



Welcome to the HPI Challenge!

Thank you for your interest in the HPI Challenge! For many years, the HPI Challenge has been a way for new and experienced racers from around the world to get together and just have fun racing and competing in an organized, friendly way. We know that many people enjoy driving their HPI kits with friends, and we've decided to re-introduce a competitive format for racers and bashers to meet, have fun and race with other HPI fans!

These rules are provided as a way to provide a fair and equal racing opportunity for racers of many skill levels.

All the staff at HPI Racing hope that you will have a fun and fulfilling racing experience with your HPI kit!

Sincerely,
Frank McKinney
HPI Racing

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Event Details & Registration

Complete Online Information: hpiracing.com

Date: 29 September 2013 (Sunday)

What You Get: a full day of racing, an HPI T-shirt, an HPI goodie bag

Location: The Coventry Model Car Club, Trinity Guild Rugby Club, Rowley Road, Baginton, Coventry **CV8 3AL**

RC Club: <http://www.cmcc-online.co.uk/>

Club fact sheet (local amenities and track info): http://www.cmcc-online.co.uk/home/?page_id=2277

Racing Classes:

Open Monster Truck & Truggy

(Savage, Savage Flux, Trophy Truggy and monster trucks & truggies from other manufacturers)

Open Nitro 1/8th Buggy

(D8, Pulse, Trophy, Trophy Truggy with RTR engines and buggies from other manufacturers)

Racer Open Nitro 1/8th Buggy

(D8, Pulse, Trophy and buggies from other manufacturers)

Open Electric 1/8th Buggy

(Trophy Flux, Apache and buggies from other manufacturers)

Open 1/10th & Super-Size Buggy, Truggy, Truck, Rally & Short Course

(Savage XS, WR8 Flux, WR8 Nitro, Blitz, Firestorm, E-Firestorm and similar vehicles from other manufacturers)

Note:

All classes are open to any manufacturer's vehicle

Complete rules for each racing class are on page 7

All racers must be BRCA members, sign-up forms will be available at the track but new racers will be able to race – BRCA membership includes 3rd-party liability insurance, which is required to race on the track.

Anyone who has already made use of the 3 free meeting rule needs to be registered to the BRCA

Mail-In Registration (one slip per racer please)

Name _____ BRCA # _____

Address _____

Email: _____

Phone: _____

If not using 2.4GHz radio, please give 3 frequencies: _____

Have you raced before? (circle applicable) Yes No (if yes, rate yourself 1-5, 1=good, 5 = beginner: ____)

Racing Class (circle any applicable) Monster Truck Open Nitro Racer Open Open Electric

Personal transponder number, if any: _____

Entry fee: £15 per class. Make cheques payable to HPI Europe, Ltd. (if paying for more than 1 racer, please include both registration slips with payment)

Mail to: HPI Challenge, 19 William Nadin Way, Swadlincote, Derbyshire, DE11 0BB

Accommodation

Hotels

Premier Inn

0871 5278270

Binley/A46 CV3 2TA

Travelodge

0871 5591816

Brinklow Road CV3 2DS

Old Mill Inn

0247 6302241

Bagington Village CV8 3AH

Camping - available for tents and caravans

Free for participants on Saturday night only

No camping available on Friday night

No disposable BBQs allowed

Schedule

Saturday

Practice is allowed on Saturday from 9 AM to 6 PM.

This is open practice, which means a mix of cars (different speeds and skills) will be on the track at one time. Please drive only from the rostrum, do not drive from the track surface – this prevents the track from getting overcrowded with cars. If there are people waiting to drive, please do not drive more than 1 battery pack or fuel tank at a time.

BBQ Night! Bring food and drinks to share for a fun evening BBQ starting around 7! Please note that *disposable BBQs are not allowed* and the club has a BBQ on-site to use.

Sunday

(all times approximate and subject to change depending on entry numbers)

7:30 to 8:30 AM Booking in - Please double-check details (name and racing class)

9 AM Driver's Briefing – a quick explanation of how the day will run and schedule of events. Ask any questions you have at this time, also the race organizer and director are available all day. We will follow the briefing with a short demonstration of how to be an RC track marshal, for anyone who hasn't been to an RC race meeting before.

9:30 Practice Round – Everyone has the opportunity for one practice drive on the track, with the people you will be racing against in the qualifying rounds

10:30 Round One of Qualifying

11:30 Round Two of Qualifying

12:30 Round Three of Qualifying

1:30 Lunch Break

1:45 Fun Race! Top Gear style single-lap race against the clock

2:30 Start Main Event races – double final races

~5:00 Prize Ceremony, Raffle Draw and BBQ

~5:30 PM Finish

Racing Classes & Car Rules

Open Monster Truck & Truggy

(e.g., Savage, Savage Flux, Trophy Truggy and monster trucks & truggies from other manufacturers)

5 minute races, 5 minute finals

This class will be split as necessary if 5 or more of the same type of vehicle (monster truck, truggy, nitro, electric, etc.) are entered

Open Nitro 1/8th Buggy

(minimum 5 to run - D8, Pulse, Trophy, Trophy Truggy with RTR engines and buggies/truggies from other manufacturers)

5 minute races, 10 minute finals, normal bump-up procedure

RTR engines only (no racing engines allowed)

This class will be split as necessary if 5 or more of the same type of vehicle are entered

Racer Open Nitro 1/8th Buggy

(minimum 5 to run - e.g., D8, Pulse, Trophy and buggies from other manufacturers)

5 minute races, 10 minute finals, normal bump-up procedure

Any engine

This class will be split as necessary if 5 or more of the same type of vehicle are entered

Open Electric 1/8th Buggy

(e.g., Trophy Flux, Apache and buggies from other manufacturers)

5 minute races, 10 minute finals

This class will be split as necessary if 5 or more of the same type of vehicle are entered

Open 1/10th & Super-Size Buggy, Truggy, Truck, Rally & Short Course

(e.g., Savage XS, WR8 Flux, WR8 Nitro, Blitz, Firestorm, E-Firestorm and similar vehicles from other manufacturers)

5 minute races, 10 minute finals

This class will be split as necessary if 5 or more of the same type of vehicle are entered

Note:

- All classes are 'open', any brand of vehicle is allowed
- All cars must have transponders fitted (loan transponders will be available)
- Classes will be split if entries and time allows so truggies, rally cars, short course, etc., will race separately against vehicles of the same type

Technical Inspection

All cars may be presented for technical inspection before the driver's meeting – this will allow HPI staff to confirm the legality of your car for the day's racing. Please note that all cars will still be inspected after each race (see below).

Scrutineering and Marshalling

After each race, the driver or his/her appointed replacement must be on the track to provide turn marshals for the following race. The cars must be taken to the Scrutineering area for post-race inspection. Cars will be released after inspection by the Scrutineers.

Race Rules & Sportsmanship

Race Rules

We will reference relevant BRCA rules in the case of disputes that may arise, except where contravened by specific HPI Challenge rules. Race officials and HPI staff will operate as race referees where possible.

Sportsmanship

We expect all participants (racers, mechanics and friends/family members) present to act with the utmost level of sportsmanship. Remember, RC cars are about having FUN, and HPI events are about having FUN TOGETHER! We would prefer to let racers police themselves without having to set out any official penalties.

Examples of bad sportsmanship include:

- Deliberate corner-cutting
- Team driving or blocking
- Ignoring race officials
- Dangerous or wild driving, or excessive hitting/block of other cars, whether intentional or not
- Not slowing around turn marshals, track repairs or track staff
- Car repairs made on the track
- Refuelling outside the designated refuelling area
- Driving too quickly through pit lane, or pit crew stepping onto pit lane or the track
- Cars being driven in undriveable or dangerous conditions
- Anti-social behaviour

HPI Staff and the Race Officials expect all participants to behave in a way that would encourage spectators unfamiliar with the RC hobby that this is a great hobby, populated with lively and fun people. We also appreciate that racing can be stressful due to its competitive nature, however if anyone is expressing their stress in a manner that threatens other people, we will be forced to take action. Examples of OFF-track actions that might result in warnings/penalties include:

- Loud cursing, swearing or abuse of any racer, Race Official or HPI Staff
- Excessive yelling on the driver stand
- Stomping feet or waving hands/arms on the driver stand or distracting other drivers in any way
- Deliberate activities that might slow or prevent the repairs of another team or racer
- Any other unsportsmanlike or anti-social behaviour

We expect all participants to respect their fellow racers, all race officials and the generous club and track that is hosting our event.

If You Have Not Raced Before

This section of the HPI Challenge packet is for anyone who has not attended a race event before. Please give this a read before attending so you know what to expect on the day.

Pre-Seeding

Drivers are seeded before the race weekend by the simple question 'have you raced before?' on the registration form. If you are familiar with RC racing or have a moderate amount of skill, this allows you to qualify separately from participants who don't know how a race meeting operates or who haven't developed their driving skills fully yet. This allows race organizers to allow extra time for new racers, and also provides experienced racers the opportunity to qualify with racers at a similar skill level.

Car Preparation

Please see the relevant rules for the class you are racing in. You must follow the rules – if you have any questions ask HPI staff at the track for guidance. You must also have a personal transponder fitted, if you do not have one you must have a 9-10mm hole drilled in the bottom of your bodyshell's windscreen and provide a large body clip to attach a loan transponder before each race.

Remember that we will race rain or shine, so if you need to fit waterproof speed controllers or change anything on your car, you will need to do this before your race.

Qualifying

Every driver will get 3 qualifying heats to do as many laps of the track as possible in 5 minutes. You will be racing against the clock, not racing against other drivers, however there will be other cars on the track, all trying to do a fast time just like you. If someone is going faster than you, let them by as battling with them will prevent both of you getting a faster time.

Turn Marshaling

After each of your races, you **MUST** turn your car into Scrutineering and also you (or someone to replace you) must go immediately to the track for turn marshaling. Please see the guidelines we have for turn marshaling below. Marshalls must be at least 16 years old.

Scrutineering

Every car will be inspected after every race. Scrutineers will check: chassis, bodyshell, tyres, motor, speed controller, battery and more. Cars that pass inspection will be available after they are declared legal. Cars that do not pass inspection will be held back to explain why they have failed inspection to the driver and any mechanic – this means the driver's time for the race just completed will not be allowed.

Final Races

After the qualifying rounds all the drivers will be sorted by their fastest qualifying time and grouped into their Final races. Where possible, each Final race will have 10 drivers. You will have 2 Final races no matter how you do in qualifying, so 2 chances to do well. The best result you can have is a win in each Final, and any ties are broken by the fastest race time. Having 2 races allows you to come back from a crash or bad start.

Turn Marshals - Guidelines

- Marshals must be drivers or someone appointed by the driver.
- Marshals must carefully watch their area of the track ONLY, and turn over crashed cars as quickly as possible.
- Only marshals are allowed to be on the track. Mechanics or pit crew are not allowed to be on the track and must stay in the pit area or pit lane.
- In the case of a car engine stopping, it must be brought safely to the edge of the track by the marshal. A mechanic may then retrieve the car from the edge of the track, by walking around the track edge.
- Mobile phones and radios are not allowed to be used by turn marshals at any time. Marshals must pay full attention to their duties and not talk to other racers.
- All marshals must wear high-visibility vests and sturdy, enclosed footwear at all times (no open-toe sandals, etc.), be able to quickly retrieve crashed cars and be able to lift cars.

Pit Lane

- Cars must drive slowly (below walking speed) through the pit lane.
- Up to 2 mechanics or pit crew are allowed into the pit area per team at any time. Depending on the size of the pit lane, we may limit pit crew to just one person. This will be announced at the driver's meeting.
- All fuelling activities (mixing, removing fuel cap, adding fuel, securing fuel cap) must take place in the designated fuelling area. The fuel handler must inform the fuel crew when their car is coming in for fuel to allow time to fill a fuel bottle for the car.
- For safety reasons, pit crew are not allowed to step on the pit lane surface.
- Mechanical work such as changing tyres, cleaning, etc., may take place at the front area of the pit lane (the first area approached by the car as it enters pit lane).
- Major mechanical work such as suspension repair, etc., must be made in the pit tent area.
- Pit crew should be positioned under their driver whenever possible.

