



Rockingham

SCALEXTRIC Club

Sporting Regulations for the Annual Rockingham Scalextric Club 1960's, early 1970's F1 Championship And Unlimited F1 Monoposto Championship

1. Championship and Event Entry

- a. The Annual Rockingham Scalextric Club Unlimited Formula 1 Championship and the 60's & 70's Policar F1 Championship are open to all members of the Rockingham Slot Car Club.
- b. Visitors are welcome to race at any Round but will not be eligible for the Championship.
- c. Championship points will be awarded to each driver at each Championship Round as follows:
- d. There will be 5 Championship Rounds each year and points scored at every round.
- e. In the event of a tie on points at the end of the Championships the following tie break will be used
 - The driver with the greatest number of A Final race wins.
 - The driver with the greatest number of A Final second places.
 - The driver with the greatest number of A Final third places.
 - If there is still a tie then Joint Champions will be declared.

2. Technical

- a. Every car entered in every Annual F1 60's and 70's Championship Round must fully comply with the F1 60's and 70s Technical Regulations.
Race Control shall have the discretion to waive this rule for new club members and visitors.
- b. All cars must, always have all four wheels and the body shell securely attached to the chassis. Note - Blue Tack and sticky tape are not secure attachments.
- c. Any other parts damaged or broken must be repaired before the start of racing.
- d. Any other parts broken or damaged during the race need not be repaired or replaced immediately unless they are interfering with another driver's car or damaging the track.
The Race Controller's decision on this is final and cannot be challenged.

3. Racing

- a. Each driver will have a 20 lap race on each lane against 3 other drivers, unless there are less than 7 drivers present in which case the number of drivers in each heat will have to be reduced.
- b. Driver's lanes will be allocated by entering each driver's name, in a random order, into the appropriate club race sheet for the number of drivers present. This will ensure that all drivers race against as many other drivers as possible and are not always with the same group of drivers.
- c. Race Control shall have the discretion to alter the heat running order to ensure that anyone known to be arriving late, or with a technical issue, does not miss any heats.
- d. All heats will be started by the club 'live start procedure'.
- e. Each Heat is a race and points will be awarded for each drivers finishing position as follows:
1st - 5 points, 2nd - 3 points, 3rd - 2 points, 4th - 1 point, non start - 0 points.
- f. After every driver has completed their 4 Heats the number of points scored by each driver at that round will be totted up and all drivers will then be seeded into a Final.
- g. Should there be a tie on points it will be resolved by the driver's position in the recent Monthly Mini Championship, if there is still a tie or it is the first round of the current Monthly Mini Championship then the drivers current position in the Overall Championship will used.
- h. The top 4 points scorers will be seeded into the 'A final' the next 4 into the 'B final' and so on but always ensuring that there are a minimum of 3 drivers in each final.
- i. All of these Finals will be of a segmented format - 3 minutes on each lane with the greatest distance covered in the 12 minutes to determine the winner.
- j. Each segment of each Final will be started by the club 'dead start procedure'.
- k. The Final containing the drivers with the lowest point scores for the evening and so on up to the A Final.
- l. Results of the Finals will be determined solely by the distance covered irrespective of which Final the driver is in. Win from any final.
- m. Points will be awarded for the driver's position in the Final as follows - 1st 20, 2nd 19, 3rd 18, etc.
- n. The points scored by each driver in the Final will be added to the points scored in each of their four Heats and this total will be their points score for that round.

- o. There will be a short, maximum 1 minute, warm up period before the start of each Heat and Final.
- p. The Final is a single race of four segments therefore only 1 car may be used in any Final. This must be one of the cars used in the Heats and cannot be a car used in any Final by another driver.
- q. Repairs and servicing requiring tools, fluids, tape, etc may only be done during the running time of any Final and must not be done during lane changes between segments. Any forbidden work on any car during lane changing will incur a five-lap penalty.
- r. If a Replacement car is used once the Final has started the will be a five-lap penalty unless the original car was damaged by actions outside the driver's control.
- s. The sequence of lane rotation will be: White - Blue - Red - Yellow
- t. It is each driver's responsibility to ensure that their car is placed on the correct lane and has the correct coloured lane sticker attached for the start of every segment.
- u. At the end of each driver's final segment parts of their final lap will be recorded to resolve any ties for total laps covered.
- v. No driver may race the same car raced by any other driver at that Championship Round.
Race control shall have the discretion to waive this rule for visitors or new club members.

4. **Finally**

**The General Sporting Regulations of the Rockingham Scalextric Club
will apply at all times**

and

EVERYONE NOT DRIVING WILL BE EXPECTED TO MARSHAL!!!