

HOW FAST ARE YOU?

ONLINE POINTS SERIES (SEASON 13)

F1 VERSION

This is the **Formula One** version of HFAY! We all know that the real Formula One series is the most technical, most innovative type of hi-performance racing in the world, and our little 1/28th scale version is no different from the real thing! (except you don't have to be a billionaire to maintain your team!) And don't forget... you have your team running with you as well, so you might want to try to help them out as well. With open wheel racing, passing is going to be a big part of what makes a team fast and consistent! If a team has cars doing all kinds of different things on the track, it might prove hard to find a "groove" to stay in. It's been a while since the manuals have been updated but we felt this was necessary to do to incorporate as many of the new products and innovations as possible to our rules so that we all know where to go when questions arise. Also, we have a new website which is sure to bring us another avenue of innovation for us here at HFAY.

Take special note of the V.T.R.s in this manual, because they are going to be very brief! We hope to create a new kind of hi-tech racer with this series, pushing all of us to step it up a few notches when it comes to thinking about what makes a race car a top level performance machine just like our full scale counterparts ! For those of you that have raced the F1's they always seem to best the racer times, without feeling like you're actually going faster.

Setup for all of these F1 events is in-line with all of our regular racer series events, so it will be easier for more clubs to participate. You'll notice in this manual that there are many parallels with the racer manual, pre-requisites, point system, data gathering are all the same. But please try to take note of what is actually different and try to utilize it all to your full advantage!

Once again, we'll try to keep this as simple, and as fun as possible for all. This manual will walk you through, step by step, showing you how to produce real results for your club. If you have any questions on anything within the following manual, please do not hesitate to contact one of the HFAY Judges on our website:

<http://www.howfastareyou.com>

If you desire to become a Judge, so your club can participate in this event, shoot us an email, and we will be more than happy to walk you through our requirements for setting you up to become an approved HFAY racing station!

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First off, there are pre-requisites for competing in this event. Here are the first steps.

1. All clubs must have a minimum of 2 Wide "L" RCP tracks. RCP tracks can be purchased from many different venues, check our links page on our website for further information on where to purchase tracks and timing systems.
2. You must be using approved chassis' and bodies (see V.T.R.s on pg. 4).
3. Participating clubs must have some form of lap timing/counting system. Compatible lap counting systems are as follows:

Core Analog KOPropo AMBit LapDragon TeamOrion GiroZ. I-Lap

Really, any system that can conform to the timing configurations set forth for each layout. The timing configuration is on the point series webpage, shown in Core format.

4. You must be able to complete each event layout, as shown on our website, and must submit the results within the designated time frame. **NO EXCUSES!** If times are not submitted within the designated time frame, your club will not receive any points for that particular event. (See page 4, rule #3 for timeframe details)
5. You must setup the track exactly as shown on the point series page, this includes bump out tiles as well!
6. Each driver must have a designated "name" or "handle" throughout the entire event. Please take note that there is a new process and location for result entry and club registration, go to our website and click on our "Documentation" page. On that page you will find our "Club Admin Tutorial". This will give you full instruction as to how to get your club registered and how to upload your results to our site.

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GETTING STARTED cont'd

7. Cheating will not be tolerated in any way, shape, or form! It is the judge's responsibility to make sure this does not happen! If a judge finds a club member cheating, he must pull that driver from the series. As true competitors, you are all expected to put forth your best honest effort. The HFAY Judge has the final say in all matters for his club's participation.

8. Each participating club must have at least a minimum of 3 drivers for each Main. Filler drivers are allowed to maintain the minimum amount of drivers for the Mains at the Judge's discretion. (Filler driver's data will not be counted but must be recorded)

9. Each track may be practiced as much or as little as the club would like. Heats and qualifying may be done in the format that the individual club deems necessary to complete. Although, drivers who bump up into another HFAY Main must fully disregard their previous results, even if the previous results were better!

10. Once the races have been completed they may not be re-run to improve results. Re-runs of races will be due to lap counter failure resulting in un-usable data only. Races cannot be stopped due to mechanical failure of vehicle(s). So make sure your vehicle is ready to run the full race! Collisions can and do cause breakage, but that's all part of racing! So be courteous and careful out there!

11. You must finish each race with the car you started with (same chassis, body and of course... motor) it is permissible to repair parts of your car to get back into a race, but you may not swap cars entirely.

12. First race of each layout is to be run Clockwise. Second race of each layout is to be run Counter Clockwise.

13. Race "Mains" are to be 8 minutes long.

14. The timing loop must be centered under the full width checkerboard starting line.

15. Starting position will be determined by the club's preference, obviously you will be lining up behind the loop's location. Space the cars as necessary. Jumping the start must be avoided at all costs. If a driver jumps the start signal, the race will be waived off and the grid reset as per club's preference.

16. Actual race data can be released by each club only after that data is posted on the HFAY website. It is not required to post the actual race data, but it is highly recommended.

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Point Series Format

1. Points will be awarded to each individual racer based on overall finishing position. This will be achieved by ranking all data received by all of the participating clubs. Finishing position will be determined by amount of laps completed, and the time to complete them.
2. Each racer will have 2 point drops to use for either missed races or eliminating their lowest point finish for a race. All racers will have their 2 lowest finishes automatically eliminated from their final points tally at the end of the season.
3. Club results must be entered into the website by 10:00am (MST) on the 1st day of the following month to be considered on time. Late entries will not be scored. You can run your events ahead of time if you like, but please turn in the results as soon as possible. (we will hold them until release date) As long as we get the data for that months event before the end of that months due date.
4. Scoring data from each club will be kept secret until all participating club results have been collected. Only then will the monthly results be posted on the HFAY Website. This prevents clubs that have not run yet from unfairly seeing the results they must beat.
5. Results will be posted on our website within the first week of the following month.
6. Points will be awarded by using a very simple point scale, only a first place finish gives a 1 point boost, the new scale allows for 199 drivers to receive points for an event (See below).
7. These points will be awarded for each race, each month. The overall results (laps completed and times), along with the Overall Standings will be posted on the HFAY website.

FINISH	POINTS	FINISH	POINTS
1 ST	200	9 TH	191
2 ND	198	10 TH	190
3 RD	197	11 TH	189
4 TH	196	12 TH	188
5 TH	195	13 TH	187
6 TH	194	14 TH	186
7 TH	193	15 TH	185
8 TH	192	Ect.	Ect.

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Vehicle Tech Regulations

Electronics: Any type of ESC. This includes the new 2.4ghz and the AD Band ESCs. FET modifications and capacitors are allowed.

Chassis: Kyosho F1 type chassis only (MF-01 or MF015).

Body: Kyosho F1 type bodies only, must be fully installed, wings and all! Some material may be removed for operation of suspension items. Judges reserve the right to disqualify a body for excessive material removal. Aftermarket bumpers and wings are allowed but must be within the width of the tires.

HFAY Spec Motor: HFAY Spec Motors, or RTR Stock Motors, You can order them from: www.slmini-zstore.com
They are great motors at a great price.

Batteries: Any type of battery, this includes Lithium Ion and Lithium Polymer types!

Transmitter: Any brand

Frequency: Any type.

Alloy: Any aftermarket alloy parts are allowed.

Bearings: Any brand.

Tires: Original Kyosho or aftermarket type F1 tires only. No foam tires allowed. No traction compounds allowed on tire, or race surface. Tire warmers are allowed.

Wheels: Original Kyosho or aftermarket type F1 wheels only. Aftermarket plastic, delrin, and alloy wheels are permitted.

Suspension: Any aftermarket or custom "homebuilt" suspensions are allowed, Mantis Worx style H-plates, disc dampeners, coil-over shocks, etc.

Hop-ups: Hop-ups may include any of the following: wheels, motor mounts, knuckles, tie rods, ball diffs, etc. (basically hop-ups are limited to any suspension and handling upgrades, motor mounts.)

Not much left to tech really, but please try to stay true to what we do here at HFAY! As always, tech inspections are at the Judge's discretion at any time before, during or after the event. Remember, these events are based on honesty! If you are cheating, you will have to live with the knowledge that you could not cut it like everyone else! Besides, this is only for fun anyways.

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Driver's Championship (For bragging rights)

1. When all 10 races (five events) have been completed, the driver with the most accumulated points will be named "DRIVER'S CHAMPION".
2. When all 10 races (five events) have been completed, the driver with the second most accumulated points will be named "FIRST RUNNER UP".
3. When all 10 races (five events) have been completed, the driver with the third most accumulated points will be named "SECOND RUNNER UP".

Team (Club) Championship (For bragging rights, and a Championship Banner)

1. When all 10 races (five events) have been completed, the "F1 TEAM CHAMPIONS" will be named.
2. The Team Championship is scored by combining the total points scored by each driver of that club, and then dividing it by the total number of said club's driver attendances for the season to create an average for that team. Clubs will be disqualified from the Team Championship if the entire club misses more than 2 races (one event). At the end of the season, the club with the greater average will be named "F1 Team Champions".
3. Points ties are broken in favor of the tied club with the most wins. If still tied, the Championship goes to one of the tied clubs with the highest finish in the last race.

16 & Under Driver's Championship (Yep... you guys get to brag too!)

When all 10 races (five events) have been completed, the 16 and under driver with the most accumulated points will be named "ROOKIE F1 DRIVER'S CHAMPION". Must be 16 years of age or under at the start of the season to qualify.

As our F1 racers have proven in seasons prior, this is some of the toughest racing at this scale. Running clean means so much in HFAY... and trying to do it with open wheels is a real accomplishment! We've all cracked wings, busted all kinds of little mirrors and winglets off our beautiful Autoscales... but to any F1 fan, it's well worth it! You may also notice almost everyone who runs F1 is up on there Racer Class as well, and they usually have better attendance at HFAY events. If your club is running F1 and you're not joining them... DO IT! Trust us... it's too much fun to pass up!

Good luck to all!

HFAY Management