

UPDATED RULES -

2017 Mad Dog RC Demo Derby Rules:

1/10th Scale Traxxas Slash or Rustler, or similar Short course trucks.

Aluminum Bodies only. Can only use signage (For Sale/Beware of Dog/etc.) or coil stock. Must be bendable! Anything heavier than coil stock is not allowed and will NOT run. 0.24 gauge max – meaning it better bend if we attempt to bend it with our fingers.

8" tall, minimum – top of car roof to ground

5 1/4" tall, minimum – top of car hood to ground.

23" long, minimum on Slash – 21" minimum on Rustlers

12" wide, max

Weight: 7 lbs. max with battery.

No weight added to frame/body

May only use electric / battery driven Slash or Rustler stock bumpers. No Bracing. No aluminum or nerf bumpers. Rustlers are allowed to use both rear/front slash chassis bumpers as well as the rear tower mounts.

Any tires/wheel combo

Two wheel drive (rear) only (4wd discouraged, if run, remove front drive)

Any shocks.

No homemade suspension parts, chassis or driveline parts.

Any "single" 2s battery with a maximum of 7800 MAH. Battery must fit in OEM tray (6.25" long, 1" tall, 1.75" wide). No double battery setups.

Any motors, brushed or brushless.

No reinforcing of the body or the frame. C-Channeling/tubing only allowed in Bumpers and Halo bar.

NO RAMPING of the trunk or nose of car. Tailgate and grill must be straight up and down at least 2".

Inspectors are always right when determining what a ramp is. It is anytime you slant your trunk downward that can cause other cars to instantly flip/roll from hitting such area of the body. You must fix and flatten prior to running. If a trunk takes on a ramped appearance after a heat, they must straighten (pull trunk back up) prior to running in next heat.

Officials have full authority to black-flag or deny any car if they deem a car will be too difficult to roll, thus provides others drivers at a disadvantage. Such things as a roof sign that is completed rounded from 1 side to the other of the cab or horns sticking out of the halo bar, or any other décor or debris. Anything the officials find that may give such driver/car an advantage in terms of being rolled/tipped over, they may use their judgement at any time to not allow the car or make him/her fix it before competing.

Roof Signs – May only be max of 3" tall by 2" wide. Only "ONE" single layer coil stock metal acceptable and may fasten to a bracket at the bottom, but can't exceed 1/2" from the bottom. Meaning no more than 1/2" of bottom can be more than 1 layer. May run screws through bottom of roof sign. Bracket used to better hold to roof of car. Must be flat sign only and again, 1 layer other than 1/2" of the bottom, which can be attached to a bracket.

May use rivets or small screws to assemble body.

Max of 14 screws/rivets allowed to attach the trunk lid, 14 max for hood as well.

Can only attach hood from either q-panel or hood, not both.

Four point cages allowed. Corner bracing allowed. Coil stock (only) can only be tripled and no wider than 3/4". May use 1/16th gauge angled aluminum at 3/4"x3/4" measurements. May not exceed forward or beyond the stock body mount locations.

Positively no crawler cages.

Halo and window bars allowed. Metal can only be doubled and no wider than 3/4". Or use 1/16th gauge aluminum.

Single layer of metal for entire body, except at joints where you connect body parts together. Only allowed ¾" area at the joint.

Patch Rule: Only allowed 2"x2" double layered patch with 6 screws max. May have up to 5 total patches. Must be used to fix a tear, not to just add for added reinforcement. May replace a fender or other body part, may not exceed 1" over-lap of existing metal on body. Screw max differs but must be reasonable.

Bumpers may be up to 3 layers thick. May use curtain rods.

Body will be held on in four OEM locations only, and by pinned OEM or screw-on mounts. No zip ties allowed to connect body to chassis other than from cage to mount in case of broken body mounts.

May mount through body or through cage bars.

Body Mounts – Any stock, after market body mounts allowed. Can also use all thread and wing nuts.

A fifth attachment point is allowed in the form of a skid plate (2.5 x 3 inches folded twice), and may be secured to the front of the chassis bumper by a single (1) self-tapping screw. The plate should attach to the aluminum body with 3 rivets or screws and should attach to a single-layered core support. It should not loop through the existing traxxas-style on-board bumper. Material should only be coil stock and must be completely flat.

A body must remain connected by at least two OEM mounts. If a body is flapping off the chassis causing other cars to contact with only chassis, car will be removed due to the decreased chances of a potential roll-over. Case in point – both rear body mounts are disconnected/broke and body lays to the side of the chassis. No decking over motors/full decking/shoe boxing. Cockpit area should be open on sedans, and through to back tailgate on wagons. Come prepared to cut these areas out. When you look through a car window, you see to the floor area - when you look through the windows of the RC car, you should see the plastic chassis. Station wagons are allowed decking that extends to tailgate, but can't be fastened to rear quarter-panels. Trucks/sedans/wagons must cut out metal between the cages. Trucks allowed to have decking same as sedan.

Major build point: no weights added, no bodies wrapping tight around or under bumpers. No bracing / kickers.

Homemade front / rear bumpers outside the body/mounted to the body are acceptable. No welding. No solid-form cars (melting metal, casting a body, press/stamping body form).

Procedures

Heats and Feature – Based on total car entries. Minimum of 2 heats and 1 consi to advance to the Feature/Main.

At least 2 officials (drivers not in competition or in that heat/consi/feature may be asked to assist) will be stationed with clip boards and stop watches, scoring roll overs for all cars.

Each heat you will be allowed 2 roll-overs (exiting arena & being stuck on the wall counts as a roll over). If you are rolled over a 3rd time, you are eliminated and officials will unhook your battery. There is a 10 second clock that starts once your car is turned on its side, roof, or is stuck. If the car is not completely back on its wheels when the official hits 10, they will be charged with a rescue. If they are turned back over prior to 10 second count, they will no longer be on the clock, nor charged with a rescue. If they are tipped back over where they have 2 tires on the ground and 2 on another car, they will no longer be on the clock. If tires are on the wall rather, they will still be on the clock. The clock also will not start until a car is completely on its side or hood, or stuck on the wall. Any car out of the arena is automatically charged with a rescue (no 10 second count is needed). Other cars can intentionally or unintentionally roll you back upright. Only 1 car is on the "clock" at one time. If the car is able to get back on wheels, they do not use a rescue. If said car is rolled over, the car flipped/turned after that car then goes on the clock. During a countdown, if any car leaves the arena entirely, they will be charged with the rescue even if another car is on the clock. All cars will be turned

back upright and only the car that left the arena will be charged with a rescue. You are allowed, especially in team derby, to tip people back over. You may pit or park a rolled vehicle to prevent them from being turned back over.

Please do not make hard hits on the bottom of another's chassis when they are on their side. You may tap them over or push on the bottom to roll them onto their roof, but please do not hit them with an arena shot. If it's your own partner, you can do whatever you want to in order to flip your partner back over. You may only pit another car for 10 seconds. After which point, you must allow him to move out. If a car is caught or dangling on the side of the arena, you cannot touch it! During the demo, you may only pick up your car if you are going to pull it. Inspections of a car may only be done by the official. If you need to remove an antenna or etc., ask the official to stop the heat, and he will remove it. Again, you are NOT allowed to touch ANY cars while the heat is in action.

Each car must make contact when they can with other cars. Warnings will be handed out. Failure to comply with the warnings will result in the car being black-flagged.

There is a 20 second "hit count" on each car. If you are not able to make a hit on another car within 20 seconds, you will be black-flagged. Typically this is for inoperable or heavily damaged cars. If they attempt to make contact and the other car moves, it counts as a hit. No cat and mouse games are allowed. Keep the show going by making hits.

If 2 cars are stuck together and can't move, the officials will untangle them if they can't do so on their own. Officials will monitor sand-bagging. They will determine sand-bagging by judging the acceleration the car makes for hits that would roll another car. Obviously sitting in a corner not making hard hits is sand-bagging. No need to explain more as it's obvious when it occurs. Officials will first give a warning on driver's 1st offense. 2nd offense and after results in officials docking the car a rescue or elimination (if they are out of rescues).

Like a real derby, eliminated cars will not be taken from the track. Officials will however unplug their battery. Once an event on track has elapsed a certain time frame - heats ~15 minutes, the feature ~20 - the rescue rule will be waived and the remaining entries subject to one-and-done perils, unless otherwise disclosed at each event's drivers' meeting. After the heats, you are allowed to work on cars. After we determine the winner of the feature, drivers are not allowed to come into arena, nor touch their cars. Officials will hold post-feature inspection which includes weighing the cars on the scales once more (to prevent drivers from making illegal altercations after passing inspection after they complete their heat).

SPORTSMANSHIP – We demand everyone to come here and have a good time and treat everyone with the upmost respect. No fighting, complaining, or bickering with other drivers and/or officials. This goes for drivers and everyone that comes with them (pit crew/fans). Everyone's goal is to get 1st place, but it's the purpose of having fun that makes this hobby enjoyable.

Finally – Along with sportsmanship, everyone must show up to run a fair demo. Whether it's in the rules or not, if a car has a huge advantage over others in terms of not being rolled over, the officials may inspect the car and black flag it if they find reasoning of why it's not being rolled over easily. It's the official's job to create an even playing field that is fair for all drivers competing. It's their discretion and final say to black flag a car for ANY reason being it's in the rule book or NOT! If you find a loophole or "grey area" in our rules, this rule will override any loop holes or grey areas.