



Championship RC Racing Points System & Racing Rules

Points Awarded For Running In Mains Per Class / Group

Race World Hawaii's Points System was developed in 1999 by analyzing several major auto racing points systems. Our goal was to award higher finishers a slight bonus and to avoid ties over the course of a season. The essence of a point system, we found, is who wins in the following scenario:

Driver A 2 wins & 1 third
Driver B 1 win & 2 seconds

By reducing the gap slightly from 1st/2nd to 2nd/3rd, higher finishes are rewarded.

In our points system:

Driver A = 283 points
Driver B = 282 points

Were the gaps the same, say 1st = 100 points, 2nd = 95 points and 3rd = 90 points, Drivers A & B would each have earned 290 points.

Currently we are running a Best Laps Qualifier and Triple Main format in each class. Points are awarded for each Main and total points for each Driver /Class on a given race day are then transferred to the current Championship Series Points Standings.

Racing Rules

Please drive cleanly and avoid crashing into other drivers whenever possible. Reckless driving will result in a black flag penalty or even disqualification. Slower drivers, if you are being lapped, please let the faster drivers pass.

Please do not make repairs on the track. Disabled cars may be taken off the track, repaired and placed back into the race. However, **NO MOTOR OR BATTERY CHANGES WILL BE ALLOWED DURING A RACE**, except in endurance races.

If pit road is in use, and you pull your car out for a repair, keep the transponder loop in mind. Use the same pit exit for re-entry to avoid lap miscounting. This is on the honor system.

Be courteous of the drivers standing near you and do not block their view. When driving, please do not touch the drivers' stand railing or have any part of your body or radio over the railing.

The drivers' stand railing is numbered with 10 driving positions which correspond to your grid position. Please stand at the driving position designated for you during each race. These numbers will change each race and in the main will be 1,2,3...

If a car crashes into a barrier and lands on its wheels facing oncoming traffic, the driver must not move the car to avoid wrecks. Instead wait for a turn marshal to right the car or until traffic is clear. If a car goes over a barrier and shortens its track distance, a turn marshal must put the car back where it first went over the barrier. **REVERSE IS NOT TO BE USED AT ANY TIME.**

Turn marshals need to be on or close to their assigned numbered dot on the track. Please watch your corner area to the best of your ability and right a stuck car promptly. All that is required is to right the car and get it facing the right direction. If a car breaks down and the driver wishes, the turn marshal may bring the car to the driver at the side of the track for repairs when all traffic is clear. Turn Marshals Please Do Not Make Any Repairs as a courtesy to other drivers that may crash.

Please avoid stepping over the green netting of the crash walls, which are tripping hazards. Please enter and leave the track from either end of the pit road.

Points

1st	100
2nd	91
3rd	83
4th	76
5th	70
6th	65
7th	61
8th	57
9th	53
10th	50
11th	47
12th	44
13th	41
14th	38
15th	35
16th	32
17th	29
18th	26
19th	23
20th	20