

## **Club Aerobatics RC Car Gymkhana Rules**

The rules and guidelines outlined in this document are set in place to provide a safe and enjoyable environment for all members and visitors of the club.

### **Permitted Radio Control Cars and Guidelines**

CA caters for all RC Cars, 1/5<sup>th</sup>, 1/8<sup>th</sup> and 1/10<sup>th</sup> gas, nitro and electric cars are permitted, however the track length, setup and design is for 1/5<sup>th</sup> scale and thus may not suit smaller scale cars.

### **Race Rules**

- Race format is as follows:
  - Individually timed (one at a time) runs/heats of the course
  - Time penalties for faults
  - If time permits more than one run per driver will be allowed.
- Races are run on a laid out track measuring between 80 to 200 meters in length with half the track laid out with coloured cones as a slalom run and the other half as a straight line sprint with clearly marked start and finish lines.
- Stopwatch(s) will be used to time each run from the starting line to the finishing line.
- Time penalties will be added for toppling over cones, 5 seconds per incident and missing a cone also 5 seconds per incident.
- Penalty times will be added to the start to finish time to calculate total time.
- The driver with the lowest total time will win the event and so on for 2<sup>nd</sup> and 3<sup>rd</sup> places.
- If more than one heat is run, times and penalties of all heats will be added together to determine the winning (lowest) times.

### **Race sequence of events:**

- At the start of the race there will be drivers briefing session where the rules and procedures will be explained and questions from drivers will be answered.
- Cars will then be started and driven as a group, single file, to the start area. Once lined up in behind the start line (staging area), all engines will be killed and the drivers will be under starting orders.
- The Stig (Race director) will signal the first driver to start his car and the driver has 20 seconds to start his car and line-up with the starting line. Failing to start his car in the allotted time he/she will move to the back of the line-up and await his/her turn. After the 3<sup>rd</sup> failed start attempt the driver will be disqualified.
- When the Stig drops his hand he will start his stopwatch and the driver will start his/her heat by driving the length of the course as fast as possible whilst incurring as little as possible time penalties.
- At the end of the course the Stig will stop the stopwatch and record the heat time and add any time penalties as applicable.
- At the end of the run the driver will move to the back of the staging area and kill his engine.

If you have any questions or require clarification on any of these rules please contact the CA coordinator for the particular event or visit our website at <http://www.clubaerobatics.co.za/>