



X4 SCALE (ottsix.com)

#### CLASSES:

**X4 Class:** Siping and grooving are permitted. Cut and shut and removing lugs ('cuts') are not permitted. Max tire size: 4.75 as posted by the manufacturer.

**Outlaw Class:** Siping, grooving, cut and shut, and removing lugs ('cuts') are permitted. Maximum tire diameter is 6" measured laying on its side. Tires used for cut and shut must be scale in appearance.

**TRUCK:** The truck must be scale in appearance. 4 wheels max per truck. MOA is not permitted. Visible weights are not permitted unless they are functional (example: one piece brass hub/brake rotor configurations are permitted, however, a bolt on brake rotor that is not part of the hub is not permitted). Visible add-on wheel weights, such as visible stick on weights, are not permitted, however, visible integrated wheel weights are permitted such as brass faceplates, brass beadlock rings, or any other integrated components. No max track width (min gate width is 16", so keep that in mind). Chassis must be rail, tube, or a combination there of. There are no wheelbase limitations. There are no weight limitations. You must finish the race with the truck you started the race with.

**TIRES:** Tires must be scale in appearance.

**GATES:** Minimum gate width is 16", there is no maximum gate width. The gate must be driven through: hopping, jumping, floating, tumbling, or roll over through the gate will not be counted as a cleared gate. The driver must keep making additional attempts to clear the gate or take a winch. If a gate is hit, the entire gate is dead and the driver can proceed to the next gate. Skipping a gate will result in an automatic DNF. Entering a gate against the course direction will result in a DNF. Backing thru a gate is permitted (all 4 tires must fully clear the gate) but will only count as a cleared gate once full forward progress is made. Note: If a gate is hit while backing through it, a 'course direction' DNF will be assessed.

**Timer:** A count up timer must be used, count down timers are not permitted. Time limits can be used but are not mandatory and should not be less than 1 min per gate (not including bonus gates), example: 10 min for 10 gates.

The timer can be stopped for reasons of driver safety. Time must resume as soon as the driver verbally indicates that they are in a safe position. If the driver uses any portion of the stopped

time to study the course or take driving instructions from their spotter in anyway, that driver will receive a DNF, NO EXCEPTIONS. The judges call is final.

Spotter: A single spotter with a winch pole is permitted.

Scale Points: The only scale points that will be awarded will be +20 PER COURSE if you include a driver in a seat with hands on a steering wheel (or wheel/stick combo). Knees up minimum, must be fully clothed and realistic looking to the format (example: a clown is not realistic looking to the format). A full interior is NOT required, however, the steering wheel (and stick if used) must be physically attached to a full cross member dash board. Driver must be full 3D, vac molded drivers/seat will NOT get points.

Courses: 3 course minimum. The number of courses over the 3 course minimum will be decided by the event organizers.

DNS: If the driver is unable to start a course for any reason during their assigned starting position, he/she will get a DNS and zero points for that course. On course repairs are not allowed in this situation. Note: if the front axle clears the starting gate, and on course repair can be made.

DNF: If the driver is unable to complete a course for any reason or attempts to progress a gate against the course direction, he/she will get a DNF with zero points for that course, negative points still apply.

Roll Over: Manual and winch assisted roll overs are not allowed. Instead, the truck must be picked up and repo'd to the prior gate with the rear axle lined up with the gate.

Boundary: If a boundary is hit, the truck must be picked up and repo'd to the prior gate with the rear axle lined up to the gate, repo penalty will be assessed.

Repair: On course repairs and battery changes only, the timer will not be stopped, a touch penalty will be assessed. No repo for on course repairs.

Scoring: The highest score wins. Tied final scores will be decided by adding individual course times.

Minimum of 10 gates per course, 3 course minimum.

Start at zero points (+20 for scale driver per course)

+10 per cleared gate (no points gained if gate is hit)(if a gate is hit while reversing through it, a course direction penalty is assessed and the driver will get a DNF for that course, THIS INCLUDED BONUS GATES)

+5 per cleared winch thru gate (no points gained if gate is hit)

+10 per cleared bonus gate (the gate must be driven, winch thru is not allowed on bonus gates)

- 10 if bonus gate is hit
- 1 reverse (including roll backs, slide backs are not included)
- 1 touch
- 2 repo to prior gate due to touched boundary or unrecoverable rollover.
- 20 if scale driver falls out and not replaced using an on course repair.

**Did Not Start (DNS):**

The truck is not able to fully cross the start line (front tires must clear the line). With time running, on course repairs can be made by the driver with no outside help. If the truck cannot be repaired before the course closes, no course time is given and a DNS will be annotated on the score sheet and the driver will receive an overall DQ for that class.

**Did Not Finish (DNF):**

The truck is not able to fully cross the finish line (the front tires must clear the line). With time running, on course repairs can be made by the driver with no outside help. If the truck cannot be repaired before the course closes, no course time is given and a DNF will be annotated on the score sheet and the driver will receive an overall DQ for that class.

'Shoot Out' format may be used but is not required (not recommended for events with less than 15 participants): No fewer than the top 5 in the finals. Starting position will be determined by highest to lowest scores. Shoot out finalist will start with ZERO points and a minimum of 2, 10 gate courses must be used. Finalist must be sequestered and will not be allowed to watch the other finalist navigate the course. Course walk thru and single spotter with winch pole are permitted. No spectators are allowed directly on the courses during the shoot out finals; driver, spotter, judge, and event director ONLY.

**Rules Stipulation:**

The Race Director may modify the rules to accommodate persons with disabilities.

**Local Rules:** Local rules, such as winching stipulations, may be added. However, local rules may NOT replace, modify, or nullify existing official X4 rules.

The event director will have the final say in all scoring and rules disputes.

All X4 sportsmanship rules apply:

**UNSPORTSMANLIKE CONDUCT WILL RESULT IN IMMEDIATE EJECTION FROM THE COURSE AND OVERALL EVENT:**

- Helping another driver in any way including, but not limited to, on-course repairs or battery changes (including supplying a battery, parts, or physical assistance). Verbal assistance is OK.
- Nudging along or towing another drivers truck with your truck (this does NOT include contact that is common in off road racing).

- "Race Rage" type driving and/or behavior. A driver may not with malice cause damage to the course, other trucks, or obstruct another driver's progress with his/her person or truck. HOWEVER, a driver is NOT obligated to give the right of way so another driver(s) can pass as long as the said driver is actively engaged in the race and is not acting in an unsportsmanlike manner.

- Skipping a gate (INTENTIONALLY: WITH THE INTENTION OF CHEATING, EVENT DIRECTOR WILL HAVE THE FINAL SAY)

- Ignoring course direction (INTENTIONALLY: WITH THE INTENTION OF CHEATING, EVENT DIRECTOR WILL HAVE THE FINAL SAY)

- Not finishing the race with the truck you started the race with.

- Running the wrong class truck.

- Stopping your timer or otherwise manipulating your timer.

- Starting or finishing the race with an out of spec truck.

- Making modifications after the truck has been teched and checked in.

- Berating, antagonizing, intimidating, or otherwise harassing other racers, spectators, or race officials.

- Racing under the influence of drugs or alcohol.

- Failure to respect wild life or other animals that may find their way onto the racecourse.

- Any other conduct that has been determined by the race director as unsportsmanlike.

- NOTE: The Race Director can inspect your truck after you complete the race.

Please let us know if you're planning on running this format so we can sponsor your events!!

This is a promotional event format, Ottsix does NOT charge your club/organization event fees. (If someone attempts to collect event fees on our behalf, please let us know!).