



Rockingham

SCALEXTRIC Club

UNLIMITED SPORTS CAR & GT RACING CHAMPIONSHIP

•**The following cars will be eligible to race: -**

1. Any mass produced 1/32 scale **Ready-to Run** model of a Sports Racing, LMP or GT car that complies with the following:
 - a. Has an injection moulded plastic body.
 - b. Has an injection moulded plastic chassis.
 - c. Is intended for use on Scalextric type track.
 - d. Is, or has been, available through normal retail outlets.

2. Any 1/32 scale **Plastic kit** built, **Fibreglass** or **Resin** moulded Sports Racing, LMP or GT body provided that it is fitted to a commercially available injection moulded plastic chassis as set out in the Technical Regulations.

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

If you think any other cars should be excluded for any reason 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. Any car may be powered by any motor supplied as original equipment for, or sold as an after market replacement for, any ready-to-run slot car.
- b. Shortening the armature shaft is the only modification permitted to any motor.
- c. The motor mounting position and orientation in the chassis may be changed as desired.
- d. When fitting a motor to a chassis intended for a different type of motor or changing the position or orientation of the motor any of the following methods are permitted;
 - Any commercially available adaptors may be used.
 - The motor may be mounted to one of the original mounts and have single piece of wire or plastic glued across the chassis to support the other end of the motor.
 - Any plastic motor mount or motor pod intended for use in any ready-to-run slot car may be used, and may be modified as desired. Any motor mount or motor pod used must not be visible outside the body when viewed from the side or from above.
- e. Motor mount or motor pod fixing screws, if fitted, are free choice and may be left loose but must be prevented from falling out.
- f. Any commercially available suspension system may be fitted if desired.
- g. Motors, motor mounts and motor pods may be glued into place if desired.
- h. Rear-wheel drive or four-wheel drive is permitted.

2. Gears

- a. Any gears intended for use in any ready-to-run slot car may be used, in any combination.
- b. Pinions may be glued to motor shafts and crown/spur gears may be glued to axles.

3. Wheels

- a. Any type of wheels may be used, but they must be of a realistic size for the car being modelled. See also Rule 4.
- b. Wheels may be glued to axles if desired.

4. Tyres

- a. Any brand of solid rubber tyre may be used subject to the following restrictions;
 - Front tyres: Minimum diameter 17mm, minimum width 8mm.
 - Rear tyres: Minimum diameter 18mm, 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 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 rear axle bearings, and prop' shaft bearing if used, 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.
- c. Cars fitted with stub axles may have them replaced with a single, solid axle if desired.
- d. Any car fitted with a steering unit may have the steering fixed or be fitted with a conventional front axle if desired. See also Rule 7e.

7. Slot Guide

- a. All cars must have one slot guide only.
- b. Any car may be fitted with any slot guide intended for use with any ready-to-run slot car.
- 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.
- e. Steering mechanisms do not have to be retained. See also Rule 6d.

8. Lights etc.

- a. Any car fitted with working lights etc. may have the light bulbs, LED's, wiring, PC board, etc. 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 glued 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. Interiors must be fitted, be as complete as possible, include a driver - minimum of head, shoulders, arms and steering wheel in 3D - and may be glued in place.
- f. Vacuum formed interiors are permitted but must be 3 dimensional, realistic and painted.
- 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 may be omitted but all other detail parts must remain fitted.
- k. All cars must have their rear wings 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 wheelbase must match that of the body, without modification to the body.

- m. The chassis must be made primarily from injection moulded plastic.
- n. After market plastic chassis such as PCS and Slot.It HRS are permitted.
- o. The chassis may only be modified as detailed in Rules 1, 5, 6, 7, 8, 9 and 10.
- p. When fitting an alternative motor to a chassis the minimum necessary modification may be made to the chassis in order to fit the new motor, motor mount or pod. See also Rule 1.
- q. When fitting a chassis to an alternative body the minimum amount necessary may be trimmed from the outer edges of the chassis to match the shape of the new body.
- r. New body mounting posts may be fabricated if necessary when fitting an alternative or modified chassis to a body and any unused original body posts may be removed.
- s. No part of the chassis may be visible outside the body of the car when viewed from above except where those visible parts represent parts of the real car.
- t. Any chassis which includes radiator grills and/or other parts which clip into the body may have these parts removed from the chassis and fixed to the body.
- u. Some bodies have the front splitter, radiator grill, door sills, rear floor, etc moulded as part of the chassis. If these bodies are fitted to an alternative chassis then these parts must be cut from the original chassis and fixed to the body in the correct position.
- v. Minor scraping or sanding of the body and/or chassis 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 minor parts of the body or chassis detail for this purpose is permitted.
- w. Body fixing screws are free choice and may be left loose.
- x. Adhesive tape or 'blue tack' must be placed over any 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.

Index to amendments

<u>Issue No</u>	<u>Date</u>	<u>Amendment</u>
1	17/03/98	First draft.
1a	14/06/98	Revised wording for Rules 5B, 7 and 11.
1b	20/07/98	Allow AA bodies and restrict tyres to GT types.
1c	24/01/99	Revised tyre rule banning 'Goodyear Eagles'.
1d	30/01/99	Add Pro Slot cars.
1e	20/09/99	Revised tyre rule restricting options to Ninco or S C X GT or F1 tyres. Free up axle bearings.
1f	11/03/00	Add ProSlot tyres.

1g	22/05/00	Add RX10 motor and simplify guide Rule 7.
1h	02/12/00	Add Carrera cars and Slot-It gears.
1i	08/09/01	Add Slot-It motors and wheels.
1j	08/08/02	Add Ninco NC3 motor.
2	006/09/02	Add Slot-It, restrict tyres and simplify/clarify all rules. Delete AA Vac formed Bodies.
2a	26/05/03	Add Spirit Cars and ban Vanquish MG Cars.
2b	04/02/05	Free up and simplify tyre rules. Rewrite and simplify motor options list.
3	25/12/05	Motors de-restricted. Some wording simplified.
3a	02/06/07	Add Avant Slot Cars.
3b	04/01/08	Simplified and clarified in line with Unlimited Saloons.
3c	30/11/08	Combine WSPC and Unlimited GT. Remove manufacturers list.
4	01/08/13	Simplify and clarify using standard wording for each section.