



### **General Rules: No Tolerance Policy!!!**

- There will be no fighting, alcohol, or illegal drug use tolerated.
- No use of foul language, trash talking, arguing with track officers, or fellow racers.
- No un-sportsmanlike conduct, yelling at turn-marshals, or cheating. Anyone caught conducting any of the above-mentioned items will be asked to leave the premises immediately with forfeiture of your entry fee.
- Please have the right attitude. This is a hobby and supposed to be FUN! No cursing or temper tantrums. We are a family friendly track.

### **Bottom Line.....**

Folks, the bottom line is rules are created and checked to keep the racing fun, not to hinder you or burden you because we enjoy doing that. If R/C racing is not appealing to the newcomers to the hobby, it will not be sustainable. Keeping the lower level classes in check and keeping the playing field as even and fair as possible, will ensure that newcomers to the R/C scene get a good feeling about jumping in and bringing their friends. At the end of the day, these are TOY cars, and this is a hobby. We are all competitors, and we all have the desire to win or else we wouldn't be doing this. Be RESPECTFUL of one another, be a mentor to the younger and inexperienced folks at the track and on the track. If someone could/should/would benefit more from treating you differently on track, go and talk to them about it 1 on 1. If someone is slower than you and always in your way, take the time to go and try to help them go faster. It will only help you both out. Don't do it when you're mad, don't do it when they are mad, because we all know how that will turn out. GIVE and TAKE and RESPECT is what it's all about.

**Vehicles are subject to TECH before and/or after any heat races or mains. Racers will be notified by a tech official prior to the classes being ran.**

- Race or Tech director's decision is final concerning all rules and regulations.
- Everyone must turn marshal after your race. If you are unable to turn marshal, please notify the race director or find someone to take your place. Failure to continuously fill your obligation to turn marshal will result in lap penalties off of your best qualifying run.
- There will be no tech on SERVO's. Any servo is legal.

### **Battery and Charging Rules:**

- Novice, and MUDBOSS class will run a 2s hardcase LIPO/LIHV pack, 50c limit.
- All other classes are open 2s hardcase LIPO/LIHV packs.
- All batteries are to be charged in a LIPO sack to prevent fire in the event of a battery malfunction.

**-No batteries shall be charged over 4.20 volts per cell, regardless of whether they are 7.4v or the newer 7.6v style packs. Battery voltage subject to tech and shall NEVER exceed 8.44 volts. If you are over at tech, you will be asked to turn your car on and it must sit on the tech table until the voltage drops below 8.40, regardless of how many laps of the race you may miss. Overcharging batteries or altering pack labels will NOT be tolerated.**