

QCRC Crawler Comp Handbook

(Using Modified 2023 SORRCA Rules)

We are happy to be offering multiple classes for our QCRC Summer Slam event. We understand they are different from “normal” crawler comps and that’s exactly how we intended them to be. Our goal is to maximize the fun you experience from each round and switch up from “normality”.

To promote a wider audience of people becoming interested in RC Crawling by giving an interesting variety and spin on what you would normally come to expect from a crawler comp. Allowing a more RTR focused audience.

Below are our crawler classes and everything and anything you’ll need to know to get your crawler built for your desired class.

If you have any questions not covered in this handbook please send us a message with your question and we will be happy to answer it.

General Rig Requirements

- We strongly encourage you to go above and beyond to make your rig **as scale as possible**, no matter which Class your rig is categorized in.
- Vehicles and scale accessories must resemble **real 1:1's**.
- The event organizer has the final decision on whether a rig/scale accessory is accepted or not.
- Tire size is determined by the advertised manufacture specifications. Tires without available specifications will be measured to determine size. *Traxx, Tractor/Monster, & Paddle style tires are not permitted
- You **must carry** any functional recovery tools you wish to use during your run on your rig at **all times**. IE tow strap, pull pal, and sand ladders.
- Winching can only be performed off of natural objects (i.e. trees, rocks, etc...), other vehicles, or stakes supplied by the course builder.
- Beadlock wheels are **HIGHLY** recommended! Expect to twist some tires.
- Winches are **HIGHLY** recommended! Expect to use a winch.
- Waterproofing is **HIGHLY** recommended! Expect your rig to get wet. (Mud Pit Optional) QCRC is **NOT** responsible for any broken vehicles!
- Class 1-3 Gates will be a maximum of **12" wide** so check your width when building your rig.
- Courses will be **tough and intricate**. Made to push the driver and scale vehicle's to their limits. We strongly encourage competitors to bring spare parts.

1/10 Class Requirements Detailed

Class 1 (Street)

A majority stock street vehicle with some light tasteful modifications. Think of a street legal vehicle you would drive from your home to the trail.

A vehicle you would rely on to get you back home after a day and or weekend of overlanding/camping.

The Vehicles and scale accessories in this class must resemble real 1:1's. (Brands, ETC)

Max height: 9" Measured from ground to roof. (Some exceptions for suvs like Gelande II)
This is to promote scale looks not a 12" lift.

Max Width: 9" Measured from tire to tire

Chassis: C Frame Chassis only (CC-01 & CC-02 allowed)

Body: Full scale 1:1 body's only, running the entire length of the chassis. No body trimming allowed. Truggies are not allowed, Cab only is not allowed. Flatbeds that run the full length of the rail chassis are allowed. Bobbing a truck bed is allowed, but must follow all body specs. The distance from the tires (of any axle) can be no greater than .25" more than the width of the body at the doors.

Suspension: Stock suspension included on the vehicle from factory is allowed. Upgraded shocks are allowed as long as they meet height requirements. No portal axles

Tire: 1.55/1.75 tire 1.9 max of (4.45") in diameter. No modifications allowed

Wheel: Any 1.55/1.75/1.9

Motor: Any 1/10 scale 540 can size brushed or brushless no more than 30T or 2300kv

ESC: Any 1/10 2s Esc Allowed. No 3s

Servo: Any 1/10 Servo

Battery: Any Nimh/Lipo up to 8.4v/2s

No "Motor On Axle" (MOA) of any kind. All motors, transmissions, and other electronics (steering servos) must be chassis or frame mounted.

Special Functions: No weights and/or handling manipulation allowed. 4-wheel steering and/or dig is NOT allowed

Class 2 (Trail)

Think of a modified street legal vehicle you would drive from your home to the trail.

This vehicle may have upgraded wheels/tires, different suspension and some off-road accessories. A more capable off-road vehicle that you would still rely on to get you back home after a day/weekend of off-roading. A more capable off-road vehicle that still looks like the real thing.

Max height: 9.85" Measured from ground to roof. (Some exceptions for suvs)

Max Width: 9.85" Measured from tire to tire

Chassis: C Frame Chassis only (CC-01 & CC-02 allowed)

Body: Full scale 1:1 body's only, running the entire length of the chassis. No body trimming allowed. Cab only is not allowed. Flatbeds that run the full length of the rail chassis are allowed. Bobbing a truck bed is allowed, but must follow all body specs. Truggies are allowed, but the truggy rails must extend past the rear axle pumpkin to be legal. The distance from the tires (of any axle) can be no greater than .75" more than the width of the body at the doors.

Suspension: Any suspension setup is allowed. Dual shock, cantilever, etc. As long as it meets height requirements. No portal axles

Tire: 1.9 max of 4.8" in diameter .No modifications allowed

Wheel: Any 1.55/1.75/1.9/2.2

Motor: Any 1/10 scale 540 can size brushed or brushless no more than 45T or 3100kv

ESC: Any 1/10 2s Esc Allowed. No 3s

Servo: Any 1/10 Servo

Battery: Any Nimh up to 9.6v/2s Lipo

No "Motor On Axle" (MOA) of any kind. All motors, transmissions, and other electronics (steering servos) must be chassis or frame mounted

Special Functions: Wheel weights allowed only. No other handling manipulation allowed. 4-wheel steering and/or dig is NOT allowed

Class 3 (Mod)

Think of a highly modified vehicle that could still be considered "street legal" One you could drive from your home to the trail if right at an hour away. But most likely would be trailered to the trailhead.

This vehicle has a highly upgraded engine, wheels/tires, coil-over suspension and lots of useful off-road accessories. A highly capable off-road vehicle that you wouldn't necessarily rely on to get you back home after a day/weekend of trailing but definitely could.

Max height: 11.25" Measured from ground to roof.

Max Width: 12" Measured from tire to tire

Chassis: C Frame Chassis only, Tube

Body: Full scale 1:1 body's only. Body trimming is allowed. Cab only is not allowed. Flatbeds that run the full length of the rail chassis are allowed. Bobbing a truck bed is allowed, but must follow all body specs. Truggies are allowed, but the truggy rails must extend past the rear axle pumpkin to be legal. Body modifications including but not limited to, pinched front, dove-tailing and boat-siding are permitted. The distance from the tires (of any axle) can be no greater than 1.5" more than the width of the body at the doors.

Suspension: Any suspension setup is allowed. Dual shock, cantilever, etc. As long as it meets height requirements. Portal axles allowed

Tire: 1.9"/2.2" max of 5.40" in diameter. Lugs may be removed, siped, grooved and/or trimmed.

Wheel: Any 1.55/1.75/1.9/2.2

Motor: Any 1/10 scale 540/550 can size brushed or brushless no more than 80T or 4400kv

ESC: Any 1/10 2s/3s Esc Allowed

Servo: Any 1/10 Servo

Battery: Any Nimh up to 9.6v 2s/3s Lipo

No "Motor On Axle" (MOA) of any kind. All motors, transmissions, and other electronics (other than steering servos) must be chassis or frame mounted.

Special Functions: Weights allowed. Dig is allowed, 4-wheel steering is NOT allowed

Class 4 (Unlimited)

Currently NOT Offered

We apologize for the inconvenience but as of right now we are not offering any Class 4 Rigs on our current course. Due to their size and power

As we grow we look forward to offering a course specifically for these beasts and ensuring a challenging course to test their performance.

This is it. The ultimate in pure bred off-road performance and design.

Majorly custom built off road C Frame or Tube/Exo chassis with the best of the best. Engines, suspension and all. Specifically built for one thing. Handling the toughest terrain in the world. No VIN number or street ability but you know it will go down any trail with ease and be begging for the next one.

Max height: 14"

Max Width: 13"

Chassis: C frame, Tube, Exo. No TVP (twin vertical plate) chassis

Body: Full scale 1:1 body's only. Body trimming allowed. Cab only is allowed. Flatbeds are allowed. Bobbing a truck bed is allowed. Truggies are allowed. Body modifications including but not limited to, pinched front, dove-tailing and boat-siding are permitted. The distance from the tires (of any axle) can be any size wider than the width of the body at the doors.

Suspension: Any suspension setup is allowed. Dual shock, cantilever, etc. As long as it meets height requirements. Portal axles allowed

Tire: Tire modifications are permitted, as long as the tire is no larger than 5.9" in diameter measured off the vehicle laying on its side.

Wheel: Any 1.55/1.75/1.9/2.2

Motor: Any 1/10-1/8 scale 540/550 can size brushed or brushless. Any T or kv

ESC: Any 1/10-1/8 2s/3s/4s Esc Allowed

Servo: Any 1/10-1/8 Servo

Battery: Any Nimh/2s/3s/4s Lipo

No "Motor On Axle" (MOA) of any kind. All motors, transmissions, and other electronics (other than steering servos) must be chassis or frame mounted.

Special Functions: 4-wheel steering and/or dig is allowed

Class Kit Recommendations

Class 1 Recommend but not limited to:

RC4WD- TrailFinder 1&2, Gelande II

Carisma- SCA-1E

Tamiya- CC-01 & CC-02

Axial SCX10- 1/2/3/Basecamp

Traxxas TRX-4- Sport & Sport Trail

Traxxas TRX-4- Blazer, C10, Bronco, Land Rover, G550, Builders Kit,

Element Enduro- Sendero SE, Sendero HD, Utron SE, Bushido, Trailwalker, Trailrunner,
Knightrunner, Builders Kit

Vanquish- VS4-10 Phoenix, VS410 Pro

GMade- BOM, Buffalo, Komodo, Sawback,

Carisma- SCA-1E

Tamiya- High Lift

FMS- Atlas

Redcat- Gen 7, Gen 8, Gen 9,

Class 2 Recommend but not limited to:

Axial SCX10- 1/2/3/Basecamp & Deadbolt

Traxxas TRX-4- Sport & Sport Trail

Traxxas TRX-4- Blazer, C10, Bronco, Land Rover, G550, Builders Kit

Element Enduro- Sendero SE, Sendero HD, Utron SE, Bushido, Trailwalker, Ecto, Zuul, Gatekeeper,
Trailrunner, Knightrunner, Builders Kit

Vanquish- VS4-10 Phoenix, VS410 Pro

RC4WD- TrailFinder 1&2, Gelande II

GMade- BOM, Buffalo, Komodo, Sawback,

Carisma- SCA-1E

Tamiya- High Lift, CC-01 & CC-02

FMS- Atlas

Redcat- Gen 7, Gen 8, Gen 9, x

Class 3 Recommend but not limited to:

Axial SCX10- 1/2/3/Basecamp, Pro & Deadbolt

Traxxas TRX-4- Sport & Sport Trail

Traxxas TRX-4- Blazer, C10, Bronco, Land Rover, G550, Builders Kit

Traxxas TRX-4- High Trail '79 K10, '79 F-150

Element Enduro- Sendero SE, Sendero HD, Utron SE, Bushido, Trailwalker, Ecto, Zuul, Gatekeeper, Trailrunner, Knightrunner, Builders Kit

Vanquish- VS4-10 Phoenix, VS410 Pro

RC4WD- TrailFinder 1&2, Gelande II

GMade- BOM, Buffalo, Komodo, Sawback,

Carisma- SCA-1E

Tamiya- High Lift, CC-01 & CC-02

FMS- Atlas

Redcat- Gen 7, Gen 8, Gen 9

Class 4 Recommend but not limited to:

Axial- Wrath, RBX10, Capra, Bomber

RC4WD- Bully II,

GMade- GR01, R1

Furitek- Hiroyama

Scoring Points

All points will be scored off a simple scale chart listed below. Just because you are timed does not mean this is a race. You can go as slow and methodical as you'd like and it is strongly encouraged. Judges can add to score for scale realism uses/styles. Reverse is allowed in all classes!

- **Platinum 100-90**
- **Gold 90-75**
- **Silver 75-50**
- **Bronze 50-35**
- **Wood 35-0**

Points

- **Time** (Timer starts/ends as soon as your bumper crosses the start/finish line)
- **-1 points Damage** (Class 1&2)
Depending on your class, body/vehicle damage can count against you.
- **-2 points Borders**
Borders are white/yellow rope marking off the course to direct you
- **-2 Signs/scale objects (not vegetation)**
Signs may be small scale scenery or markers to help you know the direction of the course
- **-3 points Checkpoint** (All checkpoints must be crossed for your run to count)
- Checkpoints are marked with **Blue** Flags and will add points when hit
- **-3 points Winch**
Winches are strongly encouraged and most likely be required at times
- **-5 points** If you land back on your wheels.
- **-10 points Non uprighted Rollover** (One **free** rollover voucher per event!)
-25 points One human rollover per round at expense of points
Any rollover counts, rollovers that can not be uprighted on wheels result in **DNF**.
- **-35 points** A **"deadly"** rollover. (vehicle falls from height or rolls more than 2 times is considered **totaled**)
- **-35 points** Breakdown/DNF
If your vehicle breaks, battery dies, rolls over on roof that is **DNF**
If you are halfway through the course we may give a 50% for some classes

Bonus

Bonuses are split from normal parts of the track.

Each bonus you successfully complete will add **generous points** to your overall score for that round. All normal rules apply in bonus sections.

Bonus sections consist of **extremely** challenging obstacles meant to push you and your equipment to its limits.

Bonus sections **can** change between each round without notice. Take each at your own risk and don't say we didn't warn you!

- **Bonus 1 +5 Points**
- **Bonus 2 +10 Points**
- **Bonus 3 +5 Points**
- **Bonus 4 +10 Points**
- **Bonus 5 +5 Points**
- **Bonus 6 +5 Points**
- **Bonus 7 +15 Points**

Time

Time will be unlimited. But we will be determined closer to the event and we will update this page with a time frame that is reasonable to complete the course.