All gate markers are live at all times unless they have been deemed dead or has been cleared.

Boundary: +9 points are given when any two wheels of the vehicle touch or cross over a boundary.

DNF (Did Not Finish): Highest score on the course minus progress points +10 points are given anytime a driver cannot complete a course for any reason.

DNS (Did Not Start): Highest score on the course +20 points are given anytime a driver does not progress through the first gate for any reason. Vehicles must start course under its own power.

Winching: +1 point A Winch penalty will be assessed every time the vehicle winch cable is connected/reconnected, or self recovery tools are positioned/repositioned. If, at any time during the process of removing recovery tools from the vehicle and/or winch line are pulled, the vehicle is moved by any force other than the winch or its own power, a touch HOG penalty will be assessed (see Vehicle Touch rule). All self recovery tools must be carried on the vehicle.

Assist : +5 points. All Rigs should have a tow rope on board or the Judges may have a tow rope and be able to offer a hand winch to those that do not have a winch on their vehicle. The judge shall pull the vehicle no longer than twice the length of the vehicle (24" tow strap maximum). The driver will receive a +5 point penalty for each assist.

Dig/Rear Steer (Class 3 only): Dig and rear steer are both legal in Class 3 only.

Safety Time Out: A driver may call for the judge to stop time so the he/she may safely reposition **themselves** (NOT their vehicle!) on the course. This time is to be used for the purpose of the drivers safety and may be used to survey the course or for any other advantage. Once the driver is repositioned, the time will start. However, the judge reserves the right to restart time at any point.

Vehicle Out of Spec: If, at any time, a judge has reason to believe a vehicle is out of spec while on course, he/she may call for time to stop. At this point, no additional input is to be given to the vehicle by the driver. The judge will mark the vehicles location and remove the vehicle from the course for a tech inspection. If the vehicle has been deemed within spec, the vehicle will be returned to the course at the location marked by the judge and the clock will start as soon as the vehicle moves. If the vehicle is deemed out of spec, the driver must take a repair to correct the issue. If the vehicle cannot be brought back to spec, the driver will receive a DNF for the course. If a vehicle falls out of spec due to breakage while on course and the judge determines that the vehicle has not gained a mechanical advantage, the driver will be allowed to continue.

These rules have been written so that everyone that attends any SORRCA Light event will be

welcomed. Event coordinators may modify any rule to fit their event and the decision of the event coordinators is final.