



General National Rules and Race Format

Class	Chassis	Battery	Radio	ESC/Rx	Servo	Motor	Gears	Tires
Midget -Stock	Stock	4 Cell (1RC7002)	Stock	1RC7014	1RC7020 or 1RC7017	Stock 8700kv w/12T Pinion (1RC7000)	Stock (1RC4000)	Any 1RC Midget Tire
Midget – Mod/Outlaw	Stock	5 Cell (1RC7007)	Open	1RC7014	1RC7020 or 1RC7017	Stock 8700kv w/12T Pinion (1RC7000)	Stock (1RC4000)	Any 1RC Midget Tire
Wing Sprint - 360	Stock	5 Cell (1RC7007)	Stock	1RC7014	1RC7020 or 1RC7017	Stock 8700kv w/10T Pinion (1RC7003)	Stock (1RC4001)	Any 1RC Sprint Car Tire
Wing Sprint - 410	Stock	5 Cell (1RC7007)	Open	1RC7014	1RC7020 or 1RC7017	10,000kv w/10T Pinion (1RC7011)	Stock (1RC4001)	Any 1RC Sprint Car Tire
Non-Wing - Sprint - 360	Stock	5 Cell (1RC7007)	Stock	1RC7014	1RC7020 or 1RC7017	Stock 8700kv w/10T Pinion (1RC7003)	Stock (1RC4001)	Any 1RC Sprint Car Tire
Non-Wing - Sprint - 410	Stock	5 Cell (1RC7007)	Open	1RC7014	1RC7020 or 1RC7017	10,000kv w/10T Pinion (1RC7011)	Stock (1RC4001)	Any 1RC Sprint Car Tire
EDM - Stock	Stock	5 Cell (1RC7007)	Stock	1RC7014	1RC7020 or 1RC7017	Stock 8700kv w/10T Pinion (1RC7003)	Stock (1RC4001)	Any 1RC EDM Tire
EDM - Mod	Stock	5 Cell (1RC7007)	Open	1RC7014	1RC7020 or 1RC7017	Stock 8700kv w/10T Pinion (1RC7003)	Stock (1RC4001)	Any 1RC EDM Tire
Silver Crown Cars	Stock	5 Cell (1RC7007)	Open	1RC7014	1RC7020 or 1RC7017	Stock 8700kv w/10T Pinion (1RC7003)	Stock (1RC4001)	Any 1RC Sprint Car Tire
Late Model – Stock	Stock	5 Cell (1RC7007)	Stock	1RC7014	1RC7020 or 1RC7017	Stock 8700kv w/10T Pinion (1RC7003)	Stock (1RC4001)	Any 1RC Late Model Tire
Late Model - Mod	Stock	5 Cell (1RC7007)	Open	1RC7014	1RC7020 or 1RC7017	10,000kv w/10T Pinion (1RC7011)	Stock (1RC4001)	Any 1RC Late Model Tire

Class	Chassis	Battery	Radio	ESC/Rx	Servo	Motor	Gears	Tires
Modified	Stock	5 Cell (1RC7007)	Stock	1RC7014	1RC7020 or 1RC7017	Stock 8700kv w/10T Pinion (1RC7003)	Stock (1RC4001)	Any 1RC Modified Tire
Asphalt Modified - Stock	Stock	5 Cell (1RC7007)	Stock	1RC7014	1RC7020 or 1RC7017	Stock 8700kv w/12T Pinion (1RC7000)	Stock (1RC4000)	Any 1RC Asphalt Mod Tire
Asphalt Modified - Mod	Stock	5 Cell (1RC7007)	Open	1RC7014	1RC7020 or 1RC7017	Stock 8700kv w/12T Pinion (1RC7000)	Stock (1RC4000)	Any 1RC Asphalt Mod Tire
Asphalt Late Model - Stock	Stock	5 Cell (1RC7007)	Stock	1RC7014	1RC7020 or 1RC7017	Stock 8700kv w/10T Pinion (1RC7003)	Stock (1RC4001)	Any 1RC Asphalt Late Model Tire
Asphalt Late Model - Mod	Stock	5 Cell (1RC7007)	Open	1RC7014	1RC7020 or 1RC7017	Stock 8700kv w/10T Pinion (1RC7003)	Stock (1RC4001)	Any 1RC Asphalt Late Model Tire
Pavement Modified	Stock	5 Cell (1RC7007)	Stock	1RC7014	1RC7020 or 1RC7017	Stock 8700kv w/10T Pinion (1RC7003)	Stock (1RC4001)	Any 1RC Asphalt Late Model Tire
Asphalt Truck	Stock	5 Cell (1RC7007)	Stock	1RC7014	1RC7020 or 1RC7017	Stock 8700kv w/10T Pinion (1RC7003)	Stock (1RC4001)	Any 1RC Asphalt Late Model Tire
Dirt Street Stock	Stock	5 Cell (1RC7007)	Stock	1RC7014	1RC7020 or 1RC7017	Stock 8700kv w/10T Pinion (1RC7003)	Stock (1RC4001)	Any 1RC Modified Tire
Super Modified	Stock	5 Cell (1RC7007)	Stock/Open	1RC7014	1RC7020 or 1RC7017	Stock 8700kv w/10T Pinion (1RC7003) 10,000kv w/10T Pinion (1RC7011)	Stock (1RC4010)	Any 1RC Super Modified Tire

General Rules

1/18 Midget

- Cars must be complete cars with all bodywork, faux engine and driver figure.
- Cars must have a number on each side of the tail tank and on the front of the hood.
- Only upgrade parts listed on the 1RC website are approved unless otherwise noted.
- Optional body parts are allowed but must be parts available on the 1RC website.

1/18 Sprint Car

- Cars must be complete cars with all bodywork, headers, front and top wings (for wing classes) and driver figure.
- Cars must have a number on each side of the tail tank, each side of the wing and on the front of the hood (non-wing class).
- Only upgrade parts listed on the 1RC website are approved unless otherwise noted.
- Optional body parts are allowed but must be parts available on the 1RC website.
- No changes can be made to front or top wing that are not available on the 1RC website.

1/18 EDM

- Cars must be complete cars with all bodywork, headers and driver figure.
- Cars must have a number on each side of the car and on the roof.
- Only upgrade parts listed on the 1RC website are approved unless otherwise noted.
- Optional body parts are allowed but must be parts available on the 1RC website.
- No changes can be made to the bodywork on the stock version car.

1/18 Silver Crown Cars

- Cars must be complete cars with all bodywork, headers and driver figure.
- Cars must have a number on each side of the tail tank, each side of the wing and on the front of the hood.
- Only upgrade parts listed on the 1RC website are approved unless otherwise noted.
- Optional body parts are allowed but must be parts available on the 1RC website.
- No changes can be made to the bodywork on the stock version car.

1/18 Late Model, Modified, Asphalt Modified, Asphalt Late Model, Pavement Modified, Asphalt Truck, Dirt Street Stock

- Cars must be complete cars with all bodywork, headers and driver figure.
- Cars must have a number on each side of the bodywork and on the roof.
- Only upgrade parts listed on the 1RC website are approved unless otherwise noted.
- No optional body parts are allowed other than what is offered by 1RC Racing.
- No changes can be made to the bodywork on the stock version car.

1/18 Super Modified

- Cars must be complete cars with all bodywork, headers, engine parts and driver figure.
- Cars must have a number on each side of the top wing and tail tank.
- Only upgrade parts listed on the 1RC website are approved unless otherwise noted.
- No optional body parts are allowed other than what is offered by 1RC Racing.
- No changes can be made to the bodywork on the stock version car.

Suggested Race Format

As more racers are starting to build tracks, we have had a lot of requests to come up with a general race format for tracks to use. Below is a race format we have used in the past that works well. This format provides you a lot of wheel time and allows for you to have a bad heat race or two but not ruin your whole day of racing.

Qualifying

- Each car will get four (4) qualifying laps. Your fastest lap is your qualifying lap and is how you are seeded into the heat races.

Heat Races

- Based on your qualifying time, you will be grouped into heat races consisting of 5-6 cars.
- Heat races are 10 laps in length and you will run 4 complete heat races.
- In the first round of heat races the lineup is inverted, fastest car in the back, slowest in the front. In the 2nd heat race, the line up is inverted from the order of finish from your first heat race and so for the remaining heat races.

Main Events

- Main events are sorted into 5-6 car races and your main event position is determined by your fastest 10 lap heat race finish.
- The lowest main event will run first.
- Starting position B-Mains and lower are heads up, the fastest car in that main event starts in the front. The A-Main will be a draw to see how many rows are inverted.
- Laps for main events are as follows:
 - A-Main - 50 Laps
 - B-Main - 40 Laps
 - C-Main - 30 Laps
 - D-Main and Lower - 20 Laps
- Top finisher from each main event will bump to the back of the next higher main event.

Re-Run

- Once the entire race program above is completed, you will run this entire program again as many times as you have time to complete.

As mentioned, this is only a suggested format but it works great and provides you a lot of racing. This format allows you to have a bad heat race or two and not ruin your whole night of racing. The most important thing with any race program is to have fun and that is what these cars are all about.