



Racing Program for 10th June 2007 (Electric, Nitro and Gasoline)

The HCC R/C Power Boat Club will be hosting another racing event at Punggol Park Pond on Sunday 10th June 2007.

As was the case with the previous racing event in April, the objectives of the June event are to keep the racing simple but fair, raise the public profile of the hobby, and to ensure that all participants and spectators have an enjoyable day.

1. Participation requirements

The racing events are open to all (i.e. members and non-members of the HCC R/C Power Boat Club).

The requirements for participation in the race heats are:

- (a) your **radio control system** must (i) pass a range check, (ii) be properly installed and operational, and (iii) its transmission frequency registered and posted on the RC frequency board located in the pit area;
- (b) in the case of **electric** powered boats, (i) your battery packs must be properly secured inside the hull with velcro straps and (ii) your hull must be sealed by waterproof tape or other satisfactory means, to prevent the loss of battery packs in the pond (*battery velcro straps and hull sealing tape must be at least one (1) inch wide*);
- (c) in the case of **nitro or gasoline** powered boats, your boat must comply with the National Parks Board's noise limit of **84dB at 50 feet** (reading taken from the shoreline with the boat doing a full-throttle drive-by).

2. Registration, Start Time and "Clear Pond" Rule

(a) Registration

All racers are required to register their radio transmitter frequencies and class of boat with the race officials at the registration desk **before** the start of the first race.

(b) Start time

The first race will start at **3:00pm**.

(c) **The “Clear Pond” rule**

In order to prevent stalled, flipped or dead boats from delaying the start of a scheduled race, please comply with the following:

- prepare and tune up your boat before the start of the first race;
- with the exception of (i) boats contesting in a race that is running at the time and (ii) electric rescue boats, no other boats will be permitted in the water from 3:00pm until the end of the scheduled races; and
- observe the NPB authorised hours for ic engined boats - from 12:00 noon to 6:00 pm each Sunday.

3. Classes of Racing

For this race meet, the following classes of boats will be raced:

- (A) Gasoline Hydroplane, Catamaran or Tunnel Hull
- (B) Gasoline Monohull
- (C) Gasoline Unlimited (no restriction on hull type)
- (D) Nitro 21 (any hull powered by .21 (or smaller) engine - inboard or outboard)
- (E) Nitro Unlimited (any hull powered by a nitro engine with no limit on configuration or engine capacity)
- (F) EP max 6 Cell Sub-C or 2S Lipo (no restriction on motor or hull type)
- (G) EP max 12 Cell Sub-C or 4S Lipo (no restriction on motor or hull type)
- (H) EP Unlimited (no restriction on number or cells, motor or hull type)

4A. Race Rules for Gasoline and Nitro Classes

Derived from the NAMBA Rules, simplified for ease of administration but **safety** remains as the overriding priority.

- (I) During each race heat, boaters not participating in the race that is running at the time must switch their RC transmitters **OFF**.
- (II) All race heats are **6 laps Clockwise** around designated course markers.
- (III) Each race is started with a 5-minute audio countdown, with the race starting as the clock reaches zero.
- (IV) All boats participating in a particular heat are required to be in the water by no later than the last 30-second mark of the countdown.

Any boat not in the water at the last 30-second mark will not be allowed to start.

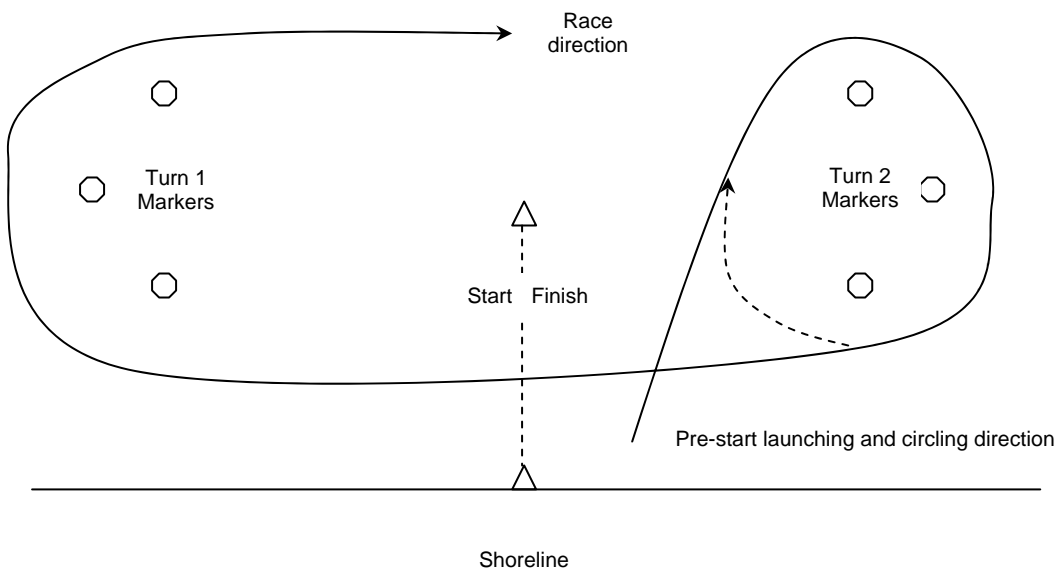
- (V) All boats must circle the designated buoys on the right of the Start/Finish line in a clockwise direction but cannot cross the Start/Finish line until the clock reaches zero (see Diagram 1).
- (VI) Boats are to establish their lanes by the time they finally approach the Start/Finish line. Lanes will be held as boats cross the starting line.
- (VII) Jumping the gun is a one-lap penalty (jumping the gun is crossing the Start/Finish line before the clock reaches zero).
- (VIII) Striking or missing a course marker buoy is a one-lap penalty.
- (IX) If your boat goes dead in the water or flips over, you are required to alert the other drivers immediately and state the location of your boat.

Other drivers must slow down until all drivers have identified the location of the dead or flipped boat (by verbal confirmation).

No overtaking is allowed until all drivers have confirmed the location of the dead or flipped boat.

- (X) Striking a dead or flipped boat will earn a disqualification from the heat.

Diagram 1: Pre-start launching and circling procedure for gas and nitro classes



4B. Race Rules for EP Classes

Kept simple for ease of administration but **safety** remains as the overriding priority.

- (I) During each race heat, boaters not participating in the race that is running at the time must switch their RC transmitters **OFF**.
- (II) All race heats are **4 laps Clockwise** around designated course markers.

(III) Each race is started with a 5-minute audio countdown, with the race starting as the clock reaches zero.

(IV) Each boat will be designated a starting position along the shoreline and on the right hand side of the Start/Finish line (see Diagram 2).

Starting positions will be designated to racers by "lucky draw".

(V) All boats participating in a particular heat are required to be in the water at their designated starting positions by no later than the last 10-second mark of the countdown.

Any boat not in the water at the last 10-second mark will not be allowed to start.

(VI) No power may be applied to the motor until the clock reaches zero.

Jumping the gun is a one-lap penalty (jumping the gun is crossing the Start/Finish line or applying power to the motor before the clock reaches zero).

(VII) Boats are to establish and hold their lanes on approach to the first turn.

(VIII) Striking or missing a course marker buoy is a one-lap penalty.

(IX) If your boat goes dead in the water or flips over, you are required to alert the other drivers immediately and state the location of your boat.

Other drivers must slow down until all drivers have identified the location of the dead or flipped boat (by verbal confirmation).

No overtaking is allowed until all drivers have confirmed the location of the dead or flipped boat.

(X) Striking a dead or flipped boat will earn a disqualification from the heat.

Diagram 2: Launching and starting procedure for electric classes

