



Official Competition Rules 2005

Introduction: This rulebook was created to allow competitions to be held in a uniform manner at the various Rock Crawling clubs throughout the country.

Penalties

Back Up/Reverse:	(1 point)	Rollover:	(5 points)
Touch:	(5 points)	Repair:	(5 points)
Reposition:	(10 points)	Gate Marker:	(10 points)

Touch: (5 pts) are given for any touching of vehicle while running on course intentional or unintentional. Vehicle repairs that don't require tool use may be performed without additional penalty. If driver must lift the vehicle from course to inspect for damage he must notify judges before doing so.

Repair: (5 pts) points are added to touch penalties if the use of tools is required. Repairs taking less than 1 minute may be completed on course. Repairs taking longer than 1 minute must be completed off course in the pit area. If repairs cannot be made within 30 minutes the driver is given a **DNF**.

Rollover: (5 pts) points are given when vehicles rollover, and cannot be corrected without touching. Vehicles that land back on their wheels are not penalized. No reverse penalties are given until vehicle is back on 4 wheels. A vehicle can only be pushed back on to its wheels from the side. Anything else is a **Reposition**.

Reposition: (10 pts) points are given when a driver must reposition their vehicle in order to continue. Repositions are placed back on the course without making forward progress. Judges reposition the vehicle.

Gate Marker: (10 pts) points are given when 4 wheels do **not** travel between gate markers or any part of the vehicle or driver touches a gate marker. Once any gate marker has been touched, no more penalties will be given for that gate marker. *(See page 4 for Gate Marker and Gate Clearing explanations.)*

Back Up/ Reverse: (1 pt) point is are given when a vehicle reverses course after making forward progress. Reversing course is defined as the tires moving the vehicle backward or spinning in the reverse direction, whether intentional or not. Once a reverse penalty is given, no further reverse penalty can be given until the vehicle makes forward progress. No penalty is given if the backward movement is part of a penalized rollover. Maximum 10 penalty points per GATE for reverses. *(See page 4 for Reverse examples and explanations.)*

Maximum penalty points:

The maximum points per gate is 20 points. Once a driver has reached the maximum of 20-penalty points, they will be placed past that gate. No progress points are given for the gates not cleared.

The maximum points per stage is 40 points. At that time the driver is given a **DNF** and the run is complete and the vehicle should be removed from the stage.

DNF (Did Not Finish): (40pts) are given anytime a driver cannot complete a section for any reason. (Time-Out, Point-Out, Vehicle not Repairable, Went Home ...etc) Progress points are awarded for each gate completed.

Progress bonus. (-1 progress point) will be awarded to drivers for each gate that is cleared by the vehicle during the attempt of a stage. These points are deducted from the total stage score. Once a driver has pointed out, no further Progress Points will be awarded.

VEHICLE REQUIERMENTS

Class 1 - Super Crawler Class:

- No limits on wheelbase, vehicle track width or height.
- No limits on tire type or size.
- Limited to 4-wheeled vehicles only.
- No limits to steering configuration.
- You must run a body (full tube chassis is acceptable).
- The body must be 1/10th scale or larger.
- The body can be cut/modified but must retain 70% of its original form, but the width of the cab must be the factory width.
- Body should resemble its original form (jeep bodies look like a jeeps)

Class 2 – Class 2.2

If the Class 2 vehicle violates any of these guidelines it must be run in the Class 1 – Super Crawler Class.

- Vehicle wheelbase is a maximum 12.5 inches.
- Vehicle track width is a maximum 12.5 inches.
- Limited to 2.2 inch wheels or smaller
- Vehicles are limited to 2-wheel steering only.
- You must run a body (full tube chassis is acceptable).
- The body must be 1/10th scale or larger.
- The body can be cut/modified but must retain 70% of its original form, but the width of the cab must be the factory width.
- Body should resemble its original form (jeep bodies look like a jeeps)

Class 3 – Unlimited Class

- No limits of any kind.
- No limits on bodies.
- No limits on wheelbase, vehicle track width or height.
- No limits to steering configuration.

General Event Rules & Event Management

RCC recognizes some events/clubs may need some local rules to accommodate there terrain and group size. Please post these exceptions in event notifications.

Lowest total score wins.

Scoring starts as the Vehicle brakes the plane of the first gate of a stage. Scoring stops when the Vehicle breaks the plane of the last gate of a stage.

No pre-running the courses. Drivers that pre-run a course/stage will receive a **DNF** for that stage.

Starting Order will be a random draw for the first course. The running order of subsequent courses will be run with the first place driver driving first, and the next lowest driving next, and so on.

Winching or ramping of any kind is not allowed.

The Vehicle must finish a course in the same wheelbase, track width, ride height, and tires it started that course with.

Vehicles cannot be exchanged for another vehicle during the competition.

Drivers may make changes to wheelbase, track width, ride height, and tires may be made between course runs.

Tie Scores

- **Timed:** In the event of a tie score the competitor with the lowest total time on all courses will be chosen the winner over the other competitor(s) with the same score.
- **Non Timed** last course should be run again with a sudden death rule. Any penalty point ends the run and forward progress is marked. Driver progressing the furthest wins.

Timed Event Drivers must complete the course within a certain time. If a the driver fails to complete a section within the specified time frame, the driver will be assessed a **DNF**. Time starts when vehicle breaks the plane of the first gate of a stage. Time stops when the vehicle breaks the plane of the last gate of a stage.

***Methods of timing events may vary from club to club to meet the needs of that club. Make sure at that event drivers meeting drivers are informed of this.**

Course Design

RCC recommends the following course set up:

- Gates with Tennis Ball halves
- Minimum of 20 inches apart
- (3-10) Gates per section
- (1-3) Stages per course
- Gates that are close proximity to each other should be distinguished by color or markings.

Optional

- **Bonus Gates** (up to -10 points per stage) award negative points against the total score if the driver is successful in clearing these gates. **Bonus Gates** have special rules. No *Reverse* or *Rollover* penalties will be assessed while attempting a bonus gate. If a driver needs to *Reposition* or hits a *Gate Marker* a **Bonus Gate** will not be awarded. Although grouped with a stage, bonus gates are not part of an actual stage, but may be attempted after completing the stage where the bonus gate is located (within the time limit of that stage - if applicable).
- **Alternate Gates** (up to -10 points per stage) are a secondary set of gates that is part of the course. These gates will be very difficult. Normal Scoring rules apply with the exception of (1) Free *Reverse/Back Up*, this is used in order to abort your attempt and continue on the regular course.

JUDGING

- Judges are responsible for watching vehicles while on the course, and to penalize drivers that commit penalties while competing.
- Judges should call out penalties when they occur.
- Judging should be done by at least 2 people per driver. One Judge to call out penalties and one Judge/Score Keeper, to record penalties, tally maximum penalties, keep time (if applicable), etc.

Definitions, Examples & Explanations

EVENT/ COMPITION: The coming together of drivers at a *certain* place and time to compete on single or multiple courses.

COURSE: A course is all the terrain that competitive driving will take place on, and may be comprised of single or multiple stages.

STAGE: A stage is the terrain that consists of a start gate, an end gate, and all the terrain in between them. Every stage has an intended direction of travel, or "flow", through the gates.

GATE: A gate is used to mark an obstacle within a stage and/or guide the vehicle through the stage. A gate consists of 2 gate markers measuring no less than; 20" for Class 1 & 3 and 16" for Class 2, from inside edge of one marker to the inside edge of the opposite marker. Every gate has an intended direction of travel, or "flow", through the gate. This direction will either be, marked, explained or implied by the course designers. **ALL** gate markers are "alive" until touched.

Wheelbase: is measured from axle nut center to axle nut center.

Vehicle track width: is measured from the outer most edge of a tire to outer most edge of a tire.

Back Up/ Reverse Examples:

- A) If the driver intentionally drives the vehicle in reverse, a reverse penalty will occur.
- B) If the vehicle stops on an incline and then rolls backwards a reverse penalty will occur.
- C) If a vehicle is stuck or stopped a reverse penalty will occur if the tires move forward at all and then move backward. Even if the vehicle does not move (this includes dig steering).
- D) If a vehicle is climbing an obstacle and is bounced backward by the terrain but the tires are still moving forward, **No** reverse penalty will occur.
- E) If a vehicle flips over backward, without the driver reversing, **no reverse** penalty will occur.
- F) Once a reverse penalty has been assessed, no further reverse penalty can be assessed until the vehicle makes forward progress.
 - (**Example**) Reversing, stopping, and then reversing again will only result in one reverse penalty.
- G) Reverse penalties are assigned at the Judge's discretion if the actions performed by the vehicle/driver are not clearly defined by the rule.

Gate Marker penalty and the Clearing of a Gate:

- A gate is considered cleared when one or more wheels from each axle passes between two gate markers in the intended direction of the gate. A Vehicle may travel through a gate while it is in reverse and still clear that gate (reverse penalty(s) will be assessed as necessary) as long as it travels though in the intended direction of that gate.
 - (**Example 1**) If all four wheels of a vehicle passes between two gate markers that gate is considered a cleared gate with no penalties and a gate progress bonus is awarded.
 - (**Example 2**) If one wheel from the front axle **and** one wheel from the rear axle passes between two gate markers (vehicle straddles a gate), that gate is considered a cleared gate. This however will result in a Gate Marker penalty of 10 points.
 - (**Example 3**) If one wheel only from the front axle **or** one wheel only from the rear axle passes between two gate markers (vehicle straddles a gate) that gate is **not** considered a cleared gate. This will result in a Gate Marker penalty of 10 points.
- At any time a gate marker is touched by a vehicle or by a driver, or when the vertical plane of a gate marker is breached by the wheel/axle, a Gate Marker penalty is assessed and that gate is deemed "touched".
- At any time a wheel does not pass between gate markers (i.e. straddles a gate marker) a Gate Penalty is assessed.
- Driver can only continue with the stage when a gate is cleared or 20 pts at that gate is accumulated.