

# SORRCA RULES

2023 October Update  
Living Rules

# CONTENTS

What is new for 2023 ..... 5

the Living Rules Process ..... 6

    What is it?..... 6

    How does it work?..... 6

    Words matter ..... 6

General Vehicle SPECIFICATIONS ..... 7

    Tires ..... 9

        Modification – Please see each class for more specifics ..... 9

        Ban List ..... 9

The rectangle ..... 10

Class 1 ..... 11

    Requirements ..... 11

        Overall Rectangle ..... 11

        Center Rectangle Section ..... 11

        Front Rectangle Section ..... 12

        Rear Rectangle Section ..... 12

        Chassis ..... 12

        Steering ..... 12

        Body requirements..... 12

        Regular Beds / Pick-up box ..... 13

        flat bed ..... 13

        Windshield..... 13

        Bumpers ..... 13

        Tires ..... 13

        Prohibited Mods..... 14

        Drawing ..... 15

Class 2 ..... 16

    Requirements ..... 16

        Overall Rectangle ..... 16

        Center Rectangle Section ..... 16

        Front Rectangle Section ..... 17

        Rear Rectangle Section ..... 17

        Chassis ..... 17

        Steering ..... 17

SORRCA RULES 2023

Body requirements..... 17

Windshield..... 17

Bumper(s)..... 18

regular bed / Pick-up Box..... 18

Truggy back ..... 18

Tube bed..... 18

flat bed ..... 18

Tires ..... 18

Prohibited Mods..... 19

Drawing ..... 20

Class 3 ..... 21

Requirements ..... 21

Overall Rectangle ..... 21

Center Rectangle Section ..... 21

Front Rectangle Section ..... 21

Rear Rectangle Section ..... 22

Chassis ..... 22

Steering ..... 22

Body requirements..... 22

Windshield..... 22

Bumper(s)..... 22

regular bed / Pick-up Box..... 22

Truggy back ..... 23

Tube bed..... 23

flat bed ..... 23

Tires ..... 23

Other Allowed Mods ..... 23

Drawing ..... 24

Scale Points..... 25

Body..... 25

Hard body..... 25

INNER WHEEL WELLS..... 26

BED ..... 26

Drop Bed..... 26

Flatbed..... 27

Tube Bed..... 27

SORRCA RULES 2023

Roll Bar or Headache Rack ..... 27

Tubers, Truggies ..... 27

    Truggy ..... 27

    Tube frame ..... 28

    Rigid flat metal/plastic metal BODY PANELS ..... 28

    Interior and/or Exo Cage ..... 28

tube / plate accessories (single peice flat materials are not 3 dimensional) ..... 29

    sliders ..... 29

    bumpers ..... 29

    stinger / grill guard ..... 29

    Fabricated 3d Shock Mounts ..... 30

    Roof rack ..... 30

    Light bar ..... 30

Interior ..... 30

    Full interior ..... 30

    interior cover ..... 31

    suv cargo area ..... 31

    driver/passenger ..... 31

Suspension, Drivetrain, and Steering ..... 31

    leaf springs ..... 31

    multiple driven axles ..... 32

    chassis mounted steering servo ..... 32

        Functioning transfer case ..... 32

    3d engine ..... 32

Scale Accessories ..... 32

    spare tire(s) ..... 33

Course Points ..... 34

    Gate Progress (-2 points) ..... 34

    Bonus Gate Progress (-5 points) ..... 35

    Reverse (+1 point) ..... 35

    SELF-RECOVERY (+3 POINTS) ..... 35

    Rollover (+5 points) ..... 35

    Gate Marker (+10 points) ..... 36

    BOUNDARY MARKER (+10 POINTS) ..... 36

    Course Direction (+10 points) ..... 36

    Assisted Recovery (+10 points) ..... 37

SORRCA RULES 2023

Winch stick ..... 37

Vehicle Touch (+10 points)..... 38

Reposition (+10 points) ..... 38

On-Course Repairs (+10 points) ..... 38

Off-Course Repairs (+10 points and 1 Minute) ..... 39

Safety (Time Out) ..... 39

Vehicle out-of-spec (time out) ..... 39

Point out (+80 Points) ..... 40

DNF (DID NOT FINISH) (POINT OUT +20 POINTS) ..... 40

DNS (DID NOT START) (POINT OUT +50 POINTS)..... 40

We have worked hard to change the rules and as such many changes exist in this document. Please read the whole thing carefully as some changes come down to minor wording. The big changes we want to share are as follows.

1. New rules format
2. Rectangle
3. The Living Rules Process
4. No local override – Modified SORRCA
5. Classes changed
6. Points revamped

## THE LIVING RULES PROCESS

### WHAT IS IT?

To ensure fair competition and clarify the rule set SORRCA is making amendments that will allow all types of builds and creativity while keeping the playing field equal across the classes.

The spirit of competition and fair play is of paramount importance to us. There is no feasible way to write rules that prevent all loopholes or grey area abuse. It's just not possible. With that said, the new living rules process will be the way forward.

### HOW DOES IT WORK?

1. Event hosts reach out to the committee to report concerns via question on the official [Facebook group](#)
2. The committee will review the concern and make a ruling
3. If the concern requires action, we will update the rules and publish a new version for the public
4. The new rules will go into effect after the ruling is made public and the new rules version will be dated to indicate when it goes live
5. All rule changes will be frozen 60 days prior to Nationals and will be updated again as needed after

### WORDS MATTER

With this new process we will be strictly following what is written in the latest version of the rules. Rulings or conversations from Facebook, Facebook Messenger, screenshots, smoke signals, or your 3<sup>rd</sup> cousins' best friend Bob who went to school with your wife's cousin will all be irrelevant now. Read humor and sarcasm because this is supposed to be fun!

*Scale realism is encouraged, go above and beyond to make your vehicle as realistic as possible.*

- **Vehicle, accessories, and scale items:**
  - Must resemble their 1:1 counterpart
  - Must be in the same scale and proportion to the vehicle
  - Must be appropriately mounted and positioned for its application
- **Class 1:** Requires a full rail or pan chassis setup
- **Class 2:** Requires a full rail, truggy-back, or pan chassis setup
- **Class 3:** Requires a full rail, truggy-back, tube chassis, or pan chassis setup
- **Motor on Axle:** MOA is not allowed in any class
- **Axles:**
  - Must be shaft driven by a single motor that is chassis mounted
  - More than two axles are allowed in all classes
  - Over / under drive gears are allowed in all classes
  - Any axles ahead of the center of the vehicle are allowed to be steering axles in all classes
  - Rear Steer (any axle behind the center of the vehicle)
    - **ONLY** allowed in Class 3
- **Transmission:**
  - Dig and selectable over/under drives are **ONLY** allowed in Class 3
    - Multiple methods can be installed and used at the same time in Class 3
- **Transfer case** Transfer case points are awarded when a transmission is present that has gear reduction from the motor and a different set of gears is dividing the power to the axles.
- **Wheels:** 2.2" maximum size for any class
- **Weights:** No bolt-on or stick-on weights can be used on the axles or knuckles
  - Any visible weight must resemble a scale item or be an integral part of the truck
  - Examples:
    - If knuckles have additional weight options, you will not be allowed to run them with the additional weight installed
    - Swapping factory plastic or metal components with direct replacement components made of heavier materials such as brass or steel is permitted
- **Electronics:**
  - Electronics (except for servos) must be covered and hidden from view when viewed from any angle while sitting on all tires
  - All motors, transmissions, and other electronics (other than steering servos) must be chassis, frame, or body mounted
- **Winching:** Can only be performed from natural terrain, objects that are part of the course, other vehicles, or winch sticks supplied by the event host
- **Recovery Items:**
  - Any recovery tools must be present on the vehicle prior to tech in to be used on course



- Recovery tools must be on the vehicle prior to course start and returned to the vehicle after each use
  - Examples: Tow straps, pull palls, sand landers, etc.
- **Body:**
  - A body is required as defined in each class specifications
  - Points are defined in the scale points section
- **Static Ride Height:** The method used to check parameters for width and height as required for tech-in.  
To determine Static Ride Height:
  1. Set your vehicle on a flat surface with all steerable tires pointed straight
  2. Push down until full compression is achieved
  3. Remove your hand and allow the vehicle to settle naturally
  4. This will be the Static Ride Height

---

**MODIFICATION – PLEASE SEE EACH CLASS FOR MORE SPECIFICS**

- Class 1
  - 4.19" (106.4mm) maximum diameter
  - No external tire modification is allowed
- Class 2
  - 4.20" (106.68mm) minimum diameter
  - 4.75" (120.7mm) maximum diameter
  - Tire lugs may be removed, siped, grooved and/or trimmed
- Class 3
  - 4.76" (120.9mm) minimum diameter
  - 6.0" (152.4mm) maximum diameter
  - Lugs may be removed, siped, grooved and/or trimmed
  - Tires may be cut and shut, all tire parts must be from a legal tire
- All diameters as per manufacturer's specification. Any tire without a manufacturer's specification will be measured off the vehicle flat on a table.

---

**BAN LIST**

Including but not limited to following:

- All pin pattern tires and tires intended for WRCCA or similar competition
- Losi Claws, Boss Claws and Rock Carvers
- Hot Bodies Rovers and Sedonas
- HPI Rock Grabbers
- Panther Cougars and Leopards
- Pro-Line Chisels
- Pro-Line Ibex
- RC4WD X-Locks, Crazy Crawlers and Bully Pins
- Imex Skulls and Bones
- JConcepts Ruptures
- Dlux Goats

## THE RECTANGLE

The rectangle or rectangles are a new introduction to a reference-based set of parameters for each class specifications. Each rectangle consists of three sections with unique requirements. This allows the builder to open their range of realism and creativity.

Each class will have a basic set of parameters based on the rectangle(s) that represent the class. If the build parameters of your rig meet or exceed the minimum class rectangle(s), it will meet specification.

All criteria of the rectangle must be met either by body dimensions, the use of bumpers, cage work, or sliders. Skid, stinger, fairleads, shackles, roof racks etc... are not included in this measurement. Rigs that do not meet the rectangle criteria will not be allowed.

**ALL REFERENCE MEASUREMENTS FOR EACH CLASS SPECIFICATION WILL BE MADE FROM THE VEHICLE AT STATIC RIDE HEIGHT**

## CLASS 1

Class 1 is your typical daily driver with a typically recognized body style that is complete in chassis form and structure

### REQUIREMENTS

- Gates minimum width: 11 inches
- Maximum points: 60

---

### OVERALL RECTANGLE

The rectangle specification for Class 1 will be subdivided into three sections the front, center, and rear.

All criteria of the rectangle must be met either by body dimensions, the use of bumpers, cage work, or sliders. Skid, stinger, fairleads, shackles, roof racks etc... are not included in this measurement.

The dimensions of the vehicle must meet and/or exceed the following rectangle parameters as described:

- Height: The body and or cage work must extend 0.5" above than the tops of the tires in all rectangle sections at Static Ride Height.
  - A cab (driver/passenger area) is required and must be at least 4.5" From the bottom edge of the body or sliders to the top of the body or cage work (if roof is removed) in the section the cab exists
  - Measured perpendicularly from the tech table
  - The bottom edge of either the slider or body cannot be higher than the top of the wheel rims at static ride height for the length of the center section
- Length: Must extend beyond the leading edge of the frontmost tire and the trailing edge of the rearmost tire
- Width: Must be at least as wide as the inside front tire track width measured from the top tire bulge to top tire bulge in all three sections

---

### CENTER RECTANGLE SECTION

- Height: See overall rectangle height
- The bottom of the body or slider cannot be higher than the wheel rim at Static Ride Height
- Length: Center section length is the area from:
  - 1" or less from the trailing edge of the front tire
  - 1" or less from the leading edge of the rear tire
- Width: See overall rectangle width
- Measured at top of tire unless the body or slider is below that, then it is measured at that point

## FRONT RECTANGLE SECTION

- Height: See overall rectangle height
  - Stingers do not count in this measurement
- Length: Must be from the front of the center rectangle to at least the leading edge of the frontmost tire
- Width: See overall rectangle width

---

## REAR RECTANGLE SECTION

- Height: See overall rectangle height
  - Shock towers do not count in this measurement
- Length: Must be from the rear of the center rectangle at least to the trailing edge of the rearmost wheel rim
- Width: See overall rectangle width

---

## CHASSIS

- No part of the chassis or suspension can be visible when they penetrate through the body
- Adjustable length chassis are allowed
- A skid plate is required and must be parallel to the body's rocker panels

---

## STEERING

- Vehicle must have a Chassis Mounted Steering servo (CMS) setup
- Axle mounted steering servo of any kind is not allowed in Class 1
- Rear steer not allowed
  - If present it must have a mechanical lockout.

---

## BODY REQUIREMENTS

- No part of the chassis or suspension can be visible when they penetrate through the body
- Body mounted bumpers may be replaced with chassis mounted bumpers
  - The body may be trimmed in front of the front wheel up to the molded bumper height
  - If no molded bumper exists, then the body can be trimmed to the bottom of the lowest light or grill bezel
- Bodies must be mounted in a realistic position as you would expect in a full-size vehicle
  - Axles must be centered in the wheel wells
    - A deviation of .5" combined maximum is allowed
    - Acceptable examples
      - Front axle can be .5" off center if the rear axle is centered
      - Rear axle and front axle can be .25" each off center
    - Unacceptable examples

- Either axle is over .5" off center of the wheel well
- Front axle is .3" off center and rear is .25" off center
- Cab Only: is not allowed in Class 1. A truck style body must include a bed
  - Pick up box and flat decks/flatbeds are allowed
  - Tube bed and truggy-backs are not allowed

---

## REGULAR BEDS / PICK-UP BOX

- Must meet the rectangle parameters
- Must have a complete floor
  - Shock hoops and/or suspension must be covered if penetrating the bed or box
- Must have bed sides

---

## FLAT BED

- Must meet the rectangle parameters
- Must have an outer perimeter structure at least .125" (3.2 mm) thick
- Must have complete deck/floor
  - Shock hoops and/or suspension must be covered if penetrating the bed or box

---

## WINDSHIELD

- A windshield must be present and must fill the entire window frame in a realistic position
- Base of the windshield must be within .5" of the width of the rectangle on each side

---

## BUMPERS

- Bumpers must be as wide as the rectangle parameters
  - Front bumper: any portion that is above the top of the tire or behind the leading edge of the front tire will not count toward the bumper requirement
  - Rear bumper: any portion that is above the top of the tire or in front of the trailing edge of the rear tire will not count toward the requirement
  - All measurements are taken at **Static Ride Height**
- The material used to construct the bumper must be a minimum of .125" or 3.2 mm
- Bumpers are required on the front and rear of the vehicle
- Bumpers that are a part of the body mold qualify if they meet spec
- Molded body bumpers may be replaced with chassis mounted bumpers
- Tires may not extend beyond the front or rear bumper
  - No stinger, fairleads, shackles, etc. count for this measurement

---

## TIRES

- Maximum tire size: 4.19" (106.4mm) per manufacturers specification

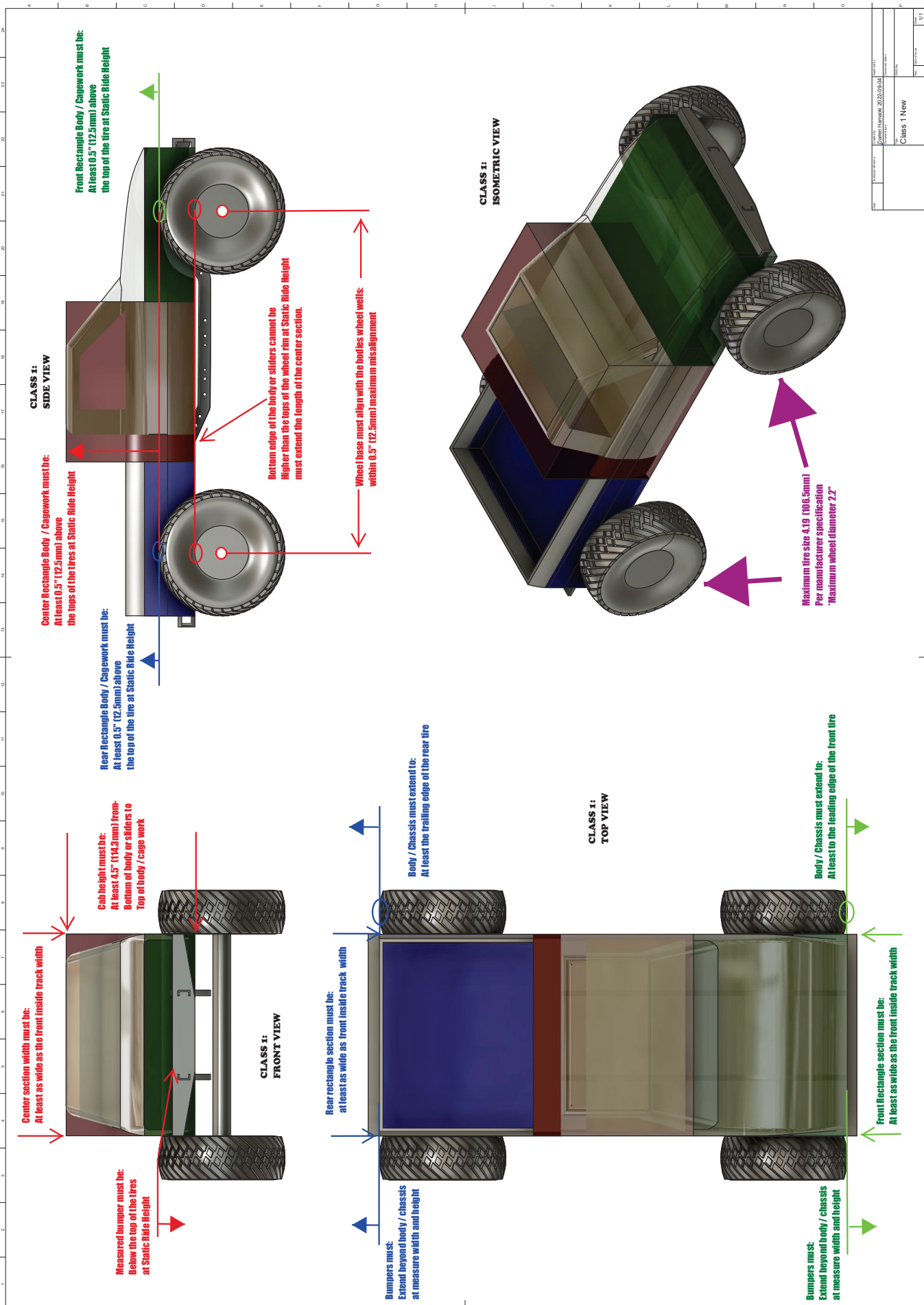
## SORRCA RULES 2023

- Any tire without a manufacturer's specification will be measured off the vehicle flat on a table
- No external tire modification is allowed
- See "General Tire section" for details

---

## PROHIBITED MODS

- Rear steer
  - Any rear steer rig must have a mechanical lock-out so the rear wheels cannot turn
- Dig / Selectable Over-drive
  - Any dig or selectable overdrive must have a mechanical lock-out to prevent engagement



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|------|----------|-------------|
| DATE | REVISION | DESCRIPTION |
|      | 1        | Class 1 New |



## CLASS 2

Class 2 is your modified truck or 4X4 purpose built for heavy off-road use. Typically using recognized body style that has possibly undergone modifications and customization in chassis form and structure to achieve this

### REQUIREMENTS

- Gate minimum width: 12 inches
- Maximum points: 50

---

### OVERALL RECTANGLE

The rectangle specification for Class 2 will be subdivided into three sections the front, center, and rear.

All criteria of the rectangle must be met either by body dimensions, the use of bumpers, cage work, or sliders. Skid, stinger, fairleads, shackles, roof racks etc... are not included in this measurement.

The dimensions of the vehicle must meet and/or exceed the following rectangle parameters as described:

- Height: Body and or cage work of all rectangle sections must extend higher than the tops of the tires at Static Ride Height
  - A cab (driver/passenger area) is required and must be at least 4.5" From the bottom edge of the body or sliders to the top of the body or cage work (if roof is removed) in the section the cab exists
  - Measured perpendicularly from the tech table
  - The bottom edge of either the slider or body cannot be higher than the top of the wheel rims at static ride height for the length of the center section
- Length: The overall length and coverage must be at least to the leading edge of the frontmost wheel rim to the trailing edge of the rearmost wheel rim
- Width: Defined in each section

---

### CENTER RECTANGLE SECTION

- Height: See overall rectangle height
- The bottom of the body or slider cannot be higher than the wheel rim at Static Ride Height
- Length: Center section length is the area from:
  - 1" or less from the trailing edge of the front tire
  - 1" or less from the leading edge of the rear tire
- Width: Must be at least as wide as the inside of the front tire track width for its entire length of the center section
- Measured at top of tire unless the body or slider is below that, then it is measured at that point

## FRONT RECTANGLE SECTION

- Height: See overall rectangle height
  - Stingers do not count in this measurement
- Length: Must be from the front of the center rectangle to at least the leading edge of the frontmost wheel rim
- Width: Must be at least  $\frac{1}{2}$  of the width of the total center rectangle at the narrowest
- Taper: The Front section can have a realistic taper (pinch) from the center section to the front
  - Taper must be at least a straight line from the edge of center rectangle width to the front section width when viewed from above

---

## REAR RECTANGLE SECTION

- Height: See overall rectangle height
  - Shock towers do not count in this measurement
- Length: Must be from the rear of the center rectangle at least to the trailing edge of the rearmost wheel rim
- Width: Must be at least  $\frac{1}{2}$  of the width of the total center rectangle

---

## CHASSIS

You can run the following chassis types in Class 2

- Full rail chassis
- Pan chassis
- Truggy-back (so long as the truggy-back meets the rectangle requirements)

---

## STEERING

- Axle mounted steering is allowed
- A Chassis Mounted Steering servo (CMS) is not required for Class 2, however scale points will apply if present
- Rear steer not allowed
  - If present it must have a mechanical lockout

---

## BODY REQUIREMENTS

- Bodies must be mounted in a realistic position, as you would expect in a full-size vehicle
- Cab only is allowed, but must meet all rectangle requirements

---

## WINDSHIELD

- A windshield is not required

## BUMPER(S)

- Front bumper is required
- Rear bumper is optional but must meet the Rear Rectangle Section width requirements for scale points
- Must be chassis mounted
- Bumpers must be at least the width of the rectangle section
- The width of the front/rear bumper must extend beyond the body and chassis

---

## REGULAR BED / PICK-UP BOX

- See scale points section for details if present

---

## TRUGGY BACK

- The ladder frame rail must be removed behind the back of the cab and replaced with cage/tubing structure
- The Truggy-back must meet the Rectangle parameters
- The Truggy-back must have a roll bar hoop and integrated shock mounts
  - A roll bar hoop must be within 1/8" of the top of the cab
- Must be a structural part of the vehicle's chassis

---

## TUBE BED

A bed constructed of tube type material that mimic a pickup box bed (must have a depth component otherwise it's a flatbed)

- Must meet the rectangle parameters
- Must be attached to the frame at the left and right sides and rear of the chassis with 4 points of connections to the frame
- Must have a complete upper horizontal perimeter structure

---

## FLAT BED

- Must meet the rectangle parameters
- Must have an outer perimeter structure with a minimum height of 1/8" (3.2mm)
- Must have a complete deck

---

## TIRES

- Minimum tire diameter is 4.20" (106.4mm) per manufacturers specification
- Maximum tire diameter is 4.75" (120.7mm) per manufacturers specification
- Any tire without a manufacturer's specification will be measured off the vehicle flat on a table
- Tire treads may be removed, siped, grooved and/or trimmed
- Tires cannot be cut and shut narrowed or made up of different tires
- See "General Tire section" for details

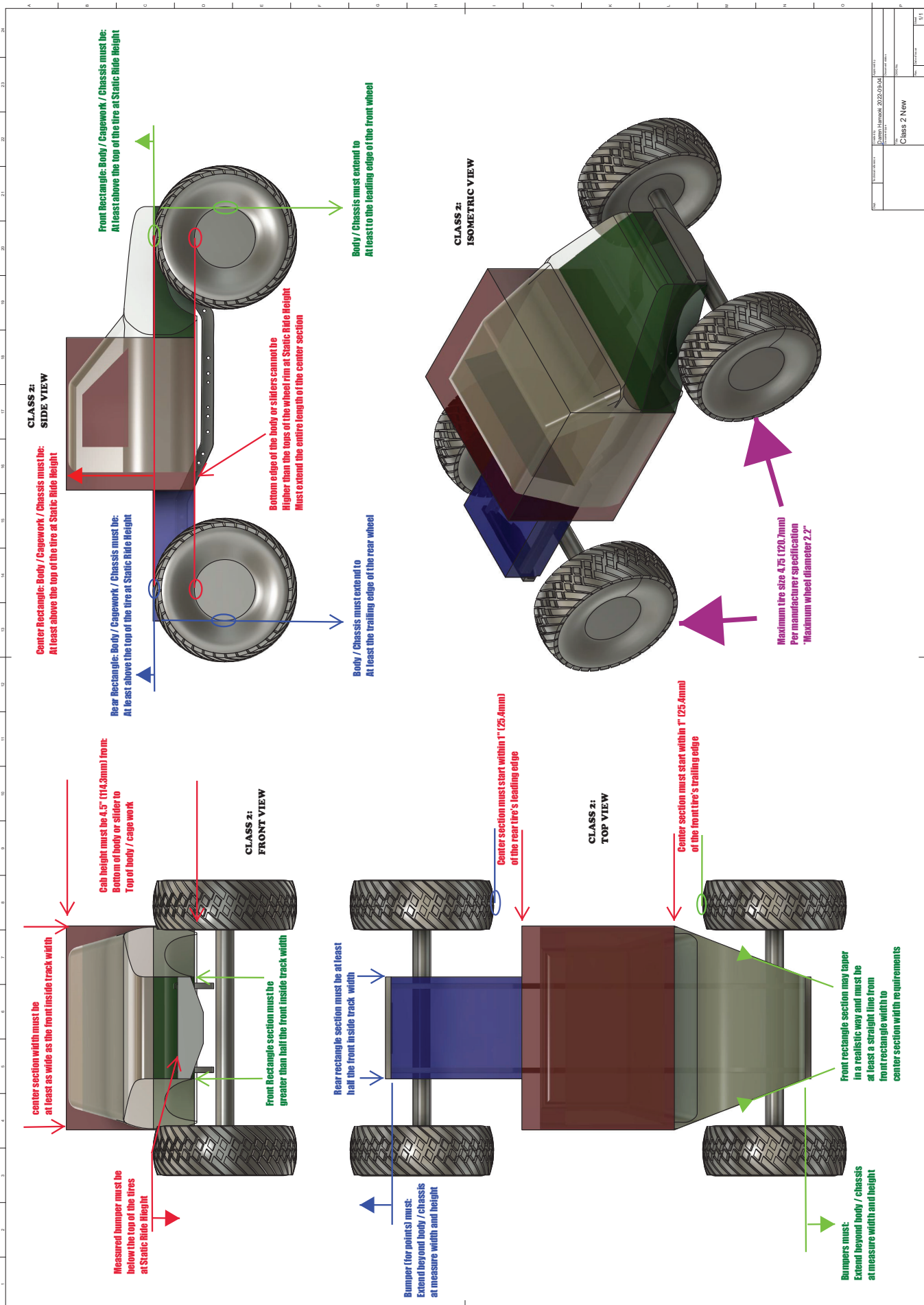
## PROHIBITED MODS

### Rear steer

- Any rear steer rig must have a mechanical lock-out so the rear wheels cannot turn

### Dig / Selectable Over-drive

- Any dig or selectable overdrive must have a mechanical lock-out to prevent engagement



|      |          |             |
|------|----------|-------------|
| DATE | REVISION | DESCRIPTION |
|      | 1        | Class 2 New |

## CLASS 3

Class 3 is your all-out rock crawling machine. Often built from the ground up custom tube chassis or highly modified vehicle that is purpose built for nothing except rock crawling

### REQUIREMENTS

- Gate minimum width: 16 inches
- Maximum points: 50

---

### OVERALL RECTANGLE

The rectangle specification for Class 3 will be subdivided into three sections the front, center, and rear.

All criteria of the rectangle must be met either by body dimensions, the use of bumpers, cage work, or sliders. Skid, stinger, fairleads, shackles, roof racks etc... are not included in this measurement.

The dimensions of the vehicle must meet and/or exceed the following rectangle parameters as described:

- Height: Top of any section can be below the tops of the tires at Static Ride Height however:
  - A cab (driver/passenger area) is required and must be at least 4.0" From the bottom edge of the body or sliders to the top of the body or cage work (if roof is removed) in the section the cab exists
  - Measured perpendicularly from the tech table
  - The bottom edge of either the slider or body cannot be higher than the top of the wheel rims at static ride height for the length of the center section
- Length: The overall length and coverage must meet or exceed the length of the wheelbase
- Width: Must be at least ½ the width of the front inside track width from top tire bulge to tire bulge

---

### CENTER RECTANGLE SECTION

- Height: See overall rectangle height
- Length:
  - Entire area from:
    - 1" from the trailing edge of the front tire
    - 1" from the leading edge of the rear tire
- Width: See overall rectangle width
  - Measured at top of tire unless the body or slider is below that, then it is measured at that point

---

### FRONT RECTANGLE SECTION

Must comply with overall rectangle parameters above

## REAR RECTANGLE SECTION

Must comply with overall rectangle parameters above

---

## CHASSIS

You can run the following chassis types in Class 3

- Full rail chassis
  - Pan chassis
  - Truggy-back (so long as the truggy-back meets the rectangle requirements)
  - Tube chassis
- 

## STEERING

- Axle mounted steering is allowed
  - Rear steer is allowed
  - Chassis Mounted Steering servo (CMS) setup is not required for Class 3 however scale points will apply if present
- 

## BODY REQUIREMENTS

- Body and/or chassis of the vehicle must meet the rectangle requirements
  - Body must be mounted in a realistic position, as you would expect in a full-size vehicle
  - Cab only is allowed, but must meet all rectangle requirements
- 

## WINDSHIELD

A windshield is not required

---

## BUMPER(S)

- Front/Rear bumper is optional but must meet the Front/Rear Rectangle Section width requirements for scale points
  - Must be chassis mounted
  - The Bumpers width must be at least  $\frac{1}{2}$  the inside front track width
  - The width of the front/rear bumper must extend beyond the body or chassis
- 

## REGULAR BED / PICK-UP BOX

See scale points section for details if present

---

## TRUGGY BACK

- The ladder frame rail must be removed behind the back of the cab and replaced with cage/tubing structure
- The Truggy Back must meet the Rectangle parameters
- The Truggy must have a roll bar hoop and integrated shock mounts
  - A roll bar hoop must be within 1/8" of the top of the cab
- Must be a structural part of the vehicle's chassis

---

## TUBE BED

A bed constructed of tube type material that mimic a pickup box bed (must have a depth component otherwise it's a flatbed)

- Must meet the rectangle parameters
- Must be attached to the frame at the left and right sides and rear of the chassis with 4 points of connections to the frame
- Must have a complete upper horizontal perimeter structure

---

## FLAT BED

- Must meet the rectangle parameters
- Must have an outer perimeter structure with a minimum height of 1/8"
- Must have a complete deck

---

## TIRES

- Minimum Tier diameter is 4.76" (120.9mm) per manufacturers' specification
- Maximum Tire diameter is 6" (152.4mm) per manufacturers' specification
- Any tire without a manufacturer's specification will be measured off the vehicle flat on a table
- Lugs may be removed, siped, grooved and/or trimmed
- Tires may be cut and shut, all tire parts must be from a legal tire

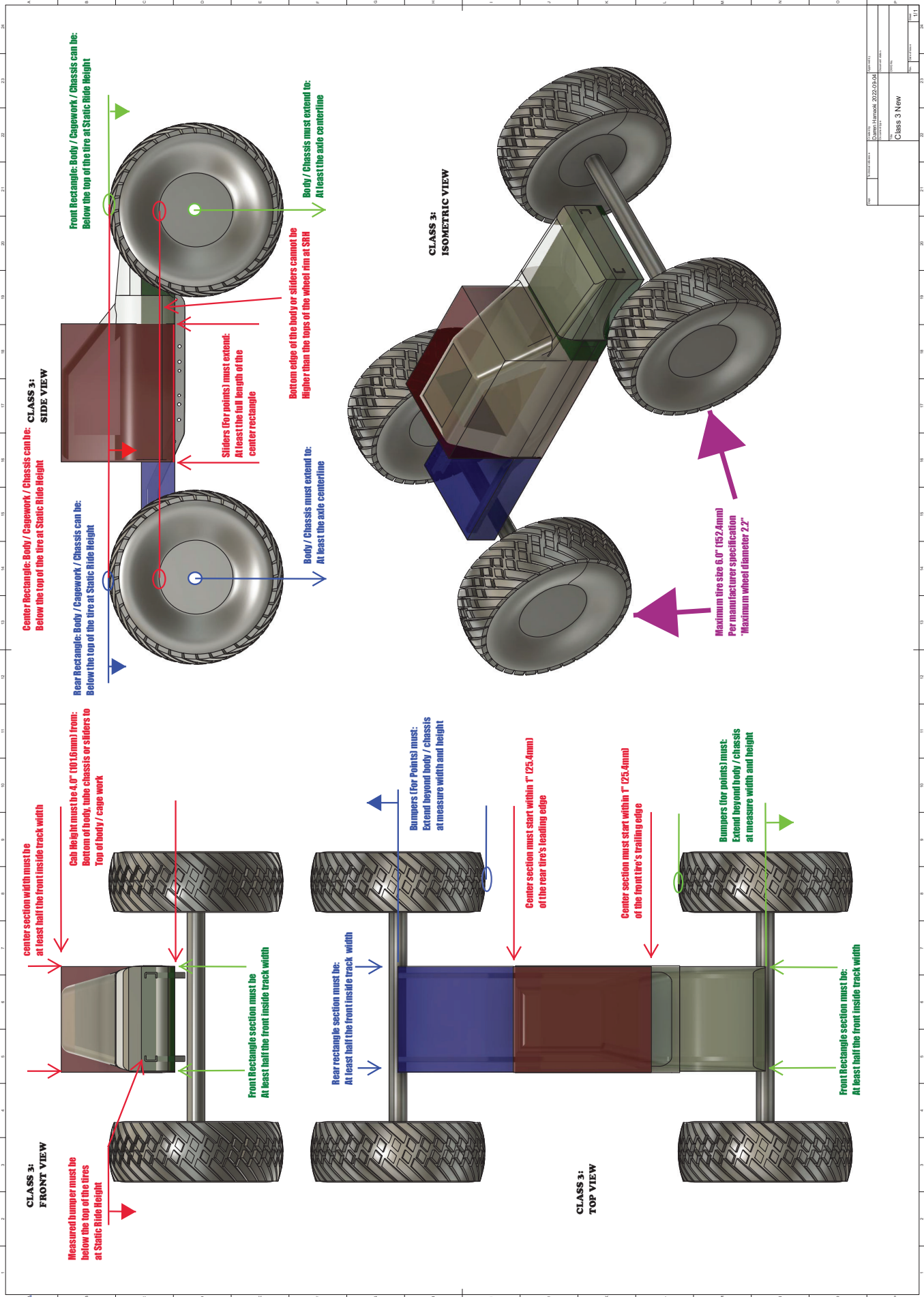
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## OTHER ALLOWED MODS

Can all be used at the same time:

- Rear Steer
- Dig / Selectable Over-drive





|      |          |             |
|------|----------|-------------|
| DATE | REVISION | DESCRIPTION |
|      | 1        | Class 3 New |

## SCALE POINTS

- You cannot receive points for the same item multiple times under different categories
- You cannot receive multiple points for duplicate items unless specified
- All scale items are considered part of the rig as teched-in to the event
  - If any item falls off the rig while driving the vehicle is now considered out of spec and must be repaired

## BODY

### HARD BODY

- Hard body points will be broken into each section of the rectangle
- A cab (driver/passenger area) is required and must be compliant with height requirement for the specific class
  - Measured from the bottom edge of the body or sliders to the top of the body or cage work (if roof is removed) in the section the cab exists
  - Measured perpendicularly from the tech table
- The body in each section must fill the rectangle when viewed from above
  - Bodies with insets grills or other oddities where the body does not fill the rectangle between the fenders can be covered by the bumper, winch plate or a vanity cover plate to fill the void
- The body in each section must be complete with body parts that fulfill the form and function of the body used:
  - Hood
  - Windshield cowl and/or firewall
  - Front fenders
  - Rear Fenders
  - Door frames (Front door jamb, Door sill, and rear door jamb)
  - Front Clip and/or rad support
  - Rear passenger compartment bulkhead or cab back
  - Roofline or cage-work (if roof is removed)
  - Pick-up Box (flat bed and Truggy-back, does not receive hardbody points)
  - Tube cage buggy may receive hard body points if a body is present under or over the tube work
- Injection molded hard bodies that are made by a recognized manufacturer (Tamiya, RC4WD, Team Raffee Killer body, Boom Racing etc):

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- Vacuum formed, forged, hand built, 3D printed
  - Must have a finished thickness of .060 with these processes to receive hardbody points
- These materials receive no hard body points regardless of spec:
  - Foam, lexan, corrugated plastic, cardboard, paper mâché, rubber, latex, balsa wood
  - More to be added as they are discovered or exploited

**FRONT RECTANGLE: -4 POINTS**

**CENTER SECTION: -4 POINTS**

**REAR RECTANGLE: -4 POINTS**

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## INNER WHEEL WELLS

- Must cover and fill the area between the chassis and body

**FRONT INNER WHEEL WELLS POINTS: -1**

**REAR INNER WHEEL WELLS POINTS: -1**

**BOTH ALLOWED FOR -2 POINTS TOTAL**

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## BED

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### DROP BED

- Must meet or exceed the rectangle parameters per class
- Must have a complete floor with no protrusions (excluding wheel wells)
- Must have bed sides
- Inside of the box cannot exceed 0.5" (12.7mm) from the exterior bed sides
- Wheel wells maximum width 1" (25.4mm) from the inside wall of the bed
- Must be a minimum of 1.25" (31.8mm) deep from top of bed sides to top of entire floor
- Bed must be outside of the passenger area separated by a wall

**POINTS: -3**

## FLATBED

- Must meet the rectangle parameters
- Must have an outer perimeter structure with a minimum height of 0.125" (3.2mm)
- Must have a complete deck

**METAL PERIMETER FRAME POINTS: -2**

**PLASTIC PERIMETER FRAME POINTS: -1**

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## TUBE BED

A bed constructed of tube type material

- Must meet the rectangle parameters
- Must have a depth component otherwise it's a flatbed
- Must be attached to the frame/body with a minimum of 4 points of connection
- Must have a complete upper horizontal perimeter structure

**METAL POINTS: -3**

**PLASTIC POINTS: -1**

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## ROLL BAR OR HEADACHE RACK

- Must be fixed to the frame or rigid part of the body so that it cannot flex under the weight of the rig if rolled
- Height must be within 0.125" (3.2mm) of cab height
- Width must be within 0.5" (12.7mm) of cab sides

**METAL POINTS: -2**

**PLASTIC POINTS: -1**

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## TUBERS, TRUGGIES

### TRUGGY

- C2 and C3 only
- The Truggy Back must meet the Rectangle parameters per class.
- The frame behind the cab must be removed and replaced with Cage/Tubing structure
- The Truggy must have a roll bar hoop that meets roll bar specification
- Must be a structural part of the vehicle's chassis
- Tube bed, roll bar, shock mount points not available in addition to truggy bed points

**METAL POINTS: -4**

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## TUBE FRAME

- C3 only
- Must meet the Class 3 rectangle requirements
- A tube chassis consists of a complete body structure where the all sections are comprised entirely of structural tube work
- Tube bed, roll bar, internal cage, shock mount, and Truggy points are not available in addition to tube chassis points

**METAL POINTS: -8**

**PLASTIC POINTS: -4**

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## RIGID FLAT METAL/PLASTIC METAL BODY PANELS

- Body panels that rely on a Tube frame for their shape
- Points only available for tube chassis and truggy-backs

**POINTS: -1**

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## INTERIOR AND/OR EXO CAGE

- Must meet the rectangle requirements for its class
- Interior cage mounting points must attach to the dash, floor, wheel well or the top of the interior cover
- Exo cage mounting points must attach to the exterior of the body or chassis (including sliders, bumpers, etc)
- Cage must have down bars and cross bars in front and behind each row of seats at a height which would protect a full 5.5" tall figure sitting in a normal position
- Cage(s) cannot flex under the weight of the rig if rolled
- Cage must be a rigid material of at least 0.125" (3.2mm) diameter that is permanently brazed, welded, soldered or mechanically fastened together, to create a single unit
- A vehicle interior or interior cover is required to receive interior cage points
- If the roof of the vehicle is removed, an interior or interior cover is required to receive cage points
- Interior and Exo Cage points are not available to tubers
- Points applied per row of seats or area where seats should be
  - The bed of a truck doesn't apply to cage points if seats are present

**METAL POINTS: -3 (MAX -9)**

**PLASTIC POINTS: -1**

## TUBE / PLATE ACCESSORIES (SINGLE PEICE FLAT MATERIALS ARE NOT 3 DIMENSIONAL)

- Must meet the respective rectangle requirements of the specific Class
- Must be made from a rigid material
  - Tube must be 0.125" (3.2mm) diameter or more
  - Flat plate may be any thickness with a minimum width of ½" overall
    - IE, it can be bent but two measured sides must equal at least ½"
  - Smaller material may be used, but will not count towards points

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## SLIDERS

- Must meet the Center Rectangle requirement for length
- Can't be higher than the top of the wheel
- Must be mechanically fastened, welded, or brazed to the chassis
- Must protect the bottom edge of the body (body armor does not count as a slider)
- Must be rigid enough to support the entire weight of the vehicle without flexing or changing shape.
- Must have sliders on both sides of rig to receive points
- Points are awarded per pair, not each

**METAL POINTS: -3**

**PLASTIC POINTS: -1**

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## BUMPERS

- Metal bumpers must be chassis mounted and separate from the body to receive points
- Plastic bumpers can be mounted to a hard body to receive points
- Must meet Rectangle requirements for its class

**METAL POINTS: -3 EACH (NOT TO EXCEED 2)**

**PLASTIC POINTS: -1 EACH (NOT TO EXCEED 2)**

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## STINGER / GRILL GUARD

- In addition to bumper points
- Does not count as a fairlead
- Must be mounted to the bumper

**POINTS: -1**

## FABRICATED 3D SHOCK MOUNTS

- Single piece flat materials are not 3 dimensional
- Must be made of metal and brazed or welded
- Must be in pairs

**POINTS PER PAIR: -1**

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## ROOF RACK

- Must be mounted off the roof at least .125" (3.2mm)
- Must have a rail or perimeter with minimum .125" (3.2mm) thickness
- Must be a minimum of 2" by 3"

**METAL POINTS: -2**

**PLASTIC POINTS: -1**

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## LIGHT BAR

- Must be mounted above windshield or on top of the roof/roll bar
- Minimum width 3" (76.2mm)
  - reason: Matches minimum roofline coverage requirement

**POINTS: -1**

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## INTERIOR

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### FULL INTERIOR

- Must have a full floor and firewall bulkhead (Driver's feet must not poke out into open chassis or wheel well)
- Must have all of these 3-dimensional features:
  - seat(s), dash and steering wheel
- Must be proportionately sized to accommodate a complete 5.5" human figure
- All partial figures shall be of similar scale to a complete 5.5" figure
- Must have a minimum depth of 1" from the lower windshield frame/cowl to the floor

**1 SEAT POINTS: -3**

**2 SEAT POINTS: -4**

**4 SEAT POINTS: -5**

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## INTERIOR COVER

- Interiors that do not comply with “full interior” specifications
- A molded in driver will receive an additional -1 and no points for passengers

**1 SEAT POINTS: -1**

**2 SEAT POINTS: -2**

**4 SEAT POINTS: -3**

**MOLDED IN DRIVER: -1**

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## SUV CARGO AREA

- Must have a minimum depth of 1” from bottom of the window to the floor
- Points available For SUV bodies only (Not pick-ups)

**POINTS: -1**

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## DRIVER/PASSENGER

- Figures must be human form, scale sized adult figures
- A complete figure must be a minimum of 5.5" tall
- All partial figures shall be of similar scale to a complete figure
- Full interior required to receive these points

**FULL FIGURE POINTS: -4**

**KNEES UP ONLY POINTS: -3**

**WAIST UP POINTS: -2**

**ARMS UP POINTS: -1**

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## SUSPENSION, DRIVETRAIN, AND STEERING

### LEAF SPRINGS

- Must Support vehicles weight without external shock springs

**1 AXLE POINTS: -3**

**ALL AXLES POINTS: -7**

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## MULTIPLE DRIVEN AXLES

**3 AXLES POINTS: -3**

**4+ AXLES POINTS: -4**

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## CHASSIS MOUNTED STEERING SERVO

- Rear CMS points are only available in Class 3

**FRONT CMS POINTS: -5**

**REAR CMS POINTS: -2**

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## FUNCTIONING TRANSFER CASE

- Transfer case points are awarded when a transmission is present that has gear reduction from the motor and a different set of gears is dividing the power to the axles

**POINTS: -4**

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## 3D ENGINE

- Must be in a reasonable location and appear to be powering the drivetrain of the vehicle
- Must resemble a complete engine
- Anything that does not meet the above criteria is an engine cover

**POINTS: -4**

**ENGINE COVER: -1**

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## SCALE ACCESSORIES

- Windshield wipers, opening hood, doors. Head and tail lights, winch (incl line and fairlead), sand ladders, tow strap, Fuel cell, exhaust, jerry can, hubs on all wheels, steering stabilizer, disc/drum brakes on all wheels, mirror(s), wiper(s), antenna, license plate, first aid, extinguisher, trail tools, hi-lift jack, etc...
  - Only count -1 point for multiple items (except winches)
  - Points are allowed for front and rear winch

**SCALE POINTS -1 EACH (NOT TO EXCEED -14)**

## SPARE TIRE(S)

- Must remain functional (mounted to a rim)
- Must be within .25" diameter of the drive tires

**POINTS: -3**

## COURSE POINTS

SORRCA provides a standardized set of course points to be used for the running of events under SORRCA rules to maintain consistent scoring of a participant's course driving

### **Points System:**

**Gate Progress:** -2 points

**Bonus Gate Progress:** -5 points

**Back-up / Reverse:** +1 point

**Self-Recovery (Winching/Sand ladders/Jacks):** +3 points

**Rollover:** +5 points

**Gate Marker:** +10 points

**Boundary Marker:** +10 points

**Course Direction:** +10 points

**Assisted Recovery:** +10 points

**Winch Stick**

**Vehicle Touch / Repositions / Repair:** +10 points

**Safety (Time out)**

**Vehicle out of spec (Time out)**

**Point out:** +80 points

**Did not finish:** +80 Point out +20 points minus progress

**Did not start:** +80 Point out +50 points

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### GATE PROGRESS (-2 POINTS)

Gate Progress shall be awarded to drivers for each gate that is cleared by the vehicle during the attempt of a course

- All tires must pass completely through the gate to receive the progress without penalty
- A gate is considered cleared and progress points shall be given when at least one front and one rear tire passes completely through the gate in the intended direction of the gate
  - One front and one rear tire is required to be in contact with the ground to progress the gate
  - As soon as a tire enters the plane of the gate it must maintain contact with the ground until the tire clears the gate
  - Before or after entering the plane of the gate either tire may be on or off the ground, but must be in contact with the ground when passing through the gate
  - Shooting the gate, straddling, jumping the gate, flipping/rolling through the gate are not progress and the gate must be attempted again
- “*Gate Progress*” points are deducted from the total course score after completing the attempt on the course

## BONUS GATE PROGRESS (-5 POINTS)

Bonus Gate Progress shall be awarded if the participant clears a bonus gate:

- The event organizer may have bonus gates on the course. A “*Bonus Progress*” shall be awarded if the gate is progressed as described in the Gate Progress description
- Bonus Gates may only be progressed once per course attempt and will have a marked direction of travel
- Bonus gates markers count as a gate marker penalty when hit

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## REVERSE (+1 POINT)

Reverse penalty is given when a tire spins in the reverse direction

Reversing is defined as:

- Any time the tire(s) spin/rotate in the reverse direction, whether engaged or freewheeling, intentional or not
- Once a reverse penalty is given, no further reverse penalty will be given until the tires rotate forward
- No penalty is given if the vehicle has rolled more than 90 degrees from the crawling surface
- Vehicles that land back on their wheels without assistance are not penalized, no reverse penalties will be awarded until the vehicle is righted
- If a driver begins a course in reverse, a reverse penalty will occur immediately
- The vehicle sliding backwards without the tire(s) rotating in a reverse direction does not constitute a “Reverse” penalty

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## SELF-RECOVERY (+3 POINTS)

Self-recovery: penalty will be given every time the vehicles winch cable is connected/reconnected to an anchor point or self-recovery tools are positioned/repositioned

- If at any time during the process of removing or replacing recovery tools and/or winch line from vehicle, the vehicle is moved (pushed pulled or slid from initial position) by any force other than the winch or its own power, a “*vehicle touch*” penalty will be given, and associated rules apply
- All self-recovery tools (sand ladders, tow straps, pullpals etc.) must be carried on the vehicle and replaced after recovery is completed otherwise “*Vehicle Out of Spec*” will be called by the judge and an “On Course Repair” or “Off Course Repair” will be given and associated rules apply
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## ROLLOVER (+5 POINTS)

Rollover penalty is given when a vehicle is rolled over by hand as per below:

- When a vehicle has rolled beyond 90 degrees from the crawling surface and cannot be self-righted back on to its tires the participant can perform a roll-over as described below

## SORRCA RULES 2023

- The rig may only be rolled over in one direction to the passenger side or driver's side at the driver's digression (Not end over end)
- By holding it by the chassis or body roll the vehicle over (Rolling from the tires suspension of axles will be a "vehicle touch" penalty and associated rules apply)
- The vehicle must remain in contact with the ground and may be rolled a maximum of 360 degrees
- The vehicle must not be slid, rotated, or twisted while performing a roll-over (If the vehicle orientation changes other than a sideways roll it will be considered a "vehicle touch" penalty and associated rules apply)
- If the vehicle cannot maintain a stable position without the participant holding the rig in place it will be considered a "vehicle touch" penalty and associated rules will apply

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## GATE MARKER (+10 POINTS)

Gate Marker penalty will be given when:

- When a gate marker is touched by any part of the vehicle, a tow strap or winch line
- Each gate marker can incur a 10-point penalty
- Receiving a Gate Marker penalty will not stop the course timer or the course run attempt unless doing gives the driver +80 points or more

A gate marker will remain "live" for the entire duration of the attempt on the course until it is considered a "dead" gate marker. Once a Gate marker is considered "dead", no further penalties will be assessed for that gate marker. A gate marker is considered "dead" when:

- The gate marker has been touched or straddled
- There will no longer be a penalty for accidentally stepping on a gate for anyone (for safety reasons) but please stay off course as much as possible and limit course damage
- Regardless if a gate is considered "dead", a vehicle must still achieve a gate progress (see Gate Progress rules) in order to proceed to the next gate in sequence
- If a gate marker is determined to be out of position during the course run a stop time is called and the gate is restored and the truck will continue from its current spot once time resumes

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## BOUNDARY MARKER (+10 POINTS)

Boundary Marker penalty is given when:

- Any part of the vehicle, tow strap or winch line touches a boundary marker
- Once a boundary marker is touched the judge will stop time and the driver will move the vehicle back to the last gate cleared following the "reposition" process

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## COURSE DIRECTION (+10 POINTS)

Course Direction Gates must be cleared in their intended direction and sequence

If the vehicle progresses an un-cleared gate in the wrong direction, or out of sequence will result in a 10-point penalty and the judge will stop time:

- Time will be stopped and the vehicle is then moved back to the previously cleared gate (*see reposition process*)

## SORRCA RULES 2023

- Once a gate is cleared and awarded progress it can be traveled in any sequence or direction
- If for some reason any gate(s) is/are missed and the final gate is progressed a penalty for both gate markers and no progress will be awarded for each missed gate
- Gates can be progressed driving forward or reverse through the intended direction

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## ASSISTED RECOVERY (+10 POINTS)

Assisted Recovery: This is for the new drivers that don't have a winch, if you have a winch installed this section does not apply

- The stranded vehicle shall not be pulled beyond the original position of the rescuing vehicle, or it will result in another *"assisted recovery"* penalty
- **Self-Retracting winch / Bungee winch** will count as an *"assisted recovery"*. If the vehicle is pulled without driver input to the vehicle a *"vehicle touch"* penalty will be given additionally, and associated rules apply
- Pulling the vehicle by hand with any cable or line will be a *"Vehicle Touch"* penalty and associated rules apply

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## WINCH STICK

Winch sticks may be used on the course:

- Sticks are provided by the event coordinator. Outside winch sticks may not be used under any circumstances
- The winch stick may be of any length but must have a mark 6" from the grounded end of the stick
- A hook or anchor point can be added but cannot be higher than 6" from the grounded end

Use of the winch stick:

- Will follow Self recovery rules in addition to below
  - Must be held firmly against the ground and maintain a vertical position.
  - Cannot slip or lose original position or attitude from when vehicle winch was attached.
  - Vehicles winch line or connection method cannot be attached higher than the 6" mark of the stick
  - If the winch line becomes disconnected another *"self-recovery"* penalty will be given.
  - *"Vehicle touch"* penalty will be given and associated rules apply if:
    - The vehicle touches the winch stick
    - The winch stick is placed in a manner to block or be used as a barricade from falling, rolling, or touching a gate/boundary
    - The winch stick moves from its initial position/ attitude while the winch line is connected
- If the winch stick fails, time stops, this is not on the driver and the host will get a new stick and the truck will be repositioned and reattached at the point of failure with no penalty

## VEHICLE TOUCH (+10 POINTS)

Vehicle touch penalty is given when the participant incurs the following:

- All vehicle touches whether intentional or unintentional, are given an automatic +10 points penalty
- Vehicle touches include but are not limited to: repairs, repositions, vehicle driving/falling into the driver
  - excluding “rollovers”, “winching”, “assisted recoveries” (*see associated rules*),
- When the judge or driver calls a vehicle touch and reposition will occur following the reposition process

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## REPOSITION (+10 POINTS)

Reposition penalty is given if the driver calls for a vehicle reposition and the vehicle is then moved back by the driver to the previously progressed gate (bonus gates count as last gate cleared also) with at least one tire between the gate markers

- The Judge will stop the course timer
- The vehicle will be placed at the last gate progressed
  - If at least one tire cannot be placed between the gate markers due to course design, the judge will reposition the vehicle to the next stable location at the last progressed gate (This location will be used for all drivers)
    - Note: All gates for progress are still “live” unless a gate has already been deemed “dead”
- Time will start when the driver resumes driving or at the Judge’s discretion

---

## ON-COURSE REPAIRS (+10 POINTS)

On-Course repair penalty is given if the driver chooses to repair their vehicle due to it being damaged or becoming out of specification while on the course:

- Judge determines the vehicle has become out of spec or driver calls for on course repairs
- Repairs are done on the course where the Judge/Driver determined the vehicle needed repair
- The course timer will continue to run, and repairs must be made within the course time
- There are no restrictions on whom or how the repairs are made
- If repairs are made within the course time:
  - The Judge will stop time and Judge/Marshal will determine if the vehicle is in spec
  - With time stopped, the vehicle will be repositioned following the reposition process
  - Time will start when the driver resumes driving or at the Judge’s discretion
- If repairs cannot be made within the course time, the driver is given a Did Not Finish penalty (*see associated rules*)

## OFF-COURSE REPAIRS (+10 POINTS AND 1 MINUTE)

Off Course Repair penalty is given if the driver chooses to repair their vehicle due to it being damaged or becoming out of specification, with time stopped and off the course:

- Repairs are to be completed off the course
- The course timer will be stopped and 1 minute penalty will be subtracted from the time remaining to run the course
- Repairs should be completed within 30 minutes (or as determined by the event organizer at the driver's meeting)
- If repairs are made within the allotted repair time:
  - The Judge/Marshal will determine if repairs are adequate
  - A reposition will take place following the reposition process
  - Time will start (with the 1-minute deduction as above) when the driver resumes driving or at the Judge's discretion.
- If repairs are unsuccessful within the allotted time the driver is given a Did Not Finish penalty (see associated rules)

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## SAFETY (TIME OUT)

Safety Time Out may be called by the driver for time to stop so that they may safely reposition themselves on the course

- This time out shall be used for the purpose of driver safety
- This time out may not be used to survey the course or for any other advantage
- Once the competitor is repositioned the time will start, however the judge has the right to restart time at any point
- The judge can determine if this is being abused and deny the request

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## VEHICLE OUT-OF-SPEC (TIME OUT)

Vehicle out-of-spec (time out) may be called by the Judge if they have reason to believe a vehicle is out of spec during a course run. At the time the Judge calls for Vehicle out of spec (time out):

- Course timer is stopped
- The driver must stop driving the vehicle – no additional inputs maybe given by the driver to the vehicle via touch or radio control
- The Judge must mark the vehicle's location and perform a tech inspection as specified in the "General Vehicle Specifications" (*same manner as all other tech inspections*)
- If the vehicle has been deemed within spec, the driver will return the vehicle to the location marked by the judge and the course timer will start once the driver resumes driving the vehicle
- If a vehicle falls out of spec due to breakage on course and the judge determines the driver has not gained an advantage, then the driver may resume the attempt on the course at the last position before stopping time without any time or points penalties
- If the vehicle is now out of spec and/or the Judge has determined that the vehicle has gained an advantage, the driver must take a repair to correct the problem. The driver may choose to do an "On Course Repair" or "Off Course repair" and the associated rules apply
- Any of the below are considered out of spec:



## SORRCA RULES 2023

- Changes not meeting the rectangle parameters for its class and creating an advantage.
- Bodies, body panels coming off or out of place
- Any “scale items” falling off the vehicle also constitute a vehicle becoming out of spec, and must be repaired immediately
- This includes electronics/batteries becoming visible

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### POINT OUT (+80 POINTS)

The maximum penalty points accumulated on a course attempt is +80 points. If a driver accumulates 80 penalty points their attempt on the course immediately ends and they will receive a “DNF (Did not finish)”

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### DNF (DID NOT FINISH) (POINT OUT +20 POINTS)

DNF is given anytime a driver cannot complete a course either by a point out or running out of time

A driver score after a **DNF** is tallied as follows:

- Driver receives DNF points (80 penalty points +20 demerit points)
- All regular progress points prior to the DNF are awarded to the score
  - Bonus Progresses are not counted if the driver DNFs
- ½ Scale points (as tech’d in) are awarded to the score

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### DNS (DID NOT START) (POINT OUT +50 POINTS)

DNS is given anytime a driver cannot start a course for any reason:

- The Vehicle cannot start course under its own power
- The Driver does not attempt the course within the events scheduled time
- No scale points will be awarded to this course

A driver’s score after a **DNS** is tallied as follows:

- Driver receives DNS points (+80 Point out +50 demerit points) +130 Points