



Rockingham

SCALEXTRIC Club

CLASSIC TRANS-AM CHAMPIONSHIP

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

Scalextric

1966 Chevrolet Camaro
1970 Chevrolet Camaro
Ford Mustang Fastback/GT350
Mercury Cougar
Dodge Challenger

S C X

Plymouth Barracuda

Carrera

1967 Ford Mustang
1966 Chevrolet Camaro
Plymouth Hemi Cuda

Revell / Monogram

Ford Mustang GT350

Pioneer

Ford Mustang Fastback
Ford Mustang Notchback
Chevrolet Camaro

This list is based on known Ready-to-Run models of American 'Pony' cars that raced in the classic Trans-Am races of the late '60s and early 70s.

If you think any car 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 may use the motor supplied as original equipment by the manufacturer.
 - Cars that have been manufactured with different motors may be up graded to the best performing motor, but must use the correct adaptors or mount for that motor.
- b. Any eligible car may be fitted with any commercially available Mabuchi 'S' can (FC130) motor with a manufacturer's rating not exceeding 20,000rpm 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.
 $23,000/14 = 1643 \times 12 = 19,716\text{rpm @ } 12 \text{ volts.}$
 - Manufacturer's figures will be accepted as correct.
- c. Shortening the armature shaft is the only modification permitted
- d. Motors must be mounted in the same orientation supplied as standard by the manufacturer, i.e. sidewinders remain sidewinders, inlines remain inlines etc.
- e. Motors must be fitted using the original motor mount, which may be modified if necessary to accept a Mabuchi 'S' can motor. A single piece of plastic or wire may be used to support the 'free end' of a Mabuchi 'S' can motor if desired.
- f. Motors and/or motor mounts may be glued into place if desired.
- g. Rear-wheel drive only is permitted.

2. Gears

- a. All eligible cars may use the gears supplied as original equipment by the manufacturer.
- b. Any other brand of gears of the same ratio as the originals may be substituted if desired.
- c. Pinions may be glued to motor shafts and crown gears may be glued to axles.

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.
- b. Any brand of 15 x 8 plastic or machined aluminium wheels may be substituted if desired.
- 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 tyre may be used subject to the following restrictions;
 - Front tyres: Minimum diameter 18mm, minimum width 6mm.
 - Rear tyres: Minimum diameter 20mm, maximum width 10mm.
- 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.
- c. Cars fitted with stub axles may have them replaced with a single, solid axle if desired.

7. Slot Guide

- a. All cars must have one slot guide only.
- b. All cars must use the slot guide supplied as original equipment by the manufacturer with no modifications to the guide or guide mounting.
- c. No parts of the original guide assembly or mounting can be removed.
- 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 glued in place.
- b. Traction magnets may be retained or removed as desired.

10. Body and Chassis

- a. Bodies and chassis 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 two racing numbers.
- e. The original interior must be retained complete, include a driver - minimum of head, shoulders, arms and steering wheel in 3D - and may be glued in place.
- f. Vacuum formed or other light weight interiors are not permitted.
- g. No part of the chassis or running gear may be visible through the cockpit/cabin area except:
 - If necessary a small hole may be cut in the interior floor to clear the motor brush gear when fitting a Mabuchi 'S' can to a car designed for other types of motor.
- 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. The chassis must be the chassis originally intended for the body being used.

- l. 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. See also Rule 1.
- m. Chassis ride height may not be lowered in any way.
- n. Body to chassis mountings may not be lowered in any way.
- o. 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.
- p. Body fixing screws are free choice and may be left loose.
- q. 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.

Index to amendments

Issue No	Date	Amendment
1	01/02/10	First draft.
1a	22/01/11	Add Scaleauto SC-0020 20,000rpm Blue can motor.
1b	05/11/12	Add Scaleauto SC-0008B 20,000rpm Silver can motor.
4	01/08/13	Simplify and clarify using standard wording for each section.
4a	01/11/14	Add Scalextric Mercury Cougar and Dodge Challenger.