

World Monster Truck Championship Series

Official Track Construction Specifications 2010



Issued By: David Collard

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Overview:

The following is a specification for how tracks appearing on the 2010 World Monster Truck Championship Series (WMTCS) must appear in order to be deemed releasable. The WMTCS Staff will review these guidelines upon every beta test of a track. Flexibility of the guidelines may be granted due to performance reasons, competitive reasons and potential time constraints. All tracks must be beta tested before releasing for an event to take place. Any questions about said guidelines may be addressed to WMTCS Staff member Dave Collard at any time.

General Items (Both Series):

- 1.) All Series must contain appropriate starting lights and start / finish poles. No exceptions.
- 2.) Turning Poles or Turning Cars are permitted where applicable.
- 3.) All Tracks require adequate wall protection. See more below.
- 4.) All Tracks **MUST** use items contained within the props package for 2010. The WMTCS Staff unless expressed permission grants no exceptions. See more below.
- 5.) All Tracks must be neat in appearance using the below guidelines. Tracks that do not appear to be neatly built will not pass inspection and must be changed.

Plastic Placement (Thunder Jam Series):

- 1.) Thunder Jam Events may contain blue, red or white plastic. No other colors are permitted. Official hues are contained in the package.
- 2.) Please use respective corner textures on the top of ground boxes to make neat appearing 90 degree angles.
- 3.) Plastic Colors maybe mixed at track designer's discretion. Example; a track may contain white and red plastic.

Banner Placement (Thunder Jam Series):

- 1.) Carquest Auto Parts and Nissan receive precedence over other sponsors such as Stihl or General Tire. Tracks must contain at least one variation of the applicable sponsors type banner. Example; please use both Carquest type banners "Welcome Race Fans" and "Double Blue Logo" not one.
- 2.) Tracks must contain a minimum of two Thunder Jam World Finals and Thunder Jam logo banners. These must be placed in a high viewing area.
- 3.) Walls must be covered with 70 percent sponsor banner material. Excessive blank walls will be scrutinized and deemed not usable until more wall coverage is completed. Several smaller banners have been included to help fill holes.
- 4.) When placing banners please bear in mind not to place too many of the same background color near each other as they tend to blend together. Example; a White General Tire next to a White Stihl Banner.

- 5.) “Doubling Up” Banners so that the same ones fall in a row is allowable for large surface areas.
- 6.) Higher Resolution Banners come in the form of the flat 2D model signs. If building a stadium model in Bin Edit please incorporate these into the design if possible. Resizing is allowable to fit wall parameters.
- 7.) Ground Box Banners may be used in any circumstance that is trying to provide optimum frame rate and reduced on track warping. Terrain Stadiums should use Ground Box Banners.

Plastic Placement (Stihl Chaos Tour Series):

- 1.) Chaos Tour events may use Orange or White plastic. No other colors are permitted. Official hues are included in the package.
- 2.) Please use respective corner textures on the top of ground boxes to make neat appearing 90 degree angles.
- 3.) Plastic Colors maybe mixed at track designer’s discretion. Example; a track may contain white and orange plastic.

Banner Placement (Stihl Chaos Series):

- 1.) Stihl Outdoor Power Tools and Nissan receive precedence over other sponsors such as Carquest or General Tire. Tracks must contain at least one variation of the applicable sponsors type banner. Example; please use both Carquest type banners “Welcome Race Fans” and “Double Blue Logo” not one.
- 2.) Tracks must contain a minimum of two Chaos Tour World Finals and Chaos Tour logo banners. These must be placed in a high viewing area.
- 3.) Walls must be covered with 70 percent sponsor banner material. Excessive blank walls will be scrutinized and deemed not usable until more wall coverage is completed. Several smaller banners have been included to help fill holes.
- 4.) When placing banners please bear in mind not to place too many of the same background color near each other as they tend to blend together. Example; a White General Tire next to a White Stihl Banner.
- 5.) “Doubling Up” Banners so that the same ones fall in a row is allowable for large surface areas.
- 6.) Higher Resolution Banners come in the form of the flat 2D model signs. If building a arena model in Bin Edit please incorporate these into the design if possible. Resizing is allowable to fit wall parameters.
- 7.) Ground Box Banners may be used in any circumstance that is trying to provide optimum frame rate and reduced on track warping. Terrain Stadiums should use flat 2D model banners first however due to the up close nature of the arenas.

Performance Area Signage (Both Series):

- 1.) A-Frame and 2D Model Signs have been included in this package for both series to be placed upon the performance area. These are required to be used in both series unless space prohibits placement on the performance area.
- 2.) Sign placement on the performance area must be in such a way that does not hinder on track performances. Example; can not block way of vehicle from approaching an obstacle.
- 3.) Lower tier sponsors such as General Tire and NISMO should be placed on the performance area first rather than larger tier sponsors. World Finals Announcement Signs should be next in the hierarchical order.
- 4.) All signage must be set on “NO COLIDE” and “COMPLEX” for racing competitions. Freestyle and any other competition signage must be placed on “DEFAULT” with a weight value of 1 and “COMPLEX”. We will give the option to competitors to turn off signage using the Complex Scenery Setting!

Pit Scenery (Both Series):

- 1.) All applicable Hauler Models have been included in this package. Please use these sparingly and only use complex scenery settings and set to no collide. No more than four hauler models can be used without expressed permission from the WMTCS team.
- 2.) All heavy equipment must be placed in a manner that does not inhibit the performances of competitors. Equipment if placed on track must be angled so that it is the flushest against the arena or stadium wall as possible. All heavy equipment items must be left on default object type settings and set to complex.
- 3.) Pit boxes, transport tires and other paraphernalia must be in designated pit areas only.
- 4.) Track Designers have the right not to place any extra pit scenery items if it is in the best interest of the competitors due to a possible frame rate lowering discrepancy. WMTCS encourages detail but not at the sacrifice of track competitiveness.

Wall Protection (Both Series):

- 1.) Track makers **MUST** provide appropriate wall protection in high-risk areas. Dumpster models have been provided and are the only allowable dumpsters on the floor unless the WMTCS Staff grants expressed permission.
- 2.) Track Builders may repaint dumpsters if necessary. The currently provided dumpster models should be sufficient. Blank dumpsters have been provided in the event a local area sponsor wishes to be included in the event.
- 3.) Dumpster’s area to be set to “DEFAULT” with a weight value of “0” and a “SPARSE” scenery setting. Dumpsters are to remain in the same position throughout the course of the event.
- 4.) Other wall protection devices are permitted at the expressed consent of the WMTCS Staff.

Pit Parties (Both Series):

- 1.) Pit Party versions of the track are highly encouraged. Crowd models, fences and special display vehicles have been provided.
- 2.) Please setup pit party in a way that will look realistic. Example; proper lines and signage.
- 3.) If the performance area has enough room the official WMTCS Merchandise Trailer must appear at the Pit Party.

WMTCS Track Props and Banners Credits (Both Series):

When writing readme files for a track please provide the following information when crediting Track Builders for these items:

Ground Box Banner Textures: All designed by Dave Collard, base is by Slickster.

Ground Box Plastic Textures: Base is by Slickster. Colors by Dave Collard.

2D and A-Frame Sign Models: Designed by Dave Collard.

Bales: Base is by Slickster. Design and Colors by Dave Collard.

Poles: Designed and Colored by Kevin Payne.

Starting Light: Designed by Slickster.

Dump and Tow Trucks: Designed by Scott Bergman.

Loaders, Graders, Forklifts and Skidsteers (Sun Belt and Cat): Designed by Malibu350. Colors by Dave Collard.

Search Lights: Design by Malibu350. Colors by Dave Collard.

Industrial Fan: Designed by Scott Bergman.

Dumpsters (All): Designed and base by White. Colors by Dave Collard.

FMX Ramps: Base by Slickster. Colors and Re-Designs by Dave Collard.

Democross Cars: Base by Slickster. Colors by Dave Collard.

Pit Boxes: Base by Dennis Taft. Colors by Dave Collard.

Transport Boxes: Base by Dennis Taft.

Haulers (DCR, Rambo, Blank White, Red and Black, WMTCS Merchandise Hauler & Open Air Hauler): Design by SMP Creations and Malibu350. Resizing and Colors by Various Artists including Mike Alston, Steve Parry, Dave Collard and Scott Bergman.

Haulers (VML, Green and White, Camper Hauler, Blue and White): Designed by Scott Bergman.

Haulers (BBR): Designed by TRI. Colors by Sean Kozak and Jordan Holland.

WMTCS Rambo Xterra and Supplies Trailer: Base by Malibu350 and Gasman. Colors by Dave Collard.

Crowd Models: Designed by Kevin Payne.

Pit Party Fencing: Designed by Dave Collard.

Track Construction Contacts:

If any questions concerning a model or texture arise please contact the WMTCS Staff at www.mtm2draggers.net immediately.

