

East Coast Outlaws 2026 Rules Meeting

Agenda

1. Director's Kick-Off
2. Treasurer's Report
3. Elections
4. Rules Proposals for Race Procedures, etc.
5. Rules Proposals for Classes
6. New Business (Please keep these items brief) and non-rules related topics.

Director's Kick-Off

Get this party started Director Dave. **Dave recapped the previous season, and we all agreed this is a friggin' awesome club!**

Treasurer's Report

How much money do we have, Jimmy? **We have a good bank roll**

Elections

1. Director: Currently Dave Lockwood **No Change**
2. Treasurer: Currently Jim Colligan **No Change**
3. Communications Director: Currently Jim Kostinden **No Change**
4. Head Tech Inspector: Currently Dave Lockwood **No Change**
5. Tech Inspectors: Currently Dave Kaiser and Greg Wisiniewski **No Change**
6. Alternative Tech Inspector: Currently Tom Gray, Terry Ayer, and Jim Kostinden **No Change**
7. Scribe: Currently Paul Ryer **No Change**

Rule Proposals for Race Day Procedure

Schedule

1. If there is no Summer Series, add an event in June. **We keep the current schedule. The Plan is to have a summer series in 2027. If we don't, we will have some kind of event in June.**
2. If we are at a facility that has 2 or more tracks and at least 19 people, have 4 races. Break into 2 groups and run 2 races in the morning and 2 in the afternoon. One race must be IROC. **Passed**
3. For tracks new to the schedule, one race should be IROC to simplify race prep (2 classes to prep instead of three). **Not Passed**

Classes

1. For the first two races of the season run Nostalgia in place of Grand National to get practice for the Havoc. **We will run Grand National at the September race and Nostalgia at the October race.**

Concours Rules

1. Must be a custom painted/decorated car, not a factory paint job **Passed**
2. Must be painted/decorated by the entrant. **Passed**
3. Previously winning cars shouldn't be eligible to win (not even in following years) **Passed**

Drivers

1. Drivers cannot self-marshall their own cars. Driver can still remove car during race to clean tires or apply oil. Driver will be penalized by one lap for self-marshalling. Alternatively, the driver can stop in front of a marshal and have the marshal hand them the car for maintenance. **Passed except for 1 lap penalty clause. Also will make sure the rules are clear that if a marshal puts a car in the wrong lane and a lap is missed as a result, a lap will be added to the driver's total.**

Mechanical Failure / Car Warmup

1. If a car fails or is damaged in a crash, the driver has ½ the heat time, 1.5 mins in a 3 min heat, that the track power will be off to work on their car. If after remainder of the heat plus an additional minute the car is not repaired, the driver must switch to a backup car and complete their race to keep the lanes clear for drivers behind them. Once they have switched to a backup car, their laps will no longer be counted. **The following was passed: If a car fails or is damaged in a crash, the power will be off for ½ the heat time, 1.5 mins in a 3 min heat, to allow the car to be worked on. If the car cannot be repaired by the end of the heat, the driver must switch to a car of the same class and complete their rotation to keep the lane clean for the following drivers. Once the driver switches cars, the laps run with the replacement car will not contribute to their total.**
2. Do we need a statement on when one is allowed to use a break-in/warm-up box? Pre-race only? How about between heats (for example you don't run all your heats in a row) are you allowed to use a box to warm up chassis? **No rule changes are needed.**

Rule Proposals for Classes

Hobby Stock

1. Allow any axle. Still must fit through 1.25 tech block. **Not Passed.**
2. Allow JAG Hobbies Generic pickup shoes. **Passed.**
3. Clarification on brushes allowed. It says replacement stock. It also says no composite. Problem is these days all replacements are basically composite. Even Model Motoring brushes are 60/40 these days. JAGs are 80/20. So, I'm asking for a clear statement on whether CuGr, Wizzard and JAG are allowed. If they aren't then which are. **Rules will be updated to remove reference to composite.**
4. Increase max tire width to .105 to allow additional tire choices:
 - a. HO Tire Direct .353 OD .353 WD .105 ID .170 C1, C2, C3. **Passed**
 - b. SCALE ENG .190 OD x .100 wide Double flange rims. **No change to rules needed**
 - c. SCALE ENG .190 OD x .105 wide Double flange rims. **No change to rules needed**

Coupes

1. Allow TFX chassis and topplate. **Passed. TFX Chassis based coupes much use slip-on tires**

Grand National

2. Allow SCALE ENG .190 x .120 wide Double flange rims. **Passed**

Magnatraction

1. Allow OS3 armatures that are at least 14 ohms. **Passed**

TFX

1. There were several submissions regarding the body. Item two encompasses most. Others focused on allowing more manufacturers of Muscle Car bodies.
2. Add third body style: 1960s GT/Sports cars. **Passed. Bodies will be referred to as Sports car which covers Prototypes and GT class cars.**
 - a. Examples: Ferrari Daytona GT350, Porsche 904, Ford J Car, Ferrari Dino, Cobra Daytona, Corvette C2 Grand Sport, Chaparral 2D, etc.
 - b. Can be injection molded plastic or resin bodies.

- c. Body can be lowered by trimming screw posts only.
 - d. Rear and side windows can be removed.
3. Allow any injection molded plastic body except Fray style body which are categorized by their lowered and extended roofline, exaggerated window openings. OEM wings, spoilers, and bumpers must be intact. Wheelbase of chassis must match body. **Not Passed**

For example, the Cheetah is a short wheelbase body. No modifications except for the following:

- Side glass removal
- Lower portion of windshield and attachment points on the body may be trimmed for clearance.
- Bodies may be lowered by trimming screw posts only.
- Interior maybe removed from top up convertibles and hardtop cars with an interior. Examples are Fairlanes, Galaxies, and Mustangs.

New Business and Non-rules related topics

1. Discuss Outlaws being a primary sponsor for the Halloween Havoc and how much we should provide. Must be at least \$250 to be a primary sponsor. **Passed**