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Track Pack

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This TRACK PACK was prepared by the ROAR Promotions Committee to provide some suggestions for newer Clubs and Tracks to use in promoting a successful R/C racing program. If you have any suggestions or additions that may be helpful to others, please forward them to:

Dawn Sanchez, ROAR Promotions Director
6207 Monterey St.
Chandler AZ 85226
e-mail: ROARpromotions@cox.net

Ideas for starting a new club or RC racing facility

1 SET UP YOUR PERSONNEL AND BASIC RULES OF COMPETITION

Schedule a meeting of the people who are willing to donate the time to do the work. Announce the need to meet and set up at a restaurant that provides food, no alcohol in a central location. Schedule for near a dinner hour, this ensures people show up on time. Before the meeting, see if you can work out a discount for the meals with the restaurant manager. This will show the meeting group you are willing to take their feelings and pocketbook into consideration.

Set up classes and local rules per the type of track. The ROAR rulebook has been created to provide a consistent source of rules that have been proven to be successful. Copies of the rulebook can be downloaded from www.roarracing.com in .pdf format. (You will need Adobe Acrobat, which can also be downloaded.)

Permanent tracks have a big advantage but you will still have fun at a temporary track, depending on the help you have to build it each race day. Consider contacting the city or county for land to lease. Elect Club Officers and write a mission statement. (The purpose of the formation of this club) Most clubs want a President, Vice President, Treasurer, Secretary, Race Director with three assistants and somebody to take control of promotions.

Instill the attitude that these officers are present for the formation, production and maintenance of this club that will make a profit to be put back in full to the functioning of the club/track.

2. GAIN PERMISSION FOR LAND USE AND OBTAINING ROAR TRACK INSURANCE

Permission to set up track and insurance through ROAR will allow site owner to cover the liability. Contact Fred Hohwart, ROAR Administrator at FredROAR@aol.com for more specifics of the insurance.

Connection to a local hobby shop can help if it is in their parking lot or nearby. Establish a good relationship with the hobby shop owner by providing a copy of your insurance, the ROAR rulebook and your written mission statement with bylaws. (Copy of another clubs bylaws in this packet for your use for a starting place if you wish.) This relationship can build by providing unpaid for announcements of thank you's in driver's meeting – which can in turn have the owner provide gift certificates for point series racing and other events that will attract notice to his business. Show him the industry affiliate listing in the RevUp and the track listings. He will see the exposure he will have at little to no risk to him by allowing you to use his land to promote the sport of RC racing.

Be respectful of the time while running races, especially nitro. Don't start racing Sunday morning at 8:00 a.m. There are neighbors to consider. Also, have personnel selected to maintain trash pickup. RC'ers create a lot of trash and sometimes miss the trashcan with lousy basketball skills.

3. STARTING FUNDING AND SUPPLIES

Startup funds are needed to build the new track. For off road consider the piping and corners, for on road consider the wood barriers. Again, the ROAR rulebook states what is acceptable width for each variety of tracks. Driver's stand and scoring table will come after racing starts. An established driver's stand is preferred but if funding does not allow, use the backs of pick up trucks to start. In time, you should be able to ask for donations from club members to build either a temporary (can be taken down) or permanent driver's stand. This should not be a concern at first. Also, use a card table for scoring until you can build something sturdier. A 4' fire hose will work for on road and PVC

hose/pipe can work for off road. Ask existing tracks if they have left over stuff from when they started up.

Funding can come from many sources. Do not tap out the hobby shops in the area. Consider businesses such as Pizza Hut, Dominoes or other small franchise business nearby to provide donated funding or materials and in turn you will offer a banner at your track and will encourage the racers to use their services. Sometimes fast food franchises will donate free gift certificates to ensure they have your racers attending their establishment.

4. MAINTENANCE OF YOUR TRACK

Off road needs water, rakes and shovels to keep the track in good condition. Asphalt needs blowers and sometimes sugar water sprayers. Both types need some kind of electrical power after about a year for soldering irons and recharging batteries or starter boxes. A trailer for hauling around the track will be about the biggest investment. Purchase supplies only as you need them. Talk to a home improvement store manager for possible donations of broken or defective equipment that you can easily fix on your own.

5. RACE DIRECTOR DUTIES

Learn to recruit volunteer help unless someone takes over and hires the help needed. Try to delegate or pass around the Race Director and sign up duties. One person doing this every race day will get old and you might lose a valuable member of your staff. Whenever you have one person on board, ask them to find another person and be willing to train. This way, you will always have at least three people able to run the races and manage the scoring system.

Radio Shack PA system/speakers will be needed if you are not to close to neighborhoods. Again, be respectful of the community while making a lot of noise.

The same 6 to 10 people doing it all will get old in less than a year so be patient but firm when it comes time to ask others to share the work.

6. SCORING SYSTEM AND LIST OF ESSENTIALS

Score by hand using a stop watch type clock to see the "time" of the lap. This helps to figure out that someone missed counting a lap.

AMBrc, Autoscore and PC go for about $3500. Look around for a tracks old system and transponders. On the Internet, you can sometimes find complete with sets of transponders for 1/3 the cost of new. Again, find your sponsorship program using your promotions staff member. Fundraise to improve your scoring system. That is the key!

HAVE SIX OF THESE TEN – AND YOU WILL BE SUCCESSFUL!!!

 1   Track surface is most important
 2   Size and layout changes possible
 3   Hobby shop for parts / kits
 4   Trackside pits space and AC
 5   Parking for pits
 6   Bathrooms
 7   Stores and food
 8   Indoor allows year round and weekdays
 9   Motels for regional /national races
 10   Long term arrangements for site / growth

Thank you Don Hill for submitting this information!!

Section 1 a guideline to starting a track.

When deciding to build a new track there is 10 items in order of importance that should be considered before starting.

 1 Track surface

2 Size Vs layout possibilities

3 Hobby shop for parts / kits

4 Trackside pits and AC

5 Parking for pits

6 Bathrooms

7 Stores and food

8 Indoor year round and weekdays

9 Motels for regional /nationals races

10 Long term arrangements for site / growth

If you do not provide for any 6 items you will not be successful. Many have tried and many have failed. The Club/track that is not run for profit it has little hope of getting or running a big event. Even with the most dedicated racers helping out it is rare to build a club of any size from just the volunteer racers. There may be exceptions but they are rare.

Section 2. Club

Race Procedures
Club Race

1. Appoint a race director and assistants. This is critical one person can't be at every race so there must be someone to fill in when this happens and be able to run the races in the same manner to which the racers have become accustomed.

2. The race director for the day should be the first one to the track in order to setup any equipment (scoring computer, frequency board, etc.). Also to be able to control any problems when practice starts.

3. The track crew or volunteers should water the track before practice starts. If this is an onroad track it should be blown off or swept, then any traction compound applied if desired.

4. Begin sign in as soon as racers start arriving. You will have to remind the racers repeatedly to come sign in as most are to concerned with practicing or repairing a car and will forget.

5. Also remind the racers repeatedly about use of the frequency board and need to return the frequency clips; again they will forget this fact. Also have someone who can instruct any new racers about the proper procedure for using the frequency clips.

6. Close practice atleast ½ an hour before race time starts and announce registration is closed. Begin setting up the qualifiers.

7. While the track is closed have the track crew inspect the track for any damage done during practice. Also an offroad track may require more watering and an onroad track may require more traction compound.

8. Fifteen minutes before race time should be a short drivers meeting and posting of the qualifiers.

9. During the drivers meeting, go over the track rules and race procedure so anyone who hasn't run at your track knows the rules.

    a. Review the track rules. This helps remind the racers and inform any new racers of what to do and not do. (Hint) Have a table at the announce booth for the racers to put their cars and radios after their qualifier. This way they can remove the transponders and put them back in the charger and go straight to the track for corner marshalling duties. If they are allowed to return to the pits some tend to forget about marshalling.

    b. Announce what race will be 1st and who has the corner marshalling duties for it, this is normally the racer in the last qualifier.

c. Announce the length of each qualifier and how many minutes they will have between races. Also how many rounds of qualifying will be run and the length of time between rounds? Time between races can be as little as 2 minutes or as much as 5 minutes. This depends on the turnout and type of classes. In general the gas classes usually need about 2 minutes for warm up. Be firm about this time if you make a habit of waiting for everyone after it's time for the race to start then it will take all night to get the program run. Once the racers know you won't wait on them they will be more likely to be ready for the next race. Also announce the length of the mains.

10. Start the races. Call the first class and the marshals. A good way to make sure all the marshals are on track is to call each name from your race line up and have that person raise their hand, this will also get you familiar with the racers by putting a face with a name.

11. About 1-2 minutes before each race is over announce which race is next and who is in that race, this is also a good time to hand out the transponders for the next race.

12. The time in between rounds is flexible the main objective is to allow the racers time to charge batteries or make repairs. Don't make this time excessive though or the program will run to late.

13. Setup the mains. After all the rounds are completed you will need to setup the mains. Some club races are large enough to have lower mains (B, C, etc) some tracks run bump ups for the racers who win a lower main. If your track will do this then this should have been announced in the drivers meeting. Also you will have to set the scoring software to do this, check the instructions that came with the software.

14. Run the mains. Basically the same as the qualifiers although the gas classes may run longer mains than qualifiers.

15. End of the day/night, almost. Now you'll have to load everything that you unloaded at the beginning of the night.

Tips

Make sure to have PLENTY of trashcans on site. Racers can make a lot of trash. If you have permanent restroom facilities be sure they are cleaned and stocked with paper each race day. If you use port a cans make sure to have them cleaned regularly. Most but not all municipalities require one toilet per 40 people.

Whoever does the announcing try to make it interesting for those watching the races? Also the announcer needs to call out the time that has been run and the time remaining in each race as the race progresses. This is very important for the gas races where a pit stop is necessary. Also the announcer needs to watch for wrecks that the marshals may miss. When marshalling it is easy to forget your duty and watch the race. The announcer has many things to watch so it is a good idea to have a spotter in the booth to help.

Transponders. The rack of these should be in view of the announcer. The reason is if one is not returned then the announcer should look at the list of racers from the previous race and call the racers name that corresponds with the transponder number that is missing. Racers do forget to return them sometimes. If a transponder is lost on the track do a search for it before any more races are started. By following some of these suggestions it will be much easier to keep track of the transponders and save the track the cost of replacing them.

These are basic tips that can make a race day run much more smoothly. The main objective is for everyone to have a fun positive experience and by being consistent with the race program it will help that happen.

Section 3. Large

Race Procedure

Large race (1 or 2 day)
A large race requires a lot more preparation than the normal club races although there are many things similar.

Prior to the event.

It's good to start the preparation as much as 2 months prior to the actual event date. Race flyers must be printed and distributed. Event sponsors and door prize sponsors must be contacted (see track promotions section). Additional restroom facilities and trash containers must be lined up. If a covered pit area is considered this must be lined up. Also locate a trophy shop to make the trophies if this race will be a trophy race. Normally the track will need some type of changes to be made to negate any advantage the local racers will have. This should be done the week prior to the event and the track closed for practice until one to two days before the event.

1. Race schedule. This must be worked out before the flyers are printed since this should be included on the race flyers. There is no absolute when working out the schedule; things have a way of changing. The main thing is to post the track open time, practice time, race start time, number of qualifiers, and length of qualifiers and length of mains including lower mains. Also decide whether there will be bump ups from the lower main and how many.

2. Talk to the local hotels, normally you can get a 10-20% discount depending on how many rooms you expect to fill. This needs to be on the flyer.

3. Build the race flyers. All the above info should be on it as well as list of classes, location of the track, host hotel info, entry price and any deadlines for early entries. An extra charge can be added for entries after the deadline, this is to entice the racers into registering early. Which should make it easier to know how many trophies will be needed. (See race flyer template)

4. If there will be a magazine ad then the flyer needs to be done atleast 3 months prior to the race date or more. Most magazines have a 3-month lead-time so they should be contacted very early. Most will also offer a special rate for race flyer ads.

5. If a race director and track crew is not set for this race that must be setup.

6. The week prior to the race the track should be changed up from the normal layout this can be as simple as moving a pipe or adding a jump or two to a total rework of the

track. The work plan should already be set so everyone involved knows what to do. Also the grass should be cut around the track.

7. The same week any additional trashcans or restroom facilities should be delivered. If a large tent is scheduled then a delivery date should have already been worked out with the supplier.

8. Has anyone thought of electrical? If there is none or it is limited this should have been stated on the flyer. Just because it's a gas class does not mean they don't need electric they need as much as the electric racers do.

9. Any sponsor banners or signs for this event should be hung.

10. The night before the race should be open practice. Set a time for the track to close if not some racers will stay there all night.

11. Race morning. In some instances the posted schedule may need to be changed due to weather. Unless it is unavoidable don't deviate from the schedule run it as it was posted. Changes on the fly always create problems.

12. Setup the computer early and open for registration. If there was a maximum set and reached prior to race day then you should already have the racer info and be ready to put it in the computer. The other option is to put this info in before you get to the track to save time.

13. If confirmation letters were sent out to the racers then there should be a track rules sheet included so all racers know the rules. If there are registrations at the race all racers should receive a track rules sheet.

14. Practice. If the classes that are being run vary in physical size then you might consider a controlled practice. IE. 1/10 gas truck for 15 minutes then 1/8 gas buggy for 15 minutes etc. Enforce the use of frequency clips.

15. If tech is required then the tech area should be setup and the racers informed of when they need to go through tech. This info should also be on the track rules sheet that was handed out.

16. A driver's meeting should take place 30 minutes before start time. The track rules should be reviewed and any questions answered. Also race procedure and pit road rules reviewed. If a radio impound will be used make sure everyone knows where it is and at the end of the meeting have them turn in the radios. If personal transponders were not in use for this race then the radio impound would be the best place to have the transponders. Post line up for the qualifiers. Announce what the first race is and

who will be expected to marshal that race. Set a limit of how many times a minute can be called at the start of a race.

17. Start the races. Just like at club races keep the program moving and on time. The announcer should have a spotter to help keep track of the action. Also the announcer should have a copy of the race line up to know who is up next and be able to call for the next race early enough for the racers to pickup their radios and transponders so there are no long wait between races. When a race is done the radio should be returned to the impound area with the transponder and if tech is being done the car should be left at tech and the racers should go to the track for marshalling duties. The announcer should call roll to make sure everyone who is supposed to be marshalling is.

18. Between round breaks, this is the perfect place to do door prize giveaways. Be careful not to get carried away with this and run behind schedule starting the next round.

19. End of qualifying. If this is a one-day race then the mains are next. If it is a 2-day race then racing is over for the day. Either way it's time to setup the mains. Post the mains so the racers can see where they stand. Also it's a good time to give away door prizes again.

20. A. 1-day race. Start the mains.

    B. 2-day race go back to number 11 and start over.

21. Finished! All the mains are done now it's time to hand out the trophies. Be sure to announce all the sponsors of the event, thank everyone involved in putting on the event and thank the racers again for coming. When announcing the winners is sure to mention their sponsors as well, hopefully you had a place for this on the entry.

Section 3a

Setting Up for Races:

1. Promotion (for assistance, contact the ROAR promotions director)

1. Create and distribute a race flyer. Do this early enough so people have enough time to participate in the event.

2. Create a logo for the event

3. Send a race flyer and information to Rev-Up and other magazines

4. Post the information on important websites

    1. MyRCworld.net create the "race event"

    2. Rc-racing.com enter a new "discussion item"

    3. Trinity TechTalk create a new "topic"

    4. Any RC bulletin board site will require registration without pay. This is free service, use it but be responsible with your comments.

5. Post the information in the racing magazines:

    1. Rev-Up - If it's a ROAR race, it should be published here

    2. Starting Grid

    3. RC Car Action

    4. R/C Car

    5. Extreme

6. Work with a local hotel to provide discounted rates for racers.

7. Arrange for media coverage, before, during, and after the event

8. Create a map showing people how to get to the event. This map should also show directions from the local airport, and one or two suggested hotels.

9. Create a package to be sent to all race entrants, with a map, and other general information about the race.

2. **Facilities (for assistance, contact the ROAR Competition Director and/or Track Administrator)**

   1. Get a primary timing and scoring system, preferably one that uses personal transponders. This should include a computer and a UPS power supply.

   2. Get a backup timing system complete with UPS and separate power supply.

   3. If possible, provide for the use of "personal transponders". The above listed timing systems should work with either track-provided transponders or individual transponders.

   4. Make sure the "timing loop" is set up in a way that it won't get disturbed by racers walking near the wires. If the race is "big enough", provide both a main and a backup timing loop.

   5. If possible, one or two extra computer monitors in the pits area will tell pit crews how the race is progressing. Some timing systems have the option of providing a special screen of data to these extra monitors, different from what the Race Director sees.

   6. Provide an area for tech inspection. If tools or gages need to be used, they should be provided. Have a set of rules handy.

   7. Provide tent space to rent out.

   8. Provide table space to rent out.

   9. Provide 120 VAC electricity.

   10. Provide 12 VAC electric power. This can come from truck batteries.

   11. Provide running water?

   12. Consider providing a huge scoreboard to keep everyone at the event aware of what is happening. This scoreboard could also have a clock, and a "race timer", so people can judge when to pit. Red/yellow/green lights on this board could be used to start the cars too.

   13. Have someone set up a Food Concession, to sell food and drinks at the track.

   14. Provide restrooms.

   15. Provide tables and chairs to racers coming in from out of town.

   16. Provide a map of nearby hotel locations

17. Make sure you have adequate parking

18. Is lighting needed for the track, or the pit areas?

19. Provide handicap access, so people with a handicap can still compete. (This may mean providing a ramp so a person in a wheelchair can still drive his car in the event.)

20. Sign up a Store or group to sell parts at the track

21. Contact major teams likely to attend the event, and make sure you have adequate room for them to pit together

22. Make sure track has adequate boards as per ROAR requirements.

23. Make sure the track area is fenced, to keep spectators back.

24. Provide grand-stands for spectators to view the race

25. Provide an adequate PA system, with enough speakers to cover the whole area. This should be tied into the timing and scoring system, where applicable.

26. Provide a communications system for the people running the event, so they can talk between themselves and solve problems without everyone else being aware of what's being done.

27. Provide a First-Aid-Kit

28. Provide a place to true tires

29. Provide a place to break in engines

30. Provide washing areas (running water, sink, ??)

31. Provide for trash disposal/collection so the area stays "clean".

3. **Dynamics**

1. Lay out the "flow" for efficient operation. Racers need to get transponders, get their radios, etc.

2. Provide one entrance and one exit to the driver's stand, so racers aren't interfering with each other.

3. Radio Impound - will radios be in "boxes" on the driver's stand?

4. See how much time you need "between events" for things to go smoothly. You need to provide time for racers to retrieve broken parts from out on the track.

4. **Schedule (for assistance, contact the ROAR Track Administrator or Competition Director)**

   1. Work out the schedule ahead of time, and try to set up a schedule that you can stick to.

      1. How many day(s) for open practice?

      2. How many day(s) for controlled practice? Work out a way to do controlled practice so all racers gets an equal opportunity to practice. An excellent way to do this is with "practice rounds", which also means racers will run with the people they'll be qualifying with.

      3. How many days will be provided for qualifying?

      4. How many rounds of qualifying per day?

      5. How many day(s) for the Main events?

      6. How long will the Main events be?

   2. Set a limit of a maximum number of entrants.

   3. Create a "back-up" schedule in case of a weather delay.

   4. Create a schedule for the event, and once it is posted, stick to it. Offroad events should include the times when the track will be watered. Whatever is posted on this schedule, make every effort to stick to that schedule, even if you feel it isn't necessary.

   5. State in the schedule if the heats will be re-sorted, and if so, when.

   6. Decide what order the cars will be started in for each heat. (For off-road, arrange the schedule so that everyone gets an equal chance to qualify on a freshly prepared track.)

5. Driver's Meeting

1. It is important to have a Driver's Meeting. Among other things, the following is a list of items that should be reviewed.

   1. Welcome and introduce the Race Director, Time Keeper and Referee by name.

   2. Clearly explain the number of rounds.

   3. Clearly explain the number of heats, and the qualification system for the Finals.

   4. State the number of cars in each heat.

   5. State the interval between rounds, and between the Mains.

   6. Explain to the racers where they will find the heat they are in, their race number, and their assigned frequency.

   7. Point out features on the track:

      1. The entry point for the track

      2. The start and finish line

      3. Marshaling points

      4. The location of transponders and car numbers

      5. Where the results will be posted

      6. Where to re-fuel

      7. Where the toilets are, etc.

   8. Explain the Starting procedure for heats and mains

      1. When will cars be called to the line

      2. How will the cars be started

      3. What signals are used to say when the race is done?

   9. Explain marshaling procedures

      1. Marshal the heat following your own

2. First heat is marshaled by the racers in the last heat that day

3. Substitution of marshals is not allowed without first getting approval from the race director.

4. Explain if there are any requirements for marshals (age, ROAR membership, etc…)

5. Explain if marshals need any special clothing, and if it is provided by the race. Include safety instructions, such as no open toed shoes, and if it's recommended to wear gloves.

6. Explain that marshals should not leave their post until the race is officially over.

7. Safety first - no open toed shoes, marshals ought to wear gloves

8. Oncoming traffic has the right-of-way. Don't rush out to retrieve a stuck car and interfere with racers on the track.

9. Watch your own area of the track.

10. Don't fix broken cars unless you can do so while also paying attention to the cars that are running.

11. Failure to marshal will result in a specified penalty.

10. Explain any penalty and/or protest system. Explain that you will be sticking to the rules, and if for example, someone doesn't marshal, or violates any other track rules, they WILL be penalized.

11. Mention any specific requirements from the host club

12. Announce when and where awards will be handed out.

13. Announce the starting time for the first heat.

6. Organization

1. Create a list of positions to be filled, and assign someone for each:

    1. Race Director: ???

    2. Race Announcer (assign which people will do this, and when)

    3. Radio Impound: ???

    4. Timing & Scoring ???

    5. Tech Inspection ???

    6. Referee for race (should have a monitor, table space, and the ability to communicate with the Race Director)

    7. Spotters to help the referee???

    8. Marshals (if racers are to marshal, they should marshal on the same day that they get to compete.)

2. If possible, have back-up people available should one of your selections get sick or otherwise become unable to fill the position.

3. Order enough trophies for the winners.

4. Design and order enough t-shirts to be given away or sold at the event.

5. Print out a set of rules, to be handed out to each entrant. Everyone should get his or her own "ID number". This number could be used on the entrant's car, radio, etc.

6. Provide enough track maintenance tools to maintain the track during the event. Provide tools for unusual conditions - rain, etc. Make up a list of what you may need:

    1. Brooms

    2. "Wipers" to clean water off the track

    3. Track driers

    4. Shovels

    5. Hoses

    6. Any other specialized equipment you need

7. Finances

1. Try to get donations for the event.

2. Sell "banner space"

3. Sell video rights for the event

4. Arrange with local hotel to help provide "free" room for race officials, if you need to provide them with a room.

5. Set up the entry fees, for race entry, table space, tent space, etc., with a discount for additional cars.

6. Racers may be requested to sign up in one class, with space for additional classes being provided if there is room for more racers, until the maximum number of allowable entrants is reached.

Section 4a. Club Advertising Template and Guide

Club or track name

Street address

State and zip

Contact name

Contact number

Contact email

Subject

Advertising

Text describing what your club does.

List what the club will provide for the advertisers dollar. If there are options list them in an A, B, C listing below.

a. Sign space. Give a maximum size and whether the customer supplies the sign or the club does.

b. Trophy sponsors.

c. T-shirt sponsors state how many shirts are to be printed so the customer can see what value he will receive for his money.

d. Radio ad sponsors. You should have already contacted the radio station and know how many spots will be broadcast in prime time and out of prime time have this listed.

Be sure to put a space beside each option for a check mark to show which one the advertiser chose.

Advertiser.   Leave this space for the advertiser name. Advertisers address. Goes here

Advertisers contact. Goes here

Authorizing signature. Goes here

Club rep. Signature. Goes here

Amount paid. <u>Goes here</u>

A good starting place for local businesses is around $50 and can go up from there it just depends on what the club is offering, however if they balk at that offer a smaller sign space etc. for less, don't turn down a small amount of money it adds up.

If done right the trophies, shirts, radio ads etc. can be paid for before the event even starts. Setting up a race this way will give the club/track a very good chance of making money on an event. This can lead to improvements in the facility and a positive outlook on hosting any large races in the future.

The next template will be for a race flyer. There are many ways to do this and this is only one suggestion. First and foremost use color! Look at a bulletin board if everything is in black and white you don't notice anything in particular. You need to grab people's attention. Don't make the flyer cluttered, give the pertinent info and keep it clean looking. You can put a picture on the flyer as a background but choose the color of the text carefully or it will be hard to read. If you plan to use a picture do it in black and white and the title and text in color.

Section 4 b.

BIG RACE

Date

NAME OF TRACK, SANCTION NUMBER IF ROAR SANCITIONED EVENT

RACE INFO

Time schedule

LOCATION

Contact info

ENTRY FEE (KEEP THIS AS MINIMAL AS POSSIBLE – COVER COSTS PLUS PROFIT TO FOR TRACK MAINTENANCE.)

Host hotel info

Entry form

Name_____ address _____

City _____ Email _____

Frequency 1_____ 2 _____ 3 _____ ROAR # _____

List classes to be run _____ _____

BE SURE TO LEAVE PLENTY OF SPACE FOR PERSONAL TRANSPONDER NUMBERS TO BE FILLED IN

Section 4 c. Press Release Template

Name of club or track

Street address

State and zip

Contact person

Contact number

Contact email

Subject

Press Release

Text describing your race. Consider there will be people reading this that may know nothing about RC racing so be descriptive. Don't direct this press release at a particular station or newspaper, this should be one that can be copied and sent to all of the local media.

Thank you for your time.

Contacts name.

To finish this track pack, ROAR would like to invite you to contact any member of the Executive Committee for questions and/or suggestions. You can find the listing on the website, www.roarracing.com or in the RevUp newsletter sent to each member. You have taken on an exciting venture and we wish you luck.

Also, should you find that you would like to include your own ideas to this track, pack, please do and let us know how you are doing and we will include it for future new facilities.

Enjoy our sport! Support your local hobby shop and most important, have fun!