

Knox Vintage Enduro

Sunday 30th November 2008

Event description and rules.

Introduction:

The event is a race day for Vintage Radio Control vehicles being any car that was released, or had a displayed prototype before the end of 1991. This includes cars whose chassis that were not released pre 1991, but use the chassis of a pre 1991 car (e.g. Schumacher cougar is in essence just an 89 Top Cat with a revised front end, and club 10 is a re-release of the cougar after it's day to cash in on the kiddies without the cash for something newer).

Anything that was developed post 1991 will not be allowed to run, no matter what the perception of "age". This means no Losi XX's, RC10 B3's Schumacher Fireblades, cougar 2000's etc etc.

Any 4WD or 2WD may enter.

Cars may have a Tamiya Sport tuned motor, a 540 motor or a 380 motor. No Traxxas 12T "stinger" type/Kyosho G20 motors allowed. 540 motors may have 3 or 4 pole stators. Brushless motors of any kind are not permitted at this event.

Lithium Ion or Lithium polymer batteries may be used provided they are of a hard case and are ROAR approved. No exceptions will be made to this ruling. Re-branded batteries that look like ROAR approved batteries will not be permitted.

This is a team's event. Teams must have 2 people, and teams may have a maximum of two cars per team for the 2 hour race.

Teams may have a third member, but that member may not cause an infringement of the rules listed following. All teams must have a marshal on the track at all times. It is the drivers responsibility to keep the car running whilst they are in charge of the vehicle, and as such, must walk to any site of a breakdown via the outside of the track, retrieve their car and repair it. The team's marshal must not leave his post during this time.

This ensures that single car teams are not disadvantaged by a two car team, who could simply substitute a car to continue lapping whilst repairs are made.

Two car teams may however swap to another running car if they choose not to repair the vehicle at that time, provided marshalling duties are not neglected.

The day will consist of a single four hour race, with a compulsory stop of one half hour at the midway point

Starting positions.

Starting positions will be from a random motocross style line start

The race.

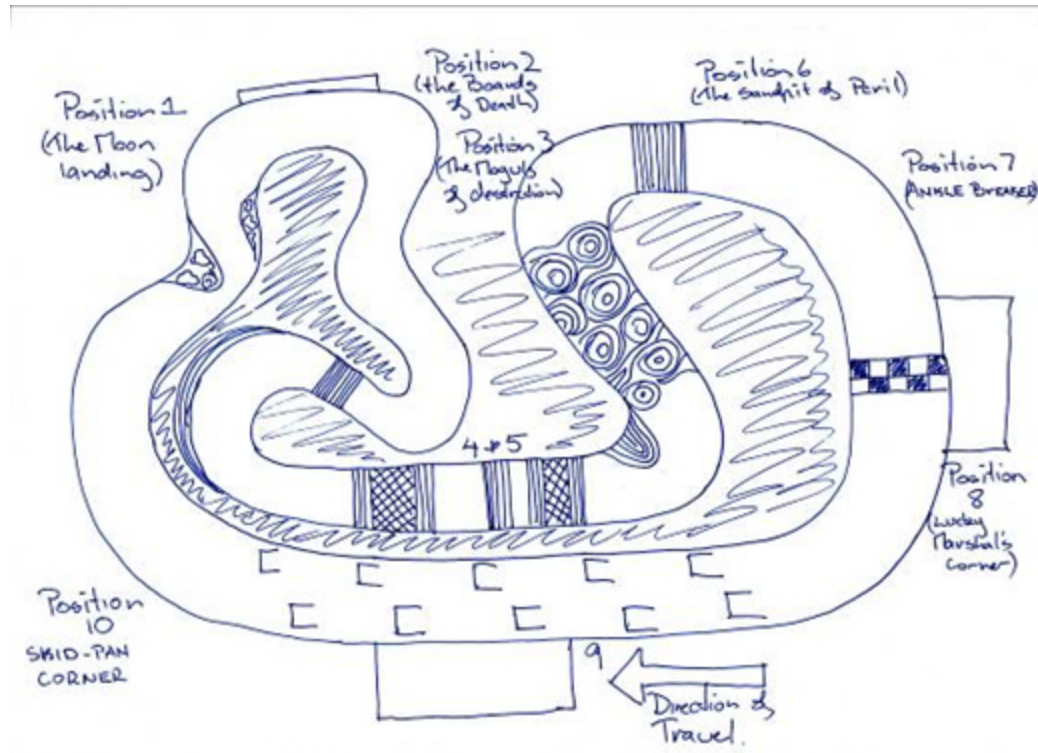
The race will start at 10:30.

After teams have picked their marshalling positions out of a hat and placed their cars on the track (turned on and ready to race) as instructed, the computer will sound as per usual. This is the start of the race.

The race will be determined by the team who has a single transponder (no matter what car it is in) pass the loop most in the four hour allotted race time.

No single driver may drive less than 1 hour in total, nor more than 2.5 hours in total. This means that there are at least two compulsory driver changes during the event.

The track and marshalling points are laid out in the following sketch (for those who've never been to Knox before.



Now the bits to ensure the event runs fairly and smoothly:

This event is aimed at testing cars and having fun. It has not been designed to break cars.

Anyone who has a team member who leaves their marshalling point without their substitute marshal will have time penalties added at 1.5X their average lap time.

Everyone must let faster cars past courteously and without aggression. Once a car has won a corner, let them go. You have many hours to catch them, and let them return the favor.

Anyone who is over aggressive at passing, or takes inappropriate risks will be pulled to a stop go at the discretion of the Race director.

Teams who don't have a driver change will have in each hour as per description above will have their laps discounted for the equivalent of fifteen minutes for each hour in which the driver change was neglected.

If anyone is in doubt about a maneuver, stop and think:
If this was my car, and it got broken because of stupid move X,Y or Z would I be happy to let it go? If the answer is no, be a little courteous. Of course, the flip side to this is accept that it is a racetrack, and don't go bananas over an accidental knock.

Good luck to all who've bravely decided to test the spanner skills, and most importantly..... Have Fun.