2026-2027 Crash N Bash 1/10 Scale Rules

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Classes

Class 1 • Resembles a street legal off-road vehicle that you would drive to the trailhead and would be outfitted like an expedition vehicle. This includes hardbody leaf trucks. **40 scale points max**

Class 2.5 Scale • Resembles a stock vehicle that has been highly modified to make it a capable trail rig and may no longer be street legal. With a C-Channel Chassis. **30 scale points max**

Class 2.5 No Scale • Resembles a stock vehicle that has been highly modified to make it a capable trail rig and may no longer be street legal. **NO SCALE POINTS**

Class 3 No Scale • Resembles an off-road vehicle that you would build from the ground up that would compete in a TTC/King of the Hammers type event. **NO SCALE POINTS**

General Vehicle Details

• Crash N Bash encourages you to go above and beyond to make your rig as scale as possible, no matter which Class the rig is in.

• Vehicles and scale accessories must resemble real 1:1's. The event organizer has the final decision on whether a rig/scale accessory is accepted or not.

• Tire size is determined by the advertised manufacturer's specifications. Tires without available specifications are to be measured to determine size.

• Tire modifications:
- Class 1 - No tire modifications are permitted.
- Class 2.5 - Tire lugs may be removed, siped, grooved, and/or trimmed.
- Class 3 - Tire lugs may be removed, siped, grooved, and/or trimmed. "Cut and shuts" are permitted. No max tire size.

• All electronics (other than steering servos), including batteries must be chassis or frame mounted and hidden as much as possible when the rig is viewed from the top and all sides.

• There is no wheel size distinction. For example, you are permitted to run a 1.55", 1.9" or 2.2" rim in any class. Wheels larger than 2.2 and 2.2/3.0 truggy style wheels are not permitted in any class.

• Winching must be performed using natural objects (i.e. trees, rocks, etc…), other vehicles, or stakes provided by the event organizer. **Winching off of a person, such as their shoe or hand, is not permitted.**

Class 1 Details:

- The vehicle must have a full windshield that fills the entire windshield frame.
- Full width bumpers are required, front and rear. Bumpers that are molded with the body are permitted. A rear bumper is not required on a flatbed, but adding one to the flat bed will gain the additional scale point. Bumpers are measured from the outside edges and must be equal to or wider than the windshield at its widest point.
- Wheels must be aligned within the body wheel wells (center of wheels to center of wheel wells, +/- ½ inch total combined). • Tire tread may not extend outside of wheel wells more than ½ of the tread width. Flares may be added to reach minimum specifications.
- The body must remain mostly intact. Only mild trimming such as removing flares and removing a hardtop are permitted. If a hardtop is removed, a full interior is required. No extreme trimming of bodies is permitted.
- Tires may not extend beyond the front and rear bumpers or the rear of the flatbed, if used. Stingers, fairleads, shackles, bolts, etc. are not considered part of the bumper.
- The vehicle must run a full-length frame rail chassis and the frame rails must be as long as the vehicle's wheelbase. Tamiya CC-01 chassis are permitted.
- Truggies are not permitted.
- Flatbeds with full length frame rails are permitted. The bed must be as wide as the cab the entire length of the bed.
- Dovetailing, boat sides, sectioning or narrowing of the body is not permitted. • Bobbing of truck bed is permitted as long as all body specifications are met.
- 4.30” max tire size, including spare.
- Course gates are to be set at 13”.

Scale Points:

40 scale points max

Class 2.5 SCALE Details

- Body/cage work must be a minimum of 4.5” tall (including boat sides) and the inside of the front tires may not extend beyond the outside of the width of the body at the front doors.
- A front bumper is required and must be mounted to the outside frame rails. Bumpers must be wider than the outside width of the frame rails. Chassis cross braces do not count as bumpers.
- The vehicle must have a ”C” channel frame rail. (**NO FLAT RAIL**) The chassis must be a minimum of 3” longer than the wheelbase. This includes a chassis with truggy rear frames.
- Truggies are permitted. Frame rails behind the cab must be replaced with tube work and extend beyond the rear axle pumpkin to be legal. Truggy tube work must include a roll bar hoop at the back of the cab and have integrated shock mounts. Truggy tube work must be a structural part of the rear of the vehicle. If any of these specifications are not met, it will not pass as a truggy.
- Flatbeds are permitted.
- Three of the Four following modifications are permitted:
    - - Cab only (Must follow rules stated in rule #1).
    - - Dovetailing the rear. A Truggy that is narrower than the cab counts a dovetailed. (1/2 the width of the widest part of the cab).
        - - Boat sides (no more than 1.25” measured vertically from the bottom of the skid).
        - - Pinching of the front (2/3 the width of the widest part of the cab).
- 4.75” max tire size, including spare. Spare must be 4.19” minimum
- 2.2” max wheel size, including spare.
- Axial 1.9 Wraith will be permitted to participate in Class 2.5 if the following applies:
        - - The chassis must remain stock and be complete. No removal of any chassis pieces is permitted.
        - - Must retain the front bumper. Aftermarket front bumpers are permitted as long as the dimensions are the same as the stock bumper.
        - - Must retain the stock chassis mounted steering.
- With exception to frame rails, all other Class 2.5 rules must be met.
- Course gates are to be set at 13”.

Scale Points

30 scale points max

Class 2.5 NO SCALE Details

- Body/cage work must be a minimum of 4.5” tall (including boat sides) and the inside of the front tires may not extend beyond the outside of the width of the body at the front doors.
- A front bumper is required and must be mounted to the outside frame rails. Bumpers must be wider than the outside width of the frame rails. Chassis cross braces do not count as bumpers.
- Vehicle must have a Flat rail chassis (Carbon Fiber, G10, Aluminum, steel). The chassis must be a minimum of 3” longer than the wheelbase. This includes a chassis with truggy rear frames.
- Truggies are permitted. Frame rails behind the cab must be replaced with tube work and extend beyond the rear axle pumpkin to be legal. Truggy tube work must include a roll bar hoop at the back of the cab and have integrated shock mounts. Truggy tube work must be a structural part of the rear of the vehicle. If any of these specifications are not met, it will not pass as a truggy.
- Flatbeds are permitted.
- Three of the Four following modifications are permitted:
    - - Cab only (Must follow minimum height rule).
    - - Dovetailing the rear. A Truggy that is narrower than the cab counts as dovetailed. (1/2 the width of the widest part of the cab).
        - - Boat sides (no more than 1.25” measured vertically from the bottom of the skid).
        - - Pinching of the front (2/3 the width of the widest part of the cab).
- 4.75” max tire size, including spare. Spare must be 4.19” minimum
- 2.2” max wheel size, including spare.
- Axial 1.9 Wraith will be permitted to participate in Class 2.5 if the following applies:
        - - The chassis must remain stock and be complete. No removal of any chassis pieces is permitted.
        - - Must retain the front bumper. Aftermarket front bumpers are permitted as long as the dimensions are the same as the stock bumper.
        - - Must retain the stock chassis mounted steering.
        - - With exception to frame rails, all other Class 2.5 rules must be met.
- Course gates are to be set at 13”.

Class 3 NO SCALE Details:

- No max tire size, including spare.
- 2.2” max wheel size, including spare.
- Bumpers are **not** required. If bumpers are used, they must be mounted to the chassis and be wider than the chassis main rails.
- Body modifications including, but not limited to, pinched front end, dove tail, and boat sides are permitted.
- Buggies and MOA Vehicles are allowed.
- Course gates are to be set at 13”.

Dig/Rear Steer (Class 3 only): Dig, Rear Steer and Selectable Overdrive are all legal in Class 3 only.

Scale Points:

Class 1 - 40 scale points max
Class 2.5 Scale - 30 scale points max

Bed: Not available on tubers.

• Tube bed or flatbed: metal -3, plastic -1
• Bed mounted headache rack or roll bar: metal -2, plastic -1
• Truggy: metal -4, plastic -2 Full Tube Chassis: metal -8, plastic -4
• A Tuber consists of a complete body/chassis structure composed entirely of tube work. Tube bed, roll bar, internal/external cage, and shock mount points are not available in addition to full tube points.
Interior/Exterior Cage: metal -3, plastic -1

- Per row of seats or area where seats would be (interior not required to receive cage points). Cage must have down bars and cross bars in front of and behind each row.

Integrated tube shock mounts: metal and brazed/welded to the frame -1 per pair

Body:

- Hard body: full body -8, cab -4
- Drop bed: -3 - Must have most of the floor intact with the exception of where the shock hoops protrude (body mounts don't count as protrusions).
    - - Leafed Hard Body, Class 1, and Class 2 must have all protrusions covered and not visible to receive points.
    - - Class 2.5 and Class 3 can have protrusions that are not covered and receive points. - Must have bedsides.
    - - The front of the Drop Bed must be as wide as the cab. Dovetailing the rear of the bed is permitted up to ½ the width of the front.

    - - Wheel wells required.
    - - Must be a minimum of 1" deep from top of bed sides to top of entire floor.
    - - Drop Bed must be outside of the passenger area separated by a wall.
- Custom built hard body (in addition to hard body points): full body -4, cab -2
    - - Must have three-dimensional body panels that cover the chassis constructed of metal, wood, or another rigid material. (Flat panels on a full tuber do not count)
    - - Must resemble a real 1:1.
    - - Must be hand formed and fabricated.
- Inner fender wells: -1 per pair
- Rigid flat metal/plastic body panels -1
- Bumpers:
    - metal -3 each
    - plastic -1 each
- Stinger/grill guard: -1
- Sliders (both sides):
    - metal -3
    - plastic -1

Interior:

3D interior (interior must include seat, dash, steering wheel, and floor).

- One seat -3,
- Two seats or bench -4
- Four seats -5

3D SUV

- cargo area: -1

2D/half interior: one seat -1

- two seats -2
- four seats -3.

Driver/ passenger figure (Leafed Hard Body & Class 1 must be human)

- Must have an interior to receive driver/passenger points.
- Complete figure (Head to toes): -4
- Knees up: -3
- Torso up: -2
- Head with arms: -1
- One passenger -2
- Third and fourth passengers: -1 each

Suspension/Drivetrain/Steering

Leaf springs (must support vehicle weight, no external shock springs):

- One axle: -3
- Both axles: -7

Multiple axles:

- Three driven axles: -3
- Four or more driven axles: -5

Chassis mounted steering servo (CMS)

- Front axle: -5
- Rear axle (Class 3 only): -2

• Functional transfer case: -4
• 3D engine (must be in a reasonable location and appear to power the drive train): -4

Realistic non-functional exterior items (Examples only! Be creative!): Maximum of -6

• Fuel cell: -1
• Exhaust: -1
• Jerry can: -1
• Hubs on all wheels: -1
• Steering stabilizer: -1
• Disc/drum brakes on all wheels: -1
• Mirrors (2): -1
• Wipers (2): -1
• Antenna: -1
• License plate: -1
• Fire extinguisher: -1
• Trail tools: -1
• High lift jack: -1
• First aid kit: -1

Realistic functional exterior items (Examples only! Be creative!): Maximum of -8

- Tow strap: -1
- D ring (shackle, Pair): -1
- Pull Pal (land anchor): -1
- Hitch: -1
- Opening doors,hood or hatch/Tailgate : -1 each
- Spare tire mount: -1
- Headlights (2) and taillights (2): -2
- Working winch (max -4) - Front: -2 - Rear: -2
- Spare tire: -3

Course points and penalties:

- Hit gate marker: +10
- Rollover: +5
- Boundary: +5
- Vehicle touch (reposition): +5
- Use of winch: +1
- Hand winch/Assist: +5
- Did not finish (DNF): High score on course, minus progress points, +10 points.
- Did not start (DNS): High score on course +20 points.

Penalty Definitions:

Rollover: +5 Points are given when a vehicle must be rolled over by hand. Vehicles that roll but are able to be powered back onto its wheels without hand assistance are not penalized. No reverse penalties are given while a vehicle is attempting to right itself. During a hand rollover, at no time may the vehicle be lifted, slid, or moved in any fashion other than a smooth, continuous roll to the left or to the right side.

Vehicle Touch/Reposition: +5 Points are given anytime that a driver touches the vehicle or the vehicle touches the driver, whether intentional or unintentional. The judge will stop the clock (if time is a factor) whenever a vehicle touch happens. If the vehicle cannot be aligned between the gates due to course design, the judge will position the vehicle to the next stable location after the previously cleared gate. This location will then be used for all drivers. Vehicle touches include, but are not limited to, on course repairs, repositions, vehicle falling into the driver, etc.. Winching, rollovers, and removing/replacing scale items to be used on the course (i.e. sand ladders) are not to be considered a touch.

Gate Marker: +10 Each gate marker will be composed of 2 gate markers. Gate markers are assumed to be infinitely tall meaning that they go straight up, forever. All gates must be cleared in the intended direction. Progression through a gate in the wrong direction will receive a gate penalty of +10. All four tires must pass between the gate markers to clear a gate.
If a gate marker is hit by any part of the vehicle, it is considered dead. All gate markers are live at all times unless they have been deemed dead.

Boundary: +5 Points are given when any two wheels of the vehicle cross over a boundary marker. When a boundary is crossed, the judge will move the vehicle back to the previously cleared gate in the same fashion as a reposition.

DNF (Did Not Finish): Highest score on the course, minus progress points, +20 points are given anytime a driver cannot complete a course for any reason.

DNS (Did Not Start): Highest score on the course, +20 points are given anytime a driver does not start a course for any reason. Vehicles must start the course under their own power.

Winching: A Winch penalty of +1 will be assessed every time the vehicle winch cable is **CONNECTED OR RECONNECTED**, or self-recovery tools are **POSITIONED/REPOSITIONED**. If, at any time during the process of removing recovery tools from the vehicle and/or winch line are pulled, the vehicle is moved by any force other than the winch or its own power, a touch penalty will be assessed (see Vehicle Touch rule). All self-recovery tools must be carried on the vehicle.

Hand Winching/Assist: +5 If equipped with a tow rope, The Judge will be able to offer a hand winch to those that do not have a powered winch on their vehicle. The judge shall pull the vehicle no longer than the length of the tow strap (24” tow strap is recommended). The driver will receive a +5 point penalty for each hand winch.

Off Course Repairs: (No penalty) A driver may call time to make an off course repair. Repairs must be completed in 30 minutes or the driver will receive a DNF. If the repair is made within the allotted time, the driver must return to the end of the line. The driver will start on the course at the last gate cleared.

To start the course, the entire vehicle must start behind the first gate.

These rules have been written so that everyone that attends any event will be welcomed. Event coordinators may modify any rule to fit their event and the decision of the event coordinators is final. We are all here to have fun and enjoy tiny trucking with fellow hobbyists. Let's keep it this way!!!