



Sporting Regulations 2016

Below are the sporting rules and general racing etiquette sections. These rules have been adopted to ensure we (as a group) have provided a fun and friendly atmosphere for all racers competing in this event.

To participate at this event you must **SIGN** this form stating that you agree to abide by the following sporting rules; The General Racing Etiquette section is a list of guidelines that will help everyone have a fun and safe event.

Remember the one thing that's most important is to enjoy this hobby and the people that share your enthusiasm of RC Racing!

Section 1: Sporting Rules (Violation of these can be cause for ejection from event, Refunds will not be given.)

- 1.1** Intimidating other drivers is not permissible and will be grounds for a racer to be immediately removed from the event.
 - 1.1.1** Any issues should be taken to the Race Director, Never Confront a driver directly if you have an issue. If it's something that needs to be addressed the Race Director will take care of it.
- 1.2** Do not handle other people's equipment without permission at any time, If a driver is not present at his pit please respect their space and wait until they return if you have questions, don't assume they won't mind you handling their cars or equipment.
- 1.3** Be respectful of others in your language, attitude and driving. This is a family friendly event.
- 1.4** Never lose your temper at yourself or others.
- 1.5** You are required to marshal the race immediately following yours, you can have someone marshal for you if you want, but it's up to you and not the race director to provide a person for your spot.
 - 1.5.1** When you are turn marshaling, always give right of way to the racers running, stand on the tracks edges not the surface. Try to stay out of driver's views best as possible, and move at a controllable speed!!! We don't want a turn marshal to fall down causing injury to themselves, cars, or the track.
 - 1.5.2** Don't put a car down right in front of a car on track, this is unpredictable and can cause damage to both cars, cars on track always have right of way.
 - 1.5.3** Do not criticize a turn marshal, they are there to help. In most cases it's your fault you are stuck.
- 1.6** If you wreck, and can't get going again, wait for the marshal to correct your car, re-join without causing a collision.
- 1.7** The Race Director has final say in all matters.

Section 2: Racer etiquette, and General Good Habits.

- 2.1** During practice sessions you should drive reserved, keep a good distance from other cars on the track.
- 2.2** Do not stop or set your car anywhere on the track that it may be liable to a collision from on-coming traffic on the track.
- 2.3** Strive to pass cleanly or to be passed cleanly.
- 2.4** If you are clearly slower than someone trying to pass, and you are not fighting them for position, you should move off line and allow the pass. If it's for position then hold your line, it's always better to be passed than wrecked, so use Good Judgment.
- 2.5** Be ready for your race or heat, nobody should have to wait to start a race
- 2.6** Come prepared with everything you will need. Bring your own power cords and power strips. Sharing can be done, but it's better to come prepared.
- 2.7** It is important to acknowledge when you unintentionally hit into other cars on the track. "Sorry", goes a long way.
- 2.8** If you have stopped or crashed in the straight away, call out "straightaway" to warn others that your car is there.
- 2.9** When you experience mechanical problems, you should pull your car off the track. If you are intent on completing the race as is; do it without interruption to your fellow racers. If your care is damaged to the point you can't run it predictably than removing it from the track is the best solution as to not cause further damage you your car and your fellow racers cars.
- 2.10** If you're having a bad day, don't ruin it for everybody else.
- 2.11** Above all else have fun!!