



Rockingham

SCALEXTRIC Club

Sporting Regulations for the Rockingham Scalextric Club Monthly Mini Championships

1. Monthly Mini Championship Format and Event Entry

- a. Each **Monthly Mini Championship** will consist of four rounds with the best three scores determining the champion. If there is a draw then the number of wins will determine the winner.
- b. Each Monthly Mini Championship is open to anyone to enter.
- c. Classes for future Monthly Mini Championships will be selected by a majority vote by the Rockingham Scalextric Club members.
 - Any Rockingham Scalextric Club member can propose a class for a Mini Championship.
 - Voting must take place on fourth Monthly Championship night.
 - The class selected should be for a series at least 2 months ahead.
 - Should there be a tie in the voting then both choices will be added to the schedule in the order in which they were proposed.
 - Only those classes for which a set of Technical Regulations have been formally approved can be selected for a Monthly Mini Championship.

2. Technical

- a. Every car entered in every Monthly Mini Championship Round must fully comply with the Technical Regulations for the class being raced.
Race Control shall have the discretion to waive this rule for new club members and visitors.

- b. All cars must, at all times during racing, 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 broken or damaged during a 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. Monthly Mini Championship Rounds

- a. There will be four Qualifying Rounds with three to count for each Monthly Mini Championship Series
- b. 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.
- c. 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.
- d. 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.
- e. All heats will be started by the club 'live start procedure'.
- f. 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.

- g. 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.
- h. Should there be a tie on points it will be resolved by the driver's position in the current 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 be used.
- i. 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.
- j. 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.
- k. Each segment of each Final will be started by the club 'dead start procedure'.
- l. The Final containing the drivers with the lowest point scores for the evening and so on up to the A Final.
- m. Results of the Finals will be determined solely by the distance covered irrespective of which Final the driver is in. Win from any final.
- n. Points will be awarded for the driver's position in the Final as follows - 1st 20, 2nd 19, 3rd 18, etc.
- o. 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.
- p. There will be a short, maximum 1 minute, warm up period before the start of each Heat and Final.

- q. 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.
- r. 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.
- s. 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 drivers control.
- t. The sequence of lane rotation will be: White - Blue - Red - Yellow
- u. 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.
- v. 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.

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!!!