

Sydney RC Club

Tamiya Classic Series

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Background:

The sport has evolved significantly over the last couple of decades and the skillset and knowledge required to compete at regular meetings has risen markedly e.g. large jumps require great skill, Lipo batteries require knowledge and modern cars are highly tuneable but at the expense of a bewildering array of options. In addition the speed achieved with modern cars and motors further lifts the skillset required, making the sport less accessible to those not as committed.

Our goal for this series is to make reduce the barriers to entry, to bring new people in that currently don't have an option to race their vintage, re release, 'superseded' or non-race car(s) on a regular basis as well as attract those who may find the regular track layout too intimidating.

Race Series

Three standalone meetings on the following dates:

1. 21st March 2020 (rain day 28th March)
2. 18th July 2020 (rain day 1st August)
3. 17th October 2020 (rain day 1st November)

Note the regular club classes will not be run on these days.

Meeting structure:

- Practice at 3.10pm
- Drivers meeting at 3.40pm including marshalling skills for new attendees
- 3.50pm Novice and ready to run class begins with a 10 minute track walk guided by local champion, who explains the racing line, breaking zones, jumping techniques
- Race starting at 4pm, with first race as Novice
- 2 heats

- 3 finals
- Aim to finish at 9pm

Classes:

Class 1: Tamiya/Kyosho Production class

Class 2a: 2wd Vintage and Rear Motor Racer (all vintage and new rear motor 2wd buggies)

Class 2b: 4wd Vintage and older Race buggies (up to 2007 – see list)

Class 3: Novice

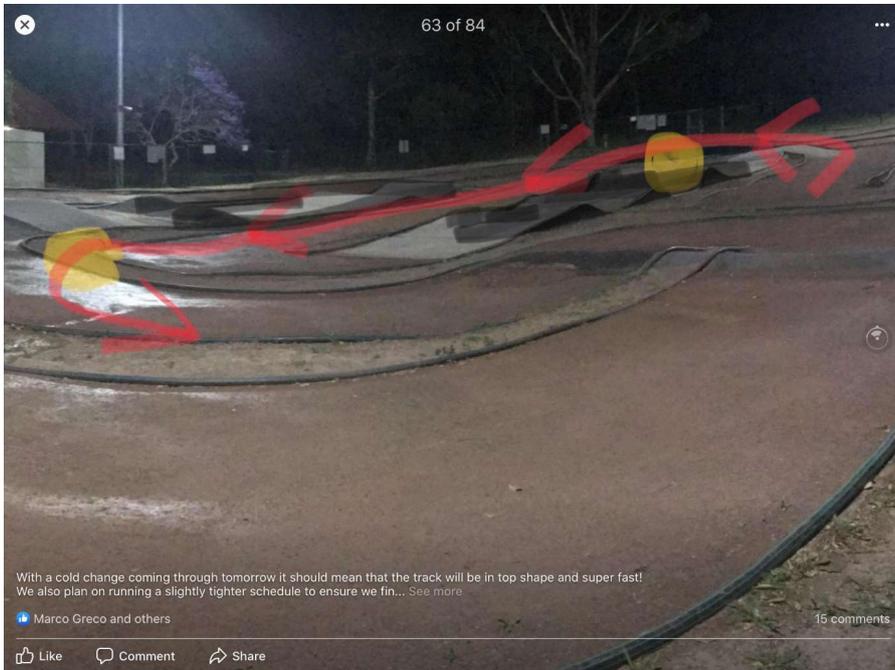
Class 4: Stadium Truck (Vintage and modern rear motor only truck)

Class 5: Fun/Ready to Run

See detailed class explanation below.

Track:

To make the track easier to drive the regular track layout will be altered with sections to bypass the 2 lots of jumps. This will cut down on marshalling requirements and protect the more fragile cars with rare or hard to find parts. It will also make it much easier for Novice racers both to drive and reduce marshalling incidents.



Entries:

Enter online with the link provided or message the club on Facebook

No more than 2 classes to be entered per attendee.

Entry is via RC Signup. You will need to create a login, if not previously used the system.

Please enter your transponder number when completing the entry form. You may find that the vehicle you enter is not on the list on RC signup, so call your vehicle profile the name of the actual vehicle you are using e.g. If running a Losi XXT you have to choose Losi XXXT but call you vehicle profile Losi XXT.

<https://www.rcsignup.com/tracks/displayTrack.cfm?ID=3121>

Click on that link and find the Tamiya series link.

Financial:

Cost of entry is \$10 per class, \$5 per second class. Only 2 classes permitted per meet.

Help, tips and Rules & Regulations

Our goal for this series is to make it as authentic and enjoyable as possible, to bring new people in that currently don't have an option to race their vintage car(s) on a regular basis as well as attract those who have other cars but may find the regular track layout or race meeting too intimidating.

Number of classes entered:

- Choose classes based on your ability and vehicle type. Contact the club if you are unsure
- Maximum 2 classes allowed

Points series:

- The following classes will have a points series over the three meetings:
 - Tamiya Class
 - Class 2 2wd rear motor
 - Class 2 4wd
- Maximum 2 classes allowed
- Based on normal club points system
- You will receive a bonus point for each day attending the Castle Hill Vintage Festival
 - 26th April Enduro 1 point
 - 12th September 1 point
 - 13th September 1 point

Note that position and number of events entered in the Castle Hill races is not considered, it's a participation point, to a maximum of 3 points. Search Facebook for 'Castle Hill Vintage RC Festival' or search on RCTech.net using <https://www.rctech.net/forum/australian-events-150/>

Before the race:

- Register with the club via the link on Facebook
- Test your car before you pack it in the car to make sure it is working
- Inspect your car for loose or broken parts and consider taking to a good hobby shop for a service if you can't do it yourself. You can search Crazy Hobbies on the web.
- Charge your battery and consider buying one or two spare. 2000mah batteries should be sufficient for Tamiya class.
<https://www.crazyhobbies.com.au/electronics/lipo-batteries/gens-ace/ni-mh.html>
- Bring spare AA batteries for your Transmitter
- Bring the manual so you know how to repair the car

What to bring to the meet:

- Chair
- Table
- Tools to work on your car
- Extension cord and power board
- Drink and Food
- Some small change if you want to buy anything for sale by the club
- Battery charger
- Umbrella and warm clothes
- Gloves for marshalling
- A gazebo or umbrella are good if it is a hot day or has the potential to rain

How a race meet works:

- The track will be open from 3.10pm for practice, which means you can drive a few laps to familiarise yourself with the track and make sure your car is working.
- Remember to recharge your battery after practicing.
- Be ready at 3.45 for a drivers meeting to learn about the race
- If you don't have a transponder (a little red thing that helps record how many laps you do and your position in the race) then the club can provide one, but we want you need to be asking about this at 3.30pm, not 4pm just as your about to race. You can buy your own, they aren't cheap, but do make it easier to attend a meet or meets at other clubs. They plug into your receiver to get power and you secure them inside your car. They are available from <https://www.crazyhobbies.com.au/mylaps-rc4-transponder.html>

To install them refer here <https://www.youtube.com/watch?v=fqDbzowme7Q> Or we can help you at the track

There is a number printed on the transponder, that is your transponder number and should be quoted when entering

- We start racing at 4pm, but we suggest you get there are least 30 minutes beforehand to get your table set up
- Get there and make sure you are registered – look for printouts on the board on the edge of your track with you name and class. If your name is not listed in the class(es) entered contact the race director (under the gazebo on the track) who will be happy to help
- There are 2 heats and 3 finals, so 5 rounds in total. Each round is made up of classes. E.g. novice, Ready to run, 2wd Vintage racer, 4wd vintage racer, Truck.
- Each class takes it in turn to race and then you marshal after your race, so Novice would be marshalling Ready to Run. You have about 3 minutes to put your car away and get back to the track. Make sure you turn your car off at the transmitter and on the car itself and store the car upside down, to prevent it accidentally being left on and spinning the wheels. You may want to start charging your battery – but please be quick as we want to get onto the next race and need you in place to marshal the next race. If people dawdle between races then the event drags on until later at night, which we don't want.

- A heat works by the race computer calling your name, then you start driving. You may be asked to drive (slowly) over the timing loop (which means just drive past the timing/race control tent) and drive back to the start before the race. This makes sure your transponder works and we can record your laps. It's important you listen when on the drivers stand for instructions
- After every class has had 1 turn we move on to heat 2, which is in the same order as heat 1.
- After heat 2 the finals will be announced. Everybody makes it into the finals, but your starting position on the grid is based on the heats and everyone starts at once, like on a Formula 1 car race.
- After 3 finals the best times will determine the winner on the day.
- A points series will be run for classes 1 and 2. A bonus point will be given for every day you attend the Castle Hill Vintage Festival in 2020, regardless of position placed in those meets.

Driving Etiquette

- If you are driving your car and it has a mishap a marshal should right it for you. If they miss your car and it has been more than 5 seconds you can call loudly but politely call "Marshal"
- Attendees swearing or yelling at marshals or other drivers may be asked to leave
- If you are being lapped please let the overtaking vehicle through
- Stop go or other penalties may be levelled for inappropriate driving
- Whilst your car is being marshalled do not apply the throttle until the vehicle is no longer being held or touched by the marshal. This ensures the safety of participants. Failure to do so may result in stop go penalties or disqualification.

Marshalling:

- Entrants are expected to marshal the race after theirs, where possible, or have their parent or guardian take their place
- Marshalling involves standing on the edge of the track to right cars when they get stuck
- Mobile phones are not to be used whilst marshalling
- The club recommends the wearing of fully enclosed shoes and gloves

Children:

- Parents should monitor their children at all times. RC racing involves some danger that can be mitigated by close supervision of children when on or near the track
- The club offers no supervision or minding of children and parents/guardians are responsible at all times for their children

Smoking & Alcohol

- Subject to local council guidelines

- Persons showing signs of intoxication will be asked to leave

Class 1 Tamiya & Kyosho Production class

The concept behind this class is for unmodified older Tamiya and Kyosho vehicles, including re release vehicles, to be run as if they were built per the manual. Other older vehicles may also be run, refer to list.

Eligible Vehicles:

- ⊘ Pre 1989 Models from that were first released before 1989. 2wd and 4wd in the one class
- ⊘ Vehicles or their derivatives that raced in the A main at the 1987 Worlds are excluded
- ⊘ Eligible Model list below for this class only, if your vehicle is not listed contact the club for clarification.
- ⊘ All vehicles must stay true to their **first release**. All re-releases and special editions are also welcomed as long as the changes are for build strength and not for performance gain e.g. no mid motor conversion or big bore shocks
- ⊘ Must use kit standard shock absorbers and springs
- ⊘ No modification to the gearbox to fit in larger pinions or smaller spur gears
- ⊘ If a vehicle is too fast we may introduce levelling measures to keep the competition even. Measures may include, but are not limited to, stop go penalties, ask you to choose a smaller pinion, reduce End point adjustment on throttle or ask that the vehicle move to Class 2

Motor:

- ⊘ Motor is the Johnson or Mabuchi 27 turn 540 brushed motor, which is the motor supplied with most kits
- ⊘ Gearing – generally the biggest pinion supplied with the kit or listed the manual should give you a bit of speed, but no modifications are allowed to fit in bigger pinions or smaller spur gears

Tyres:

- ⊘ We encourage the use of tyres supplied with the kit
- ⊘ If using different tyres must be a pin or block tyre, no Bar tyres allowed for buggies, however, 2wd buggy fronts have a choice of either pin or rib tyres. You also have a choice of 2inch vintage style or modern-day tyres i.e., Proline Blockades or Hole shots or JConcepts equivalent.
- ⊘ No tyre additives or treatments (home made or commercial, including wd40) allowed. Anyone using tyre additives or treatments will have their points halved at the meet.

Battery

- ⊘ Main Battery NiMH or Nicad (6 cell 7.2v). Must be factory sealed. Homemade cell matched batteries are not allowed.
- ⊘ No Lipos allowed in this class.
- ⊘ Listed below are batteries for sale if required – choose one with a connector that matches your speed controller (*Tamiya cars generally use batteries with*

a white connector, don't buy the batteries with black or red and black connectors if your speed controller has a white connector)

- ⊘ <https://www.crazyhobbies.com.au/electronics/lipo-batteries/gens-ace/ni-mh.html>
- ⊘ <https://www.crazyhobbies.com.au/electronics/lipo-batteries/traxxas/ni-mh.html>

Class 2 “Vintage and Classic Racers”

This class is for vintage and older racers. Providing number are sufficient then separate 2wd and 4wd classes will be run. There are separate classes and cut-off dates for 2wd and 4wd both. 2wd is ANY rear vintage, classic or modern 2wd regardless of age. 4wd is any vehicle up to 2007. To create parity between older and newer vehicles different motors are specified, so read below or ask as to what motor you can run.

Eligible vehicles are:

- ⊘ Excluded pre 1989 buggies from class 1 may compete in class 2 and can use the Sports Tuned motor. Period modifications allowed.
- ⊘ 2wd
 - **2wd rear motor only** buggies that were released before 31st December 1997. Sports tuned motor. See detailed list for vehicles. There are couple of vehicles that were released post 1997 that can run sports tuned motors, namely the Schumacher Fireblade variants and the Associated RC10B3.
 - 2wd **Rear motor only** post 31 Dec 1997 vehicles, including modern buggies, may enter this class but can use either Tamiya torque tuned part # 54358 or Johnson or Mabuchi silver can 540 motor. Brushless 25.5 (in blinky mode) is also allowed. Sports tuned motor not allowed for these vehicles. See detailed list for vehicles as there are couple of vehicles that were released post 1997 that can run sports tuned motors.
- ⊘ 4wd
 - Pre 1997 models that were first released between 1988 and 31st December 1996. Sports tuned motor. See detailed list for vehicles as there are couple of vehicles that were released post 1996 that can run sports tuned motors.
 - 4wd vehicles released post 31 Dec 1996 and on or before 31st December 2007 may enter this class but can use either Tamiya torque tuned part # 54358 or Johnson or Mabuchi silver can 540 motor. Brushless 25.5 is also allowed, to be run in blinky mode. Sports tuned motor not allowed for these vehicles.

Motor guidelines:

- ⊘ 2wd pre 1998 models - Tamiya Sports tuned
<https://www.crazyhobbies.com.au/tamiya-rc-motor-23t-brushed-540-rs540-sport-tuned.html>

- € 2wd 1998 and later models - Tamiya torque tuned motor is <https://www.tamiyausa.com/shop/option-parts/rc-rs-540-torque-tuned-motor/> Be careful as Tamiya has several torque tuned motors, only the sealed end bell version is allowed
Note Schumacher Fireblade (all variants), Associated RC10 B3 and non TRF Tamiya's may run Sports tuned
- € 4wd pre 1997 models - Tamiya Sports tuned <https://www.crazyhobbies.com.au/tamiya-rc-motor-23t-brushed-540-rs540-sport-tuned.html>
- € 4wd 1997 and later models - Tamiya torque tuned motor is <https://www.tamiyausa.com/shop/option-parts/rc-rs-540-torque-tuned-motor/> Be careful as Tamiya has several torque tuned motors, only the sealed end bell version is allowed

Motor gearing suggestions -

- Tamiya sport-tuned motor part # 53068: we recommend gearing around 8.8:1 for 2wd and 9.2:1 for 4wd. Be warned! The sports tuned motors get hot and can burn out if geared below those numbers. In 4wd we strongly recommend the use of a motor fan.
- For Johnson 540 gearing of around 6.8:1 in 2wd and 4wd around 7.3:1. In 4wd we suggest the use of a fan.
- Torque tuned part # 54358 we suggest 2wd 7.7:1 and 4wd 8.25:1 but check temperatures and if too hot drop a pinion. We also suggest running a motor fan in 4wd buggies
- You can get a fan here
 - <https://www.crazyhobbies.com.au/dynamite-motor-cooling-fan-1-10th-scale.html>
 - For some vehicles with covered motors the above fan may not be suitable, so you may have to choose a smaller fan and fabricate a mount
- € Torque tuned part # 54358 and Sports tuned Motors must have their label attached
- € The Race director at their discretion may test motors for excessive amp draw and if too high will have to be replaced with another motor.

Other guidelines:

- € Tyres must be a pin tyre no Bar tyres allowed for buggies, however, 2wd buggy fronts have a choice of either pin or rib tyres. You also have a choice of 2inch vintage style or modern-day tyres i.e., Proline Blockades or Hole shots or JConcepts equivalent.
- € No tyre additives or treatments (home made or commercial, including wd40) allowed. Anyone using tyre additives or treatments will have their points halved at the meet
- € Main Battery 2s (7.4v) LiPo or (7.2v) NiMH. The reasoning for LiPo is in this class is because NiMH are harder to fit in some of the cars in this class without modifying or

people making their own packs which aren't allowed, **Factory sealed hardcase batteries only**

- ⊘ All vehicles must stay true to their **first release**, all re-releases and special editions are also welcomed as long as the changes are for build strength and not for performance gain e.g. No mid motor conversion on 2wd's or big bore shocks on older vehicles. However class 1 vehicles entered into class 2 may have period modifications performed but no big bore shocks.
- ⊘ Vehicle Rules per ROAR regulations, including weight and dimension restrictions:
 - Ensure your car is minimum weight
 - 1499 grams for 2wd
 - 1613 grams 4wd
 - Max Width 250mm
 - Max Wheelbase 292 mm
- ⊘ Common sense applies and rules may be at the discretion of the race director – if not in the spirit of the event then we may ask you to modify your car closer to stock or select a different car before you can race

Class 3 Novice

Meant for beginners and juniors. If your lap time is too fast we may ask you to move to another class. Due to the differences in skills and vehicles no points will be awarded for this class

Eligible Vehicle:

Any 1/10th (e.g. 1/12th, 1/16th) or smaller scale car or truck running a maximum 6 cell nicad or Nimh or 2s Lipo

- No large scale or nitro cars

Motor Guidelines:

Motor is open but we encourage people to use a lower powered motor or turn down the EPA (end point adjustment) to slow the speeds down. Usually in this class the tortoise beats the hare, slow and steady usually wins the race. The race director reserves the right to turn down the EPA if your vehicle is too fast or not being controlled in a safe manner.

Class 4 Stadium Truck - Vintage and modern rear motor Truck

This class is meant for 2wd rear motor stadium trucks, both vintage and modern. Must be rear motor only.

Eligible trucks

Any 1/10th 2wd rear motor Stadium Truck rear motor running a maximum 6 cell nicad or Nimh or 2s Lipo. Note the club usually has Short Course truck events as part of its regular race meetings, this class is for 2wd rear motor Stadium Trucks only.

Buggies converted to trucks are allowed, but must be 2wd rear motor, running a stadium truck body and Stadium truck tyres.

Motor Guidelines:

Race Trucks

17.5 Brushless Roar approved, with esc in blinky mode

Battery

2s Lipo or 6 cell Nimh or Nicad

Tyres

Standard Stadium truck tyres

No tyre additives or treatments (home made or commercial, including wd40) allowed.

Anyone using tyre additives or treatments will have their points halved at the meet

Note – the track will bypass the large jumps, to help avoid damage to older/rare trucks.

Class 5 Fun class

It is meant to be a fun class for any age vehicle both modern and older and for drivers who are faster than novice and just want to run whatever car they own.

Eligible Vehicles:

Any 1/10th or smaller scale off road or rally vehicle

⊘ No vehicle age restrictions, can be modern or vintage

⊘ No large scale or nitro cars

Motor:

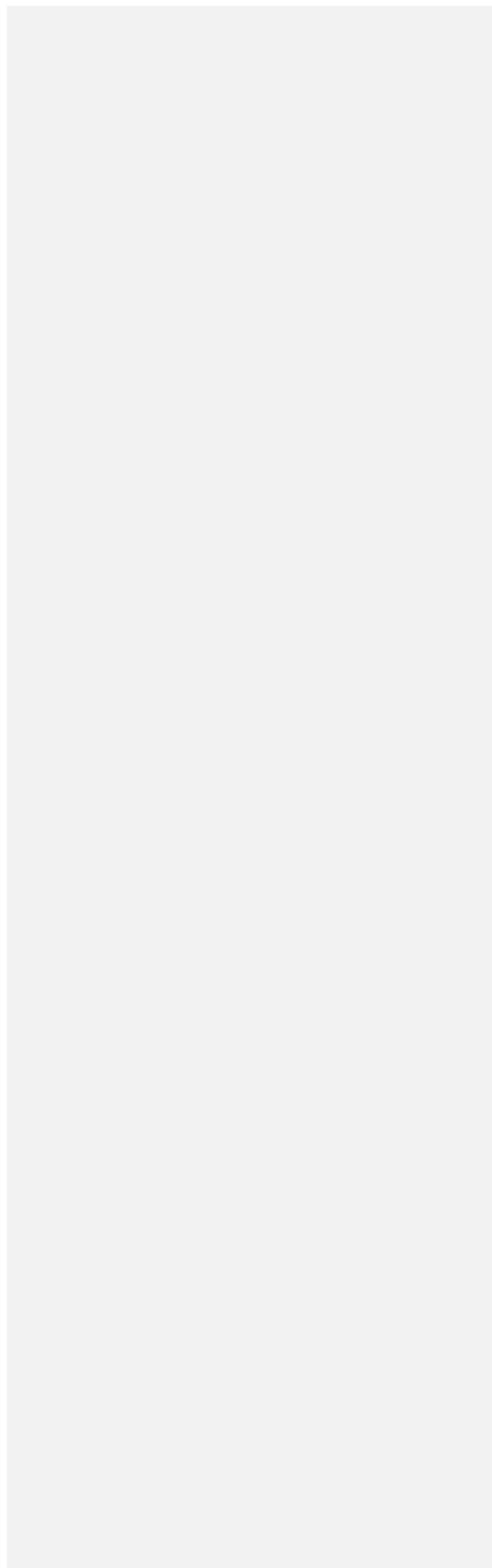
Motor is open but if the vehicle is too fast we encourage people to use a lower powered motor or may request you to turn down the EPA (end point adjustment) to slow the speeds down.

Battery:

7.2v 6 cell Nimh or Nicad or 2s Lipo. Toy grade 9.6v cars with fixed batteries may be allowed, subject to speed and safety concerns

Due to the variety and differences in handling of this class no points will be awarded for this class

All we ask is to use common sense when it comes to the rules, please feel free ask the club



Class 1: Tamiya and Kyosho Production class eligible cars

Tamiya

Avante
Bigwig
Blackfoot
Boomerang
Falcon
Fast Attack Vehicle
Fire Dragon
Fox
Frog
Grasshopper
Holiday Buggy
Hornet
Hot Shot II
Hotshot
Lunch Box
Midnight Pumpkin
Mud Blaster
Monster Beetle
Novafox
Ranger XLT
Rough Rider
Saint Dragon
Sand Rover
Sand Scorcher
Sonic Fighter
Striker
Subaru Brat
Super Champ
Super Hornet
Super Sabre
Super Shot
Terra Scorcher
Thunder Dragon
Thunder Shot
Wild Willy
Wild One

If your Tamiya vehicle is not listed please contact the club for more clarification.

Kyosho

Beetle
Gallop
Gallop MkII
Icarus
Optima
Optima Pro
Turbo Optima (original)
Turbo Optima re release should enter in class 2
Pegasus
Progress
Rocky
Salute
Scorpion
Tomahawk
Turbo Rocky
Turbo Scorpion (original)
Turbo Scorpion re release should enter in class 2
Ultima and its variants should enter in class 2
Optima Mid and its variants should enter in class 2

Other Makes

Mugen
all pre-1989 vehicles

Marui
all pre-1989 vehicles

Nichimo
all pre-1989 vehicles

AYK
all pre-1989 vehicles except Radiant & Radiant Pro

Nikko
all pre-1989 vehicles, except Brat

Other Models Upon request

The general principle is if a car competed at the 1989 or later world championships, or in the A main of the 1987 World championships, in some sort of variant, they are not eligible for class 1 "Tamiya Production" and compete in Class 2.

Class 2 Buggy list

This class is divided into two broad categories – older cars can run sports tuned motors and newer cars can run Torque tuned motors. If more convenient you can also use 27 turn Johnson or Mabuchi silver can motors or brushless 25.5 motors in blinky mode. If your vehicle is not listed please message the club on Facebook before you buy a motor or make your entry. Re-releases are counted in the year first released, not the year re-released. 2wd's must be rear motor, no mid motor cars or mid motor conversions.

Sports tuned motor

All vehicles in Class 1 or pre 1989 vehicles excluded from class 1 plus the following buggies are eligible to use the Tamiya Sports tuned motor <https://www.crazyhobbies.com.au/tamiya-rc-motor-23t-brushed-540-rs540-sport-tuned.html>

<u>2wd buggies</u>	<u>4wd Buggies</u>
<i>2wd must run as rear motor</i>	
Associated Original 2wd RC10 gold pan RC10 Graphite, TQ, '93 Worlds RC10 re releases B2 B3	Associated MIP 4wd conversions allowed
AYK All models	AYK All models
Hirobo All variants	Hirobo All variants
Kyosho Original Ultima and 2019 Re re Ultima Turbo, Pro, II, XL Triumph Pro X Maxxum FF Turbo Scorpion Rere	Kyosho Optima Mid (all variants) Turbo Optima re re Lazer ZX, Sport Alpha Lazer ZX-R and ZX-RR
Losi JRx variants (Jrx2, Pro, Pro SE) Junior 2 Losi XX	Losi
Schumacher Cougar Cougar 2 variants Cougar 2000 variants Fireblade variants Cat XL 2wd not permitted	Schumacher Cat SWB, XL, XLS Procat Boss-cat Cat 2000

PB All models	PB All models
Tamiya Astute, Super Astute Madcap Dyna Storm all pre 1989 models later buggies by application (see notes below re Tamiya)	Tamiya Avante series, Vanquish Egress Top Force. Manta Ray, DF01 series all pre 1989 models later buggies by application (see notes below re Tamiya)
Traxxas TRX1 TRX3 TCP	Traxxas NA
Tomy all pre 1998 models	Tomy all pre 1997
Yokomo NA	Yokomo 870C/YX10 all variants up to end of 1996 Early Wonder/YZ 834B Dogfighter models

TAMIYA:

All Pre 1989 vehicles

All 2wd Vehicles released prior to 31 December 1996

Any post 1996 2wd rear motor, except TRF series (2wd TRF must run torque tuned)

4wd non TRF vehicles up to 2007 may also be used (4wd TRF must run torque tuned)

No 2wd mid motor cars permitted.

Others

SG Coyote 2wd, Bandai Mad Wolf, Yankee Electra, Futaba FX10, Cox Bandito, SG Coyote Ishapla Monster Cox Ultra Stock RCL Incident Mardave Meteor MRP Pro 11 RCL Incident Pro Mardave Cobra Traxxas TRX-1 Royal Ripper Nikko Rhino MRP Shotgun MIP RC10 cable, chain and Belt conversions Hi-Tec Koala Nikko Dandy Dash Hi-Tec Dolphin Nikko Dictator Monogram/Bandai Mad Wolf Nikko Brat Playtron Doberman Playtron Lynx Playtron Lynx Tomy Intruder Tandy Golden Eagle Tomy Adonis. No 2wd mid motor conversions or 2wd mid motor vehicles allowed.

Tamiya Torque Tuned/Silver can/25.5 Brushless

Vehicles not listed above must run Tamiya torque tuned, silver can 27 turn motors or 25.5 Brushless in blinky mode.

2wd rear motor only buggies released up until 31/12/1997.

4wd buggies eligible are those released from 1/1/1997 to 31/12/ 2007 encompassing buggies such as Losi XX4/XXX4, Yokomo MX4 & MR4, Schumacher Cat 3000, Predator, TRF 501.

Non comprehensive list:

<u>2wd buggies</u>	<u>4wd Buggies</u>
<i>2wd must run as rear motor</i>	
Associated 2wd B4 2wd B5 (rear motor only)	Associated B44 (B44.1 and later are excluded)
Hot Bodies NA	Hot Bodies D4
Kyosho Ultima RB Ultima RB5 (rear motor only) Ultima RB6 (rear motor only)	Kyosho Lazer ZX5 and ZX5 Evo Lazer ZX5 (first edition part #30076) Lazer ZX5 - SP (later variants not permitted)
Losi XXX variants TLR 22 (rear motor only variants)	Losi XX4 variants XXX4 variants
Schumacher Cougar SVR Cougar KR	Schumacher Cat 3000 Cat 4000
Tamiya	Tamiya

2wd TRF series (rear motor only)	TRF 501X and WE
(see notes below re Tamiya)	DB01
	DB01R
Yokomo	Yokomo
	MX4
B -Max (all versions in rear motor only layout)	MR4 BC and BX

Tamiya notes:

In addition to the buggies listed above you can run lower spec'd vehicles and ask the club if you can run sports tuned. Essentially if your Tamiya has steering tie rod links running directly off the servo saver then you can run Sports tuned. If it's post 1996 2wd or post 1997 4wd but has proper steering links then it runs torque tuned.

Re releases are counted in the year first released, not the year re released.

Other:

Generally **any brand rear motor 1/10 2wd race buggy**, including modern vehicles are permitted to race in Class 2. But no 2wd mid motor buggies or 2wd mid motor converted buggies. Also any 4wd released before 31 December 2007 is allowed. Generally modern vehicles will run Torque tuned motor but please contact the club if you believe the vehicle is lower spec'd and can justify the use of a Sports tuned motor.

Excluded Vehicles:

You can search on RC Scrapyard for the release date of your buggy:

<https://www.rcscrapyard.net/au/manufacturers.htm>

Post 2007 4wd's are excluded, such as

Cat SX, SX3, K1 and later

Tamiya TRF 511

Durango DEX410/R

RC10 b44.1 and later 4wd models

Lazer ZX-5 variants released after 2007

All 2wd mid motor cars are excluded, although if available in rear motor configuration they may be run as such.