



Ultimate Rock Crawling (URC)

Scoring Rules 2024

13. Scoring - There are X amount of gates per course for all classes. In each stage, competitors navigate their vehicle through beginning, intermediate and ending gates within a specified time limit. Finish and start gates are clearly marked with intermediate gates and bonus gates in between.

- +20 Points Progression per gate
- +20 Points completing a bonus gate
- +20 Points Spotter Ride bonus when applicable

- 2 Point Penalty reversing direction
- 2 Point Penalty touching boundary tape, flags
- 10 Point Penalty breaking boundary tape, knocking over flags
- 0 Points will be the lowest score possible per stage.
- DNS -10 Points per stage not started
- 10 Rear Steer penalty I Modified if used
- 7 portal penalty Modified

BOTH axles must clear the Finish Gate to complete the stage within the time limit. Competitors are allowed a specific amount of time to walk and assess each stage before the event starts, usually at the beginning of the event after the drivers meeting. High score wins. Competitors start each stage with 0 points each and incur penalties/deductions/earned points. Therefore, all references to Penalties in these rules reflect a Negative Score, while Bonus' and Progressions reflect a Positive Score.

13.1 Scoring Protests -

13.1a: Scoring protests must be placed before the next team starts their time on course. Mathematical scoring errors must be placed before the awards ceremony. After the award ceremony starts, all results are final.

13.1b: Course scoring protests shall be placed at the obstacle where the problem occurred after the obstacle is completed. Crowd input or video play back will not be considered evidence during this process.

13.1c: Protests will not be allowed on any safety violation or disqualifying activity.

13.1d: Scoring protests are permitted under the following conditions:

13.1d 1. Only the driver and spotter may protest.

13.1d 2. Scoring protests must be placed before moving to the next obstacle and within 10 minutes of completing the obstacle where the dispute occurred, or they will be dismissed.

13.1d 3. Protests must be made to a course Judge or a Ultimate Rock Crawling Marshal.



13.1e: If a protest has been found valid, scored points will be adjusted on the teams score.

13.2 Drivers & Spotters –

13.2a: Each team will consist of one driver and one spotter only.

13.2b: The driver and the spotter may switch places if a spotter or driver becomes injured during an event if alternate spotter is not available. All changes must be approved by a Marshall and are limited to one change per event.

13.2c: Teams may “share” team members. *Examples* - The driver from team A is permitted to spot for the driver from team B; or the spotter from team A is permitted to spot for the driver from team B.

13.3 Reversing Direction of Travel - Two (2) penalty points are issued for reversing direction by competitors. Reversing direction is when a driver changes direction of travel, or pushes in the clutch and rolls back, etc. Reversing direction is not counted when the vehicle is nudged back by the obstacle. If he then chooses to reverse direction, he will receive the points for the direction change. Penalty points WILL be assessed for a reversal if the tyres on a stuck vehicle spin in reverse, but the vehicle does not move. A backing penalty will be issued when a team uses a reverse burn. All Penalty Points will have a Negative outcome on the score. Therefore a reversal is penalized as a -2 score.

13.4 Gates -

13.4a: Each obstacle is marked with gates. The gates include the start gate, course gates (cones), and trees or bushes that are tagged with red ribbon. A Ten (-10) Point Penalty will be issued for every cone touched by any part of the vehicle including tires. This includes the base of the gate. Gates that fall over due to unstable rocks that have been touched by the vehicle will not count as a touched gate unless rocks have been stacked for that purpose. Cones blown over by wind or exhaust also do not count against the team. If spotters, winch cables, pull straps, or any portion of the team touch a gate, a gate penalty will be counted. Once a gate is touched it is considered disqualified from that obstacle for the team who touched it and will not be counted for a second contact. All Penalty Points will have a Negative outcome on the score. Therefore a gate touched is penalized as a -10 score.

13.4b: Gates are designed to lay out the course. Teams must complete each numbered gate in order. Teams may choose any path within the course boundary, excluding passing through gates that are not designated for their class. There IS a specified “course flow”. Gates must only be completed in the direction specified in the course map. It is the responsibility of the team to understand the lay out of the course and order of the gates, additionally, understanding course flow is solely the responsibility of the team.

13.4c: The course is designed to be driven between the cones. If, while attempting a gate, the vehicle is so far off-line that at least three tyres do not place/travel on or between the set of cones or gate, they will be declared “out of bounds” and will be disqualified from proceeding throughout the course. The team does have the option of re-trying the gate. Three tyres must be on or between a set of cones during the successful attempt of each gate, not a through a combination of multiple attempts. In the case of this happening, the team will receive any points acquired while on the clock. While attempting to reposition the vehicle to re-attempt a gate, the driver may back up through the gate or exit and enter the course from the same side as long as



no other gates are driven through or touched. On all courses 1 wheel may be reversed through a completed gate with no penalty. Any vehicle bypassing a gate entirely, intentionally or not will also be declared “out of bounds”.

13.4d: Event Banners and pennants may be used as course boundaries. Contact with such banners is not permitted. Once a competitor starts to touch the out of bounds area, the team will be given a warning of the infraction. The competitor then has the option of reversing or moving away from the out of bounds (a reversal will be penalized on the teams score). If the vehicle moves further out of bounds the 10 (-10) point penalty will be issued, even if the team is attempting to return to the course. Further movement out of bounds will disqualify the team on that obstacle. If a vehicle “charges” a banner, an official may penalize the team -10 points without a warning.

13.4e: A Disqualification of proceeding will be issued if 50% of a vehicle crosses a course boundary.

13.4f: A team’s time starts when the tyres of the vehicle or a team member breaks the plane of the start gate or enters the course. Time ends when the centerline of 2nd axle pass the end gate.

13.4g: Once a team breaks the plane of the start gate with all 4 tyres, the vehicle may not pass more than 1 tyre through that gate again. Exiting the start gate with 3 or more tyres will result in a disqualification.

13.4h: 180 Gates-

180 gates can be in any part of the stage. They will involve driving through the gate in the indicated direction, making a turn within the course boundary and driving back through the same gate. If the front axle goes through the gate first, the front axle must go back through the gate first, vice versa with the rear axle. ie: you cant drive through the gate and reverse out.

13.5 Bonus Gates & Time Bonus -

13.5a: 20 bonus points will be awarded to competitors who choose to attempt and complete the Bonus available for that course. Bonus Gates are not Mandatory for any class. Bonuses may only be taken as they are marked on the Course Map. When a Bonus can be taken will also be explained on a course map, therefore if a team attempts a bonus out of order, it will be disqualified. Bonuses must be completed without Timing Out. Bonus lines may be available for all classes. Bonus points are awarded **ONLY** if the course is completed.

13.5b: A Time Bonus of 1 points per 30 seconds for all unused time in the Shootout ONLY.

13.6: Bypassing or No Show – A team that chooses to completely bypass an obstacle or does not show up for the 3 minute call will receive Zero (0) Points.

13.7 Spotter Ride Bonus - (20 points)

13.7a: A team whose spotter remains in the designated start position during an entire course will receive a Twenty (20) point addition to the team's score for that course. The team can only receive the spotter ride once at each competition Day (20 points maximum addition) and must inform the obstacle Judge that the spotter is going to remain at the start. The spotter ride bonus is only available on designated courses, one per day. If the spotter moves away OR driver leaves the vehicle, they do not receive the twenty (20) point addition for spotter ride. If the spotter enters the obstacle, the team does not receive the twenty (20) point addition. Radio communication by the team IS ALLOWED for this attempt.



13.7c: Spotter ride tokens are only earned if a team completes the course.

13.7d: Outside assistance, receiving navigation assistance from spectators, will result in a loss of the bonus AND a 10 point (-10) un-sportsmanlike penalty.

13.8 Rear Steer - The use of rear steer in the Modified class will be penalized 10 points per stage.

Rear steer is not permitted in Legends class.

13.8 Rear Steer

13.11 Disqualification -

13.11a: Course disqualification may be issued for any violation including but not limited to the following:

13.11a 1. Safety issues as determined by Ultimate Rock Crawling Officials.

13.11a 2. Environmental issues as determined by Ultimate Rock Crawling Officials.

13.11a 3. No show at an obstacle. This includes not having the front axle pass the starting gate of the obstacle.

13.11a 4. Starting out of order at an obstacle.

13.11a 5. Un-sportsman like conduct (see section 5).

13.11a 6. Unsafe vehicle condition as determined by Ultimate Rock Crawling Officials.

13.11a 7. Exhibition of speed.

13.11a 8. Not leaving the course or area near a course when instructed by an Official.

13.11b: Event disqualification (no score) may be issued after two warnings about any violation. A 10 point un-sportsmanship penalty must be issued prior to being disqualified (after the second warning). Disqualification must be approved by a court of three marshals and includes but is not limited to repeated violations of any item in 7.12a.

13.12 Suspensions/Fines/Probation/Remedies/Sportsmanship/Penalties

13.12a: *Ultimate Rock Crawling* reserves the right to suspend, fine, place on probation, and institute remedies to competitors and officials.

Possible reasons for these actions include, but are not limited to; consumption of drugs or alcohol, environmental degradation, violent behavior, cheating, legal action or foul and abusive language. The suspensions, fines, probation, and remedies shall be determined by a court of three marshals and the 10 course Officials involved.

13.12b: Written protests may be delivered to Ultimate Rock Crawling on any such suspensions/fines/probation/remedies to be considered by the same court for dismissal.

13.12c: Ten (-10) penalty points may be issued for sportsmanship violations after the first warning.

13.13: Outside Team Help – Only the driver and the spotter are allowed to touch, navigate or direct the vehicle while on a course and the clock is running. Any team member



(excluding driver/spotter) that comes into the course boundary while on the clock will result in disqualification. Any kind of outside signal or communication used to help a team on the course while the clock is running may be considered a ten (-10) point penalty.

13.14 Progression Points – Twenty (20) points earned for clearing an intermediate and finish gate with the entire vehicle. This excludes start gates. Standalone bonus gates are worth 20 points. Credits are awarded only after the pair of gates has been successfully completed and three tyres have passed the pair of cones. Progression points are awarded even if the course is not completed.

13.15 Tie Breaker – Highest score earned during the last stage. Counting back until a winner is decided.

13.16 Event Format – The event format will allow for up to 4 courses each day, with a separate shootout event for those competitors that wish to nominate before the drivers briefing. Cumulative points for each day will determine the winner.

13.16a: The Shootout will be a separate event for those competitors that wish to nominate and pay before the drivers briefing Friday or Saturday.

13.16c: The format of the Shootout course and the scoring will reflect the same rules and standards of the event unless otherwise specified in the Shootout Driver's Meeting.

13.17 Event Entry Fees – Will be made available before each round.