



# West Coast Model RC

## Off-road

[www.wcmrc.asn.au](http://www.wcmrc.asn.au)

*“Perth’s Premier RC Venue”*

### Club Rules & Guidelines

#### What do I need to come racing?

-You don’t need to be a club member to start racing. Membership is encouraged, it provides discounted race fees and enables participation all club events.

#### Equipment

Obviously the first thing required is a 1/10th or 1/18th off-road electric model.

1. - Enough batteries to complete 4x 5 minute races plus 1 for practice
2. - If you bring Li-po’s you will need a Li-po sack to charge them in and a Li-po balancer
3. Battery charger (240v power supplied to each pit bay)
4. At least 2 sets of crystals for your radio –Many popular READY TO RUN car packages come with the same radio frequency. **(Only if running crystal sets)**
5. Spare parts for your car, even the best drivers will still break stuff
6. Tools to repair or maintain your car, club members are more than happy to lend a hand but is still best to be as self sufficient as possible.
7. A spare body clip as a 6mm to 7 mm hole in the body is required for mounting of timing transponder.
8. Fully enclosed foot wear
9. Although club transponders are available it is recommended to purchase your own personal transponders. These are available for purchase from the club while stocks last.

#### What do I do on race night?

- **CLUB OPENS:** Gates are open from 5pm.
- **PIT BAYS:** There are no designated pits bays, visitors are free to set up in any unused bay on the night (with the exception of the tables adjacent to the club room.
- **NOMINATION:** In order to set up a race meet we need some information from the drivers. Nominations are now done on-line via our website or Alycat.

Online nominations close at 5pm on the night. Nominations done after this time will not be recorded. Nominations done after this time and or are done at the Club will incur an extra fee per entry per class.

- **NOMINATIONS AND PAYMENTS** of nomination fees close at 6.45pm, if not paid by this time your entries will be removed **(If running late notify the club and your entry will remain)**
- **DRIVERS MEETING:** At 6.50 the track will be closed for a drivers meeting in front of the rostrum. Information will be given regarding the night's events and any club news.  
**BE PREPARED-**Racing will commence within 5 minutes of the meeting with **Novice** being first up.
- **TRANSPONDERS and GRID LISTINGS:** Grid listings will be placed on the whiteboard at the rear of the drivers rostrum, read these as soon as they are up, your name will be listed under your nominated class/s. (If listing is wrong or your listing is not present notify race control immediately. The grid listing also assigns your transponder number if this number is wrong notify race control immediately.  
**CLUB TRANSPONDERS:** Will be allocated at time of nominations these will be used by the driver they are assigned to for the whole night but must be put in the charging rack between races and most importantly returned at the end of the night. **(Name and current working phone number will have to be supplied before transponder will be issued)**
- **RACING:** There will be a 30 second warning before the race starts, after the warning your names will be called in sequence. **WHEN YOU HEAR YOUR NAME YOU GO**

**Once countdown has started the race will not be restarted for drivers that are not ready, make sure that you are ready to race.**

The first two races are qualifying races followed by two main races. In the first two races you are racing the clock; the best result of the 2 qualifying races will determine your grid position in the finals.

After the qualifying rounds new grid listings will be posted, **TAKE NOTE** of your grid position for the finals

There will be a short break between qualifying and finals to allow the grid to be painted **(No cars are permitted on the track at this time)**

Cars in the finals will start from the marked grid positions on the track and will not be called by name, when the buzzer sounds you go.

- **ETIQUETE:** Drivers are expected to drive as clean as possible causing little or no interference to other drivers. Accidents can and will happen so we ask drivers to give themselves a "stop go" penalty if they hinder another drivers progress (pull over and allow the affected car to continue before you do. If two cars collide and neither driver is disadvantaged continue racing. If you are being lapped by a faster car allow them to pass. Deliberately blocking another drivers progress may result in a forced stop go penalty  
If you accidentally cut the track and pass anybody in the process stop until the affected car resumes their position before proceeding  
**\*NOTE\* AT NO TIME IS REVERSE TO BE USED ON THE TRACK** if caught using reverse a stop go penalty may be issued.  
**No swearing or abuse to fellow racers, visitors, marshals or race control (timing persons) will be tolerated,**

- **MARSHALING:** After each race remove transponder (if using club transponder) and return it to the charging rack turn car off and leave it under the drivers stand and proceed out to marshal.  
If your car requires maintenance or repair it may only be done after you have marshaled.

When marshaling be attentive and quickly assist cars in order that they have crashed. Marshals are not expected to.

1. Jump in front of oncoming cars.
2. Repair broken cars.
3. Return cars to pits.

Marshals are not allowed to use any form of electronic devices whilst marshaling i.e.: mobile phones, ipods etc.

- **CLASS RULES:** refer to individual class rules