



General Track Rules

- THE CARS HAVE THE RIGHT OF WAY! ALWAYS watch for cars while marshalling and walking the track. If you need to marshal a car, allow cars still running to pass first.
- NEVER STOP ON THE STRAIGHTAWAY OR RACING LINE! When setting your car down on the track or stopping, make sure it is well out of the racing line.
- NEVER GO BACKWARDS ON THE TRACK! The layout is almost always run clockwise. If you are not sure, ask a race official. Additionally, there is no reverse allowed on track. Disable it in your esc, if possible.
- STAY OFF THE THROTTLE WHEN BEING MARSHALLED! Additionally, do not yell at the marshal after you crash. It is not their fault that you crashed.
- You MUST turn marshal the next race immediately after your race has finished. Please set your car down off the track and find one of the marshalling spots as marked by a cone. Please pay attention to the race while marshalling.
- For your safety, we ask that everyone charge their batteries at no more than 1C charge rate. You MUST use a LiPo charging bag while charging.
- No more than 10 cars on the track at one time. For practice, please be considerate of others and limit your practice to no more than 3-5 minutes if there are others waiting.
- Please respect the space that we are in and neighboring businesses. Do not drive outside of the track barriers. Keep off the grass. Do not leave trash or belongings behind when you leave.
- Most importantly, WE ARE HERE TO HAVE FUN. Please respect the class rules and please respect your fellow competitors. If you have any questions or concerns, please relay them to a track official.
- Please review all track and class rules before race day to make sure you are prepared accordingly. We will be enforcing class rules, as it provides the best racing experience for all.
- We reserve the right, at our discretion, to refuse admittance to anyone that is disruptive to the operation of the track.



Recommended Items to Bring

This is parking lot racing at a non-permanent facility, so you will need to provide your own support items.

- Folding table and chairs
- Pop-up canopy and weights to secure it. This is a parking lot, so you will not be able to stake it to the ground.
- Power source for charging. There is no on-site power source.
- Step stool/ladder. There is no driver's stand, so you we ask that you bring a step stool or ladder for better visibility.
- Transponder. We do **NOT** use MyLaps. You will need a transponder that is compatible with Trackmate, which is IR based. Please send us a message, and we can link you to an inexpensive option for purchase.
- There are no on-site facilities.
- There is no on-site water or food.



General Race Rules and Etiquette

1. **Be nice and have fun.**
2. Remember that slow is smooth, and smooth is fast. Work on consistency and not crashing, and the speed will follow.
3. Remember that for qualifying races, you are racing the clock and not the other cars for position.
4. Do not stop or slow down on the racing line. No reverse on the track.
5. When it is not for position, let faster cars who are approaching you pass you by taking a turn wide. They will pass you on the inside line. Don't be afraid to call out when/where on the driver's stand. Work together.
6. Similarly, if you are passing a slower car, take the time to slow down and do it cleanly. Do not drive through the car in front of you.
7. If you wreck a car attempting to pass, whether for a position or not, you need to pull over and wait until that car has re-joined the racing line and has passed you. If you do not pull over, we will call you for a stop-and-go penalty.
8. If you lose the racing line by taking a turn too wide, please do not punish the car behind you by slamming the door shut on them. Give up the spot, rejoin the line, and continue racing.
9. Learn other driver's names and their paint schemes, so you can follow along with the race direction during your race.
10. Be mindful of your space on the driver's stand. Do not block other's view. Do not distract other drivers by yelling and cursing. Drive only from the driver's stand.
11. If you crash and are blocking the racing line, call it out so others can avoid hitting your car. Call out all clear when you're off the line. This includes during practice as well.
12. Turn marshal how you want to be marshalled. Get to your spot right after your race. Your priority is not running in front of cars still moving. Pay attention. Get to cars as fast as you can without wrecking anyone else. Do not set cars back down on the racing line.
13. Pay attention to the race order and be ready to go before your race. Let the race director know if you're going to miss a race. It's okay to ask for a "racer's minute" if you need a moment to get on track, but please be respectful of other's time.
14. Don't be afraid to ask for help. Most racers enjoy sharing advice.
15. Sometimes emotions run high after a race. Give folks a chance to cool down. Apologize if you cause a wreck. Congratulate others on a good run.
16. If your car is broken, pull off the line as soon as it's safe to do so, preferably by a turn marshal or pit lane, if available. If you can't move your car, let a marshal know. Stand back but stay on the driver's stand, so as not to interrupt other drivers.
17. Be cautious on warm-up laps before the race. It is typical to take a couple warm up laps before your race starts. The race director will call the straightaway closed at the end of the warm-up.



2025 Race Season General Class Rules and Info

Our premier class is **Road Rash TT**. This is a spec tire and motor class that uses inexpensive, tub chassis cars and great-looking scale bodies. This formula works great for fun, fast, and affordable parking lot racing. If you don't have a car and are looking for a place to start, this is it.

We will also run any of the established indoor on-road classes, such as Novice, Vintage Trans Am (VTA), USGT, 25.5 Touring Car, 21.5 Touring Car, etc. There must be **three** entries minimum to make a class; so if you want to run a specific class, get two or more friends to join you.

Established classes will use rules from ROAR and MMR. If you're not sure, ask.

- Most race days will consist of two-qualifying rounds and one round of mains.
- Track opens at 10am for practice. Racing starts at noon.
- 5-minute qualifiers. 6-minute mains.
- Check the Facebook group for the most up-to-date information.
- **ALL** classes must use hard-case, ROAR-approved 2S LiPo batteries **ONLY!**
- **NO** visible defects, puffing, or cracked cases on batteries.
- **Max** battery charge voltage is **8.40V**.
- Batteries **MUST** be charged at **1C** charge rate in a **LiPo safety bag**.
- Absolutely **NO** heating of LiPo's is allowed.
- Traction compound is allowed and encouraged. We recommend Paragon FX2.
- All decisions made by the race director are final.



Road Rash TT

1. **Chassis:** 1/10th scale 4WD on-road shaft-drive touring car tub chassis (e.g. Tamiya TT01, TT02, Traxxas 4-Tec, etc.)
2. **Motor:** Holmes Hobbies TrailMaster Sport 540 27T
3. **ESC:** Use what came w/the kit. Hobbywing 1060, Tamiya TBLE-02S/04S, or Traxxas XL-5, etc.
4. **Tires:** Gravity USGT non-belted tires. Available as pre-mounts (PN: GRC124GTB or GRC124GTW) or as un-mounted tires (PN: GRC125). May use any 24-26mm width wheel. Must use stock insert.
5. **Bodies: 150 Gram Min Body weight.** Scale bodies, paint, and decals are HIGHLY encouraged. If weight is added to the body, it must be added to the roof area and glued/taped in. No RC touring car bubble bodies. Tamiya and L&L Models have many great options. Make it look like a real car.
6. **Hop-ups are allowed.** Depending on the model, there are a few we recommend, such as bearings, oil-filled shocks, gear-sets, etc.
7. **Ride Height.** Some tracks have adopted this ruleset for indoor racing. RRTT does not have an outdoor ride height requirement. Indoors, please defer to the track owners' rules.



Road Rash Mini Mania

8. **Chassis:** 3Racing Cero M-Chassis FWD is no longer legal for Mini Mania. All Tamiya Minis and the 3Racing MG EVO are the legal cars for this class. The 3Racing MG Evo is subject to a gearing limit of 4.31 to match the max available gearing of the Tamiya cars.
9. **Motor:** Tamiya silver can brushed motor or 21.5 locked timing motors are recommended
10. **ESC:** Stock brushed ESCs or blinky brushless escs are required
11. **Tires:** Open Mini tires
12. **Bodies:** Open M chassis bodies based on a real car (no LMP style bodies)
13. **Hop-ups are allowed.** Depending on the model, there are a few we recommend, such as bearings, oil-filled shocks, gear-sets, etc.



Novice

1. Novice is intended for our younger and/or inexperienced racers looking to get their feet wet and learn the ropes. Those 12 years of age or younger will automatically start in Novice class. Those who are older will be at their own discretion; however, if the race director deems a racer has advanced beyond the class, this will be discussed directly with that racer to make the necessary adjustments. Please discuss any questions or concerns you have regarding which class is most suitable to run directly with the race director.
2. There are no specific tire, motor, or battery rules for this class. The only rule that would apply would be either a hard-case 2S LiPo or a 6-cell NiMH battery.
3. Not a requirement, but we recommend choosing one of the following to slow the cars down:
 - a. Use a milder motor.
 - b. Reduce the throttle EPA on the transmitter.
 - c. Put the ESC into "training mode".

If your racer is consistently hitting the barriers every lap, it's time to slow the car down a bit. The goal is clean laps.

Vintage Trans Am

1. Chassis: Any 1/10th scale electric touring car chassis meeting ROAR T-2 Touring Car Specifications
2. Minimum Weight: 1400g
3. Motor: The class is switching to the spec blue **Gravity SCALE SPEC 25.5 (30deg fixed timing)**
4. ESC: any ROAR approved esc in "blinky" mode
5. Battery: ROAR approved 2S LiPo 6000mAh max
6. Body: must be on USVTA approved body list
7. Tire: Protoform or Gravity VTA tires

These are the same rules that run indoor at MMR and Dollar Hobbyz.

<https://www.usvintagetransam.com/rules/>

https://www.roarracing.com/downloads/ROAR_Rule_Book.pdf



21.5 and 25.5 Touring Car

1. Chassis: Any 1/10th scale electric touring car chassis meeting ROAR T-2 Touring Car Specifications
2. Minimum Weight: 1320g
3. Motor: Any ROAR approved 21.5 or 25.5 turn brushless motor.
4. ESC: any ROAR approved esc in "blinky" mode
5. Battery: ROAR approved 2S LiPo
6. Body: must be on ROAR Approved Body List – T2 Touring (190mm)
7. Tire: Gravity RC G-Spec Type C or Sweep Worlds spec tire

These are the same rules that run indoor at MMR and Dollar Hobbyz.

<https://www.usvintagetransam.com/rules/>

[https://www.roarracing.com/downloads/ROAR Rule Book.pdf](https://www.roarracing.com/downloads/ROAR_Rule_Book.pdf)



Technical Specifications Electric 1/8 GT Onroad

WEST COAST MODEL RC

1/8 GTE RULES

Index

1.	
General	1
2.	
Motor	1
3.	
Battery	1
4.	
Body	1
5.	
Chassis	2
6. Transmission and Drive	
train	2
7. Tyres and	
Wheels	2
8. Technical	
Exclusions	3
1. General	
1.1 The class run will be the Electric 1/8 GT On road.	
1.2 The official measurements in these Technical Specifications are metric measurements.	
1.3 All measurements referred to in these rules are maximum or minimum values.	
1.4 It is the object of these rules to ensure that racing be a test of driver skill.	
1.5 It is the responsibility of the driver to ensure that their car complies with the rules and regulations at all times it is on the track. The organiser may check any car at any time during the championship for compliance with the regulations. On checking immediately after a race, if a car is found to be under the minimum weight or has incorrect dimensions, positive proof of race damage may prevent disqualification.	
2. Motor	
2.1. Any motor up to a maximum rating of 2500kv on 4s Lipo	
2.2. Any motor up to a maximum rating of 2000kv on 6s Lipo.	
2.3. 6s Systems are not to use any boost or turbo functions	
3. Battery	



3.1. LI-POLY (LITHIUM POLYMER) BATTERIES to a maximum of 6S, capacity open.

3.2. Batteries must be factory sealed in a hard case.

3.3. No soft cased batteries allowed, for primary battery source.

4. Body

4.1. Bodies are to be any commercially available 1/8th scale GT1, GT2, Super GT, DTM, or V8. Supercar cars. Prototype (LM) P1, (LM) P2 and open cockpit bodies are not allowed. Wedge shape bodies not allowed. For the definition of a wedge a body will be considered a wedge and therefore illegal if it includes an integrated wing which is equal to or greater than height than the roof line of the car. Body shells with a small kick up at the rear are legal for the purpose of the class (for example Serpent McLaren body)

4.2. The entire chassis, wheels and engine must be covered by the body when mounted to the car as viewed from above.

4.3. The body must be made from a flexible material and painted. Where used, the gurney strip must remain transparent.

4.4. Bodies must include full front and rear fascia's, and conform to the rules herein that limit openings in the body for antenna holes.

Page 2

Technical Specifications Electric 1/8 GT Onroad

4.5. Bodies must be reasonably detailed. The body must have visible window, body panel and trim markings. Light tinting of the windows is permitted.

Page 3

Technical Specifications Electric 1/8 GT Onroad

4.6. Cut-outs in the body that were not in the original full scale version will be allowed for the following:

4.6.1. Bodies are not to be cut above the lower bumper line at the front or the back, or above the bottom line of the doors. Maximum 70mm cutout at rear on 20mm blocks.

4.6.2. The aerial hole will be no larger than 10.0mm in diameter

4.6.3. All bodies must have the front and rear sides cut out for the wheels, the radius of the cutout must not exceed the tyre by more than 20mm.

4.7. Gurney strips may only be used on bodies with an integrated spoiler.

4.8. Maximum width of body and wing/spoiler is 330 mm.

4.9. Wing and spoiler, must have a chord of no more than 79 mm.

4.10. Additional cut-outs in rear built-in spoilers are not allowed.

4.11. No additional items may be fastened to the body exterior other than the rear gurney strip, or rear wing/spoiler.

4.12. If body stiffeners are used they cannot cause the body to be wider than 330mm across the lower edges of the body. Body or wheel flares extenders are not allowed.

5. Chassis

5.1. Any shaft driven 1/8 scale buggy, truggy and GT based electric powered vehicle.

5.2. All cars must have operating brake(s) capable of stopping the car.

5.3. The front of the car must be equipped with a bumper in such a manner that it will minimise a wound in the case of it entering into contact with participants or members of the public. The



bumper must be made from a flexible material with all corners and sharp edges rounded off. The contour of the bumper will follow the contour of the body with which it is being used. At no point may the bumper protrude in front of the body.

5.4. The aerial support must be flexible. Carbon, GRP, steel, etc. are not allowed.

5.5. Hop up and optional chassis are permitted however vehicles must fall within weight limits specified Chassis may either be flat or have a front kick up.

5.6. The minimum weight is 3500g. The weight will be checked with battery/batteries, body and a transponder installed.

5.7. Overall dimensions: Length Maximum; 509mm Width Maximum; 330mm Height: 220mm (20mm blocks) Wheelbase Maximum; 270 – 380mm

5.8. The car must roll freely between the inspection measuring rails with any steerable wheel set in the straight ahead position, irrespective of the compression or extension of the suspension

6. Transmission and Drivetrain

6.1. A shaft-drive system with front and rear differentials is required. Belt driven cars are not permitted.

6.2. Single speed transmission only and must include a solidly mounted spur gear to a standard bevel gear centre differential or a solid spool (no one-way bearing). No other differential types will be permitted.

6.3. One-ways, spools, locking “Torsion-type,” or externally adjustable differentials are not permitted. Differentials can only be tuned with the use of silicone-based oils.

6.4. Front and Rear differential gear ratios must be identical. Front or rear underdrive or overdrive is not permitted.

7. Wheels and Tyres

7.1. Any commercially available rubber tyre and insert GT8 or 1/8 Scale onroad designed wheel and tyre is allowed. Full slick or tread pattern allowed.

7.2. Tyres must be black, except for writing on sidewalls.

7.3. Wheels must use a 17mm hex hub consistent with the dimensions and function of the hubs used in 1/8 offroad racing. The wheel must be affixed by a 17mm wheel nut, threaded on to the hex hub. Quick change mechanisms are not permitted.

7.4. Tyre Warmers and Traction Compounds are permitted.

Page 4

Technical Specifications Electric 1/8 GT Onroad

8. Technical Exclusions

8.1. It is not allowed to use any electronic devices with the exception of:

8.1.1. Two radio channels of the receiver which will be used to operate steering, throttle and brakes

8.1.2. No more than two servos.

8.1.3. A transponder.

8.1.4. Fans which must be powered from the main battery packs

8.2. The use of traction control devices, active suspension devices and any steering control aided by gyroscopes/“G”-force sensors is strictly forbidden. Exemption may be granted for drivers with physical disabilities. This includes Spektrum and Traxxas Receivers with Stability Control unless



those functions are specifically disabled.

8.3. Not allowed:

8.3.1. Liquid cooled engines.

8.3.2. Hydraulic braking systems.

8.3.3. More than single speed transmissions.

8.3.4. Quick change wheel systems are not allowed.

8.3.5. Body extenders or wheel flares .

8.3.6. Buggy/Truggy type wings.

Date Revised: March 2020

******If you have any questions or concerns regarding the rules, please ask the race director. All decisions made by the race director are final. Our goal is good and fair racing, so we reserve the right to make adjustments to the rules, as needed to align with this goal.******