



2018 Sporting Regulations
Season XIV
 Ver 14.0 (12-04-17)

A. DEFINITIONS

Event Definitions

a.1. The AZGT Championship is a closed wheel super-stock class series running a combination of Sprint and Endurance racing.

Eligible Cars

a.2. Any 1:28-1:24 scale car, subject to Technical Regulations (Sec G).

B. PRE-RACE (all formats)

Scrutineering

b.1. Cars must be provided to the inspector for Scrutineering prior to the race.

C. SPRINT RACE (2-4 scale hours)

Sprint Grid

c.1. Cars grid in order of points or randomly if no points are yet scored.

Sprint Race

c.2. Races are run in three Sprints: Two 5 minute A & B Sprints followed by a 10 minute C Sprint.

c.3. Grid positions for the 'B' Sprint are the 'A' Sprint finish order. Grid positions for the 'C' Sprint are the reverse of the 'B' finish order.

c.4. Between Sprints A-B cars shall remain ready to run. Parts and batteries may not be changed but may be adjusted. Parts and batteries may be changed before the 'C' Sprint.

c.5. If any component or battery change is made between Sprints A-B, the driver's start position is moved to the back of the grid (leaving the previous spot empty) and a one lap penalty is incurred.

c.6. Repairing damage incurred in the previous Sprint is exempt from rule c.5.

c.7. **Adjustments and battery changes may be done anytime during any Sprint by pitting.**

D. PETIT LE MANS (12 scale hours)

Petite Grid

d.1. Cars grid in order of points or randomly if no points are yet scored.

Petite Race

d.2. The race shall be 30 minutes in duration.

E. LE MANS (24 scale hours)

Le Mans Grid

e.1. Cars grid in order of points or randomly if no points are yet scored.

Le Mans Race

e.2. The race shall be 1 hour in duration.

F. SCORING

f.1. A/B-Sprints		C-Sprint/Le Mans	
Finish	Points	Finish	Points
1 st	8	1 st	16
2 nd	7	2 nd	12
3 rd	6	3 rd	9
4 th	5	4 th	7
5 th	4	5 th	5
6 th	3	6 th	3
7 th	2	7 th	2
8 th +	1	8 th +	1

f.2. If multiple Heats are run, determine points as though all cars ran together based on lap data.

f.3 Bonus Points

Bonus Points are awarded to the driver setting the fastest lap of each race, and to each driver that lead a lap in a race.

Fastest lap = 5 points

Lead a lap = 1 points

f.4. Fastest lap ties are broken in favor of the driver that finished higher in that race.

f.5. If multiple Heats are run, determine points as though all cars ran together based on lap data. "Lead a Lap" bonus is scored in each Heat.

G. TECHNICAL REGULATIONS

Chassis

g.1. Kyosho Mini-Z polystyrene or equivalent other manufacturer chassis. AWD vehicles may be altered to run as FWD or RWD.

g.2. Wheelbase shall be 106mm or less.

g.3. Custom or aftermarket parts are permitted. Xmod Gen1 may use the 'Tight Turn' modification.

g.4. Trimming of chassis material is permitted.

Electronics

g.5. Any control board. No driver aids (ie gyro)

Motor

g.6. Any 70t or greater (ie 80t) 130 class brush, or 3500kv or less brushless motor.

Batteries

g.7. Any NiCd or NiMh AAA size batteries in a four cell arrangement.

Body

g.8. 1:28-1:24 scale polystyrene representing a "GT" or "LM" style car body, forming a complete shell around the chassis.

g.9. Trimming of material is permitted. Windows must be installed on closed cockpit vehicles, but may use Lexan window/roof replacements. Wings or spoilers are limited to a 'scale like' size.

g.10. Anti-rail-snagging bumpers may be added but must be fixed. No moving parts.

Tires

g.11. Any rubber tire. Front/rear traction patches may be no wider than 8.5mm front/11mm rear.

g.12. No traction compounds. Tire warmers are allowed. 70% alcohol or water for cleaning.

Weight

g.13. Cars must weigh a minimum of 170g race-ready with batteries installed.