



# SuperScale 2023

## Rules Challenge

### General

- 1) One vehicle per participant.
- 2) Each participant can enter only once.
- 3) Winner is the driver with the least judgement points (runtime + penalty time). In case of identical points all the equal drivers are declared at the same rank but the participant who scored this ranking first, gets the trophy.
- 4) Any vehicle which is to enter the “**Challenge**”, must not exceed a total width of **250mm**. If the tires are the widest part of the vehicle, the value will be taken at the ground contact patch of the tires, measured between the outmost points!
- 5) Admitted are **vehicles with two (2) axles**, built to **scale 1:8 – 1:10 (to manufacturer’s data)** with ladder frame or tub chassis. This means that crawler vehicles or multi-axle-rigs can not participate. All-wheel-steering or switchable DIGs (switchable axle locking) are not allowed either. If a DIG is mounted but defunct or not attached to the controls, the admission is subject to the host’s discretion. The same is valid for all-wheel-steering.

If the maximum width of the vehicle is used, the driver ought to be able to (generally) pass the gates accurately regardless. In case of lacking driving abilities, the host reserves his right to expulse the participant – after two cautions – even during the running event, because permanently restoring the trial gates would take too much time off the other competitors and the event in general.

### Water fording

Fording depths above the standard value (approx. hub center of the wheel) will not occur. This means that a fording depth of 4 to 5 cm can be expected.

### Overtaking

Faster vehicles’ right of passage is to be given only in “emergency lay-bys”, which are marked accordingly. The starting interval is accordingly wide and there’s no undue haste!

Time-taking pauses for the competitor waiting in the lay-by.



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## Gates and Assessment

1. A gate consists of two gate poles.
2. The poles extend approx. 10cm over the ground.
3. Gate width is **260mm**, which can be extended by the track building team according to the situation.
4. If the gates are colour-marked blue/red, the red pole is to the right, seen in driving direction.
5. A gate qualifies as passed, when the complete vehicle outline has left the gate. If the gates in the section are defined as competition gates, the following judgement is set:
6. The gate sequence is given by track outline or by numbering accordingly.
7. Gate pole touched: +5 minutes  
(per side, per attempt. The attempt is completed, when the vehicle has passed the gate)
8. Gate pole broken: +10 minutes.  
"Broken" is defined by the pole's position being bent more than 45°. (per side, per attempt. The attempt is completed, when the vehicle has passed the gate)
9. Gate missed -> gate not passed: +15 minutes  
(per side, per attempt. The attempt is completed, when the vehicle has passed the gate)
10. Gate passed in wrong direction: +15 minutes.  
"Wrong direction" is defined as "passing the gate contrary to the defined driving direction".  
(per side, per attempt. The attempt is completed, when the vehicle has passed the gate)
11. Manual intervention: +25 minutes.  
"Manual intervention" is defined as "changing the vehicle's position on the ground by hand or foot".
12. Maximum driving time: once exceeded → DNF (Did not Finished)!