



**CLASS SPECIFICATIONS
ETIQUETTE AND RACE CRAFT
GUIDELINES FOR MARSHALLS**

2019 Edition

Document Version History

Version	Date	Author	Changes	Sections
2018 v0.1	12/3/2018	D. Huggan	Class rules separated from CoC	All
			References to CoC deleted.	2
2018 v1.0	13/6/2018	D. Huggan	Added battery charge limits	1.4
2019v1.0	17/12/2018	D Huggan	GT winter Tyre option deleted	1.9
2019v1.0	9/3/2019	D Huggan	Introductory revised and renamed Novice	1.7
2019v2.1	20/5/2019	D Huggan	GT class weight	1.3.1
2019v2.2	10/6/2019	D Huggan	Touring and GT weights – refer to governing bodies	1.3

Document Location and File Name	C:\Users\David\Dropbox\Documents\CoC\BRCCC Class Rules 2019_ver2.0.docx
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The following defines the current classes supported by the BRCCC and the rules by which they're governed. This includes race craft, and regulations.

1. CLASS SPECIFICATIONS

1.1. GENERAL

- 1.1.1. In case of the rules below not allowing a specific modification, it will be assumed to be DISALLOWED in all cases.
- 1.1.2. For all other technical specifications not listed below, cars and batteries must meet guidelines as per IFMAR rule book.
- 1.1.3. AARCMCC rules as published June 10, 2014.
Any AARCMCC rule changes prior or during season 2015 require BRCCC review and may not be accepted. This is in line with BRCCC policy on mid-season rule changes.

1.2. DIMENSIONS

- 1.2.1. For all touring car classes, the maximum body width is 190mm.
For touring car classes maximum wing chord is 40mm and two 20x40mm end plates may be fitted to the wing. The highest point of wing must be at or below the highest point of the roof line with the car ready to run and placed on a flat level surface.

1.3. WEIGHTS

- 1.3.1. Minimum weight for all touring car classes: Refer to RCRA On Road regulations.
- 1.3.2. Minimum weight for GT class: Refer to SERCCC regulations.
- 1.3.3. Minimum weight for all mini classes is 1330g
- 1.3.4. All above weights are ready to run with transponder fitted (club or personal).

1.4. BATTERIES

- 1.4.1. Any approved 6 cell NiCad or NiMH pack in stick, side by side or saddle configuration.
- 1.4.2. Any 2 cell Hard-cased approved 7.4V LiPo packs as listed on the ROAR website. (<http://www.roarracing.com/approvals/lipobattery.php>)
- 1.4.3. No overcharging (10Amp max) with voltage reading no higher than 8.4v
- 1.4.4. Lipo batteries must be charged in a lipo charging bag which is sealed during the charging process.
- 1.4.5. Any race participant found charging a lipo battery without a Lipo bag will be immediately excluded from the race meeting and forfeit any points from that meeting.

1.5. Blinky Motor and Speedy pairing

- 1.5.1. Any Electronic Speed Controller (21.5 Zero timing spec) as per published AARCMCC Schedule. A copy can also be found on the BRCCC web site.
Brushless motor as per AARCMCC / BRCA published schedule for Blinky class.

1.6. Reference Links for regulations

- 1.6.1. AARCMCC Facebook page or BRCCC web site (reference copy)

1.6.2. BRCCC web site: www.brccc.org

NB: If it's not in the rules and does not embrace the spirit of controlled racing, consider it illegal. If in doubt do approach the committee for clarifications.

1.7. Novice Class

This class is reserved for new drivers who must remain in this class until skill levels reach an appropriate level to advance to the 21.5 Blinky class.
New drivers receive up to 3 free nights racing

Novice Class	
Chassis	10 th Scale or smaller
Motor	Unrestricted
Body Shell	Unrestricted
Tyres	Unrestricted
Hop-Ups	Unrestricted
Gearing	<p>Unrestricted</p> <p>The speed of the car will be adjusted via the hand control to a suitable speed to suit this class as per BRCCC discretion</p> <p>If speed control is not an option on the hand control BRCCC may refuse entry into this class</p> <p>BRCCC may offer a club set up car in the interim</p>

1.8. 21.5T Blinky TOURING CARS

21.5T Touring Cars	
Chassis	Any brand of AARCMCC legal independent suspension touring car chassis.
Motor	Any AARCMCC approved 21.5T Brushless motor with any rotor released for that motor. ESC : Any ESC that does not have dynamic timing ie :boost or turbo options , or any ESC that has A Blinky Mode ie ; A flashing light denotes that no dynamic timing is enabled /allowed
Body Shell	4 door sedan shells only. Modifications to shell including airflow or cooling holes are not allowed.
Tyres	Rubber tyres only permitted. Tyres may not be Modified or Tampered with in any way, Including 1 single, standard insert per rim.
Hop-Ups	Unrestricted hop-ups.
Gearing	Unrestricted gearing.

1.9. 17.5T GT CARS

17.5T GT Cars	
Chassis	Any brand of IFMAR/ROAR legal independent suspension 1/10 th Scale touring car chassis.
Motor	<p>Muchmore Racing - Fixed Timing Spec Motor. FLETA ZX 17.5T Type W Brushless Motor with Zero timing.</p> <p style="text-align: center;">-OR-</p> <p>Muchmore Racing - Fixed Timing Spec Motor. FLETA ZX V2 17.5T with standard rota - Brushless Motor with Zero timing.</p> <p>Tampering in any way at all is NOT ALLOWED!. The Motor selected must be run as is out of the box.</p> <p>General cleaning of motor and lubing of original bearings is allowed.</p>
ESC	Any ESC that does not have dynamic timing i.e.: boost or turbo options, Or Any ESC that has a Blinky Mode i.e. ; A flashing light denotes that no dynamic timing is enabled /allowed .
Body Shell	2 Door GT Style Bodies ONLY - 190mm.
Tyres	Volante 36 Rubber tyres only (24mm)
Hop-Ups	Unrestricted hop-ups.
Gearing	FDR Gearing - is to be set between 3.5 Minimum to 3.8 Maximum

NOTE: The above rules apply to racing at the BRCCC. It is the intention of the BRCCC to mirror SERCCC regulations to keep this class standard across all Victorian clubs.

The caveat is that the BRCCC policy is not to change regulations during seasons 1 or 2 unless there are exceptional circumstances.

13.5T Blinky TOURING CARS

13.5T Touring Cars	
Chassis	Any brand of AARCMCC legal independent suspension touring car chassis.
Motor	Any AARCMCC approved 13.5T Brushless motor with any rotor released for that motor. ESC : Any ESC that does not have dynamic timing ie :boost or turbo options , or any ESC that has A Blinky Mode ie ; A flashing light denotes that no dynamic timing is enabled /allowed
Body Shell	4 door sedan shells only. Modifications to shell including airflow or cooling holes are not allowed.
Tyres	Rubber tyres only permitted. Tyres may not be Modified or Tampered with in any way, Including 1 single, standard insert per rim.
Hop-Ups	Unrestricted hop-ups.
Gearing	Unrestricted gearing.

1.10. OPEN TOURING CARS

Open Touring Cars	
Chassis	Any brand of AARCMCC legal independent suspension touring car chassis.
Motor	Any AARCMCC legal motor.
Body Shell	Any AARCMCC approved 4dr Sedan body shell.
Tyres	Rubber tyres only permitted. Tyres may not be Modified or Tampered with in any way, Including 1 single, standard insert per rim.
Hop-Ups	Unrestricted Hop-Ups.
Gearing	Unrestricted gearing.

1.11. TAMIYA MINI CARS

Tamiya Mini Cars	
Chassis	Tamiya M01/2/3/5/7 series "Front Wheel Drive" chassis only, assembled as per Instruction Manual, and no chassis/power train modifications allowed. With the exception of the included/optional differential which may be modified to give a locked/spool action.
Motor/ESC combo	Hobbywing Max 10 Combo – 60 Amp ESC Model No 30102602, 3300kv Motor Model No 30402600 -OR- 13T/3000KV Hobbywing OEM / rebranded Complete System with max 60 amp ESC and engraved / etched can <u>(limited to 3400Kv max when tested)</u> . <u>No alteration of wiring from ESC to the Motor, these MUST remain as supplied.</u> Motors may not be modified or tampered with in any way <u>other than reconfiguring shims and replacing worn bearings (ceramic NOT allowed)</u> .
Body Shell	Bodyshells are open, with the following restrictions - No Modern (post 1980) 4 door Touring Sedans and/or 12th scale type Wedge/Can-am Sports bodies.
Tyres	Any commercially available rubber mini-sized tyre, in any combination and/or compound, with any insert. Standard Offset mini sized wheels only allowed.
Hop-Ups	ESC, bearings, any Tamiya hop-ups are permitted with the exception of speed-tuned gears. Kits and hop-ups must be assembled as per manufacturers' instructions. Official Tamiya optional ALLOY components may be replaced with an equivalent aftermarket part
Gearing	20, 18 OR 16 Tooth pinions only. (Speed Tuned Gear Sets not allowed for these cars).

1.12. TAMIYA TT-01 E Truck

Tamiya Truck	
Chassis	Tamiya TT-01 E series chassis only, assembled as per Instruction Manual, and no chassis/power train modifications allowed (OUT OF THE BOX). Allowable exceptions limited as described below.
Motor	540 brushed as supplied with kit (replaceable part). Motors may not be modified or tampered with in any way.
Body Shell	Only as supplied with kit (replaceable part).
Tyres	Only as supplied with kit (replaceable part).
Hop-Ups	Ball race bearings part #BTE01 (#54025) Aluminium Propeller joint and shaft set part #54026 Metal Motor mount part #53666 Aluminium Prop shaft part #53620 Racing Steering arms only in kit #54058 (DO NOT use the adjustable cups in this kit).
As Gearing	58T Spur Gear part # 50357 22T Pinion part #53665
Batteries	Only approved NIMH batteries

NOTE: All part numbers above are for Tamiya.

2. ETIQUETTE AND RACE CRAFT

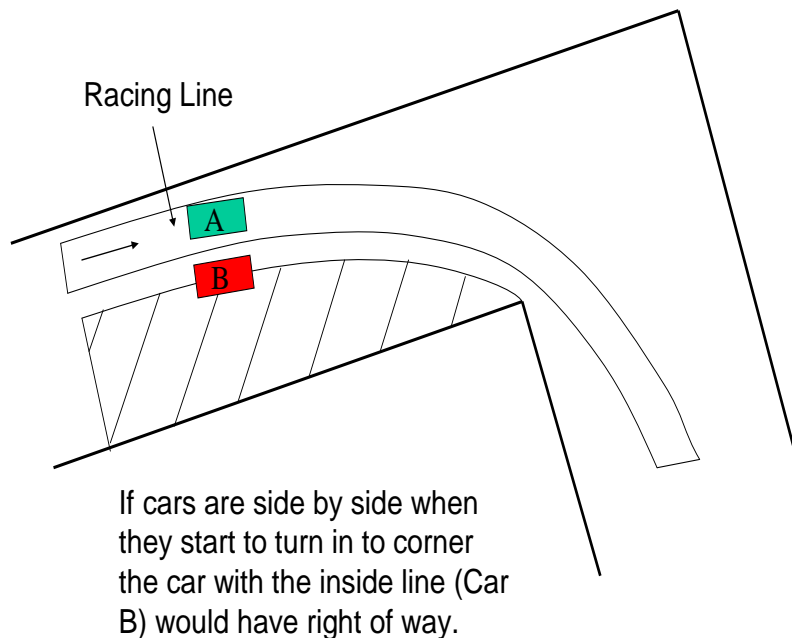
These are to be read in conjunction with BRCCC Code of Conduct "Penalties and Sanctions" section.

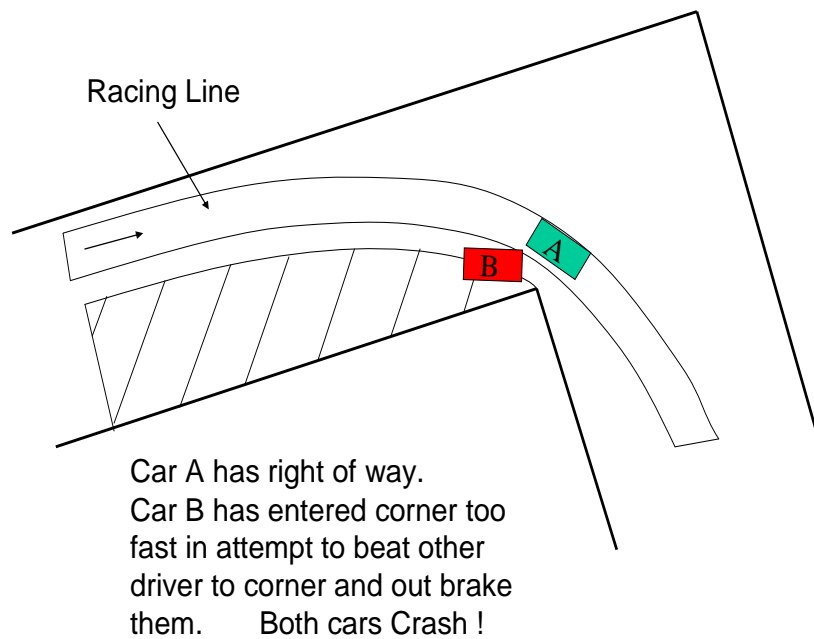
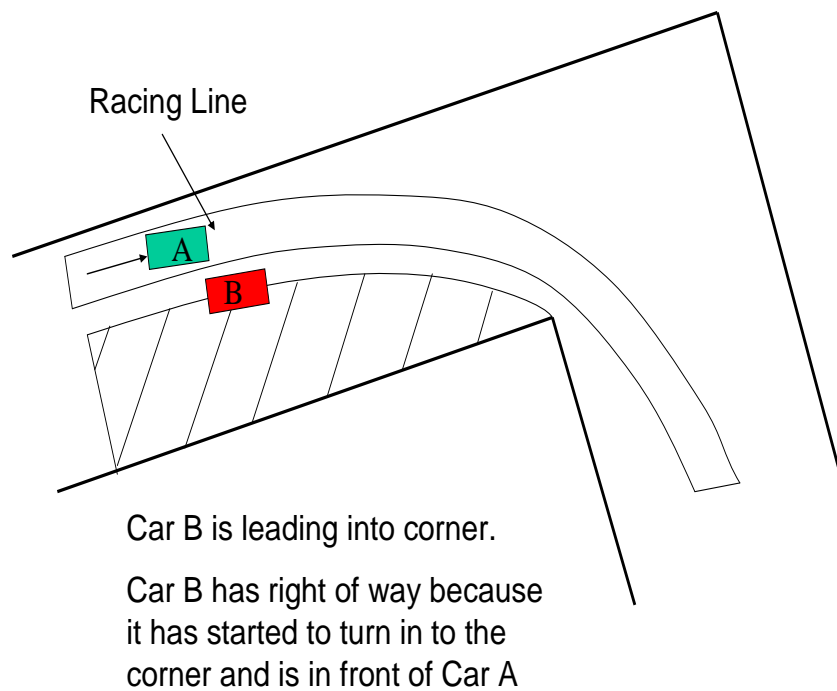
- 2.1. If you are being lapped, allow the faster car to pass when safe, typically by slowing slightly and making a clear move off the racing line.
- 2.2. Do not drive into the back of car in front of you.
- 2.3. Do not crash into other cars on purpose!
- 2.4. If you are being passed, hold your line; do not weave from side to side.
- 2.5. No practice laps. Put your car on the grid, get up on the stand.
- 2.6. If required, drivers are permitted to complete one (1) Test Lap before their race. Drivers completing a Test Lap must note the following:
 - 2.6.1. A Test Lap is not to be used for warm-up or practice. Drivers may complete a medium pace lap for the purpose of testing/adjusting steering and/or ensuring recent repairs to their car are functioning. At no time should your car be at full speed or swerving side to side.
 - 2.6.2. The Test Lap may only be completed after placing your car on the start/finish line (or in pit lane), climbing the drivers stand and then completing a single lap as described above.
 - 2.6.3. A Test Lap must be completed in a clockwise direction only. At no time is a car permitted to run in the opposite direction, up and down the grid area or straight. The only exception to this being if a driver overruns their grid position, in which case they may slowly turn and re-grid.
 - 2.6.4. Marshals may not be available during a Test Lap. If you hit a wall or are stuck on a barrier, then you may need to retrieve your own vehicle.
 - 2.6.5. At completion of the Test Lap the driver must immediately grid their car.
 - 2.6.6. Races will not be halted or restarted due to cars not having fully completed a Test Lap. All drivers should endeavour to be at their grid starting position by the 10 second count-down. Any car not on their grid by the 10 second alert must NOT enter the grid area. Further, they MUST be completely stationary prior to starting the race. A running start or an out of position car on the grid will cause accidents.
Failure to abide by any of the above guidelines may result in a Black Flag penalty at the discretion of the Race Director.
- 2.7. If you gain an unfair advantage because of a crash (jumping a barrier etc.) return to your original race position otherwise, you will be penalised.
- 2.8. If your car is broken or has dumped, drive it to a safe area of the track as soon as possible. Do not continue to race.
- 2.9. Do not start a race if your car is broken! Use the race time to fix it.
- 2.10. If your car needs to be marshalled do not drive away from the marshal!
- 2.11. Release the throttle if your car needs marshalling. Marshals may choose not to get your car if you don't back off.
- 2.12. If you have been marshalled or have crashed be careful re-entering race, wait for cars to pass before pulling out.
- 2.13. At end of race ("Race Time Over"), cross finish line, return to start via Pit Lane.
- 2.14. No shouting or foul language.
- 2.15.** Be a fair and courteous driver.

3. GUIDELINES FOR MARSHALS

To be read in conjunction with BRCCC regulations

- 3.1. Get into position before the start of race.
- 3.2. Spread around the track, do not gather in groups, and try to ensure a good coverage of likely crash areas (e.g. Bend #1).
- 3.3. Do not stay on the track longer than you have to. The drivers cannot see through you!
- 3.4. Watch your area NOT the race. 10 seconds is 1/2 a lap you've just cost someone!
- 3.5. Return cars to the race pointing in the right direction.
- 3.6. Marshal others as you would have them marshal you.
- 3.7. Do not leave your post during a race.
- 3.8. Do not return broken cars to the driver, they or their pit crew must come and get them.
- 3.9. Put runaway cars on their roof safely off the track.
- 3.10. No open footwear is allowed on the track.
- 3.11. No food or drink is to be taken onto track when Marshalling
- 3.12. Junior marshals MUST be accompanied by an adult.





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