

DDRCC Handbook

2025



V1.7



KEEP UP TO DATE

Visit the club website to keep up to date with what's going on at the club, race meetings, practice nights, results, social.

www.ddrcc.co.uk











https://maps.app.goo.gl/bqo1wgM8FFNUbL349



https://www.youtube.com/@DDRCC



Welcome to our club handbook.

Within this the handbook there is information for newcomers and seasoned racers.

Who are we?

DDRCC (Dunfermline District Radio Car Club) is one of the oldest radio control car clubs in the UK. We are the largest club in Scotland, with approx' 100 members, we aim to provide our members the best facilities to race electric radio control cars.

What do we do?

We race radio control model cars, just like in full size motorsport, as well as crawlers. We only cater for electric models, if you have nitro cars we may be able to help guide you to other like-minded people, but we don't use these at the club. Our cars can reach 30mph whilst on the track, but remember these are 1/10th scale, so for them it's like going at 300mph.

Radio control model car racing is not just a challenge on track, it is also a challenge building them, setting them up, all against other like-minded people. We cater for all backgrounds, and do not discriminate on sex, age or disability.

Where do we do it?

We participate outdoors at our purpose built astroturf track at Cardenbarns farm KY5 0AN, next to the Kingdom Off Road MotoX track. Alternatively use https://w3w.co/racetrack.ownership.kinds

When do we meet?

We race most Sundays between April and October, with some Wednesday evening practice meetings.

Check http://www.ddrcc.co.uk Quick Links – Calendar for more information. The track is available to club members out with these times.



https://maps.app.goo.gl/KguoJc7RQbUuFWtY8



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Committee Structure.

Executive Committee

Exec Chairman Derek Kerr <u>chairman@ddrcc.co.uk</u>

Treasurer David Mclean <u>treasurer@ddrcc.co.uk</u>

Secretary Alan Mcintosh <u>secretary@ddrcc.co.uk</u>

Junior Rep tba

Outdoor Committee

Angela Alderson

David Haddow

James Collins

John Gorman

Steph Ogg

Steven Brown

Stuart Mcleod

Will Alderson

Life Members

Bruce Edwards



Structure.

The club has an executive committee that's primary role is to protect the club and its assets.

The executive committee work with the section committees (Outdoor committee & Indoor committee) to organise race meetings and run the club.

The full committee meet once a month to address any issues, plan maintenance and arrange racing.



Membership.

Membership of Dunfermline District Radio Car Club is open to all, to join the club please contact treasurer@ddrcc.co.uk

Note that all junior racers (16 and under 1st January) receive free club membership.

Membership runs from 2nd Sunday in November (Club AGM Date) for 1 year.

Pit spaces trackside are subject to availability and are offered to current users each year. Any spaces not paid for by 1st January are then made available to anyone interested in one. Prices are set at the club AGM. We try to ensure that we have pit space for everyone that is interested, but due to demand we occasionally rely on members good will to allow use of their space when they are not attending.

Benefits of club membership.

- · Reduced Race fees.
- Reduced midweek practice fees
- *Free* Practice sessions anytime a race meeting or practice session isn't on.
- Priority parking trackside.
- Indoor pitting (separate payment required) with protected power, results screen.
- *Free* Trackside delivery to club shop for kits, spares etc (Available to non-members as well).
- Use of one of the best track facilities in the UK, proper walkways (no wet/muddy feet).
- 1/10th Electric off road astroturf track
- 1/10th Electric rallyX track
- You can say you helped towards make this great facility.



Pit Space.

Seating plan for pit space is available here:

https://www.dropbox.com/s/1rxyw2r3udqf64v/Pits%20Layout.docx?dl=0

Note: The pits are protected by Smart UPS's. These smooth the power to each table, as well as supplying power if we lose power from the generator. The generator is able to supply power to all pits, as well as race control.

NOTE: These are NOT designed to supply large amounts of power, all that should be plugged by racers is a charger/power supply, LED pit light and 1 solder iron (max40W) per side of each container.



Club Shop.

The club has its own trackside shop.

We aim to carry wheels, inserts and tyres suitable for use at the track, as well as common spares for popular cars at the club.

We can source most items for use at the track, including car kits, batteries, speed controllers, servo's, tools and hop ups. All profits from the shop go to improve the club facilities.

Free delivery trackside when you order.





Payments.



The preferred method of payments is to treasurer@ddrcc.co.uk via PayPal.

The club also has a bank account that can be paid into, contact treasurer@ddrcc.co.uk for details.



Race Fees.

The cost to race with Dunfermline District Radio Car Club at our club meetings is available from:

 $\frac{\text{https://www.dropbox.com/s/zerre0xuuza8giv/DDRCC\%20Race\%20Fees\%20and\%20membership\%20details.docx?dl=0}{\text{otails.docx?dl=0}}$



Insurance.

The club has its own public liability insurance.

Public Liability Insurance Insured.

- 1. The Committee, all members and visitors to Dunfermline District Radio Car Club are separately insured.
- 2. The cover includes the use of radio control cars as used at Dunfermline District Radio Car Club, anywhere in the UK the club organises a meeting.
- 3. Member to member liability is included for both personal injury and property damage, but excludes damage to models, radio gear and ancillary modelling equipment.
- 4. Demonstrations and displays by Dunfermline District Radio Car Club are covered within the UK.
- 5. Potential new members to Dunfermline District Radio Car Club are covered in any one year for 4 visits without additional premium.

Policy Details Insurer: Ansvar Insurance

Policy Number: ACG 2416752

Period of Insurance: 26th March 2025 – 25th March 2026 Limits of Indemnity: Public Liability £10,000,000 Personal Accident £10,000 16-75 years, £5000 76-80 years Reputational Risk £100,000

Territorial Limits: United Kingdom, Channel Islands and Isle of Man.

Policy Excess: £100 Public and Products Liability
Personal Accident 16-75 years £100, 66-75 years £50, 76-80
years £25

Optionally, you may also join the BRCA via <u>www.brca.org</u>, this insurance is required if racing at clubs affiliated to the BRCA, as we are not affiliated, therefore this is not a requirement to race with us.

Either way, **EVERYONE** can race with us, the club has its own insurance.



Safety on Track.

Entry to the track is only for marshals, racers, and officials.

You should only enter via the designated entry points, there are two points, the first on the East side of track, the second on the West side of track, do not jump over the safety fence surrounding the track.

You should only enter the track at the designated times as announced with 45 seconds to the start of a race; "marshals swap over", over the PA system (or if advised by a race official). At this point it is safer to be on the track, cars should be lined up in the start area or going slowly to that designated area (they had previously been told at 1 minute prior to start to take cars to the start area). Always be aware that there may still be cars circulating though!

Marshals should remain at their designated marshal point (same number as their car, unless you swap with someone to accommodate a junior for example) until the PA system announces, "marshals swap over".

During finals, cars should not line up on the straight until announced by PA; "grid cars up for final", once installation laps are complete pull into the designated start area and wait. No further installation laps are then allowed as people will be on track.



Just because it's racing in miniature, these vehicles are travelling fast and can cause injury.

Everyone involved aims to make the event as safe as possible, but you must look after yourself, and others if you see something that is wrong.



General Safety.

It is accepted that all DDRCC competitors/mechanics have read and understood the rules in this publication and agree to be bound by them.

Competitors MUST consider the safety of marshals, spectators, and other drivers always. All members must follow all instructions supplied by equipment manufacturers they are using to ensure they comply with them.

Vehicle Batteries

All batteries used in a vehicle must be able to be disconnected without tools in the event of a problem. All Lithium based batteries must be in a closed LiPo sack/safe during charge and discharge when out with a vehicle. LiPo sack/safe is defined as a receptacle designed for the purpose of charging/discharging Lithium based batteries out with a vehicle and should be constructed as to contain a Lithium based fire. Sacks/safes should be sourced from a recognised shop in the UK radio control industry.

Charging

Charging of Lithium based batteries must be done in accordance with the manufacturer's instructions, maximum cut-off voltages must be strictly adhered to, even if the manufacturer allows higher voltages.

1s - 4.20V (LiPo) and 3.70V (LiFe)

2s - 8.40V (LiPo) and 7.40V (LiFe)

3s – 12.60V (LiPo) and 11.10V (LiFe)

All Lithium based batteries used to drive a vehicle MUST have a protective hard case (as supplied by the manufacturer), the case should be made from ABS or similar. Batteries should be purchased from a UK shop to ensure product liability insurance is valid.

A maximum of 1 physical battery should be charged in a sack/safe.

Please ensure LiPo sacks/containers are correctly sealed. When charging, place them on highest point i.e if container has a shelf use that.

Race Official

The official in charge of the meeting is the Race Director, any issues especially regarding safety should be brought to their attention so that they can resolve with the involvement of the club committee if required.



Rostrum

All racers must drive from the driver's rostrum. Drivers must stay on the rostrum during the race, until it is announced as finished. If you break your car during a race, you should step back and remain on the rostrum until end of the race. Drivers must agree to spread out and use the entire stand to allow room for other drivers and help avoid radio interference. Drivers interfering with others in any way will not be permitted (this includes driving while standing on, or inside of the track surface during practice. All driving must take place from the rostrum).

Start Area

The track has two designated put down areas as shown below:



The designated start area is off the actual track and is the only place a car should be placed prior to circulating the track. It is also the area where you should start a heat from, as well as the area to wait in prior to lining up for a final. The chosen area for that day will be determined by direction of the track.

The designated pull off area will be alternate start/finish area (we have two, one for starting, the other for finishing). This is where cars should stop when told by the timing software via the PA system.

<u>Starting</u>

There will be a maximum of 10 cars per heat, and a minimum of 5 cars per class. Cars start in numbered order for the first heat/round, then determined by your best result for remaining rounds. A Driver may elect to start from the rear of the field before the beginning of the race; however, the other drivers may not change their position. A driver having trouble getting to the line because of a mechanical problem may request a delay to the start of the race, if the timekeeper deems the meeting will still run to a reasonable schedule he will inform everyone. This start is a stagger type start, in respect that each racer is on their own clock, which starts when they cross the loop (halfway



down straight, marked with chequered flag) on their first lap. On the instruction of the timing software announcer, the field will follow the car that starts on the pole, you go on your own car number being announced. You will be reminded of your car number prior to each race.

Drivers Briefing

Drivers briefing will be announced via the track PA system prior to any cars on track, it is your responsibility to listen to it and raise any questions you have on completion of the announcement. The announcement will cover the format of the meeting, location of safety equipment (as displayed on notice board), marshalling, smoking/vaping area, as well as identifying race officials for that meeting.

Fire Extinguisher

We have two large extinguishers that sit in middle of containers, and a smaller one in race control.

We also have sand buckets in each container for LiPo fires.

Legal Frequencies

DDRCC recognises the UKRCC as the national authority related to radio control equipment used at the track. All equipment must be used as per the manufacturer's instructions.

Drones

DDRCC recognises that some people attending may wish to use a drone to record footage, please note you are responsible for separate insurance to cover the use of such vehicles, as well as ensuring you are doing so legally and safely.

Conduct

Everyone attending DDRCC events are reminded that they should conduct themselves in a positive manner when at the club, as well as on any social media posts. You should always promote the club positively, prior to posting online consider if you would like the same comment said about yourself or family.



Our Venue

The track is located on an active farm, this brings about some items you need to be aware of.

- 1. On the perimeter fencing there is barbed wire.
- 2. There is livestock in some fields.
- 3. Some fields may have crops in them, please be respectful of the surrounding area.
- 4. There are suds ponds with deep water, please keep away from the fences

When a club meeting is on, all container doors should be open and tied back, this is to ensure access to all sand buckets and fire extinguishers.

We are also adjacent to Kingdom Off Road Club, this is a motox track. Although they are responsible and keep the bikes used at their club within their track area, occasionally bikes will pass up and down the farm track at speed.

The farm track is also a popular walkway for members of the public, please be aware how you conduct yourself, and show a positive aspect for the club.

Be aware when leaving after a meeting, the main road although not many cars use it, they do travel at speed.



Race Meeting Format.

Gates open at 08:30am

Driver Briefing 09:30am (printed copy on notice board), check time schedule on myrcm for confirmation

Open Practice is 08:45am until 09:45am), check time schedule on myrcm for confirmation

Heat 1 10:00am

We run 4 rounds of qualifying using round by round points.

Everyone then qualifies for a final



Marshalling.

It is accepted that as radio control car racing differs from full size motorsport, as the operator looks at the vehicle, and does not see the view from it as they are remote. As all forms of motorsport are dangerous, we must all play our part to ensure we operate in a safe manner.

Marshals should wear a hi-viz vest, T shirt or jacket in bright colours i.e. yellow, orange etc, but certainly not dark colours such as black.

The race organisers will have designated to their best ability a safe marshalling point, if you feel unsafe at any designated point you should bring that to the attention of the race director (identifiable by the heat listing printed on notice board in maintenance container). Marshals should not be distracted using mobile devices (e.g. phones, tablets).

Marshals need to ensure their own safety/protection when leaving the marshal point to recover a RC vehicle.

This is a very useful article; it has American terminology but worth a read.

We all love racing. It gets your blood flowing and pulse going like a hummingbird. The feeling of pushing the limits is something we crave, but with that comes something we all dread...crashing. The fact is, we all crash. Yep, pros, amateurs, club rats and new racers all crash. But what most of us hate even more is having to walk off the driver's stand, retrieve that stranded car and get it back on the track and going again. Let's face it; it wouldn't be the most efficient way to do things during a race. Imagine ten drivers setting their radios down, running off the driver's stand, flipping their cars back over and then returning to their spots. That just wouldn't work, and who is responsible for this big chore? That's an easy one. Once you've finished your heat, you are next to take over the duties for turn marshal in the upcoming race heat. Don't go back to the pits, start a conversation there or wander off to order your cheeseburger (extra cheese please, hold the mayo).





Now, you'll need to know the ins and outs of this thankless job. Keep in mind, at times you could be yelled at, criticized, laughed at, or even mocked, but don't get discouraged. It is often just the heat of the moment and like most of us, we like to be treated just as we would treat others. With that said, let's read on.

LIST OF DO'S AND DONT'S:



1. Dress Appropriately

Okay Spicoli, there is a time and place for wearing flip flops. For obvious reasons, safety is a concern here and our little toy cars are traveling pretty fast. Those sharp edges and pieces of metal and carbon fibre can do a big number on those little piggies, so wear comfortable footwear that protects. Closed-toe shoes are the way to go, but this is just the beginning. Those motors spin quickly and generate a lot of heat, so it's a good idea to wear gloves,



especially when marshalling nitro cars. And let's not forget about our eyes, because with dirt flinging and debris flying through the air, it may be a good idea to protect those peepers. In general, using common sense here can go a long way.



2. Watch Your Corner

Every track layout is different, so knowing where to stand can be a bit confusing. Fortunately, turn marshals have designated spots on the track that are picked for safety and efficiency by the track crew. The spots are usually clearly marked with an orange cone or other easy-to-identify marking. Technically, the spots are numbered, and you stand at the spot that corresponds to your number in the race (not finishing order, but car number). However, most of the time it's a bit looser in format as long as all the spots are filled. Just be smart and help out when you can. Not all of us have the speed and dexterity of a gazelle, so if someone isn't as quick or their mobility is hindered, it is always a nice gesture to offer to swap spots with them or substitute in when you can. With every layout, there are corners where crashes are more common, so swift and speedy marshals can really help with a race outcome. So if you haven't seen the gym since, um, okay, never, then search out someone resembling LaDainian Tomlinson (shameless Charger fan plug here) and get their help. Lastly, your corner is your responsibility. Watch the racing another time. Give it your full attention and be ready to move at a moment's notice.

3. Continue Until the End of the Race

During a race, the announcers often turn their attention to the leaders as they battle for the coveted top spot on the podium, but as they cross the finish line, the race isn't over for the rest. Even when the climax of the announcing has made it clear that the winner has finished, the other spots are still sorting out. Make sure you wait until everyone is done and the clock has stopped. Crashes and cars that are on the other side of the track can take a while to finish the race, so be courteous and make sure everyone is done.

4. "Look Both Ways Before Crossing the Street."

This may seem like common sense and something we all learned at a very early age, but nerves sometimes take over and an eagerness to help can make a dash out in to oncoming traffic an unfortunate accident. Don't cause another crash by trying to fix one. Take the time you need and only help the stranded car when it is safe. "Look both ways before crossing the street" is something we all need to remember.





5. Don't Toss 'Em

We all want to be as fast as we can, but don't make it worse by tossing that car. Sure, you may have saved yourself and the driver a tenth of a second by tossing the car with some momentum, but that toss could result in an errant foul ball and cause it to land back on its lid. Reach down (I know for some of you exercise is a foreign word) and place the car back on all four wheels in the right direction. Yeah, I need to restate the second part, in the right direction. As obvious as it sounds, I've witnessed many good efforts gone bad for placing the car the wrong way.

6. Fast, but Safe

We know time is important to getting the vehicles back on the track with any chance for a good result, but those cars are moving pretty fast. That means a hit can be an injury in the making, so make sure you use proper judgment when retrieving that car. Even if you are marshaling an important race where the top drivers are battling for a big bowling trophy, finding yourself looking for an emergency room at the local hospital is something no one wants to see. Take the time you need and be safe.

7. Pay Attention. Time to Ban Social Media

I know you are tempted to post your recent attempt at eating five Big Macs on Instagram, but save it for later. Your full attention should be on your corner. Save your texts, phone calls, checking the time, etc., for later. Show your respect for your duty and others will appreciate it. If you are that busy that you need to multi-task to save face with your boss, then skip the racing for another time.



8. Broken Down and Out

Often that crash you are marshaling results in a broken down vehicle. Place it out of the race



line and if possible, off the track. It is not your responsibility to fix it and that corner needs your full attention at all times. You may even get the driver's buddy to hand you a wrench or part from the pits in hopes of salvaging the driver's race, but it's not your job. If it happens, hand them the car and go back to your spot. Keep in mind, do this only if it is close by and doesn't interfere with your duties.

9. Stay Out of View

You've got your assigned spot, but try to be aware of the driver's line of sight. You don't want to block their view of a critical area. You can even go one step further and bend down at the start if you are near the starting grid since there are so many cars going in different directions. Having a clear line of site can be crucial to avoiding a big pile up. Be aware of your surroundings and use some of that peripheral vision.



10. Help Your Neighbours

The area each marshal is responsible for can be pretty big, so keep in mind that our vision and ability to be in two places at once isn't possible. If you see another crash in another area, check to see if the marshal assigned to that spot has seen it or, if they are tied up working on another crash, a bit of help is appropriate as long as you don't leave your area in a precarious state. Teamwork is always better and a good way to make some new friends.

11. Return the Car To the Correct Spot

A crash means time lost, but don't give in to the temptation to help the car cut the track to get back "in-the-mix." Put it back where it crashed and let it continue as if time stood still. The driver crashed, not you, so it's only fair to the other drivers to proceed with appropriate action.

12. Return the Car To a Safe Spot

Crashing doesn't always happen with the best timing. It could be when a line of cars are racing and returning the car could mean a recipe for disaster. The car already lost time and you don't want to involve other innocent drivers. Wait for an appropriate time before setting it back down. You could do more damage than good.





13. Wait Before Picking It Up

Often in a crash, wheels spin and engines can run hot. It's common for off-road vehicles to try and goose that throttle in the hopes that the gyroscopic affect will help right the car in the event of a crash. But often, the realization that it won't help doesn't sink in, and drivers can frequently continue to add throttle without knowing it. Because of either that or all the noise, driver frustration can be translated in to wide-open throttle in an attempt to grab the marshal's attention. Use caution. You don't want to grab a vehicle by the wheels or have it flip around like a shark on dry land. Wait until the driver and vehicle have calmed down and then proceed with caution. Don't let their problem become yours. Safety is paramount here.

WRAP UP

Pretty straightforward right? Even the most seasoned veterans need to take note. Just remember, we are all in this hobby to have fun and safety is the biggest ingredient. Use common sense and don't give in to peer pressure. If you follow these rules, you should be fine. **Avoiding a crash is the best thing you can do**, but this is the real world and you and your racing foe will end up on your lids guaranteed. Treat others as you would like to be treated. **Have fun**.

Credit (https://www.rcdriver.com/turn-marshall-101/), and another good article https://www.rccaraction.com/how-to-be-a-better-turn-marshal/



1/10th Electric Off road Rules.

We follow the construction rules as published by the BRCA

https://www.brca.org/10th-off-road-documents?layout=table

Clarifications:

- 1. A race is deemed to start when the 1st car begins its individual 5 minute run. Any cars broken during warm up laps can be replaced and/or transponder changed, but race control must be informed so that the transformer is identified correctly.
- 2. The club does NOT have a control tyre, any commercially available tyre designed and of recognised dimensions may be used.



1/10th Off Road Trucks.

We follow the construction rules published by the BRCA

https://www.brca.org/10th-off-road-trucks-documents?layout=table

Clarifications:

1. A race is deemed to start when the 1st car begins its individual 5 minute run. Any cars broken during warm up laps can be replaced and/or transponder changed, but race control must be informed so that the transformer is identified correctly.



1/10th RallyX.

We follow the construction rules published here

Cross Cars



Based on our 2wd & 4wd off road cars, have some fun on the RallyX track as well as the astro track. Fit RallyX tyres and race on the purpose built track.

RallyX - Class 1 - Class 2 - Class 3



Class 1

Based on standard brushed Tamiya, Kyosho etc chassis, no hop ups allowed. Cars should be 1/10th electric, maximum of 2s LiPo or 6 cell sub c powered.



Class 2

Based on standard brushed Tamiya, Kyosho etc chassis, hop ups are allowed, including the use of brushless motors. Cars should be 1/10th electric, maximum of 3s LiPo or 7 cell sub c powered.



Rules:

It is the responsibility of all competitors to ensure that their car complies with all 1/10 scale Scottish Rally Championship rules at all times during the event and at each rally stage.

CLASSIFICATIONS

CLASS 1 - STOCK COMPETITIVE

- Any commercially available 1/10th 2 or 4 wheel drive chassis in stock form / as kit supplied
- The fitting of ball bearings is permitted if the kit did not originally include them
- No other modifications or hop-ups are permitted from the original kit design except alloy replacement parts
- Kit supplied electronics must be used. Open ESC/Servo usage if the kit was not supplied with electronics
- Lexan 1/10 Scale Rally Car Shell Must be included in original kit (Bodyshell can be swapped for after market preference)
- LED Lights if not standard can be added

CLASS 2 - MODIFIED COMPETITIVE

- Any commercially available 1/10th 2 or 4 wheel drive chassis
- In addition to Class 1 Regulations, modifications permitted are the fitting of adjustable shock absorbers, tuned springs, anti roll bars, modified/upgraded centre prop shaft on 4 wheel drive shaft-driven models
- Any ESC/Servo can be used
- Modifications permitted are the fitting of alloy/carbon fibre modified / upgraded parts.
- Lexan 1/10 Scale Rally Car Shell
- LED Lights if not standard can be added



CLASS 3 - OPEN NON COMPETITIVE

- Any commercially available 2 or 4 wheel drive chassis 1/8 scale
- Modifications permitted are the fitting of alloy/carbon fibre modified / upgraded parts.
- Lexan Rally Car Shell

TECHNICAL RULES

Construction and Appearance:

- Cars entered for Rally competition will be reasonable representations of full size cars, generally accepted as being suitable for Rallycross or Rallying
- Any commercially available RALLY 1/10th scale body shell may be used
- Cars must be raced with a body shell securely fitted at all times, including practice and testing
- Windows are not allowed to be removed or include holes, other than for the purpose of the antenna.

Wheels and Tyres:

- Plastic or Metal commercially available wheels and rally block tyres may be used.
- No sponge/foam tyres are allowed. Internal foam inserts are permitted.
- No additives other than water will be allowed on any tyre
- No gyros allowed in cars

Motors:

Class 1 Stock -

- Any commercially available 27 Turn silver can Brushed motor or Tamiya Torque tuned (25 Turn)

Class 2 Modified-

- Any commercially available 19 Turn to 27 Turn Brushed motor.
- Any commercially available 21.5 Turn or 2100Kv Brushless Motor or higher
- Motor tuning / timing is permitted.

Class 3 Open Modified -



- Any commercially available 17.5 Turn (or greater) or Brushless Motor
- Motor tuning / timing is permitted.

Batteries:

- LiPo/LiFe batteries must be charged in a 'Closed Lipo sack' at all times.
- LiPo/LiFe batteries MUST be hard-cased and in good condition, soft cased cells are NOT allowed.

Class 1 -

- Cars will be driven by cells/batteries with a nominal voltage not exceeding 7.6v. The maximum charge voltage is 8.40v
- Cells/batteries cannot be replaced after a race has started.
- 2s Hard Cased LiPo/LiFe batteries are preferred.

Class 2 and 3 -

- Cars will be driven by cells/batteries with a nominal voltage not exceeding 11.1v.
- Cells/batteries cannot be replaced after a race has started.
- 2s or 3s Hard Cased LiPo/LiFe batteries are preferred.



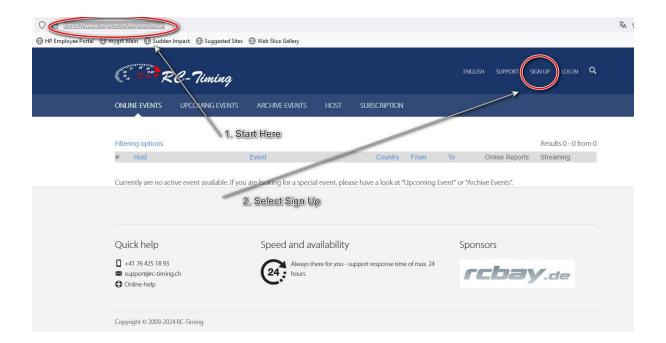
Crawlers.

Any crawler as defined by RC Scale Scotland

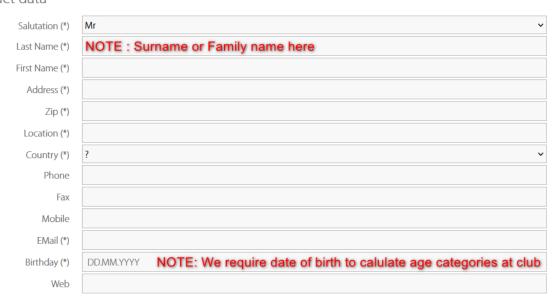


How to create an account for booking into race meetings.

Visit https://www.myrcm.ch/myrcm/main



Contact data





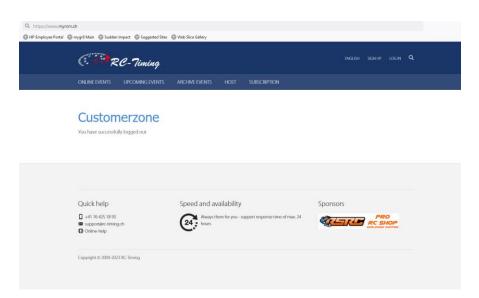
Licensing Block Club NOTE: Must Start with "Dunfermline" for future features License Nr. Licence AddOn Modeldata Model Body Radio Engine Optional Tire Battery/Fuel Servo Muffler Frequencies 2.4 GHz (Spectrum) Tick the box if using 2.4GHz Transmitter Transponder Transponder 1 Transponder 2 Do not enter transponder numbers Transponder 3 Transponder 4 Notification Tick this box if you would like results emailed to you after each race Account data Username (*) Password (*) Use something you will remember Reenter password (*) The password must be at least 8 characters long.) **Privacy Policy** 1. Remember to tick the box (*) ☐ lagree with the privacy policy

You will then receive an email to the address you entered in the contact data shown above within approx' 2 minutes, click on the link in the email to activate account.

2. Press Commit to create account



How to enter a club meeting.



Online events – race meetings that are currently running

Upcoming events – future events you can book in for

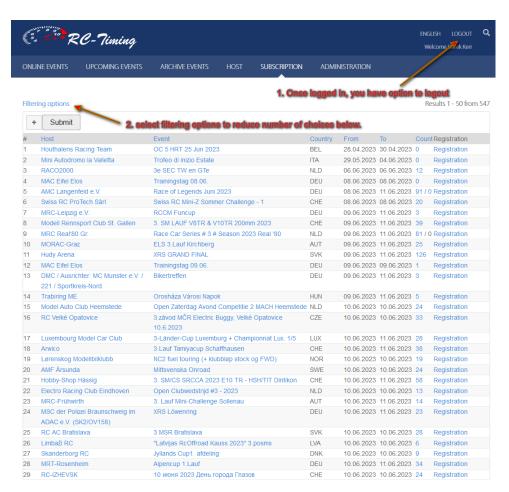
Archive events – previous meetings you can at results

Host - clubs that use RC-Timing

Subscription – Where you book into events

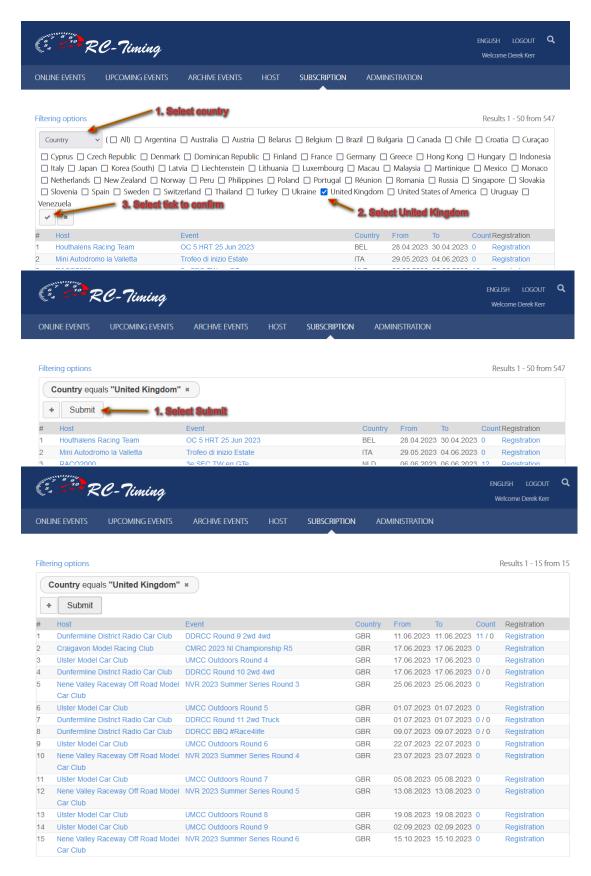
To start with make sure you Login.





Select the + next to submit.

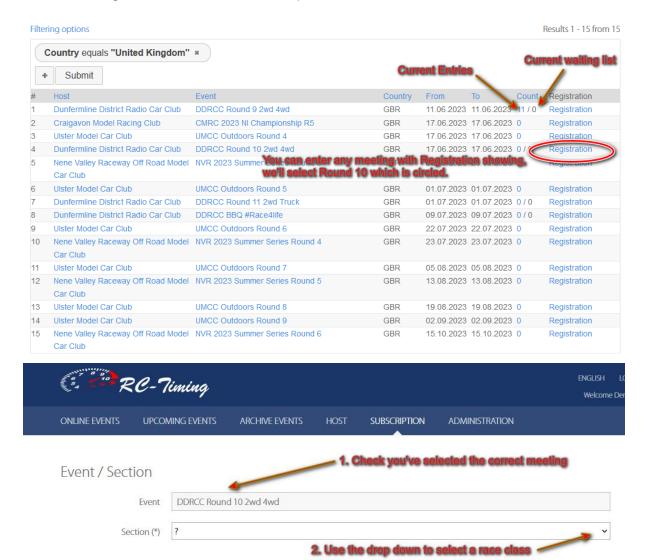




As you can see from the above, the list is a lot easier to find our club meetings.



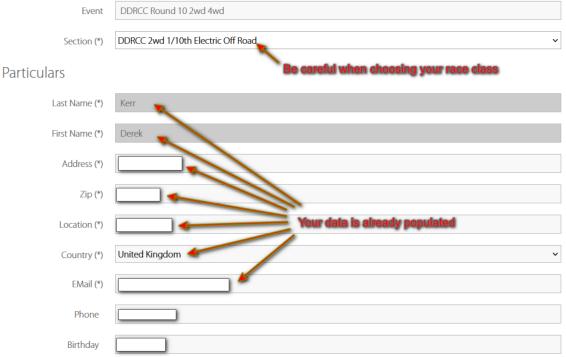
Select a meeting, we'll use round 10 as an example.







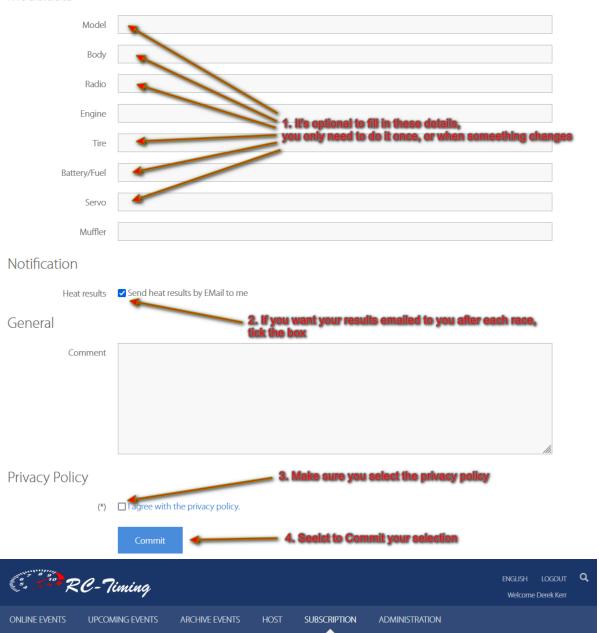
Event / Section

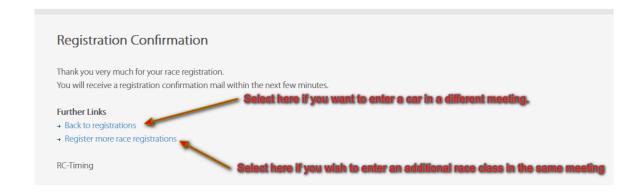


Particulars



Modeldata







Once you have entered all the meetings you wish, select logout at top of page.

For each race class you enter in a meeting you will receive an email confirmation. Multiple entries maybe included in one email.



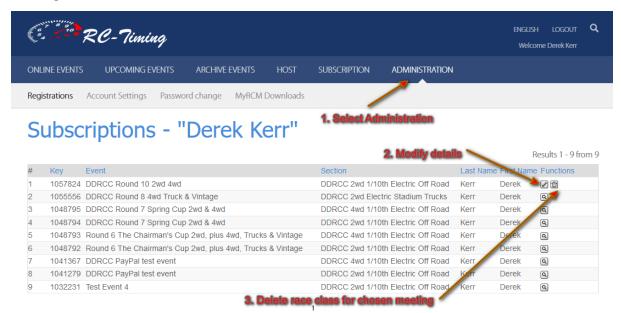
NOTE: Entries close at 6pm on the day before a meeting, you will not see the event online after that time.

You will receive email confirmation prior to the race meeting day, please read that as it contains important information, including safety information.

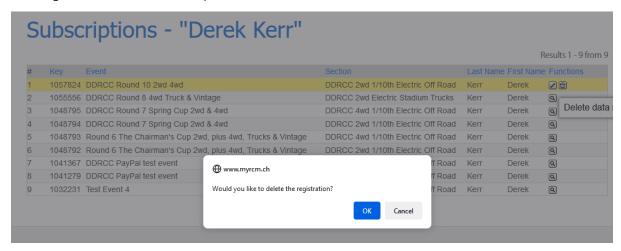


How to amend or cancel an entry.

First Login.



Deleting 2wd from round 10 example.

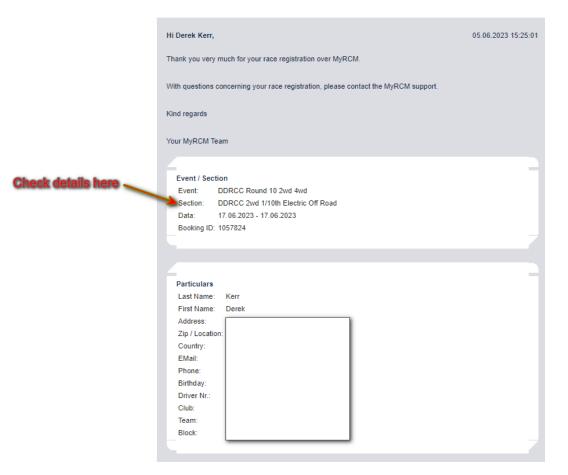


You will receive an email very quickly, just check your details are correct.



[71236] MyRCM: Your race registration has been cancelled





When finished Logout.



What transponders work at club?

The club uses the MyLaps RC4 decoder. We have two available at the track, the firmware versions are 4.2 and 4.3.

Here is a table that explains what works.

| Туре | Photo | Compatible |
|--|----------------------|------------|
| AMBrc DP | AMBRE DE | ✓ |
| MyLaps RC4 Hybrid 2 Wire 'Harry' | | V |
| MyLaps RC4 Pure 3 Wire 'Percy' | | ⊘ |
| MyLaps RC4 Pro | 888888 MYTA 0-3 | ~ |
| MRT PTX (Origional) NOTE: Newer versions of this style may be compatible | See post for details | X |
| MRT mPTX | | (|



For more information, please visit https://help.mylaps.com/s/product-rc-transponder?language=en_US

The club only supplies genuine MyLaps RC4 transponders. By doing this we can guarantee you will not have a duplicate number, plus if the club had to upgrade our decoder in the future due to an issue, nobody would have to purchase a new transponder.

MRT transponders are cheaper to purchase, but they have limited numbers, and we occasionally see duplicate numbers, plus they would not work if we had to repair/replace our decoder, the same as at any club in the country. The original DP transponder which has been used for approx' 30 years would also be impacted in the same way.



Drivers Responsibility

Drivers should ensure that they take home their own rubbish. Black bags are available from race control if required.

The bin in the pit area is for club use.



Smoking.

Smoking/vaping is not permitted within the track area. If you wish to smoke/vape you should go out with the track facility.



Pets.

Dogs are allowed at the track but please ensure they are kept on a lead. The track is part of a working farm with livestock, we are also very close to a busy dual carriageway, as well as a motox track.



Equipment at Club.

The club has various equipment at the club, all instruction manuals related to their safe use as determined by the various manufacturers are kept in race control, please see notice board for exact location.

When using any equipment, please ensure you have read the User Guide as supplied by the manufacturer, and follow the guidance they supply.



Safety signs at track.

| Outory signs at track. | |
|--|---|
| WARNING MOTOR SPORT CAN BE DANGEROUS DISTINGUISHERS HARDAL MACADAM AND CONTROL WOODCALL OF PRESENT AT YOUR OWN RISK. | General guidance that motorsport is dangerous, even radio control. Displayed as you enter track facility. |
| PRIVATE TRACK NO PUBLIC ACCESS OR RIGHT OF WAY | No members of the public should be on the track. Displayed at entrances to the race track. |
| TAKE CARE UNEVEN GROUND | Some areas around track may be uneven. Displayed as you enter track facility. |
| WARNING Do not climb on roof | Do not climb on container roofs. Displayed as you enter track facility. |
| No entry | Do not go up rostrum. Displayed either side of rostrum. This is for non racers. |
| Danger Deep water | Deep water at the suds pond. Displayed around track facility. |



NOTICE

Vehicles and contents are left here entirely at owners risk.

Visitors can choose to park in track area, or find suitable parking out with. Displayed as you enter track facility.



First aid box for self-administration located in race control.



Club Supporters.

We are very lucky to have businesses and people support the club, allowing us to provide incredible facilities for people to race and meet at.





We appreciate everyone that joins the club, as well as those that join us to race.



The track build.
Work started September 2021, and our first meeting was 8th May 2022









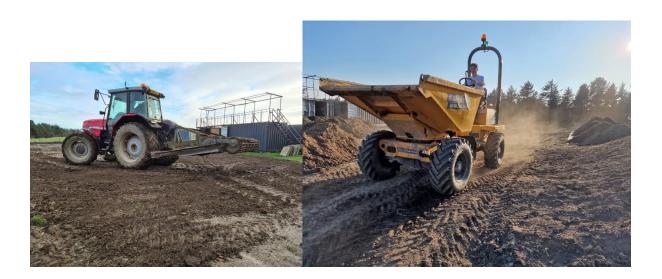
Astroturf arrives





















Thanks to the National lottery community fund for their support with the build.







Thank you

The club would like to recognise the support that it has had from all its members and visitors to our meetings over the years.

We would also like to thank all the work done by members and others in making the club what it is today, one of the best facilities in the UK.



Product Recalls

HTRC C240 Battery Chargers Recalled Due to Fire and Burn Hazards; Risk of Serious Injury and Death; Manufactured by Shenzhen Haitan Technology Co.

HTRC C240 Battery Chargers Recalled Due to Fire and Burn Hazards; Risk of Serious Injury and Death; Manufactured by Shenzhen Haitan Technology Co. | CPSC.gov



Name of Product:

HTRC C240 battery chargers

Hazard:

The chargers can ignite or cause a connected battery to ignite, posing fire and burn hazards and risk of serious injury and death.

Remedy:

Refund

Recall Date:

December 12, 2024

Units:

About 34,600

Recall Details

Description

This recall involves HTRC C240 battery chargers sold for charging lithium-ion batteries. The defective chargers are black with two blue screens, numbered 1 and 2, and the model identifier "C240 DUO" printed between the screens. The brand name "HTRC" is printed at the bottom left corner.

Remedy

Consumers should immediately stop using the recalled chargers and contact HTRC for instructions on how to return the chargers for a full refund.

Incidents/Injuries:

HTRC has received 32 reports of fire and other thermal incidents, including five reports of significant property damage and one report of injury.

Sold At

AllExpress.com, Amazon.com, Banggood.com, eBay.com, HTRC-Direct.com and RCGoing.com from December 2017 through June 2024 for between \$65 and \$290.

Manufacturer(s)

Shenzhen Haitan Technology Co. Ltd., d/b/a HTRC, of China

Manufactured In:

China

Recall number:

25-066



TRAXXAS Radio-Controlled Vehicles

The slipper or brake pads sold as parts or sold installed in the affected radiocontrolled vehicles contain chrysotile asbestos. Asbestos fibres may be released from the slipper pad in the vehicle through friction and users may be exposed to asbestos fibres if the vehicle is disassembled for repair or maintenance. If asbestos fibres are released into the air and breathed in, they can cause serious medical conditions, including asbestosis, lung cancer and mesothelioma. The product does not meet the requirements of the General Product Safety Regulations 2005.



Product Identifiers Affected models were sold between 1 January 2002 and 10 June 2024. A list of models, parts and serial numbers can be found in Annex A.

Product Description TRAXXAS Nitro and electric radio-controlled (RC) vehicles slipper or brake pads. Metal parts in rebuild kits or sets approximately 15mm by 2mm by 10mm. Country of Origin China.

Corrective Measures Consumers should **not** attempt to remove or replace the slipper or brake pads or disassemble the slipper assembly in affected vehicles. Consumers should stop using affected nitro powered (non-electric) vehicles immediately. Access the following page to access further information and complete the recall form: https://www.jperkins.com/recall/traxxas-slipper-pad-recall/



Version

- V1.0 Initial 2024 release
- V1.1 Grammer corrections and safety signs added
- V1.2 Added clarification on race start to section rules page
- V1.3 Updated LiPo safety instructions regarding charging
- V1.4 Added 1/10th RallyX & Crawler sections
- V1.5 Added Product Recalls, no control tyre for 1/10th off road.
- V1.6 Added additional Facebook information
- V1.7 Updated Insurance Cover for 2025