



Rules of the 26th FX-FJ Nationals Rocker Cover Racer Event

1. Cars will run in heats of up to four cars each.
2. The cars will be launched with their front most extremity on the starting line, or staging gate.
3. The first car to have its front extremity cross the finish line is the winner.
4. If no car in the race makes it to the finish line, the car going the farthest wins.
5. Each car will race in a separate and distinct lane to ensure no interference with other competitors. If a competing car leaves the lane that car shall be disqualified. In the case of two car races, the competing car immediately becomes the winner.
6. Cars will compete against each other in rounds.
7. Every car must compete in every round until the car loses twice.
8. In the case of multicar racing, the first car wins, the remaining cars lose.
9. Once a car loses twice it is disqualified from further racing.
10. The winner is the last remaining car not to lose twice.
11. The event may run in a series of heats through the course of the AEHF Nationals.
12. Entrants will be called to the Staging Area 15 minutes prior to their heat race.
13. Failure to appear when called to race will result in disqualification.
14. The order of racing will be determined on the day by the organisers.
15. If entrant numbers require and the organisers determine the need then series one heat eliminations may be run on a Sudden Death basis and all losers will be eliminated from further racing.
16. Disputes and challenges at the race will be settled by the organisers and solely at their discretion.

The Track

1. The track shall consist of a launch incline of 2.4m length, followed by a level run of 6m to the finish line.
2. The launch incline shall be divided into separate lanes, each up to 300 mm wide.
3. The incline shall be up to 1200 mm high at the rear-most part and level with the course at the front edge.
4. The official starting line shall be 600mm from the rear edge of the incline.
5. The run-out section of the course shall consist of lanes, each up to 300 mm wide.

6. The finish line shall be marked 6m from the front edge of the launch incline.
7. The starting mechanism is continuous up to 50 high (from the track level) and the rocker cover racer must contact the starting mechanism to compete. (To be clear: if your racer has over 50mm of clearance from the ground it may not contact the starting mechanism).

The Cars

1. All entries are subject to a technical inspection. The inability to fully inspect the racer, including their underside, may preclude its entry in the event.
2. The racer shall have no power source. All motive force is to be provided by gravity.
3. Racers shall be based on a production rocker/tappet cover.
4. While wheelbase is unlimited, no part of the racer shall project further forward than the rocker cover itself.
5. Racer track is limited to no more than 100 mm wider than the width of the rocker cover the racer is based upon.
6. Wheel diameter shall be no more than 150 mm or the overall height of the vehicle whichever is the greater. Loose objects/models do not count in determining the height of the racer.
7. The racer must have four operable wheels.
8. The racer must weigh less than 1.5 kg per 100mm of overall length.
9. The rocker cover may not be shortened or lengthened more than 20% of the original length of the rocker cover.
10. Rocker cover modifications for show and effect are encouraged.
11. Racers must fit on the track to race.
12. Approval to race is solely at the discretion of the organisers.

