

Mid Thames Model Boat Club
Wacky Races Multi Racing Rules - Issue 3 - Jan 2020

Objectives

1. To establish a Fast Electric racing class championship for the benefit of club members.
2. To promote close competitive racing by specifying the electrical power allowed.
3. To keep the class as inclusive as possible by not specifying vessel type, hull or size.
4. To have fun racing.

Racing Rules

1. A race duration of 5 minutes plus seconds to complete the lap you are on will be run. (Maximum time to complete the last lap is 60 seconds).
2. Boat identification can be either a Race Number board measuring 70mm by 70mm, white with a black number of 8 to 10mm line thickness and a minimum height of 60mm on both sides, firmly fixed in a position that can be seen clearly from both sides **or** a superstructure that is predominantly one colour that must be clearly visible from both sides. Boats without clearly visible identification will not be counted regardless of how identification was lost or damaged.
3. The course shall be an oval negotiated in a clockwise direction.
4. A maximum of 6 boats per heat.
5. A boat may only be run by more than one competitor, if one is a senior and one is a junior.
6. Starting procedure: - Boats shall be placed in the water near the start line and drivers will be asked if they are ready. They will then be informed that the race will start within the next 10 seconds. The race will start on the shout of 'Go'. The first buoy to be negotiated is the top right hand. The race is over on the shout of 'Race over'.
7. Race Marshals shall record missed buoys. A time penalty is to be imposed in each race for missed buoys, 5 seconds for the first offence, then 1 lap deducted for each offence thereafter. The circling of buoys is banned, to minimise damage to any of the boats.
8. The lap scorer will record the number of laps completed by each boat and at the end of 5 Minutes a seconds count will start. Boats will complete the lap they have begun, and the lap scorer shall record the time in seconds when the boats next cross the scoring line.
9. The Rescue Boat may be used during a race if boats are in danger of sinking. Colliding with the Rescue Boat means immediate disqualification from that race.
10. Drivers of 'dead' boats must inform fellow competitors immediately of the position on the course where their boat has stopped, using the words 'Dead boat, top left' etc. Hitting a dead boat, once it has been called, also means immediate disqualification from that race.
11. Scoring: - Points will be awarded for the highest number of laps and part laps from two races in a regatta. The points will be: - 9 for the highest lap score, 6 for second, 4 for third, 3 for fourth, 2 for fifth and 1 for all other competitors who entered. The end of season results shall be a total of the six highest points scored during the season. In the event of a tie the competitor with the highest number of First and Second place finishes will be the winner.
12. After the end of the championship the winner will be awarded a trophy. An appropriate prize will also be awarded to the competitor who raced the Whackiest boat. The Chairman will be the sole judge of Wackiness.
13. Competitors can expect to have their boats scrutinised by the Race Control Officer at any time during race meetings. The Race Control Officers decision is final.

Boat Rules

1. Drive battery power must be as specified here. **All batteries must have original labels and wrapping undisturbed. Lithium polymer 2s1p up to 2,700mAh or 3s1p up to 1,800mAh or NiMH or NiCd up to 12 x 2/3A up to 1,700mAh.**
2. Any hull
3. Any motor
4. Boats without clearly visible numbers or colours will not be counted regardless of how the identification was lost or damaged.
5. If in the opinion of the Race Controller the colouring of a hull would make the boat unreasonably difficult to see competitors will not be permitted to run the boat. They will be given the opportunity to correct the situation.

ISSUES