

MNRCPLR (MN RC Parking Lot Racing) On-Road

Track opens at 10:00am for practice. Racing starts at 12:00 noon
4 or 5 minute qualifiers, 6 minute mains
Check the Facebook group for the most up-to-date information

General Rules for the RC Racing events

- For most events the plan will be to have practice, 2 qualifying rounds, and then a main. If there are enough participants in a race class, we will have lower mains and bump up.
- Pay attention to the race order so you are ready to go when your heat is called up.
<https://partycrashers.liverc.com>
- During practice be considerate and limit your time to no more than 3-5 minutes at a time. If you practice, be sure to also marshal some for others practicing. No more than 10 RCs.
- You are responsible for marshaling the race following yours. Do not go back to your pits, leave your RC on the table or off to the side and go marshal immediately after your race.
- Behave yourself while at the event. Yelling at the marshals or fellow drivers will not be tolerated. Slamming down your cars or equipment will not be tolerated. First offense you apologize. Second offense you will be asked to leave.
- If your RC breaks while competing, stay on the driver's stand. Do not distract the other drivers still racing.
- Competitors will not use reverse on the track. Never stop your RC on the straightaway or racing line. Never drive the opposite direction of the other racers on the track.
- We will do our best to provide fair competition. Drivers will do their best to follow the established class rules. The race director will have final say on any issues.
- Please respect the space and neighboring businesses. Do not drive outside of the track barriers. Keep off the grass. Do not leave trash or belongings behind when you leave.
- Most importantly, **WE ARE HERE TO HAVE FUN.**

Recommended Items to Bring

- Folding table and chairs, pop-up canopy and weights to secure it. This is a parking lot, so you will not be able to stake it to the ground.
- Power source for charging. There is no on-site power source.
- Step ladders will be provided. You may bring one of your own if you like yours better.
- Transponders. We use MyLaps, MRT, and AMB transponders for the Off-Road and Oval Track racing. On-Road will still use Trackmate for 2026, but the plan is to switch for 2027. We have rental transponders available.
- Depending on where our location is, we may not have bathroom or on-site water or food.

How To Marshal

- Stand off the track or in a dead area whenever possible. Most of the time there will be spots designated for marshals.
- The RCs driving have the right of way. Do not step in front of, or place a recovered RC in front of, RCs that are coming. If you need to wait to marshal an RC because of traffic that is ok.
- Always recover the crashed RCs in the order they crashed even if another one is close by.
- Pay attention while marshaling. Watch your area and don't get distracted.
- Communicate with the other marshals to alert them, or who will get the crashed RC. Feel free to shout alerts loud enough for the drivers and race director to hear if there are RCs stuck on the straightaway.
- If an RC is broken, move it to a dead area. Do not try to fix it.
- Safety first! Do not hurt yourself marshalling.

Racing Etiquette

- 1. Be nice and have fun.**
2. Remember that slow is smooth, and smooth is fast. Work on consistency and not crashing.
3. Remember that for qualifying races, you are racing the clock and not the other racers.
4. Do not stop or slow down on the racing line. No reverse on the track.
5. Let faster cars pass you by taking a turn wide. They will pass you on the inside line. Don't be afraid to call out when/where on the driver's stand. Work together.
6. Similarly, if you are passing a slower car, take the time to slow down and do it cleanly. Do not drive through the car in front of you.
7. If you wreck a car while passing, pull over and wait until that car has re-joined the race and has passed you. If you do not pull over, we may call you for a stop-and-go penalty.
8. If you lose the racing line by taking a turn too wide, please do not punish the car behind you by slamming the door shut on them. Give up the spot, rejoin the line, and continue racing.
9. Learn other driver's names and their paint schemes, so you can follow along with the race direction during your race.
10. Be mindful of your space on the driver's stand. Do not block other's view. Do not distract other drivers by yelling and cursing. Drive only from the driver's stand.
11. If you crash and are blocking the racing line, call it out so others can avoid hitting your car. Call out all clear when you're off the line. This includes during practice as well.
12. Turn marshal how you want to be marshaled. Marshal right after your race, do not go back to your pit area. Do not step in front of cars still moving. Pay attention. Get to cars as fast as you can without wrecking anyone else. Do not set cars back down on the racing line.
13. Pay attention to the race order and be ready to go before your race. Let the race director know if you're going to miss a race. It's okay to ask for a "racer's minute" if you need a moment to get on track, but please be respectful of other's time.
14. Don't be afraid to ask for help. Most racers enjoy sharing advice.
15. Sometimes emotions run high after a race. Give folks a chance to cool down. Apologize if you cause a wreck. Congratulate others on a good run.
16. If your car is broken, stay on the driver's stand, so as not to interrupt other drivers.
17. It is typical to take a couple warm up laps before your race starts but be careful. The race director will call the straightaway closed at the end of the warm-up.

2026 On-Road General Class Rules

Our premier class is **Road Rash TT**. This is a spec tire and motor class that uses inexpensive, tub chassis cars and great-looking scale bodies. This formula works great for fun, fast, and affordable parking lot racing. If you don't have a car and are looking for a place to start, this is it.

We will also run any of the established indoor on-road classes, such as Novice, Vintage Trans Am (VTA), USGT, 25.5 Touring Car, 21.5 Touring Car, etc. There must be **three** entries minimum to make a class; so if you want to run a specific class, get two or more friends to join you.

Established classes will use rules from ROAR and MMR. If you're not sure, ask.

- **ALL** classes must use hard-case, ROAR-approved 2S LiPo batteries **ONLY!**
- **NO** visible defects, puffing, or cracked cases on batteries.
- **Max** battery charge voltage is **8.40V**.
- Batteries **MUST** be charged at **1C** charge rate in a **LiPo safety bag**.
- Absolutely **NO** heating of LiPo's is allowed.
- Traction compound is allowed and encouraged. We recommend Paragon FX2.

Road Rash TT

1. **Chassis:** 1/10th scale 4WD on-road shaft-drive touring car tub chassis (e.g. Tamiya TT01, TT02, Traxxas 4-Tec, etc.)
2. **Motor:** Holmes Hobbies TrailMaster Sport 540 27T
3. **ESC:** Use what came w/the kit. Hobbywing 1060, Tamiya TBLE-02S/04S, or Traxxas XL-5, etc.
4. **Tires:** Gravity USGT non-belted tires. Available as pre-mounts (PN: GRC124GTB or GRC124GTW) or as un-mounted tires (PN: GRC125). May use any 24-26mm width wheel. Must use stock insert.
5. **Bodies: 150 Gram Min Body weight.** Scale bodies, paint, and decals are **HIGHLY** encouraged. If weight is added to the body, it must be added to the roof area and glued/taped in. No RC touring car bubble bodies. Tamiya and L&L Models have many great options. Make it look like a real car.
6. **Hop-ups are allowed.** Depending on the model, there are a few we recommend, such as bearings, oil-filled shocks, gear-sets, etc.
7. **Ride Height.** Some tracks have adopted this ruleset for indoor racing. RRTT does not have an outdoor ride height requirement. Indoors, please defer to the track owners' rules.

Mini-Mania

1. **Chassis:** 3Racing Cero M-Chassis FWD is no longer legal for Mini Mania. All Tamiya Minis and the 3Racing MG EVO are the legal cars for this class. The 3Racing MG Evo is subject to a gearing limit of 4.31 to match the max available gearing of the Tamiya cars.
2. **Motor:** Tamiya silver can brushed motor or 21.5 locked timing motors are recommended
3. **ESC:** Stock brushed ESCs or blinky brushless ESCs are required
4. **Tires:** Open Mini tires
5. **Bodies:** Open M chassis bodies based on a real car (no LMP style bodies)
6. **Hop-ups are allowed.** Depending on the model, there are a few we recommend, such as bearings, oil-filled shocks, gear-sets, etc.

Novice

1. Novice is intended for our younger and/or inexperienced racers looking to get their feet wet and learn the ropes. Those 12 years of age or younger will automatically start in Novice class. Those who are older will be at their own discretion; however, if the race director deems a racer has advanced beyond the class, this will be discussed directly with that racer to make the necessary adjustments. Please discuss any questions or concerns you have regarding which class is most suitable to run directly with the race director.
2. There are no specific tire, motor, or battery rules for this class. The only rule that would apply would be either a hard-case 2S LiPo or a 6-cell NiMH battery.
3. Not a requirement, but we recommend choosing one of the following to slow the cars down:
 - a. Use a milder motor.
 - b. Reduce the throttle EPA on the transmitter.
 - c. Put the ESC into "training mode".

If your racer is consistently hitting the barriers every lap, it's time to slow the car down a bit. The goal is clean laps.

Vintage Trans Am

1. Chassis: Any 1/10th scale electric touring car chassis meeting ROAR T-2 Touring Car Specifications
2. Minimum Weight: 1400g
3. Motor: The class is switching to the spec blue **Gravity SCALE SPEC 25.5 (30deg fixed timing)**
4. ESC: any ROAR approved esc in "blinky" mode
5. Battery: ROAR approved 2S LiPo 6000mAh max
6. Body: must be on USVTA approved body list
7. Tire: Protoform or Gravity VTA tires

These are the same rules that run indoor at MMR and Dollar Hobbyz.

<https://www.usvintagetransam.com/rules/>

[https://www.roarracing.com/downloads/ROAR Rule Book.pdf](https://www.roarracing.com/downloads/ROAR_Rule_Book.pdf)

21.5 and 25.5 Touring Car

1. Chassis: Any 1/10th scale electric touring car chassis meeting ROAR T-2 Touring Car Specifications
2. Minimum Weight: 1320g
3. Motor: Any ROAR approved 21.5 or 25.5 turn brushless motor.
4. ESC: any ROAR approved esc in "blinky" mode
5. Battery: ROAR approved 2S LiPo
6. Body: must be on ROAR Approved Body List – T2 Touring (190mm)
7. Tire: Gravity RC G-Spec Type C or Sweep Worlds spec tire

These are the same rules that run indoor at MMR and Dollar Hobbyz.

<https://www.usvintagetransam.com/rules/>

[https://www.roarracing.com/downloads/ROAR Rule Book.pdf](https://www.roarracing.com/downloads/ROAR_Rule_Book.pdf)

1/8 GT On-Road

Technical Specifications Electric 1/8 GT On-Road
WEST COAST MODEL RC

1/8 GTE RULES

Index:

1. General
2. Motor
3. Battery
4. Body
5. Chassis
6. Transmission and Drive train
7. Tyres and Wheels
8. Technical Exclusions

1. General:

- 1.1 The class run will be the Electric 1/8 GT On road.
- 1.2 The official measurements in these Technical Specifications are metric measurements.
- 1.3 All measurements referred to in these rules are maximum or minimum values.
- 1.4 It is the object of these rules to ensure that racing be a test of driver skill.
- 1.5 It is the responsibility of the driver to ensure that their car complies with the rules and regulations at all times it is on the track. The organizer may check any car at any time during the championship for compliance with the regulations. On checking immediately after a race, if a car is found to be under the minimum weight or has incorrect dimensions, positive proof of race damage may prevent disqualification.

2. Motor:

- 2.1. Any motor up to a maximum rating of 2500kV on 4s Lipo
- 2.2. Any motor up to a maximum rating of 2000kv on 6s Lipo.
- 2.3. 6s Systems are not to use any boost or turbo functions

3. Battery:

- 3.1. LI-POLY (LITHIUM POLYMER) BATTERIES to a maximum of 6S, capacity open.
- 3.2. Batteries must be factory sealed in a hard case.
- 3.3. No soft cased batteries allowed, for primary battery source.

4. Body:

- 4.1. Bodies are to be any commercially available 1/8th scale GT1, GT2, Super GT, DTM, or V8. Supercar cars. Prototype (LM) P1, (LM) P2 and open cockpit bodies are not allowed. Wedge shape bodies not allowed. For the definition of a wedge a body will be considered a wedge and therefore illegal if it includes an integrated wing which is equal to or greater than height than the roof line of the car. Body shells with a small kick up at the rear are legal for the purpose of the class (for example Serpent McLaren body)
- 4.2. The entire chassis, wheels and engine must be covered by the body when mounted to the car as viewed from above.
- 4.3. The body must be made from a flexible material and painted. Where used, the gurney strip must remain transparent.
- 4.4. Bodies must include full front and rear fascia's, and conform to the rules herein that limit openings in the body for antenna holes.
Technical Specifications Electric 1/8 GT Onroad
- 4.5. Bodies must be reasonably detailed. The body must have visible window, body panel and trim markings. Light tinting of the windows is permitted.

4.6. Cut-outs in the body that were not in the original full scale version will be allowed for the following:

4.6.1. Bodies are not to be cut above the lower bumper line at the front or the back, or above the bottom line of the doors. Maximum 70mm cutout at rear on 20mm blocks.

4.6.2. The aerial hole will be no larger than 10.0mm in diameter

4.6.3. All bodies must have the front and rear sides cut out for the wheels, the radius of the cutout must not exceed the tyre by more than 20mm.

4.7. Gurney strips may only be used on bodies with an integrated spoiler.

4.8. Maximum width of body and wing/spoiler is 330 mm.

4.9. Wing and spoiler, must have a chord of no more than 79 mm.

4.10. Additional cut-outs in rear built-in spoilers are not allowed.

4.11. No additional items may be fastened to the body exterior other than the rear gurney strip, or rear wing/spoiler.

4.12. If body stiffeners are used they cannot cause the body to be wider than 330mm across the lower edges of the body. Body or wheel flares extenders are not allowed.

5. Chassis:

5.1. Any shaft driven 1/8 scale buggy, truggy and GT based electric powered vehicle.

5.2. All cars must have operating brake(s) capable of stopping the car.

5.3. The front of the car must be equipped with a bumper in such a manner that it will minimise a wound in the case of it entering into contact with participants or members of the public. The bumper must be made from a flexible material with all corners and sharp edges rounded off. The contour of the bumper will follow the contour of the body with which it is being used. At no point may the bumper protrude in front of the body.

5.4. The aerial support must be flexible. Carbon, GRP, steel, etc. are not allowed.

5.5. Hop up and optional chassis are permitted however vehicles must fall within weight limits specified Chassis may either be flat or have a front kick up.

5.6. The minimum weight is 3500g. The weight will be checked with battery/batteries, body and a transponder installed.

5.7. Overall dimensions: Length Maximum; 509mm Width Maximum; 330mm Height: 220mm (20mm blocks) Wheelbase Maximum; 270 – 380mm

5.8. The car must roll freely between the inspection measuring rails with any steerable wheel set in the straight ahead position, irrespective of the compression or extension of the suspension.

6. Transmission and Drivetrain:

6.1. A shaft-drive system with front and rear differentials is required. Belt driven cars are not permitted.

6.2. Single speed transmission only and must include a solidly mounted spur gear to a standard bevel gear centre differential or a solid spool (no one-way bearing). No other differential types will be permitted.

6.3. One-ways, spools, locking "Torsion-type," or externally adjustable differentials are not permitted. Differentials can only be tuned with the use of silicone-based oils.

6.4. Front and Rear differential gear ratios must be identical. Front or rear underdrive or overdrive is not permitted.

7. Wheels and Tyres:

7.1. Any commercially available rubber tyre and insert GT8 or 1/8 Scale onroad designed wheel and tyre is allowed. Full slick or tread pattern allowed.

7.2. Tyres must be black, except for writing on sidewalls.

7.3. Wheels must use a 17mm hex hub consistent with the dimensions and function of the hubs used in 1/8 offroad racing. The wheel must be affixed by a 17mm wheel nut, threaded on to the hex hub. Quick change mechanisms are not permitted.

7.4. Tyre Warmers and Traction Compounds are permitted.

8. Technical Exclusions:

8.1. It is not allowed to use any electronic devices with the exception of:

8.1.1. Two radio channels of the receiver which will be used to operate steering, throttle and brakes

8.1.2. No more than two servos.

8.1.3. A transponder.

8.1.4. Fans which must be powered from the main battery packs

8.2. The use of traction control devices, active suspension devices and any steering control aided by gyroscopes/'G'-force sensors is strictly forbidden. Exemption may be granted for drivers with physical disabilities. This includes Spektrum and Traxxas Receivers with Stability Control unless those functions are specifically disabled.

8.3. Not allowed:

8.3.1. Liquid cooled engines.

8.3.2. Hydraulic braking systems.

8.3.3. More than single speed transmissions.

8.3.4. Quick change wheel systems are not allowed.

8.3.5. Body extenders or wheel flares .

8.4. Buggy/Truggy type wings.

******If you have any questions or concerns regarding the rules, please ask the race director. All decisions made by the race director are final. Our goal is good and fair racing, so we reserve the right to make adjustments to the rules, as needed to align with this goal.******