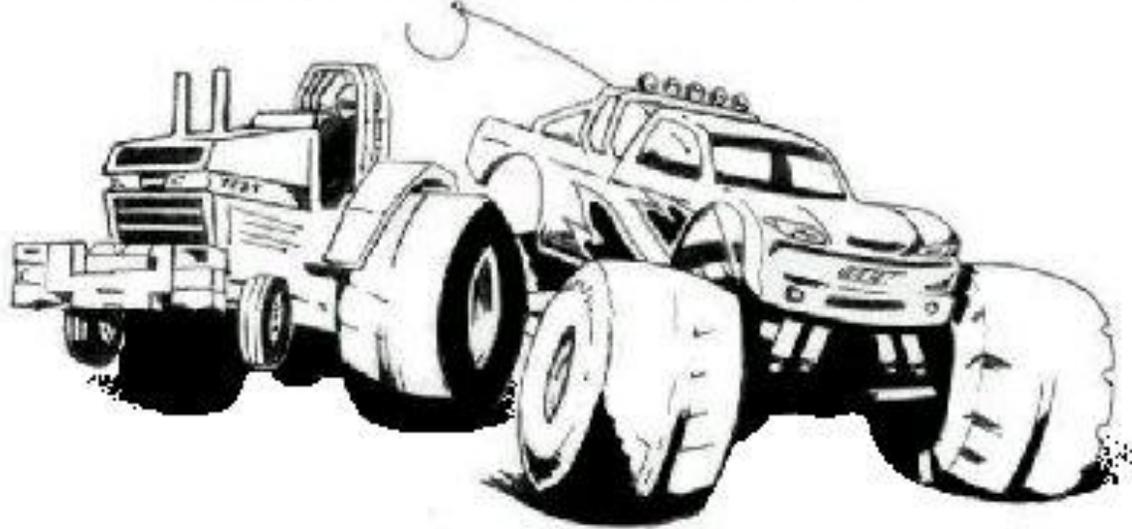


***Celebrating 37 years of World Championship
R/C Pulling and Monster Truck Racing!***

NR/CTPA



Rulebook

2026

Official Monster Truck Racing Rulebook

of the

National Radio Control Truck Pulling Association

Effective January 1st 2026

Forward

This rulebook is a culmination of many years. Over the years the hobby world has changed and consequently the rulebook continues to evolve. The rulebook is published yearly to remain abreast with current trends. The association uses all of its resources to ensure the rulebook remain consistent of current hobby trends.

The NR/CTPA Executive board welcomes comments and questions concerning the rulebook .
Feel free to contact the board at:

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Racing General Rules

1. The racing competition will consist of a timed event, which consists of either one or two trucks running but the times will be recorded individually for each lane or side by side elimination races.
2. The track is not limited to any one specific surface, but both racing lanes must run on matching surfaces. Two even length racing lanes with obstacles and path markers will be constructed for the event. Examples of obstacles would be ramps and crushed cars. There will be a specific path that the vehicles will follow during each race. Examples of path markers would be turning cars or cones.
3. The track layout will be predetermined by the track officials. The layout of the course will need to be followed otherwise penalties will be incurred. The course layout and penalties will also be discussed during the mandatory drivers meeting(s) as well as any grounds for disqualification. All rules and schedules shall be posted in a suitable viewing area(s) prior to the start of the event. Questions concerning times, rules or penalties need to be brought to the attention and only to the attention Monster truck director so that the event can be fairly run.
4. Hitting any part of the timing system, the timing table, crossing all four full tires off the track boundary or intentionally missing obstacles will result in a disqualification for that run. If the driver cannot finish the course without aid this will result in a dnf (did not finish).
5. Crossing the center line with more than two full tires will result in a disqualification. If a driver crosses over the center line and interferes with the other driver the offended driver has the choice to rerun alone. Any outside interference during the race may result in a rerun as well.
6. Obstacles, cones, turning cars, etc. will be placed next to obstacles to decide if the vehicle has properly hit the ramp. Failure to properly enter the leading edge ramp will result in a 1 second penalty per offense at the end of the run.
7. 1 second penalties will also be assessed for each cone/car that is knocked over or pushed off of its marking point.
8. Vehicles may hit a turning car without penalty as long as the vehicle keeps all 4 tires in the racing lane. Please note the turning car will be considered part of the racing lane for definition of this penalty.
9. Drivers will bring their vehicle up to the defined tech/staging table at least 2 runs before their run. If the driver cannot bring the vehicle up or make it to the run they may end up forfeiting their run.
10. Races will be run with a marshal for each racing lane. There will be a separate staff assigned marshal(s) for the center line. For a race to be ran all 3 of these marshals will need to be in locations defined during the drivers meeting.

11. Each driver must marshal or find a suitable marshal prior to their race(s). If the driver cannot marshal or find a suitable marshal prior to the race(s) they will be disqualified for that round.
12. Marshals will relay all judgements to the timekeepers verbally and with hand signals. The timekeeper must repeat the judgements to the marshals who will verify the judgement. The timekeeper will announce the times and during elimination racing they will announce what driver is moving on to the next round. This is the only time that the timekeeper will announce the times. Do not come back to the timekeeper to check times as they are working the event. Time input needs to flow smoothly without interruption. Times and results will be displayed after qualifying/racing has concluded.
13. Judgements are 1 second per offense. Clean (thumbs up) which means there are no penalties. DQ (thumbs down) which means the driver has been disqualified. Holding a finger up for each penalty will let the timekeeper see that the run is clean but with penalties. Each penalty will be added to the driver's time for that run.
14. All penalties stand at time of ruling. The marshal or official may need to clarify any questions about a penalty. There will not be any review of photos or video. The timing system and marshals/official will judge what happens during the run. If video reviews are so desired this will have to be set up under the discretion of the racing committee prior to the event so that all runs are equally reviewed under video.
15. Timing systems errors may result in a rerun and this will be at the discretion of the monster truck director.
16. The drivers will qualify by class unless announced differently at the drivers meeting. Brackets for elimination races will be based off of qualifying times. These qualifying times will determine lane choice throughout the bracket. During elimination racing the timekeeper will note which driver has lane choice.
17. In the event that a racer cannot come back a racer will be brought back from the last pairing. The loser from the last round will be brought back only if their vehicle can compete. No driver will be advanced if no one can come back and the result will be a bye run in the next round.
18. Red lighting the tree at qualifying and racing will count as a disqualification and no pass will be recorded. A double red light in qualifying stands as a disqualification with no time. In elimination a double red light will result in a rerun. During qualifying racers who disqualify or who cannot finish the run will go to the bottom of the bracket.
19. If a vehicle cannot finish their run during qualifying no run will be recorded. During elimination racing not finishing will result in a loss if the other lane is able to finish. If both vehicles wreck and get disqualified during eliminations the vehicle that got further will move on. The vehicle that moves on in a double disqualification is the one that was allowed to travel further before the disqualification took place. Judgements may be made on the severity of the penalty. The monster truck director or assistant director may request a rerun of that race.
20. Drivers will stand in a defined location that will be discussed during the drivers meeting.

21. Vehicles must be squared up to the starting line with the front tires at the line prior to a race. Please note the starting line could have a ramp or obstacle in front of it.
22. Once one driver stages their vehicle the other driver must stage their vehicle within 60 seconds or they will forfeit their run. When drivers are asked if ready they will give a clear nod and verbally indicate that they are ready for the race to start.
23. Vehicles will go through tech inspection and possibly may be inspected more than once during the event. Most times the inspection will take place before the class starts. Other inspections may take place during the event.
24. Bodies must be secured to a vehicle so that they do not fall off during a race. If any part of the vehicle falls off during a race the vehicle must still be able to pass tech inspection with said missing parts.
25. Tracks, foam tires or any traction compounds/liquids are not permitted. The use of Simple Green only for cleaning tires is permitted. Only clean vehicles with clean tires are permitted to run on a carpet surface.
26. All four tires must be the same size and width unless there is a pre-approval for use in a retro class. All tread patterns will be chevron style tire unless otherwise noted.
27. All vehicles will need to be registered prior to the event and all drivers must attend the drivers meetings to compete in the event.
28. All lipo batteries will be charged in a lipo safe container/bag.
29. A vehicle may have a multi speed transmission but during a race the transmission must not be shifted. CVT Transmissions (Continuously Variable Transmission) are not legal for use on any racing vehicle.
30. The use of traction/drift devices or gyro(s) are not permitted unless they are given approval by the director.
31. Failure to comply with rules may result in disqualification. The monster truck director will hold the final say so unless otherwise noted.

Show and Shine Rules

The Show and Shine competition gives the builder a place to display their vehicles. The following are guidelines to ensure the Show and Shine competition is fair and equal for all participants.

1. No props such as mirrors or stands.
2. Show and Shine competitors cannot change the body, chassis or tires for competition.
3. Any vehicle can be displayed but to be eligible for the competition the vehicle must be registered in the event. The only exception to this rule is if there is a specific sponsored event. Please note those vehicles would only be eligible for that particular event.
4. Vehicle must be displayed with others during the Show and Shine event to be eligible for awards.
5. Vehicle must participate in at least half of the competition.
6. No obscene imaging or obscene wording will be allowed on the body.
7. The event may be scored by judges or done by participant's choice.
8. Participants choice awards may be decided by an official or judge in the event of a tie.

Freestyle Rules

Freestyle is an event where competitors perform a series of jumps and stunts. The goal is to string together as many “wow” factors that they can in an allotted time frame. The driver that can keep up the momentum while running on the ragged edge will more than likely earn a first place award.

1. Vehicle must be a solid axle monster truck that is legally entered in the racing portion of the event.
2. The amount of entries will be determined by the sponsor.
3. Freestyle can run if sponsored but there must be enough time for setup and cleanup.
4. Building damage will not be tolerated.
5. Sponsor is responsible for setup, cleanup, teardown and judging of the event.
6. Sponsor is responsible for setting up all judges and volunteers prior to the event.
7. Rollover limits and run time will be set by the sponsor and announced prior to the event.
8. Sponsor may create a novice and expert division.
9. Score totals and results with names will be presented to the Monster Truck director at the conclusion of the event.

Long Jump Rules

The purpose of the Long Jump competition is to determine which vehicle can jump the furthest from an established start line.

1. Class or classes will be determined by wheel size with 2.6 inner/outer wheels being the main class. Other classes with different wheel sizes or grouping may be run.
2. Vehicle needs to be registered and legal for use in one of the racing classes.
3. The class may be run if time allows.
4. Hitting the defined barrier or causing building/equipment damage will result in disqualification from the event.
5. Vehicle must run a body and keep the body during its run or the run will be disqualified.
6. Two attempts are allowed but only one is necessary.
7. After the jump the vehicle must be able to land and drive back to the start line without any outside help.
8. Vehicle that legally jumps the farthest will win.
9. All judges and volunteers must be organized prior to startup of the event.
10. Results to be turned into the monster truck director at the end of the event.
11. Awards will be available if the event is sponsored or a sponsor provides prizes/awards.

Class: Novice

This class is for beginners to learn how to drive radio control monster trucks. Participants will learn to drive their vehicle on a closed obstacle course similar to what the regular driver's race on. Drivers will learn patience, good sportsmanship and driving technique while participating in this class. The goal of this event is to give the participants a place to run while they build their skill level enough to advance to the regular racing classes. This class was never designed to be a highly competitive class but the participant shall have fun and learn at the same time.

1. All vehicles must be entered into the Novice class prior to the start of the event and follow all registration restrictions.
2. Novice drivers may share a vehicle with another family member(s).
3. Vehicle can either be 2wd or 4wd and it must be a hobby grade vehicle.
4. Vehicle must replicate a monster truck in scale. No stadium trucks, buggies or short course trucks will be allowed.
5. Maximum of 2 entries per driver.
6. The monster truck director may put them in the regular competition if the times are similar to the regular classes.

Class: Stage 1 Retro

- Motor:** Maximum of (2) Rc4wd 45 turn sealed end bell motors.
- Battery:** (1) hard case 2s lipo.
- Chassis:** Shall be stock, custom or aftermarket with a period correct retro design and not a tube/faux tube style design. A hitch may be needed. Minimum of 3 ½” clearance to the bottom of the chassis and factory shaft drive transmissions require a minimum of 2 ½” clearance. E.G. Stock Clod & Juggernaut. Stage 2 designs are prohibited.
- Tires/Wheels:** 2.6” inner/outer Tamiya Clod Buster sized wheels with full cleat chevron style period correct tires that are manufactured for a Clod Buster size wheel. Dual tractor or large tires/wheels are permitted when replicating said vehicle.
- Wheelbase:** No more than 12”.
- Width:** No more than 15 ½”.
- Suspension:** No aftermarket/custom multi-link or cantilever suspensions. No sway bar(s)/anti-roll device(s) or torsion style link suspension(s). Stock unmodified Clod Buster/Juggernaut suspensions are allowed. Custom leaf spring suspension(s) built to scale are allowed with axle mounted shocks not angled more than 70 degrees.
- Axles:** 4wd with 2 solid axles that can be 2 or 4 wheel steer.
- Body:** Must replicate a 1991 or earlier body style of an actual truck that competed in 1991 or earlier. Picture proof may be necessary.

Class: Stage 2 Retro

- Motor:** Maximum of (2) Axial and or (2) JConcepts 27 turn sealed end bell motors with factory labels.
- Battery:** (1) hard case 2s lipo.
- Chassis:** Shall be stock, custom or aftermarket with a period correct retro design. Minimum of 3 ½” clearance to the bottom of the chassis and factory shaft drive transmissions require a minimum of 2 ½” clearance. E.G. Stock Clod & Juggernaut. Only to be used in Stage 2.
- Tires/Wheels:** 2.6” inner/outer Tamiya Clod Buster sized wheels with full cleat chevron style period correct tires that are manufactured for a Clod Buster size wheel. Dual tractor tires permitted when replicating said vehicle.
- Wheelbase:** Must represent the vehicle that it is replicating.
- Width:** No more than 15 ½”.
- Suspension:** No aftermarket/custom multi-link or cantilever suspensions. No sway bar(s)/anti-roll device(s) or torsion style link suspension(s). Stock unmodified Clod Buster/Juggernaut suspensions are allowed. Custom leaf spring suspension(s) built to scale are allowed with axle mounted shocks not angled more than 70 degrees.
- Axles:** 4wd with 2 solid axles that can be 2 or 4 wheel steer.
- Body:** Must replicate a 1996 or earlier body style replicating that era.

Class: Losi LMT Spec

Motor:	Stock Firma Specktrum 2800 kv or 3150 kv motor.
Battery:	2s or 3s hard case lipo battery.
Chassis:	Unmodified stock v1 or v2 that came with your rtr kit. Cage and wheelie bar may be removed.
Tires/Wheels:	To be the set that came stock with your kit.
Width:	Stock width. V1-15.4" and V2-16.22".
Wheelbase:	V1-13.5"and V2-15".
Axles:	Stock v1 or v2 axle housing with or without braces. Must remain 4wd with (2) wheel steering.
Transmission:	Stock v1 or v2 LMT transmission with or without the center diff.
Suspension:	Stock shocks and stock sway bars must remain in the stock positions. Springs and oil changes are allowed.
Body:	Any scale car or truck body is allowed.
Other:	V1 and V2 kits can use the motor that came with either rtr kit. All other components including chassis, shocks and uncut tires/wheels must have come with that kit. Adding weight is prohibited.

Class: Mega

- Motor:** Maximum of (2) brushed or brushless motors.
- Battery:** (1) 2s or 3s hard case lipo battery.
- Chassis:** May be aftermarket, stock or scratch built.
- Tires/Wheels:** JConcepts Fling King mega tires or Losi Lmt Mega tires. Dual tires are not permitted.
- Width:** Maximum width is 14 ¼”.
- Wheelbase:** Maximum wheelbase is 15”.
- Axles:** Vehicle must be 4wd and have (2) solid axles with either 2 or 4 wheel steering. Axles may be a motor on axle design or a solid straight axle design which house a ring and pinion gear.
- Transmission:** Ring and pinion style axles must have a centrally located transmission.
- Body:** Any scale car or truck body is allowed.
- Other:** Vehicle can have a 3 link suspension (stock Wheely King style) or a 4 link suspension (with or without a panhard bar). Single or multiple sway bars are allowed.

Class: Pro Mod

- Motor:** Maximum of (2) brushed or brushless motors.
- Battery:** (1) 2s or 3s hard case lipo battery.
- Chassis:** May be aftermarket, stock or scratch built.
- Tires/Wheels:** 2.6" inner/outer Tamiya Clod Buster sized wheels with rubber Chevron style flotation type tires that are manufactured for a Clod Buster style wheel.
- Width:** Maximum width is 16 ½".
- Wheelbase:** 12 ½"-14" is recommended but not required.
- Axles:** Vehicle must be 4wd and have (2) solid axles with either 2 or 4 wheel steering. Axles may be a motor on axle design or a solid straight axle design which house a ring and pinion gear.
- Transmission:** Ring and pinion style axles must have a centrally located transmission.
- Body:** Any scale car or truck body is allowed.
- Other:** Vehicle can have a 3 link suspension (stock Wheely King style) or a 4 link suspension (with or without a panhard bar). Single or multiple sway bars are allowed.

Class: Ultra Mod

- Motor:** 540 can size motors only. Max of (2) 15t or higher brushed motors or (1) brushless motor with a max rpm of 3800 kv or 10.5t.
- Battery:** (1) 2s hard case lipo battery.
- Chassis:** Material should be a custom full tube/full faux tube chassis. Roll cage should extend from the chassis to the roof and sides of the body. Chassis shall extend past the center of the front/rear axle at least 1". There shall be a functional wheelie bar on the rear of the chassis.
- Tires/Wheels:** 2.6" inner/outer sized tires manufactured by JConcepts. The Golden Year, Full Cleat Firestorm and standard Firestorm are allowed with the foam that came with that tire. No closed cell foam inserts allowed. Tire shaving/cutting is prohibited.
- Width:** Max width is 16.25"
- Wheelbase:** Max wheelbase is 14".
- Axles:** (2) shaft drive solid axles with 2 or 4 wheel steer.
- Transmission:** Must be centrally located with no center diff.
- Suspension** Vehicle can have a 3 link suspension (stock Wheely King style) or a 4 link suspension (with or without a panhard bar). Must have axle mounted shocks leaned no more than 1" rake towards the transmission. Sway bar links will also be mounted to the axle.
- Body:** Any scale car or truck body is allowed.
- Weight:** Minimum weight 9 pounds.

Class: 2.2

- Motor:** Maximum of (2) brushed or brushless motors.
- Battery:** (1) 2s or 3s hard case lipo battery.
- Chassis:** May be aftermarket, stock or scratch built.
- Tires/Wheels:** 2.2" inner/outer sized wheels with rubber Chevron style flotation type tires. Minimum height is 4 ½" and maximum height is 5 ½".
- Width:** Maximum width is 15 ½".
- Wheelbase:** 12 ½"-14" is recommended but not required.
- Axles:** Vehicle must be 4wd and have (2) solid axles with either 2 or 4 wheel steering. Axles may be a motor on axle design or a solid straight axle design which house a ring and pinion gear.
- Transmission:** Ring and pinion style axles must have a centrally located transmission.
- Body:** Any scale car or truck body is allowed.
- Other:** Vehicle can have a 3 link suspension (stock Wheely King style) or a 4 link suspension (with or without a panhard bar). Single or multiple sway bars are allowed.

Class: Mini Lmt Spec

- Motor type:** Must retain the single stock 380 size 25t motor.
- Battery:** (1) Stock battery which is a Spektrum hard case 2s 810 mah 50c lipo battery.
- Chassis:** Unmodified stock mini LMT chassis. Cage and wheelie bar may be removed.
- Tires/Wheels:** Must retain the stock Mini Lmt tires and wheels.
- Width:** Must retain the stock width of 8.1”
- Wheelbase:** Must retain the stock wheelbase of 6.8”
- Axles:** Must retain the stock axles that came with the Mini Lmt. Steering is limited to the front axle only.
- Body:** Any scale body that fits the Mini Lmt is allowed.
- Other:** The vehicle can retain or remove the stock sway bars. Shock oils, springs and servo can be changed. Shocks must remain in the stock positions. Adding weight and modifying tires are prohibited.

Class: Mini Mod

- Motor:** (1) brushed or brushless motor.
- Battery:** (1) 2s or 3s hard case lipo battery.
- Chassis:** May be aftermarket, stock or scratch built.
- Tires/Wheels:** Rubber Chevron style flotation type tires that are manufactured for a Losi Mini Lmt or Hpi Mini King style wheel.
- Width:** Maximum width is 8 ½" (215mm)
- Wheelbase:** Maximum wheelbase is 7 5/16" (185mm)
- Axles:** Vehicle must be 4wd and have (2) solid axles with either 2 or 4 wheel steering. Axles will be a solid straight axle design which house a ring and pinion gear.
- Transmission:** Ring and pinion style axles must have a centrally located transmission.
- Body:** Any scale car or truck body is allowed.
- Other:** Single or multiple sway bars are allowed. The vehicle is designed and built around vehicles such as (but not limited to) the HPI Mini King and the Losi Mini Lmt.