

Appendix D Class Rules

General Rules

1. It is the intention of the VORRA, Inc. (Virginia On/off Road Racing Association) to promote family-oriented racing. With this in mind, unruly or un-sportsmanlike conduct (i.e. under the influence of alcohol or other drugs, intentional hammering or rough driving, abusive language toward other racers, turn marshals, etc.) will not be tolerated. People found to be in violation would be warned or asked to leave the area. Any racers who are considered to be driving in a careless or reckless manner will be given only one warning. You will be asked to leave for a second offense.
2. All racers and pit members are required to have (and show proof of a valid *ROAR* membership. Membership applications are available at the track, and can be found on the *ROAR* website.
3. All radios should have changeable frequencies and at least one alternate set of frequency crystals.
4. No radios are to be turned on without a frequency pin in place. Anyone who turns on a radio without a frequency pin will be given only one warning. You will be asked to leave if there is a second offense.
5. No racer is to turn on their radio or start their car until after signing up at the sign-up table. This is to reduce the chance of frequency conflicts.
6. All racers **MUST** track marshal the race immediately following theirs, or have an eligible replacement. You **MUST** let the race director know of the substitution. Anyone who does not track marshal will be assessed a one-lap penalty.
7. Racers must remove their car from the track immediately after their race to permit the next race to be started. All loaner transponders are to be removed and returned to the race director, and the car placed on the table beside the race director. This is to help with accounting for the track marshals.
8. At no time, can cars be run anywhere outside of the track barriers. Anyone running a car outside of the track will be asked to leave. This is to reduce the chance of damage to vehicles and spectators on the lot.
9. Racers will be charged a \$25 entry fee (\$20 if you are a club member). \$5 of the race fee is to be repaid when the individual assists in the setup

of the facilities. \$5 of the race fee is to be repaid when the individual assists in the tear-down of the facilities. This fee is for the whole day and allows racers to compete in as many classes as desired.

10. Any repairs to cars including re-starting and re-fueling, must be done outside of the track boundaries.
11. All cars must run a body that is securely fastened to the car at all times during the race.
12. Electric races will be 5 minutes in length. Nitro heats will be 5 minutes in length. Nitro mains will be 20 minutes in length. Races will consist of 2 qualifying heats and a main event. All racers will race in a main. Winners of lower mains may be permitted to bump up into the next higher main. There will be a five (5) minute warm up period in between races.
13. In case of frequency conflict, the lower qualifier will be required to change.
14. Classes listed below are guidelines. If we have any other classes that wish to race, they will be allowed to do so if time permits. Any class that has 4 or more cars will run in their own class.
15. The schedule for race day is arranged to try to allow for as much practice and race time as possible. Races can be delayed a few minutes if necessary, but if time is running short, **the race director reserves the option to not allow a delay in the start of the race.** We will try to stick to this schedule as closely as possible. Please note that all times will be moved up 1 hour during daylight savings time.

Race Day Schedule:

0800-1000 Track setup

1000-1145 Open practice and sign up

1145-1200 Driver's Meeting (**MANDATORY**)

1200-1400 First round of heats

1400-1600 Second round of heats

1600- ?? Main Events

On-Road Class Rules

Although the club allows a "run what you bring" philosophy-to achieve the most enjoyment for our racers, we do have a few simple class rules that are designed to keep cars competitive and the races more enjoyable for everyone.

1/10 Electric Touring car

1. Production "full scale" model car or truck bodies only (no Lola style bodies).

2. Any electric sedan chassis 200mm or less (no truck chassis with car tires on them)
3. Maximum car width 200mm.
4. Maximum 6-cell, sub-C battery pack.
5. Foam or rubber tires permitted.
6. 2wd or 4wd

NOTE: classes may be split if there is enough of each type of car to make individual classes (see general rules)

1/10 Electric Truck

1. Production "full scale" model car or truck bodies only (no Lola style bodies).
2. Any electric truck chassis as designed by the manufacturer to be used as a truck.
3. Must use a minimum 2" diameter truck rims and tires.
4. Maximum 6-cell, sub-C battery pack.
5. Foam or rubber tires permitted.
6. 2wd or 4wd.

NOTE: classes may be split if there is enough of each type of truck to make individual classes (see general rules)

Electric Legends

1. Bolink Legends chassis and bodies only.
2. Trinity Street Spec 4-cell batteries only (connector may be changed to a different type, but must have a plug-no hard wiring). Battery must stay in stick pack configuration.
3. Bolink Legends Spec motor or Trinity Street Spec Legends motor.
4. Motors must use full width, uncut street spec brushes (Brushes are identified by 2-color shunt wires and the letter "S" molded into the back of the brush). Stock brush spring must be used. Comms may be tried to extend motor life.
5. Kit stock tires or Street spec tires only, (Spec tires are identified by a white band of foam around the circumference of the tire.)
6. Speed controllers may not retail for more than \$129.99.
7. All rules in the Official Legends Rule Book will be followed exactly, except for those noted above.

1/10 Nitro Touring Sportsman

1. Production "full scale" model car or truck bodies only (no Lola style bodies).
2. Any non pillow ball suspension nitro sedan chassis 200mm or less.
3. Maximum car width 200 mm.
4. Any .12, .15, .17, or .18 side- or rear-exhaust SMALL BLOCK engine.
5. Foam or rubber tires are allowed.
6. This class is intended for racers with less than 2 years experience racing.

7. It is assumed if you drive a high end, pillow ball suspension car, you are past the novice stage and will be required to race in the "pro" class. Any racer who wins 4 races, or 3 races in a row, will no longer be eligible to race this class and will be moved up to the "pro" class.

1/10 Nitro Touring Pro

1. Production "full scale" model car or truck bodies only (no Lola style bodies).
2. Any gas sedan chassis 200mm or less.
3. Maximum car width 200 mm.
4. Any .12 or .15 side- or rear-exhaust SMALL BLOCK engine.
5. Foam or rubber tires are allowed.

1/10 Nitro Truck

1. Production "full scale" model car or truck bodies only (no Lola-style bodies).
2. Any nitro truck chassis as designed by the manufacturer to be used as a truck.
3. Any .12 or .15 side- or rear-exhaust SMALL BLOCK engine.
4. Must use a minimum 2" diameter truck rims and tires.
2. Foam or rubber tires permitted.
3. 2wd or 4wd.

NOTE: classes may be split if there is enough of each type of truck to make individual classes (see general rules)

Super Scale Nitro Touring

1. Any super scale" nitro touring car chassis (i.e. HPI RS4 Super Nitro,
2. Kyosho SuperTen, Tamiya TGR).
3. Any .12 or .15 side- or rear-exhaust SMALL BLOCK engine.
4. Maximum vehicle width 195mm.
5. Foam or rubber tires permitted.
6. May use Lola, Can Am, GT, GTP, etc style bodies.

NOTE: This class is not in our normal race line up, however every attempt will be made to accommodate the class if enough cars are present and conditions are met as described in the General Rules section.

Nitro Monster Truck

1. Any nitro truck chassis bigger than standard 1/10 scale 2wd or 4wd stadium trucks. This will include, but not limited to, the Traxxas T-Maxx, "Super Maxx" conversion, Ofna Monster Pirate, Ofna Monster Blazer, Thunder Tiger EK-4, Duratrax Thunder Quake, Tamiya Tierra Crusher.
2. Any .15 or larger BIG BLOCK engine.
3. Stock style "monster truck" tires.

NOTE: This class is not in our normal race line up, however every attempt will be made to accommodate the class if enough trucks are present and conditions are met as described in the General Rules section.