

## Off-Road Enduro Rules

### 10<sup>th</sup> Scale Enduro

Any 10<sup>th</sup> scale electric vehicle: 2wd, 4wd, Stock, Mod – anything goes...

The chassis will be marked and is the only thing that can't be changed.

You can have as many batteries as you want. They must be 2-cell, max 10,000ma, and will be marked.

You can run any 10<sup>th</sup> scale tires on any 10<sup>th</sup> scale vehicle type, but no 8<sup>th</sup> scale tires are allowed.

Team of three:

- No more than one chassis sponsored driver.
- At least one non-sponsored driver
- Third driver can be non-chassis sponsored driver, (or completely non sponsored)
- Each driver can only drive once. When they leave the drivers' stand their wristband will be cut off and they cannot return.
- All team members must drive at least one lap.

You can't touch anyone's vehicle but your own. You must marshal your own team's vehicle.

You must use marshal buckets on the interior of the track. The second team member may marshal from outside of track.

Only battery swaps in pit lane, only ball cup fix on track, all other repairs must be done in pits only.

Headsets are allowed

### 8<sup>th</sup> Scale Enduro

Any 8<sup>th</sup> scale electric or nitro vehicle

The chassis will be marked and is the only thing that can't be changed.

You can have as many batteries as you want. You can use one 4-cell battery, max 10,000ma, OR two 2-cell, max 10,000ma, and will be marked.

You can run any 8<sup>th</sup> scale tires.

Team of three:

- No more than one chassis sponsored driver.
- At least one non-sponsored driver
- Third driver can be non-chassis sponsored driver, (or completely non sponsored)
- Each driver can only drive once. When they leave the drivers' stand their wristband will be cut off and they cannot return.
- All team members must drive.

You can't touch anyone's vehicle but your own. You must marshal your own team's vehicle.

You must use marshal buckets on the interior of the track. The second team member may marshal from outside of track.

Only battery swaps/refueling in pit lane, only ball cup fix on track, all other repairs must be done in pits only. Flame-outs must be restarted in pit lane as well.

Headsets are allowed.