



Rockingham

SCALEXTRIC Club

Slot.It, NSR, etc CLASSIC SPORTS & GT. RACING CHAMPIONSHIP

This class is open to any 2 seat Sports Racing, Prototype or GT car that raced between 1/1/1963 and 31/12/1981.

- The following cars will be eligible to race: -

Slot-It

Ferrari 312PB long tail, Alfa Romeo T33/3, Chaparral 2E, Ford GT40 MkI & MkII McLaren M8D, Matra 670B

NSR

Ford MkIV, Porsche 917K, Ford P68 (F3L), Ford GT40 MkII, Porsche 908/3

Thunder Slot

Lola T70 Coupe, Lola T70

Fly Classic

Any car built to the Fly Classic rules may also be used.
Any of the body shells on the Fly Classic eligible cars list may also be fitted to a standard Slot.It Classic, NSR Classic, Thunder Slot Classic or a commercially available 3D printed chassis as detailed in the following rules.

Other Body Shells

Body shells from the correct time period by other manufacturers and made from injection moulded plastic, fibre glass or cast resin may also be used provided they are fitted to a standard Slot.It Classic, NSR Classic, Thunder Slot Classic or a commercially available 3D printed chassis as detailed in the following rules.

Note: VANQUISH MG cars will not be allowed as they are too much over scale.

If you think any car or should be added to or removed from this list please let us know.

Once a class has been selected for a mini series no alterations can be made to the rules for that class until after the conclusion of the mini series.

TECHNICAL REGULATIONS

1. Motors & Motor Mounts

- a. All eligible cars must be powered by a commercially available Mabuchi 'S' can (FC130) motor with a manufacturer's rating not exceeding 21,500rpm at 12volts.
 - If a motor is rated at a higher voltage a simple straight line graph will be used to determine the rpm at 12 volts.
 - E.g. a motor rated at 23,000rpm @ 14volts.
 $23,000/14 = 1643 \times 12 = 19,716$ rpm @ 12volts.
 - Manufacturer's figures will be accepted as correct.
- b. Shortening the armature shaft is the only modification permitted to any motor.
- c. Only Slot.It sidewinder motor pods and NSR or Thunder Slot low angle motor pods are permitted and can be either can drive or end-bell drive.
- d. The maximum permitted motor pod offset is 0.5mm.
- e. No modifications are permitted to the motor pod.
- f. Motor position in the motor pod may not be altered in any way.
- g. Motor pod mounting screws are free choice and may be left loose but must be prevented from falling out.
- h. Pod suspension systems are not permitted.
- i. Motors and/or motor pods may be glued into place if desired.
- j. Rear-wheel drive only is permitted.

2. Gears

- a. Any gears intended for use in any ready-to-run slot car may be used, in any combination.
- b. All cars must be fitted with an 11-tooth pinion but the choice of spur gear is free.
- c. Pinions may be glued to motor shafts and spur gears may be glued to axles if desired.

3. Wheels

- a. Any wheels fitted as original equipment by the manufacturer to any eligible car may be used, and may be fitted to any other eligible car provided they are of the correct size, both front and rear, for the car they are fitted to.
- b. Any other brand of plastic or machined aluminium wheels may be substituted if desired provided they are of the correct size, both front and rear, for the car they are fitted to.
- c. All wheels must be of a style that represents a real wheel, as used on the real car, or have suitable inserts fitted.
- d. Wheels may be glued to axles if desired.

4. Tyres

- a. Any brand of solid rubber tyres may be used subject to the following restrictions;
 - Front tyres: Minimum diameter 16mm, minimum width 8mm.
 - Rear tyres: Minimum diameter 19mm, maximum width 12mm.
- b. Tyre treads must not protrude outside the car bodywork when viewed from above.
- c. Front axles must have any side-to-side movement restricted to comply with Rule 4b.
- d. Tyres may be glued onto the wheels, and may be sanded true.
- e. Front tyres may be coated with nail varnish, super glue or similar.
- f. Any tyre dressing/cleaner used must not leave a residue on the tyres or track.

- g. Sponge tyres and tyre dressings (goop) of any kind are not permitted.
- h. Tyres made from, or containing, Silicone must not be used.

5. Rear Axles

- a. Rear axles are free choice but must not extend beyond the outer face of any wheel.
See also Rule 4b.
- b. Any type of plain rear axle bearings may be fitted, and may be glued into place.

6. Front Axles

- a. Front axles are free choice but must not extend beyond the outer face of any wheel.
See also Rules 4b and 4c.
- b. Any type of plain front axle bearings may be fitted and may be glued into place.

7. Slot Guide

- a. All cars must have one slot guide only.
- b. All cars must be fitted with a standard depth slot guide.*
- c. Any car may have an easy-fit guide replaced with a conventional wired guide with the minimum necessary modification made to the chassis.
- d. Guide to motor wires and pick up braids are free choice.

8. Lights etc.

- a. Any car fitted with working lights may have the light bulbs, LED's, wiring, PC board, and any other internal fittings removed, but must retain all external lenses.

9. Ballast

- a. Ballast weight may be added to any car as desired, provided that it is placed within the confines of the body and chassis and is firmly fixed in place.
- b. Traction magnets may be retained or removed as desired.

10. Body and Chassis

- a. Bodies must be used complete and unmodified except as detailed below.
- b. Bodies may be repainted provided that doing so does not distort the body.
- c. White body kits must be fully painted.
- d. All cars must have a realistic colour scheme and carry at least three racing numbers.
- e. The original interior must be retained complete, include a full length driver and may be glued in place.
- f. Vacuum formed interiors are permitted only when using a kit built or resin body or when fitting a full-length interior to a body shell that does not come with one. All interiors must be fully 3D, include a full-length driver and be realistically painted and detailed.
- g. No part of the chassis or running gear may be visible through the cockpit/cabin area.
- h. Windscreen and window mouldings must be retained, and be complete and original.
- i. Wheel arches may not be enlarged in any way but moulding flash may be cleaned off.
- j. Rear view mirrors, windscreen wipers and spare wheels and tyres may be omitted but all other detail parts must remain fitted.
- k. Cars that have wings must have them securely fitted at the start of racing.

- l. The chassis does not have to be the chassis originally intended for the body being used but the chassis used must match the wheelbase of the body without modification to the body.
- m. The chassis must be from one of the eligible Slot.It Classic, NSR Classic or Thunder Slot Classic cars or a commercially available 3D printed chassis intended specifically for any other car eligible for this championship.
- n. The chassis may only be modified as detailed in Rules 1, 5, 6, 7, 8, 9, and 10.
- o. When fitting a Slot.It, NSR or Thunder Slot chassis to an alternative body the outer edges of the chassis may be trimmed to match the shape of the new body.
- p. New body mounting posts may be fabricated if necessary when fitting an alternative chassis to a body and any unused original body posts may be removed.
- q. Chassis ride height may not be lowered in any way.
- r. Body to chassis mountings may not be lowered in any way.
- s. Minor scraping or sanding of the body sides and/or chassis edges is permitted to allow the body to move freely on the chassis.
 - This includes removal of any internal pegs etc. that rest on the motor, axle bearings or chassis sides.
 - Removal of other parts of the body or chassis for this purpose is not permitted.
- t. Body fixing screws are free choice and may be left loose
- u. Adhesive tape or 'blue tack' must be placed over the body fixing screw holes to prevent screws from falling out.

11. Ground Clearance

- a. There is no minimum ground clearance rule but at no time may the body, chassis, motor or gears touch the track surface in normal use.
- b. When the car, race ready, is placed on a slotted, flat surface, all 4 tyres must touch the surface and all 4 wheels must rotate when it is pushed forward.

12. Finally...

If the rules do not expressly say that you can do something then you cannot do it.

*Definition of a 'standard depth slot guide'

- a. Any slot guide supplied as original equipment by the manufacturer with any ready-to-run slot car eligible for the class.
- b. Any aftermarket slot guide intended for use in any ready-to-run slot car which can be fitted without modification to the guide or guide mount and having a blade depth, excluding braids, not exceeding 7.0mm.

Index to amendments

<u>Issue No</u>	<u>Date</u>	<u>Amendment</u>
1	02/02/07	First draft.
1a	17/02/07	Clarification to Slot-It motor mount and gears. Allow aluminium set screw wheels.
1b	14/12/07	Add Scalextric Chaparral 2F.
1c	20/08/08	Add Slot-It Alfa T33/3.
2	23/05/09	Allow Scaleauto SC-0008 20,000rpm Silver can motor. Add Fly Ferrari 250LM & 275LM. Add Spirit Porsche 936. Add NSR Ford MkIV and Porsche 917K.
2a	04/07/09	Add Revell/Monogram & Sloter Lola T70s.
2b	27/07/10	Add NSR Ford P68.
2c	24/12/10	Add Slot.It & NSR Ford GT40s. Add Scaleauto SC-0020 20,000rpm Blue can motor.
2d	05/11/12	Add Scaleauto SC-0008B 20,000rpm Silver can motor.
2e	21/12/12	Add 'definition of a standard depth slot guide'.
3	18/06/13	Rename from Fly Classic plus to Slot.It & NSR Classics. Revise all rules.
4	01/08/13	Simplify and clarify using standard wording for each section.
4a	03/12/13	Add Slot.It McLaren M8D
4b	05/12/14	Add Slot.It Matra 670B
5	21/11/15	Allow the use of commercial 3D printed chassis.
5a	19/06/18	Allow Thunder Slot Cars and revise/clarify some wording.