



Congratulations. You are competing in the 2018 New Zealand Cup on January the 13<sup>th</sup> in Napier, with all prizes kindly supplied by Tamiya NZ. The venue for the New Zealand Cup is Heretaunga Intermediate in Hastings.

The track will again be designed by New Zealand's leading track designer, Captain Lance Howard, and will be revealed on Friday 12<sup>th</sup> January. Don't stress - it's not an overly technical track and will consist mainly of straights and corners with no slope sections (humps). The special sections are available to view on our facebook page.

With more than 50 contestants entered this year, the 2018 NZ Cup is set to be one of the best yet! There is not an exact finish time as this will depend on how long each race takes. Racers are encouraged to stay until prize giving even if they don't win to show their respect to fellow racers. Attendees should bring a packed lunch and snacks with them and be prepared for a great day of racing and comradeship.

**The races we will have during this one day event are as follows:**

Practice	9:00 am	} <b>STRICTLY NO PRACTICING ALLOWED ON CIRCUIT</b>
Scrutineering	11.00am	
Race 1- Kids Hyper-Dash challenge	11.30am start	
Race 2- Adults Hyper-Dash challenge		
Race 3- Kids pro		
Race 4- Adults pro		
Race 5- Bigfoot race (Quick track change)		
Race 5- Kids and adults speed race		
Race 6- F1 challenge		
Show and shine all day (enter in the morning)		
Prize Giving for all categories	Late afternoon	

**Racers MUST:**

- be ready to race. If you are not ready for your race you will be disqualified. (*\*\*remember there are a lot of people racing so there isn't time to wait for people that aren't ready*)
- have charged batteries
- have the correct car for the race category with correct parts
- have a car which will not damage the circuit and be within the maximum size restrictions
- read the rules before racing and have a full understanding of them.

Any issues or questions please email in advance  
[nztamiya@gmail.com](mailto:nztamiya@gmail.com)

*Make sure you read the following rules*

# STANDARD NZ CUP RULES FOR RACING

## Machines

### 1. Usable Machine Types











Only Mini 4WD REV, Mini 4WD PRO, Racing Mini 4WD, Super Mini 4WD, Fully-Cowled Mini 4WD, Aero Mini 4WD, Mighty Mini 4WD, R/C Mini 4WD, Mini F1, Wild Mini 4WD and Truckin' Mini 4WD machines are permitted. R/C controllers not allowed.

### 2. Machine Assembly

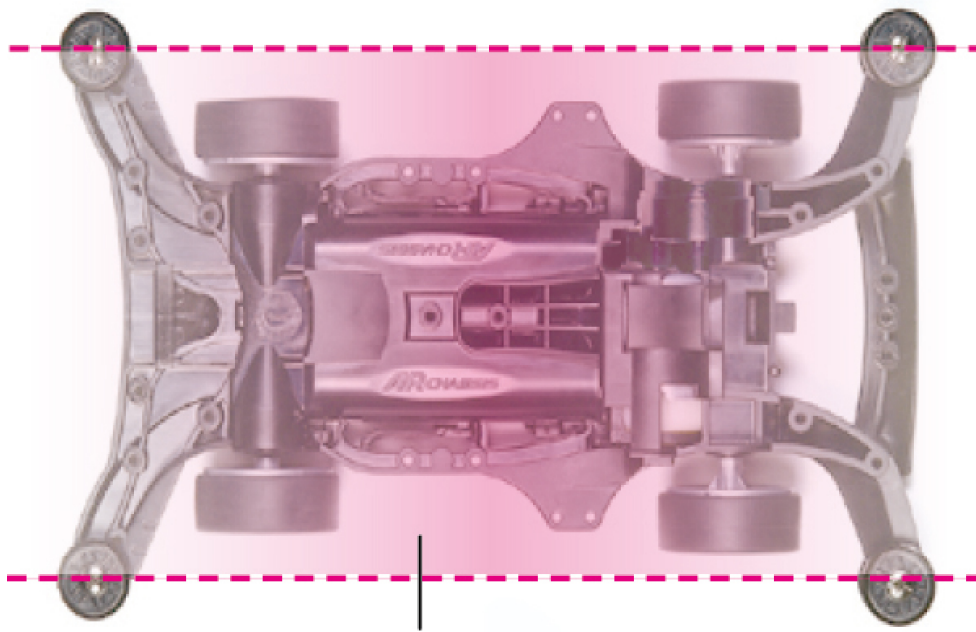
All machines must be four-wheel drive. Modifications that result in rear-wheel or front-wheel drive are prohibited. Bodies should have stickers applied or be painted, and must be securely attached to the chassis. Please be warned that bodies which are particularly small, or those which it is difficult to check are painted or have stickers applied, may be prohibited. Home-made bodies are prohibited. All machines must go through car inspection and machines that do not pass inspection cannot participate in the race. As a general rule, machines must be assembled by the racer.

### 3. Machine Measuring System

All machines must have a 4WD setup and will be subject to the same measuring system as shown below.

Width	Length	Height	Ground Clearance	Tire Diameter	Tire Width	Weight	Rollers	Drivetrain	Gears
									
Under 105mm Including all attached parts	Under 165mm Including all attached parts	Under 70mm Including wing	Over 1mm From flat surface	22-35mm Both front & rear	8-26mm Both front & rear	Over 90g w/ motor & batteries	Up to 6 Including front & rear, left & right	Must be 4WD	Must be installed according to the set gear ratio

- Maximum Car Width: Under 105mm
- Overall Car Height: Under 70mm
- Overall Car Length: Under 165mm
- Minimum Ground Clearance: At least 1mm
- Minimum Car Weight (including batteries and motor): At least 90g
- Front and Rear Tires: Diameter: 22-35mm, Width: 8-26mm (Note that tires must be attached.)
- Rollers: Maximum of 6 installations total (double rollers count as 1 installation. Stabilizer poles and mass dampers do not count at all)
- Mass Dampers: **Rotating mass damper** may not extend from the sides beyond the line formed by the guide roller poles. Parts that combine a guide roller with a mass damper will count as 1 roller installation.



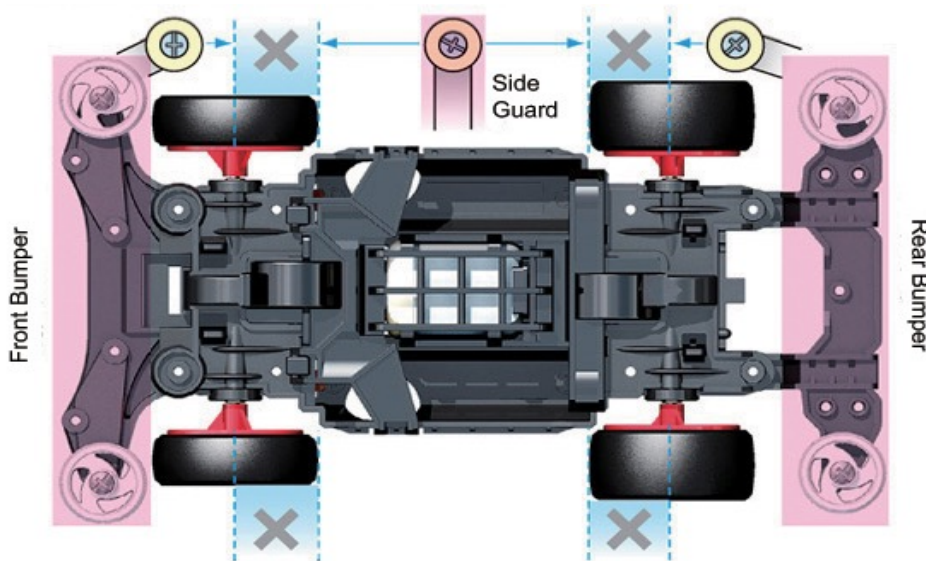
Rotating mass dampers must be installed and be fully within the shaded area

The shaded region indicates the area in which non-roller mass dampers must fit within.

**When adding parts to the bumpers, side guards or the chassis, please note the zone restrictions below.**

Definition of Bumpers - For MS chassis, the bumper is the section on the Front or Rear Unit not including the Bumperless Unit. On other chassis, bumpers are the sections forward and rearward of the front and rear gearboxes respectively.

Definition of Side Guards - Parts that extend from the sides of the chassis between the front and rear tires.



Parts which extend around the outside of the wheels to completely frame the chassis are not allowed.

Parts attached to the front bumper cannot extend past the line of the front axle.  
Parts attached to the rear bumper cannot extend past the line of the rear axle.  
Parts attached to the side guards must remain within the lines shown: (back edge of Front Tire & front edge of Rear Tire)  
Chassis: Extension parts which are attached to the chassis itself are subject to the same zone restrictions as similar parts attached to the bumpers or side guards.

There are no rules for parts which pass above or within the outside edges of the tires.

There are no rules for mounting rollers, etc. to the body as long as they are above the level of the wheel axles. If they extend below this line, they will be subject to the same limits as parts which are attached to side guards.

#### **4. Motor**

You may only use up to the power of Hyper Dash in the Hyperdash challenge race. 130 type, hyper mini, torque, rev, atomic and light dash are allowed.

With the pro/speed race you can race any Tamiya motor you choose.

- 1 Disassembling the motor to change the number of coils and other such illegal modifications are prohibited.
- 2 If there are indications that the motor cap has been detached, it will be judged as being illegally modified.
- 3 You may remove one shaft end of a pro series motor to enable it to be used in your non mid mount chassis. E.g. turning a mac dash pro into a standard mac dash is permitted.

#### **5. Batteries**

Only AA Batteries up to 2500 Ma are permitted. Rechargeable batteries are recommended to keep costs down. If the battery appears to be damaged in any way, they will not be accepted for safety reasons.

#### **6. Modifications**

Please follow the guidelines below when modifying your car. Also note that for modifications not listed, race officials will have the final absolute authority to grant or deny their use.

- 1 Chassis modifications are limited to cutting away plastic material or cutting holes out of the stock chassis. Homemade chassis and homemade parts are prohibited.
- 2 Parts used for modification are limited to Tamiya Mini 4WD, R/C Mini 4WD, f1 bigfoot and Dangun Racer parts only.
- 3 Part modifications are limited to cutting away the material or making holes in the stock part.[NOTE] Original part shape must be clearly identifiable.
- 4 In the following cases, it will be considered that the original part shape is not identifiable:  
Modifications to the part shape on carbon plates, FRP plates or metal parts (including modifications to shaft or pin shape). In the following cases, it will be considered that the original part shape is identifiable: Modifications to parts that keep the original part shape, such as simply cutting away the material, or enlarging or adding parts attachment holes.  
Opening holes or painting on the top side of the rollers.
- 5 Modifying or cutting tire material (changing the material properties of the tire surface is prohibited. Combining different sizes or materials of tires is allowed. However,

please make sure that they do not fall apart during running). NOTE that the tire has to cover 96% of the rim width.

- 6 Using motor parts is allowed (motor disassembly is not recommended).
- 7 Gear modifications are limited to making holes or shaving away material to reduce weight and installing ball bearings. All running gears must be installed according to the set gear ratios.
- 8 Only kit-included battery terminals or Grade-Up Part battery terminals, installed according to the instruction manuals, may be used. Soldering or double-plated terminals are prohibited.
- 9 Modifications that cause physical harm to the track, cause injury to any person, or release grease and/or other substances onto the track are all prohibited.
- 10 Modifications to the tire's shape are allowed if they comply with the Car Measuring System outlined above. However, changing the material properties of the tire surface (including, but not limited to, applying glue or other substances to the tire surface) are prohibited.

### **Race Courses**

For courses which satisfy the below specifications and are sanctioned by Tamiya, times recorded during races will be officially recognised. All times recorded on original courses that do not meet these requirements will be considered unofficial.

- Individual Lane Width: 115mm (measured on a straight section)
- Course Wall Height: 50mm (measured from surface)
- Adjusting the height and lane width of lane change sections, bank turn sections, etc. for smoother racing operations is permitted.

### **General Racing at Official Race Courses**

- 1 The start of the race will be indicated by your name or number being called from a Tamiya race official. Racers will switch on their cars and place them into a lane of their choosing in the starting box or pass them to a race official to place in the starting box.
- 2 A racer will immediately retire from a race if their car leaves the track, flips over, jumps into another lane, or if their car's body detaches during the race.
- 3 If race officials determine that a racer's car is blocking the progress of faster machines, the racer will be required to retire.
- 4 A car's race is completed when it reaches the finish line.
- 5 Qualifying and Final positions are determined by either the race finishing order or Time Attack time.
- 6 In the event of the majority of cars coming off the track a re-race shall be held. Only one re-race will be permitted. In the event of all cars coming off during a re-race then then the last 3 will advance (on a 5 lane race).

### **Car Inspection**

- 1 All racers must have their car inspected by race officials before the race. If any part of the car is determined to be against race regulations, the racer must make the necessary changes in order to participate in the race.
- 2 From the time the car passes the car inspection to when the race begins, the car's settings must not be changed and no modifications can be made.
- 3 In addition to the pre-race car inspection, other car inspections may occur at any time during the race day at the race official's discretion. If the car is found to be in violation of the race regulations at any of these inspections, the racer's race results up to that point will be disqualified and the racer must make necessary changes in order to participate in subsequent races.

### **Disqualification**

If any of the following situations occur, race officials will, at their discretion, have absolute authority to disqualify any racer. Please take care to remember the common manners for a Mini 4WD race to avoid any problems.

- 1 A racer's car is determined to have modifications that will cause physical harm to other racers, other cars, or the race track.
- 2 A racer's car is determined to have modifications that are designed to deliberately obstruct other cars.
- 3 A racer deliberately puts grease or other substances onto the track to affect track surface conditions.
- 4 A racer is determined to have modified their car after it had passed the car inspection.
- 5 A racer is determined to have deliberately touched the track or cars to impede other racers' race progress.
- 6 A racer does not follow the instructions of race officials or otherwise impedes the operations of the race track.
- 7 A racer has a false start, or is determined to have thrown or pushed their cars forward at the start of a race.
- 8 A racer is determined to have acted against the spirit of fair play or caused distress to other participants.
- 9 Crossing of the circuit to get a car etc is not allowed by contestants.

### **Race Operations**

- 1 Participants may raise objections to the race officials. However, these objections must be made before the next race begins.
- 2 Race officials reserve the right to announce the use of special regulations at any time during the race.
- 3 Event organizers only to enter the track area. At all times.

### **Participant Restrictions**

- 1 Please be aware that some races have age limitations, so it may be that some participants cannot take part in certain classes or races.

## **For the Junior and Adult NZ Cup additional rules are as follows:**

1. As a general rule, machines must be assembled by the racer.
2. Racers must be 13 years and under as the start of January 1st 2018 for junior races.
3. A racer will immediately retire from a race if their car leaves the track, flips over, jumps into another lane, loses a wheel or if their car's body detaches during the race.
4. Racing will be organised by a computerised race system, this is a proven system that the Hawks Bay club uses.

## **Specific rules for each race class**

### ***Kids Hyper-Dash challenge and Adults Hyper-Dash challenge***

1. All motors up to the power of a hyper dash are allowed.
2. Any Tamiya parts are allowed (including bearings etc).
3. This is the only race class which allows a second chance on a single Tamiya car or a participant can choose to race 2 separate cars with no second chance.

### ***Kids pro and Adults pro***

1. All motors are allowed.
2. Any Tamiya parts are allowed.
3. There is no second chance and no second car.
4. You are allowed to use your car from the hyper dash challenge.

### ***Bigfoot race (Quick track change)***

1. This is an all-terrain race which will be a bit of fun.
2. Any Tamiya parts are allowed.

### ***Kids and adults speed race***

1. All motors are allowed.
2. Any Tamiya parts are allowed.
3. There is no second chance and no second car.

### ***F1 challenge***

1. All motors up to the power of a hyper dash are allowed.
2. Any Tamiya parts are allowed (including bearings etc).
3. After market chassis and covers are permitted.

### ***Show and shine all day (enter in the morning)***

1. Anything goes!
2. This will be judged by an outsider who is not Tamiya affiliated. So make sure you visually wow them!

## Additional Information

This is a proud Tamiya competition provided by true Tamiya supporters and lovers of all things Tamiya. Without the support of Tamiya NZ this event wouldn't happen. So when you save yourself some money by buying the cheaper made parts you only ruin it for yourself so stay true to yourself buy the best and support the guys who provide this great event every year.

*Why are we allowing non Tamiya parts in the show and shine and F1 race?*

The show and shine event is simply a fun event and none of the cars are being raced. So use your imagination put some glitter on and pimp your ride.

The F1s are now difficult to buy and are easily damaged. Therefore we are allowing the use of non Tamiya chassis and covers as this will provide future enjoyment of a much loved race class.

The race will be run by Lance Howard, Carl Howard and Ricardo Fox. Any questions on the day should be directed to one of the above ONLY.

Any issues or questions please email in advance  
[nztamiya@gmail.com](mailto:nztamiya@gmail.com)

*Thank you and see you on the 13th*

