



Rethink the race
format

Background

- Everyone attending an RC race have requirements for the race format.
- The requirements differ between different groups like organization, drivers and spectators. Partly the requirements are the same for different groups.
- So far all RC car race formats have been thought from drivers point of view, which has made it really difficult to sell the sport for spectators and media.
- Last year Vaasa motorsport club and AKK sports organized a nitro buggy race as a supportive event for Neste Oil Rally Finland.
- Main target group was spectators. Therefore we needed a new race format.

What everyone wants?

Drivers

- Maximize the driving time
- Equal for everyone
- Racing against other drivers, not against the clock

Organization

- Race format must be easy to organize.
- Current timekeeping programs must be support it.
- Race format must scalable from 20 to 180 drivers

Spectators/media

- Spectators want to know the situation in 30 seconds
- Race must exciting to watch from the qualifying to last final.

Our proposal



Qualifying

41-50

31-40

21-30

11-20

1-10

Heat 1

Heat 2

Heat 3

Heat 4

Heat 5

ROUND 1

Heat 1

Heat 2

Heat 3

Heat 4

Heat 5

ROUND 2

Heat 1

Heat 2

Heat 3

Heat 4

Heat 5

ROUND 3

Heat 1

Heat 2

Heat 3

Heat 4

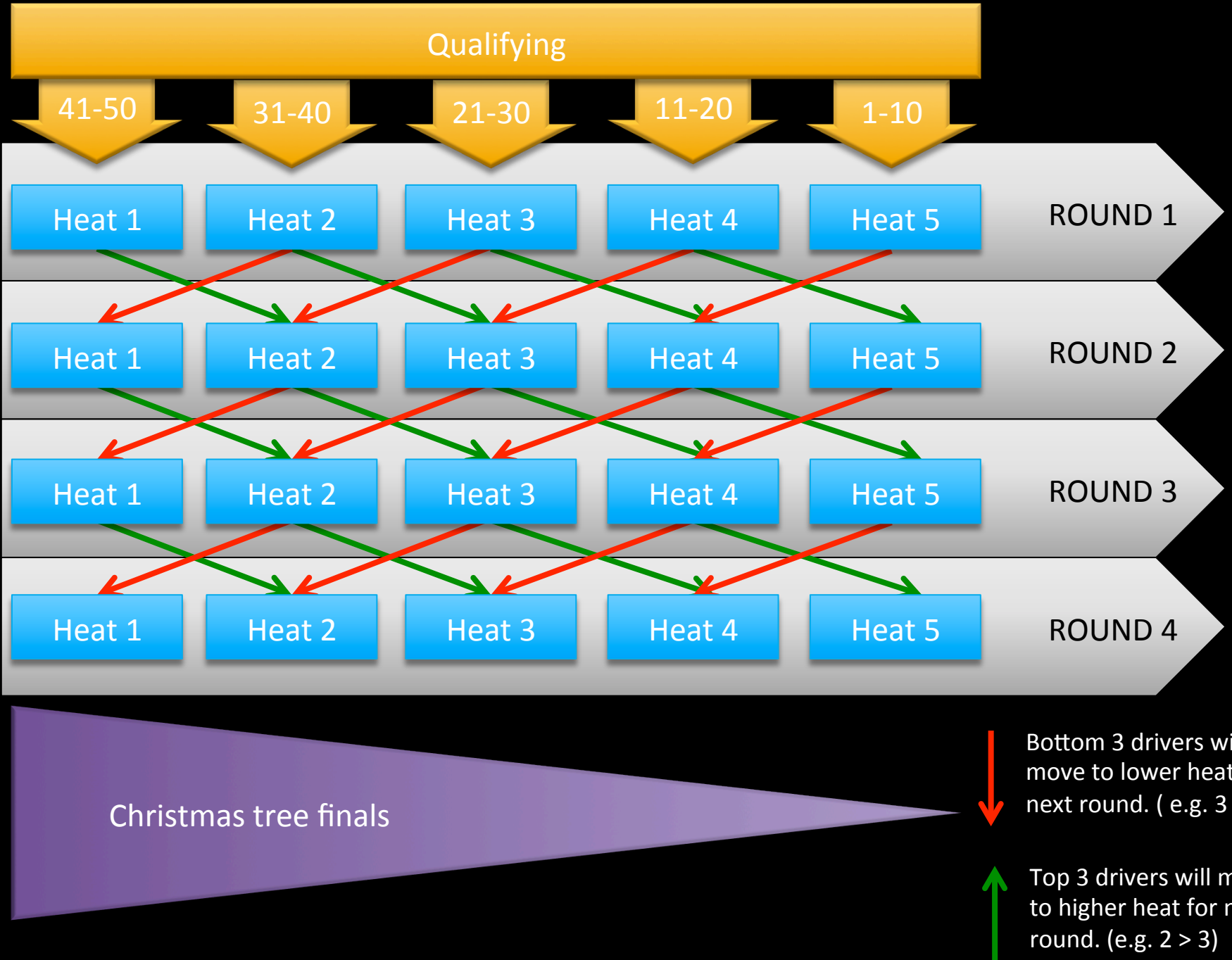
Heat 5

ROUND 4

Christmas tree finals

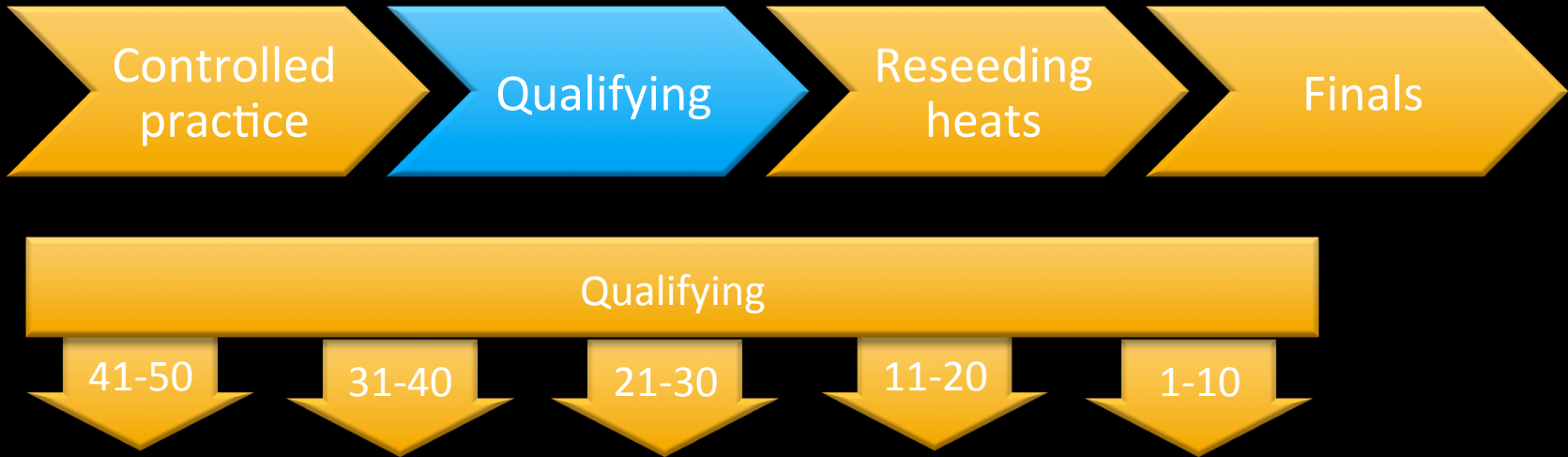
Bottom 3 drivers will move to lower heat for next round. (e.g. 3 > 4)

Top 3 drivers will move to higher heat for next round. (e.g. 2 > 3)





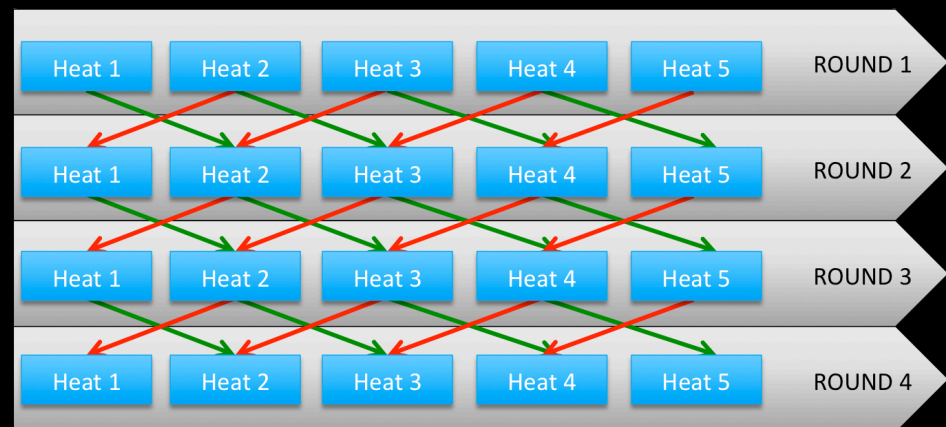
- Controlled practice is for fine tune the cars for qualifying. For example two rounds of practice 8 minutes each.



- Qualifying have very important part in the race.
- Every driver have 5 minutes (plus 3 minutes warm up) to drive two consecutives laps, which are calculated together. Best time will be the TQ.
- Racers are seeded to heats based on qualifying position.



- Drivers are distributed to heats based on qualifying. This applies to the first reseeding round.
- For the second reseeding round, the drivers are changed to different heats based on positions in their heats on round 1. E.g. Top 3 from heat 3 goes to heat 4 for next round. Bottom 3 from heat 3 will drop to heat 2.





- Usual christmas tree finals for nitro buggies
- For electric classes.
 - Two A-finals and both finals are counted
 - Longer runtime (8 minutes)
 - Other finals two times if schedule gives the opportunity

Variations

Qualifying

- Change the qualifying method

Reseeding

- If it is necessary (electric classes) to proceed from heat 1 to heat 10 during the reseeding period, then winner could bump up 2 heats instead of 1. Also last one in the heat would drop 2 two heats instead of one.
- Change the amount of drivers who bump up or drop down.
- Change the amount reseeding rounds

Finals

- ?

Summary

- Much less racing against the clock
- Racing against the clock is easier to follow
- Man vs man racing has much bigger role
- Enough flexibility
- Easier for spectators. Especially easier when spectators are not spending whole day watching the racing.
- Proof of concept: Rally Finland Nitrocross Championship 2010.



Coollest
race ever.