

<p align="center"><b>Scale Point Calculation Sheet</b> (transfer points below to class column)</p>	Class 1	Class 2	Class 3
<p>Bed: Not available to tubers  * Tube bed or flatbed: metal -3, plastic -1  * Bed mounted headache rack or roll bar: metal -2, plastic -1</p>			
<p>Truggy/back halved truck: Metal -4, plastic -2  (Must replace the ladder frame behind the cab with tube, and must extend past the rear axle pumpkin to be legal. The bed must have a roll bar hoop and integrated shock mounts. It also must be a structural part of the rear of the vehicle. (If your bed does not meet ALL of the preceding criteria, it does not count as a truggy bed). Tube bed, roll bar, shock mount points not available in addition to truggy bed points.</p>			
<p>Tuber: metal -8, plastic -4  A tuber consists of a complete body structure where the front, cab, and rear sections are comprised entirely of structural tubework.  Tube bed, roll bar, internal cage, and shock mounts points not available in addition to tuber points.  • Rigid metal/plastic body panels -1</p>			
<p>Interior cage or exo-cage: (-3 metal -1 plastic) per row of seats or area where seats would be (vehicle doesn't need an interior to get these points). Cage must have down bars and cross bars in front and behind each row. Not available to tubers. (1 row -3, 2 row -6, 3 row -9) (-1, -2, -3)</p>			
<p>Tube accessories  • Sliders: (both sides) metal -3, plastic -1  • Integrated tube shock mounts: metal -1 (per pair) (-1, -2)</p>			
<p>Body  • Hard body: full -8, cab -4  • Drop bed : -3  • Complete custom built body: (metal or hard plastic, no lexan) full -4, Cab -2 (in addition to hard body points)  • Inner fender wells: -1 per pair (-1, -2)</p>			
<p>Bumpers (items must be chassis mounted and separate from the body).  • Bumpers : metal -3 each , plastic -1 each (-3, -6)  • Stinger/grill guard: -1</p>			
<p>Exterior roof rack/light bar (may only choose one).  • Roof rack: metal: -2, plastic -1  • Roof top light bar : metal -1</p>			
<p>Interior:  • 3D interior: 1 seat -3, 2 seat (or bench) -4, 4 seat -5 (any 3D interior must include seat, dash, steering wheel and floor). A 3D SUV cargo area will be awarded an additional -1  • 2D/half interior: 1 seat -1, 2 seat -2, 4 seat -3.  • Realistic scale human figures: complete -4, knees up -3, torso up -2, head with arms -1, 3rd and 4th passengers -1 each (kids OK)..</p>			
<p>Suspension/drivetrain/steering:  • Leaf springs (front/rear): -3 ea, -7 both.  • Multiple axles: 3 driven axles -3, 4 (or more) driven axles -5  • Chassis mounted steering servo: -5 (front) -2 (rear) *rear= Class 3 only*  • Functional transfer case: -4.  • 3D engine: -4.</p>			
<p>Realistic exterior items (max -6 pts): Items that are non-functional but you would see on a trail truck.  • Fuel cell, exhaust, jerry can, hubs on all wheels, steering stabilizer, disc/drum brakes on all wheels, mirrors(2), wipers(2), antenna, license plate, fire extinguisher, trail tools (Hi-lift jack, etc.) first aid, etc. -1 each (-1, -2, -3, -4, -5, -6)</p>			
<p>Functional items (max -8 pts for all items listed below):  • Tow strap, -D-ring, Pull Pal, sand ladder, hitch, opening doors and hood, spare tire mount, etc. -1 each (-1, -2, -3, -4, -5, -6)  • Headlights(2) and taillights(2) -2  • Winch -2 front, -2 rear (max -4)  • Full size spare tire. -3</p>			
	Class 1	Class 2	Class 3
<p><b>Total Scale Points</b></p>			