



R/C Monster Motorsports, Inc. General Event Rules

(Highlighted areas indicate an addition or change to the rules)

General Rules of Conduct

No Tolerance Policy! There will be no fighting, no alcohol or drugs, no use of foul language, no arguing with Track Officials and fellow competitors, and no cheating. If anyone is caught conducting any of the above mentioned, or is in any way associated with these activities, you will be disqualified and asked to leave the premises immediately! You will forfeit your entry fee, awards, and points.

Any participant may file a grievance if a rules violation is suspected. Participants must register a written statement with an R/C Monster Motorsports Official along with a \$20 non-refundable fee. **Any grievance needs to be submitted by the end of the event in question.** The owner of the vehicle which the grievance has been filed against will be notified by an R/C Monster Motorsports Official. The vehicle will be impounded and inspected by an R/C Monster Motorsports Official. If disassembly is required, the owner will do all the disassembly under the direction of an R/C Monster Motorsports Official. Race results will be reviewed by R/C Monster Motorsports Track Officials. All decisions are final. Any grievance must be submitted to an R/C Monster Motorsports Track Official by the end of the event in question.

Nitro Monster Truck Class Definitions

Small Block Class - Any Nitro burning engine from .12 - .20

1. Small Block Monster Truck tires shall be any tire no smaller than: 5" high by 3" wide.
2. Any rubber tread type is permitted.
3. Custom cut tread designs will be allowed.

Big Block Class - Any Nitro burning engine .21 and larger.

1. Big Block Monster Truck tires shall be no smaller than: 5" high by 3-5/8" wide.
2. Any rubber tread type is permitted.
3. Custom cut tread designs will be allowed.



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NEW CLASS FOR 2006-2007 Racing Season-

Professional Monster Truck Class - Any Nitro burning engine .21 and larger.

1. This class is open to Big Block trucks only.
2. Tires must be a terra type design tire. Here are the approved tires for this class: Clodbuster Part# 58065/89. Kyosho USA-1. Imex Part #'s 7410, 7411, 7412, 7570, 7571, 7584, 7595. Ofna Part#'s 81166, 86063.
3. Custom cut tread designs are allowed.
4. Rims must be a deep dish wheel like a "real" monster truck.
5. Vehicle must run a "Real" Monster truck themed body.
6. This class will be open to all competitors whose truck fits the above criteria.
7. There will be a point's series for this class.
8. The professional monster trucks will run on true to scale type course. Example: Ramps will be the size of a scale monster truck ramp.

Tuff Truck Class - Any Nitro burning engine .21 and larger.

1. Tuff Truck is considered to be a monster truck with a Big Block engine using monster truck tires fitting the description of the Small Block tire rule.
2. Tuff Truck tires shall be any tire no smaller than: 5" high by 3" wide.
3. Custom cut tread designs will be allowed



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Electric Monster Truck Class Definitions

4wd Brushless Electric Monster Truck Class

1. Traxxas E-Maxx, Hotbodies E-Zilla, and Kyosho Twin Force or any other production or custom built 4wd Electric Monster Truck with independent or ladder bar type suspension similar to the production trucks stated above run in this class.
2. Trucks must run 1 or 2 brushless type motors.
3. Tires shall be any tire no smaller than: 5" high by 3" wide. Any rubber Tread Type is permitted. Custom cut rubber tread designs will be allowed.
4. 14 cell maximum

4wd Pro Modified Electric Monster Truck Class

1. Tamiya Clodbuster, Super Clodbuster, Juggernaut 1 & 2, TXT-1, or any custom built 4wd electric truck with solid differential axels will run in one class unless otherwise specified by an RC Monster Motorsports official. These trucks have to run tires no smaller than: 5" high by 4" wide.
2. Trucks must run 2 brushed type motors. (**No brushless motors**) allowed.
3. Tires shall be any tire no smaller than: 5" high by 3" wide. Any rubber Tread Type is permitted. Custom cut rubber tread designs will be allowed.
4. 14 cell maximum



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General Racing Rules

1. There must be a minimum of 8 trucks to form a class.
2. All radios must remain off unless you are racing.
3. All Nitro vehicles must have a fail safe unit installed and operational. (No exceptions!) All vehicles are subject to safety inspections.
4. A one minute grace period will be granted if you have a problem at the starting line. Each driver will only receive a 1 minute grace period per run.
5. There will be no changing of tires during the racing event for different classes due to event time constraints. For example: changing tires from Big Block to Tuff Truck, Big Block to Professional Monster Truck. You must have a truck pre-setup for each class upon arrival to the event.
6. Truck must be staged on the starting line with both pre-stage and stage lights on in a stationary state. Truck can not be rolling. If your truck passes through the staging beams causing the staging lights to go out this will result in a "False Stage" Disqualification. Your truck (**must**) be able to stay in a stationary state by itself with no help from pit buddies or crew members. If a competitor or crew members is caught holding on the starting line it will result in a disqualification for that run. If the truck rolls on its own at idle simply engage the brake on the transmitter until it is stationary on its own.
7. Truck is to go when the light turns green. If the truck moves across the staging plane before the green light is illuminated then the truck shall be issued a red light, false start. This will result in a disqualification.



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General Racing Rules (continued)

8. A red to green light will be used for Chicago Style and Custom Track Racing. One truck will start facing the yellow set of crush cars and the other truck will start facing the blue set of crush cars. Once the light turns green the trucks will take off going opposite directions, chasing each other around the track making 1 full lap and finishing in the lane you started in.
9. Once a competitor has "staged" their truck at the starting line you have one minute to stage.
10. Truck must hit the obstacle with the front two tires or back two tires. Example: crush car ramps or ramps. If only one tire or right side or left side tires hit the obstacle a one second penalty (**per occurrence**) will be added to you final time.
11. The truck may not hit or come in contact with any part of the timing system or timing system barricades during the run. If this occurs, it will result in a disqualification.
12. If two trucks are competing and complete an illegal run, the first truck that committed the infraction will be disqualified. If a time is not recorded because of the disqualification the participant will be assessed the slowest time of the day.
13. If any portion of your truck goes out of bounds, or crosses over into your competitors lane it will result in a disqualification.
14. If a competitor with multiple entries in the same class should happen to race him self or her self. Each truck will run 1 at a time on the track in different lanes. Which ever truck records the fastest elapse time with advance into the next round.
15. All vehicles and their components are subject to inspection and approval by the R/C Monster Motorsports Track Official. Any components deemed unsafe to you and/or other competitors, bystanders, spectators, and/or track officials must be removed before the vehicle in questions can compete.



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General Racing Rules (continued)

16. The race course and event format will be discussed in the drivers meeting which will take place after concourse. Every driver must be present during the drivers meeting. Any questions can be asked at this time regarding how the events will be run and scored.

General Pulling Rules

1. Trucks will be separated into Small Block, Big Block and Unlimited Monster Truck classes.
2. Small block trucks can weigh no more than 15 lbs, Big block trucks can weigh no more than 20 lbs, Unlimited class trucks can weigh no less than 21 lbs. All trucks will be weighed before and after a run.
3. Once your truck is hooked to the sled, the chain must be pulled tight. Once your truck has stopped gaining forward momentum, an R/C Monster Motorsports Track Official will signal you to stop, thus ending your pull. A measurement will be taken from the front of the pulling sleds friction plate. This measurement will be your recorded distance.
4. Drag race pulling lanes will be 3' x 30'
5. Drag race pulling: If your truck goes out of bounds on any part of the pulling track, it will result in disqualification.
6. Heavy weight pull track will be 4' x 30'.
7. Heavy weight pulling: If your truck goes out of bounds on any part of the pulling track, a measurement will taken at the point of the pull sled which crosses the out of bounds marker.



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General Pulling Rules (continued)

8. All vehicles and their components are subject to inspection and approval by the Track Director. Any components deemed unsafe to you, other competitors bystanders, spectators, and or track officials must be removed before the vehicle in questions can compete.
9. If two or more trucks record a full pull, then a pull off will take place in which 10 more pounds will be added to the sled until a winner is determined.
10. If your truck makes a full pull the R/C Monster Motorsports Track Official will signal you to stop. If you disregard an R/C Monster Motorsports Track Officials signal and over pull the sled your truck will be disqualified.
11. After you have completed your pull, you must place your truck at the designated tech area for inspection. You may not take your vehicle back to your pit area unless an R/C Monster Motorsports Official releases your vehicle. **(No exceptions!)**

Tug of War Rules

1. "Run what you brung and hope you brung enough!" Tug-of-war is just for fun!
2. Each truck will be hooked together via a chain that has a center mark in the middle. The center mark of the chain is lined up with a tape or paint line that has been marked by a Track Official on the ground.
3. Upon the track official signal the trucks will tug of war and the first truck to pull their opponents entire truck across the center line on the ground will be declared the winner.
4. Only 1st and 2nd place awards are given for Tug of War.



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Tug of War Rules (continued)

5. In the event that the tug of war competition may need a losing competitor to come back and compete based on an un-even bracket, each losing competitor from the previous round will be asked to pick a number. Who ever comes the closest to the number that the track director has previously determined will be admitted back into competition to fill the bracket by luck of the draw.

Long Jump Rules

1. Trucks will be staged at a designated location on the track for one chance at hitting the long jump ramp.
2. Long jump distance is measured from the end of the long jump ramp to the spot where the truck contacts the ground. Any additional forward progress by the truck will not be added to the final measurement.
3. Once your truck lands your distance will recorded by an R/C Monster Motorsports Official.
4. The truck that travels the farthest distance in the air will determine the winner.

Freestyle Rules

1. You have 90 seconds to "WOW" the judges. At the conclusion of the 90 seconds or at the end of your run each judge will give you a score for 1 to 10 The person with the highest combined score will determine the winner.