



## Racer's Guide – BRCA SORS 2026

### 1. Introduction

The BRCA SORS is organised and run by volunteers from Scotland's BRCA affiliated 10<sup>th</sup> scale RC buggy clubs under the guidance of the BRCA Scottish Driver's Representative. This guide is to assist racers competing in this year's series and is not an exhaustive list of the rules. These can be found on the BRCA website at the following address:

<https://www.brca.org/racer-hub/brca-documents/2026-rules>

### 2. Championship

BRCA SORS 2026 consists of six rounds listed below. Scoring for the series will be your best four results to place you overall for the year.

Round	Host Club	Venue	Date
1	Dumfries	Mabie Meadows Raceway <a href="https://w3w.co/riverside.onwards.combining">https://w3w.co/riverside.onwards.combining</a>	19/04/2026
2	Stonehaven	Mineralwell Park <a href="https://w3w.co/surprises.pirates.paid">https://w3w.co/surprises.pirates.paid</a>	24/05/2026
3	Glasgow	East Kilbride Sports Club <a href="https://w3w.co/kickers.verifying.pizza">https://w3w.co/kickers.verifying.pizza</a>	14/06/2026
4	Stonehaven	Mineralwell Park	19/07/2026
5	Dumfries	Mabie Meadows Raceway	16/08/2026
6	Glasgow	East Kilbride Sports Club	06/09/2026
Reserve	If Req'd		20/09/2026

#### 2.1. Entry

- Entries must be made via the BRCA website using a valid BRCA 2026 membership at: <https://www.brca.org/events/10th-off-road/scottish-regionals>  
Contingency booking will be available in the event of a BRCA website outage.
- Classes will be 2wd and 4wd buggy.
- Normal entry is £10 per car for bookings made before 10pm on the preceding Wednesday to the event. This is to allow the entry system's database to be updated in advance of the event.
- Late entries made between 10pm on the preceding Wednesday and 10pm on the preceding Friday will be £15.
- Racers under 16 on 1<sup>st</sup> of Jan 2026 are free.
- Refunds are at the discretion of the organisers and will only be issued for cancellations before 10pm on the preceding Wednesday, or in the event that the race itself is cancelled.

### 2.2. Rules

The Scottish Club Representatives have agreed the following rules for SORS 2026:

- Construction and general rules shall be consistent with the BRCA 10th Off-road rules. Most buggies will comply with these rules by default.
- Tyres on the rear axle shall be limited to Schumacher Mezzo and Ballistic Buggy Minispikes. Compounds are not restricted, but for those on a budget, Yellow Compound Mezzos and Green Compound Ballistics will cover you for almost all situations.

### 3. Race Day Format

Each racer will see the following for each car entered:

- 3 min practice
- 4x qualifying heats
- 1x final each

A normal race day with ten heats will roughly follow these timings:

	Starting Time	Last Heat Finishes
Booking in opens	07:45	
Drivers briefing	08:15	
Practice Rd1	09:00	09:50
Qualifying Rd1	10:00	11:10
Qualifying Rd2	11:20	12:30
Qualifying Rd3	12:40	13:50
Qualifying Rd4	14:00	15:10
Finals	15:30	17:00
Prize giving	1700	

Note that this schedule can vary depending on the number of entrants and the weather.

### 4. Conduct

#### 4.1. Race With Respect

Everyone is there to enjoy some good-hearted competition with like-minded people, whilst allowing others to also enjoy their day of racing. At no point should you become aggressive towards another racer or an official or deliberately damage your own car, someone else's car, the track or harm a marshal.

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You must attend the driver's briefing at the beginning of the day. If you have arrived late to the event, make it known to the organisers and they will brief you on the day's activities and any points of safety. Observe all local rules as specified by the race organisers. Many of the tracks are in public spaces rather than private venues and may have rules that are venue specific.

Referees can only see so much during a heat/race and may miss an incident. While it is frustrating if you feel you have been treated unfairly, you should not become abusive towards them.

The consumption of drugs or alcohol during the event is forbidden.

### 4.2. Safeguarding

At no time should adult racers confront racers under 16 without the presence of their parent, caregiver and/or a race official. Doing so could result in immediate expulsion from the event. Banter is allowed, but if that racer feels intimidated then it is not banter.

The policy is not just limited to juniors and applies to any vulnerable adults who may be at the event. More information can be found here: <https://www.brca.org/racer-hub/safeguarding>

### 4.3. Race Day

It is important to remember that the hosting clubs and race officials are all volunteers who have organised the races in their free time for the enjoyment of everyone there. Even at large clubs, track maintenance and preparation for events is usually due to the efforts of a handful of people and at smaller clubs, even less.

You will be expected to respect the club's facilities and efforts, so you shouldn't litter or deliberately cause damage. If you spot an issue with the track or facility then please bring it to the attention of the locals and help them where possible. If you don't think concerns are being listened to then your next point of contact will be the driver's representative.

### 4.4. What to Bring

On race day you will be expected to have or arranged to have everything you need to race on the day. This will include, but not be limited to:

- Your race car(s) with a compatible transponder fitted
- Radio equipment
- Batteries
- Charging facilities, including cables or generator if required
- Spares including consumables and tyres
- Basic tools
- Pit shelter
- Pit table
- Something to sit on

The hosting club and other racers are not obliged to provide any of these things for you. If you don't have them then you can normally arrange borrow or share in advance from fellow racers and most other racers will help if you need something, such as to borrow a soldering iron.

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Club pits are normally reserved for club members and they will have priority where spaces are limited. Unfortunately, at prior events, local club members have been displaced due to thoughtless individuals who set up their pit space at empty tables without prior arrangement. If the hosting club has free space to use then that is a courtesy and not an entitlement.

Mains power at the track is a luxury and not a given, so you may be asked to contribute to the costs if you are connected, either to the club's power bill or for generator fuel costs. The same applies to compressed air facilities for car cleaning.

## 5. Driving

### 5.1. During the Heats

You are racing against the clock to get the best times possible to place you in the finals, you are not racing for position so your closest competitors may not even be in your heat. Each round of qualifying is scored according to how you place against all of the other racers. Your two best scores are used to seed your position in the finals.

Do:

- Let faster cars through, both lapping cars and those who are obviously quicker.
- Communicate on the rostrum – tell a faster driver you're letting them through or ask a slower driver to let you past.
- Drive within your abilities, crashing is the fastest way to go slower.

Don't:

- Apply the throttle whilst being marshalled: your car will not be marshalled when its wheels are spinning.
- Cut across the track. If you accidentally short-cut the track, wait for a marshal or wait long enough to ensure no advantage was gained. This applies even if it was caused by a crash which is not your fault.
- Fight for position, it will slow both of you down.
- Barge your way past a slower car – you could take both cars, or others, out.
- Drive in an overly aggressive manner.
- Purposefully drive at other cars, track equipment or marshals.

### 5.2. During the Finals

You are racing for position, but that doesn't mean your driving standards should slip.

Do:

- Keep calm – racing in a final can get the adrenaline going, especially when the racing is close, but a cool head is always a winner.
- Drive within your abilities.
- Overtake when the opportunity arises.
- Let lapping cars overtake you.
- If you have been involved in a crash with another car and it needs to be marshalled, you must wait until the other car has been recovered before moving off.

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Don't:

- Apply the throttle whilst being marshalled: your car will not be marshalled when its wheels are spinning.
- Cut across the track. If you accidentally short-cut the track, wait for a marshal or long enough to ensure no advantage is gained. This applies even if it was caused by a crash which is not your fault.
- Barge your way past other cars – you could take both cars, or others, out.
- Drive in an overly aggressive manner.
- Purposefully drive at other cars, track equipment or marshals.

Remember that we are all there to enjoy a good day's racing and poor behaviour or a poor attitude can spoil the day for others. Harmful or dangerous behaviour will not be tolerated and warnings or penalties may be issued.

### 5.3. On the Rostrum

When going onto the rostrum, the drivers should go up in number order, this is to allow higher qualifying drivers to stand in their preferred location in the same way that they are allowed a preferential place on the starting grid.

The rostrum is normally a quiet place so that racers can concentrate on their driving. The exception is when you need to communicate with another racer, such as:

- Letting them know you are lapping, or that you are letting a lapping car past.
- Informing racers that a car is in a dangerous position – on the straight, a fast corner or a jump, or any other hazard, and also when the track is clear again.
- To communicate an issue with a race official.
- To apologise.
- If your car has not been seen by a marshal, you may briefly call out the marshal's number and indicate where it is. For instance: "Marshal 4, behind you!"

Do:

- Be courteous to the other drivers and marshals.
- Be patient with marshals – they are racers just like you.

Don't:

- Chitchat or giving a running commentary on your own race.
- Obscure the view of the track by, for example, leaning forward or resting your transmitter on the railing of the rostrum.
- Shout at the marshals or other drivers, especially younger racers.
- Swear or be verbal or physical aggressive.
- Leave the rostrum until all cars are finished as this can distract other drivers. This applies both at the end of the race and also if your car has been taken out during the race.

If your car is disabled during the race a marshal will remove it from the track and you should step back and remain quiet until the race is over. If you can switch your car off remotely, do so.

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Remember that we are all there to enjoy a good day's racing and poor behaviour or a poor attitude can spoil the day for others. Harmful or dangerous behaviour will not be tolerated and warnings or penalties may be issued.

### 6. Marshalling

All competitors are required to marshal after their heat/race whether they have run or not. Failure to do so will result in a warning and/or a penalty. If you are unable to marshal, it would greatly assist the organisers if you have arranged a replacement.

If you are unable or have difficulty marshalling due to injury or mobility issues, please let the Race Director know prior to the event or at booking in on race day. It will allow the organisers to assign you to a less demanding marshal position.

New racers under the age of ten would ideally have an adult assisting them and be located in a lower risk position away from jumps or fast sections of the track to prevent injury.

During finals, it is allowed for marshals to swap places with others who are more able.

#### 6.1. Clothing Requirements

As a marshal, you must wear the appropriate clothing as follows:

- All Marshals must wear a tabard, vest, t-shirt or jacket of a predominantly fluorescent colour (such as yellow, red, orange, pink) – blue, white and black vests are specifically prohibited. You can wear your own, or use the one provided by the club at the marshal point. This is an insurance requirement for the event.
- This must be worn correctly and not be covered by other clothing.
- You should wear suitable footwear for the conditions with closed toes and they must be securely fastened to your feet. Open toed footwear is prohibited.

The above is a minimum requirement and other protective clothing is at the discretion of the marshal, such as gloves, ankle boots, eye protection, etc.

#### 6.2. Before Marshalling a Race

There is typically three minutes between each heat or final unless there is a delay such as a track repair. When your race is finished, you should collect your car, turn it off and either place it in the designated area, or hand it to a pit-mate to take away.

You should go to your assigned marshalling position, which will normally be your car number, and relieve the marshal from the previous race. Ensure that you don't block the view of the track from the rostrum, you may need to kneel down or sit down in some instances.

You may be asked to assist the Race Director by arranging cars on the start line or grid, or to perform minor track repairs, such as move a track marker back into place if it was moved during the previous race.

Alert the Race Director if a marshal post is unexpectedly empty.

### 6.3. Marshalling During the Race

Your attention should be on your area of responsibility on the track, not to watch the race in progress. You should not be using your mobile phone, listening to music, chatting to others or eating while marshalling a race.

Unfortunately marshalling was the most complained about aspect of racing in 2025, so marshalling standards will be expected to improve in the coming year. The main complaint was about the attitude of a handful of individuals who made a minimum effort to help other racers during their races. The second most common complaint was marshals not paying attention to their designated area of track.

Marshal in the way that you would want to be marshalled, retrieve a stuck car and return it to the track as quickly and as safely as you are able. Your safety is paramount during the race, so don't take unreasonable risks when you marshal. Make sure that there is a reasonable gap in traffic if you need to step onto or cross the track, though this does not mean that you should wait for the entire field to pass before attending to a stuck car.

Avoid standing or walking on jumps, they are designed for RC cars, not humans.

Take care when picking up a stuck car that you are not hurt in the process. Wait until the wheels have stopped turning before putting your hands on the car. If you need to pick it up, grasp the chassis between the wheels, or lift it by the rear wing if you can. Lifting a car by pinching the bodyshell may cause it to come off. Ensure that your fingers are away from the rotating parts of the car.

Sometimes it is not necessary to lift the car at all, if it can be flipped over in place or pulled out from under a hose and sent on its way. Use your hands to do this and not your feet.

Cars should be returned to the track in the right direction and close to where they left the track. Place the car down on its wheels rather than throwing it onto the track. Don't return it to the track where the car could be struck by another car, especially on fast sections of track.

You are allowed to repair cars if they can easily be fixed at the trackside, for instance, reconnect a popped ball joint, replace loose equipment such as the battery inside the car or reattach a bodyshell. If a car cannot be fixed easily or the racer indicates that he doesn't want to continue, place it in a safe position at your marshal post where it won't be struck by another car and switch it off if possible.

Be aware of what is going on around you and help other marshals if they are overwhelmed or if they are attending to another car and you can get to a stuck car before them.

### 6.4. After the Race

Don't leave your position until the race is over and all cars have finished, it can distract other drivers and you may still need to marshal a car which is finishing its run. The timing system will announce the end of the race and you should not move from your marshal post until this has happened.

If required, collect your car from the designated area. If you have removed a disabled car from the track during the race, return it to the owner.

## 7. References

2026 BRCA General Rules - <https://www.brca.org/racer-hub/brca-documents/4974-2026-brca-general-rules-pdf/download> .

2026 BRCA 10th Electric Off Road Rules - <https://www.brca.org/racer-hub/brca-documents/4996-2026-brca-10th-electric-offroad-rules-pdf/download> .

BRCA Race With Respect policy - <https://www.brca.org/racer-hub/race-with-respect>

BRCA Safeguarding policy - <https://www.brca.org/racer-hub/safeguarding>