



# Rockingham

## **SCALEXTRIC Club**

### **FORMULA 1 RACING CHAMPIONSHIP**

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

1. Any reasonably accurate 1/32 scale model of a real single seat, open wheel, racing car.
2. Any car complying with the Rockingham Classic GP regulations.
3. Any car complying with the Heart of England (HoE) Johnson Formula rules.

**Note!**

**VANQUISH MG** cars and bodies will not be permitted as they are too much over scale.

If you think any other cars should be excluded for any reason please let us know.

**Alterations to the Formula 1 rules can only be made before the start of a season.**

## **TECHNICAL REGULATIONS**

### **1. Body**

- a. All bodies must be a reasonably accurate 1/32<sup>nd</sup> scale representation of a real single seat, open wheel, racing car.
- b. Bodies must entirely cover the mechanical parts of the car - motors, gears, guide, etc - when viewed from above.
- c. Bodies must be made from hard plastic, resin, fibre glass, etc.
- d. Vacuum formed bodies are not permitted.
- e. White body kits must be painted and decaled.
- f. All cars must have a realistic colour scheme and carry at least three racing numbers.
- g. The cockpit may be opened up for detailing and parts of the nose may be cut away to clear the guide and wires.
- h. Cockpit interiors must be fitted, be as complete as possible, include a driver - minimum of head, shoulders, arms and steering wheel in 3D - and must be glued in place.
- i. Vacuum formed interiors are permitted but must be 3 dimensional, realistic and painted.
- j. No part of the chassis or running gear may be visible through the cockpit area.
- k. Windscreens must be fitted where they appear on the real car.
- l. Fragile details such as rear view mirrors may be omitted.
- m. Cars with the front wings and/or other details moulded as part of the chassis may have these parts removed from the chassis and reattached to the body if so desired.
- n. All cars which should be fitted with front and rear wings must have them securely fitted at the start of every race.
- o. Bodies must be securely fitted to the chassis using screws, pins or something similar. Sticky tape will not be accepted as a secure fixing and may only be used as a temporary fix during a race.

### **2. Chassis**

- a. The material, design and construction of the chassis is entirely free subject to the following restrictions:
- b. Motors must be mounted 'inline', that is with the armature shaft at right angles to the rear axle.
- c. Rear wheel drive only is permitted.
- d. 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 - suspension arms, diffuser, splitter, barge boards, etc.
- e. Any chassis which uses a motor pod may have the pod fixing screws left loose but those screws must be prevented from falling out during racing.
- f. Any chassis which is fixed to the body with screws may have those screws left loose but they must be prevented from falling out during racing.

### **3. Motors**

- a. Choice of motor is entirely free subject to rules 1b, 2b and 2c.

### **4. Gears**

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

## **5. Wheels**

- a. Wheels are free choice but must be a realistic size for the car being modelled.
  - Modern Formula 1 size rear wheels are available from both Slot.It and NSR.
    - Slot.It: SIPA14 and SIPA20
    - NSR: 5005
  - Classic GP and HoE cars must use wheels complying with their own class rules.
- b. Wheels may be glued to axles if desired.

## **6. Tyres**

- a. Any brand of solid rubber tyre may be used subject to the following restrictions;
  - Front tyres: Must be of a realistic size for the car being modelled.
  - Rear tyres: Only the following tyres may be used
    - Ninco: 80502 F1 rear tyres
    - Ninco: 80511 F1/Indy Car rear tyres
    - NSR: 5220 (Supergrip) F1 rear tyres
    - NSR: 5221 (Ultragrip) F1 rear tyres
    - Slot.It SIPT23 or SIPT29 F1 Rear tyres
  - Classic GP and HoE cars must use tyres complying with their own class rules.
- b. Tyres may be glued onto the wheels, and may be sanded true.
- c. Front tyres may be coated with nail varnish, super glue or similar.
- d. Any tyre cleaner used must not leave a residue on the tyres or track.
- e. Sponge tyres and tyre dressings (goop) of any kind are not permitted.
- f. Tyres made from, or containing, Silicone must not be used.**

## **7. Rear Axles**

- a. Rear axles are free choice but must not extend beyond the outer face of any wheel and are subject to a maximum overall car width of 70mm.
- b. Any type of rear axle bearings may be fitted, and may be glued into place.
- c. Rear suspension detail must be included if at all possible, and may be fixed to either the body or the chassis.

## **8. Front Axles**

- a. Front axles are free choice but must not extend beyond the outer face of any wheel and are subject to a maximum overall car width of 70mm.
- b. Front axles must have any side to side movement restricted to comply with Rule 8a.
- c. Any type of plain front axle bearings may be fitted.
- d. Any car may be fitted with a steering unit if desired.
- e. Front suspension detail must be included, be as complete as possible, and may be glued to either the body or the chassis.

## **9. 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 slot car.
- c. Guide to motor wires and pick up braids are free choice.
- d. Any car may have an easy-fit guide replaced with a conventional wired guide.
- e. Steering mechanisms do not have to be retained.

## **10. Lights etc.**

- a. Any car fitted with 'turboflash' may have the LED, PC board, etc. removed.

### **11. 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.

### **12. 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.**

### **13. 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	09/11/97	First draft.
1a	17/11/97	Allow any single seater not just F1. Used for 1st championship.
2	17/01/98	Rewritten with reference to 1/32 regulations. Free up gear ratios.
2a	08/03/98	Add Ninco cars and motors.
2b	14/11/98	Motors to be 'inline'. Add OZ Race motors.
2c	20/10/99	Add ProSlot cars, motors etc. Free up axle bearings.
2d	15/12/99	Restrict rear tyres to Ninco only.
2e	21/04/00	Free up guide rule.
2f	04/01/01	Add Carrera and MRRC cars, parts, and Slot-It gears.
2g	04/11/01	Add Slot-It wheels.
2h	06/09/02	Add BUM Slot, and Slot-it motors.
3	25/12/05	Motors de-restricted. NSR tyres and wheels added. Some wording simplified.
3b	20/12/08	Eliminate manufacturers list. Exclude Vanquish MG cars. Add part numbers for rear tyres.
3c	05/02/11	Allow any guide, inline with all other unlimited classes.
4	01/08/13	Simplify and clarify using standard wording for each section.
5	16/07/15	Revised to make a totally unlimited class.