

These rules are subject to amendment by the Committee at any time.

2007 REGULATIONS & CLUB RULES



**LOUTH RADIO CONTROL
CAR CLUB**

1. Children under 12 must be accompanied by a responsible adult over 18.
2. DO NOT TOUCH THINGS THAT DO NOT BELONG TO YOU, ANYONE FOUND TO BE ALTERING SETTINGS OR TOUCHING EQUIPMENT THAT IS NOT THEIRS WILL BE BANNED.
3. After your last heat, please pack away your car and equipment. **Your help would be appreciated to pack**

GENERAL

1. Lead Acid batteries **MUST** be placed in a leak proof container.
2. No running or shouting in the pits or trackside.
3. NO SWEARING, fighting or bad behaviour of any kind.
4. DO NOT turn on the showers.
5. Put all rubbish in the bins provided, or take it home.
6. DO NOT RUN IN THE CORRIDORS.
7. DO NOT turn on your transmitter in the pits.

PIT AREA

1. DO NOT STAND CLOSE TOGETHER.
2. Concentrate on the piece of track in front of you. **DO NOT STAND TALKING TO YOUR MATES.**
3. When going out to marshal a car, check that you will not run into other cars that are racing.
4. Check the track is clear when you return the car you are marshalling to the track.
5. Do not stay on the track any longer than necessary. You will block the view of the drivers.
6. Do not sit on the rostrum (benches) when you are marshalling.
7. ALWAYS wear a day glow vest when marshalling.
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MARSHALLING

SETTING UP THE TRACK & PRACTICE

1. Help would be appreciated to set up the track at about 5.30.
2. You can book in at Race Control from 6pm. AFTER the track is set up
3. Please queue at the table near Race Control where your race fees will be taken.
4. After you have paid and booked in, then you may go and practice.
5. You are only allowed to practice for **3 MINUTES**. Please do not take any longer than this as there are other people that wish to practice.
6. Make sure that if you use a 27Mhz radio you have the correct coloured peg on your radio **BEFORE** you turn on your radio. If you use a 40Mhz, please call out your frequency clearly before turning on your radio.
7. Please do not forget to put your peg back on the rack, or hand it to the next driver using that frequency. **DO NOT take the peg out of the hall.**
8. Please **DO NOT consume drinks in the sports hall**. If you wish to drink then please stand in the corridor.
9. Remember that the practice is just that, it is not a race.

Racing When the Heat List is put up on the board, please check which heat you are in, your number, your frequency and the colour of transponder that you will be using. If the frequency is wrong go and tell the Race Controller.

RACING

1. **DO NOT** turn your car on before the drivers that have just raced have turned theirs off.
2. Remember to turn on your transmitter first, then your car.
3. Put your car down close to the loop (1 - 2 metres), then drive forward to the start line. If you need to set the trim before you race ask the race controller first.
4. Your race starts when the **RACE CONTROLLER** (computer) calls your number.
5. Races will usually be **5 MINUTES** long. When lots of drivers are racing the races will be **4 MINUTES** long.
6. **DO NOT** rev your motor when a marshal is handling your car. It will could burn people's fingers if a spinning tyre touches them!
7. **DO NOT** reverse on the track, **AT ANY TIME**. It gives you an unfair advantage over other drivers and when you reverse you can cause damage to other cars on the track. **ANYONE SEEN TO BE REVERSING WILL GET A PENALTY.**
8. **DO NOT** jump the track. If you are forced over the track markers then wait for the car that was behind you to catch you up, wait for them to pass and then you can go. **ANYONE CAUGHT PERSISTENTLY TRACK JUMPING WILL BE PENALISED.**
9. **DO NOT** push other drivers cars to get past, even if you are lapping, pass the car without touching it so the other driver can maintain his position. If you are being lapped give the other car room to get past as soon as you can.
10. Once you have finished racing and RACE OVER has been called, turn your car off as quickly as possible, put it on the table and hand back your transponder. Then go straight out to marshal.
11. **DO NOT TAKE TRANSPONDERS OUT OF THE HALL.**
12. Do not disturb other drivers by moving off the rostrum, during the race.