**Friday Night Madness**

**Presented By**



***Thank you for joining us for the most unique RC Competition in the State!***

When you arrive please park in the designated parking and go to the back of the building

Head to the QCRC Tent for registration and tech inspection of your rig

Every person entering the grounds needs a wristband & Signed waiver. Pre-registration is highly recommended.

**Tickets:** 1 Adult: $20 1 Youth: (15 Under) $15 Spectators: FREE

***Schedule***

* 6:00 Gates Open (TRACK CLOSED)
* 6:00 Registration / Tech Inspection Opens
* 6:30 Drivers Meeting / Truck Show
* 6:45 Track Walk
* 7:00 Registration / Tech Inspection Closes
* 7:00 TRACK HOT Round 1 Begins, please head to the staging area with your rig
* 8:00 Round 1 Complete
* 8:00-8:15 Intermission
* 8:15 Round 2 Begins
* 9:00 Round 2 Complete
* 9:00-9:30 Intermission / Track Changes
* 9:30 Final Round 3
* 10:30 Round 3 Complete
* 10:45 Awards
* 12:00 GATES CLOSED

***Equipment Regulations***

Please see the QCRC Tent for Tech and Registration.

Every rig will be required to pass tech before receiving its trail pass.

Place your class tech sticker provided to you on the front right corner of your windshield.

**Class 1 (Street)**

***Any 1/10 Scale crawler W/ C Frame Chassis [CC-01/02] (RTR/Kit****)*

*This is a street legal vehicle you would drive from your home to the trail head.*

*This class will follow all regulations from the QCRC Comp Handbook*

**Class 2 (Trail)**

***Any 1/10 Scale Crawler W/Frame Chassis [CC-01/02] (RTR, Kit)***

*This is a street legal vehicle you would drive from your home to the trail head.*

*This class will follow all regulations from the QCRC Comp Handbook*

**Class 3 (Mod)**

***Any 1/10 Scale Crawler C Frame (RTR, Kit, Home Brew)***

*This is a highly modified street legal vehicle you would most likely trailer to the trail head.*

*This class will follow all regulations from the QCRC Comp Handbook*

**Class 4 (Unlimited)**

***Any 1/10 Scale Crawler Frame or Exo Chassis (RTR, Kit, Home Brew)***

*This is a custom vehicle you would trailer to the trail head.*

*This class will follow all regulations from the QCRC Comp Handbook*

Rules

* There will be 15-30 minute interment between rounds.
* You will have unlimited time to complete each round
* Markers:

White markers are the normal course,

Yellow markers are bonus obstacles

Pink Flags are Checkpoints, which indicate what section of the course you are on

* We may alter the course in between rounds. This could reveal hidden features, new obstacles, or a different course direction. These may make an appearance at some point throughout the night. You will be briefly warned before round start of any changes.

Bonus Directives:

Bonus Obstacles will make or break you. They are meant to be extreme, both in reward and consequence. Successfully completing Bonus Obstacles may result in one or more of the following.

* Time Deductions
* Point Deductions
* Special obstacles

If a bonus obstacle is failed, the amount of time taken attempting the bonus obstacle will be added to your current round time up to 35 seconds. All normal rules apply and any mistakes that would result in a DNF on the normal course apply here.

***Points System***

All points will be scored off a simple scale chart listed below.

You will be given a round completion time after each round.

All three rounds will be added up to give an overall final score.

Just because you are timed does not mean this is a race.

You can go as slow and methodical as you'd like and it is strongly encouraged. Judges can add to score for scale realism uses/styles.

* **Platinum 100-90**
* **Gold 90-75**
* **Silver 75-50**
* **Bronze 50-35**
* **Wood 35-0**
* ***Time -*** **The less time the better.**

**Timer starts/ends as soon as your bumper crosses the start/finish line**

* **-3 *Checkpoint -* All checkpoints must be crossed for your run to count.**

**Checkpoints are marked with Blue Flags and will add points when hit**

* ***-2 Borders -* Borders are colored rope marking off the course to direct you**
* ***-2 Signs -* Small scale scenery or markers to help you know the direction of the course**

**(Not vegetation)**

* ***-1 Damage -* (Class 1&2) Depending on your class, body/vehicle damage can count against you**
* ***-2 Reverse -* Reverse is not recommend but sometimes required**
* ***-3 Winch -* Winches are strongly encouraged and most likely be required at times**
* ***Rollover -* Any rollover counts, rollovers that can not be uprighted on wheels result in DNF**

**-10 Non uprighted Rollover (One free rollover voucher per event!)**

**-35 points One human rollover per round at expense of points**

**-5 If you land back on your wheels**

**-35 A “deadly” rollover, vehicle falls from height or rolls more than 2 times is considered totaled**

* ***-35 Breakdown/DNF-* If your vehicle breaks, battery dies, rolls over on roof that is DNF**

**If you are halfway through the course we may give a 50% for some classes**

***Bonus***

Bonus obstacles are a little twist we were very excited to add.

Bonuses are split from normal parts of the track.

These will literally make or break you, they consist of extremely challenging obstacles meant to push you and your equipment to its limits.

Bonus sections can change between each round without notice.

Take each at your own risk and don't say we didn't warn you!

Every normal rule applies here as well and will count against you.

Every bonus obstacle you successfully completed will add points to your final score.

* **B1 +5**
* **B2 +10**
* **B3 +5**
* **B4 +10**
* **B5 +5**
* **B6 +5**
* **B7 +15**

If you have any questions look for the QCRC blue shirt crew and someone will be happy to help you.

Please feel free to tag us on social media and share your experiences!

If we grow we all grow! @QCRCHobbies

**Shoutout to our sponsors for making this event a reality!**





Thank You!

Have an ***EXTREME*** time!