



Rockingham

SCALEXTRIC Club

GT CAR RACING CHAMPIONSHIP

•The following cars will be eligible to race: -

Scalextric

Aston Martin DBR9, Maserati MC12 & Trofeo, Jaguar XKRS, Dodge Viper, Ferrari F40 & F430, Porsche 911GT3R, TVR Speed 12 & Tuscan, Ford GT & GTR, Lamborghini Diablo & Gallardo, Toyota Supra, Honda NSX, Nissan 350Z & Skyline, Mercedes SLR McLaren, McLaren MP4-12C, Audi R8 LMS, Lotus Evora, Bugatti Veyron, Chevrolet Corvette C6R & Camaro

S C X

Porsche 911GT3, Aston Martin DBR9 & Vantage, Chevrolet Corvette C6R, Ferrari F40, 550 Maranello, F360 Modena, 599 GTB Fiorano & FXX, Morgan Aero 8, BMW M3GTR, Porsche RSR, Mercedes SLS GT3

Ninco

Porsche 997 & 911GT3 & 911GT3R, Mosler MT900R, Ascari KZ1, Lamborghini Gallardo & Murcielago, McLaren F1GTR, Ferrari F50 & 360 GTC, Callaway C12, Ford GT, Lotus Exige, Lexus SC430, Honda NSX, Toyota Supra, Nissan 350z, Ascari KZ1, Chevrolet Corvette Z06R GT3, Mercedes SLS GT3, Audi R8 GT3

Note: Only the **standard** versions of the **Ninco** cars may be used. 'Pro-Race' versions or Lexan chassis upgrades are not permitted.

Fly

Dodge Viper, Marcos 600, Venturi 500 & 600, Lister Storm, Panoz Esperante GT, Chevrolet Corvette C5R, Saleen S7, Ferrari F40, BMW M3 GTR

Carrera

Ferrari 575GTC, Porsche 911 GT3, Chevrolet Corvette C6R, BMW Z4 Coupe, Maserati MC12

ProSlot

Porsche 911GT2 & 911GT3, Ferrari 355 (hard top) & F360 Modena

MRRC

Lamborghini Murcielago

This list is based on currently available closed top, road car based, GT Cars that have raced in endurance races such as Le Mans, the LMS or ALMS since 1990.

In all cases only the fully detailed versions of the car may be used.
'Impact resistant' versions are not permitted.

If you think any car should be added 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 must be powered by a commercially available motor intended for use in a ready-to-run slot car and with a manufacturer's rating not exceeding 25,000rpm 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 26,000rpm @ 14volts.
 $26,000/14 = 1857 \times 12 = 22,286\text{rpm @ } 12 \text{ volts.}$
 - Manufacturer's figures will be accepted as correct.
- b. Shortening the armature shaft is the only modification permitted to any motor.
- c. Motors must be mounted in the same orientation supplied as standard by the manufacturer, i.e. sidewinders remain sidewinders, inlines remain inlines, etc.
- d. Front motored cars may be converted to rear motor but must remain 'Inline'.
- e. When converting a front motored car or fitting a motor to a chassis intended for a different type of motor any of the following methods are permitted;
 - Any commercially available adaptors may be used.
 - The motor may be mounted to one end of the original mount 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 mount or pod used must not be visible outside the body when viewed from the side or from above.
- f. Motor pod mounting screws are free choice and may be left loose but must be prevented from falling out.
- g. Motors, motor mounts and motor pods may be glued into place if desired.
- h. Rear wheel drive only 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 wheels fitted as original equipment by the manufacturer to any eligible car may be used, and may be fitted to any other eligible car, provided they are a realistic size, for the car they are fitted to.
- b. Any other brand of plastic or machined aluminium wheels may be substituted if desired provided they are a realistic size for the car they are fitted to.
 - Formula 1 size rear wheels are not permitted.
- c. 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 19mm, maximum width 12mm.
 - Formula 1 size rear tyres are not permitted.
- 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, or 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.

7. Slot Guide

- a. All cars must have one slot guide only.
- b. All cars must be fitted with a standard depth slot guide.*
- 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.

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 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 must be the chassis originally intended for the body being used.
- m. 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.
- n. 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 minor parts of the body or chassis detail for this purpose is permitted.
- o. Body fixing screws are free choice and may be left loose.
- p. 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.

***Definition of a 'standard depth slot guide'**

- a. Any slot guide supplied as original equipment by the manufacturer with any ready-to-run slot car eligible for the class.
- b. Any aftermarket slot guide intended for use in any ready-to-run slot car which can be fitted without modification to the guide or guide mount and having a blade depth, excluding braids, of no more than 7mm.

Index to amendments

<u>Issue No</u>	<u>Date</u>	<u>Amendment</u>
1	04/05/08	First draft
1a	19/06/08	Amended as agreed at club meeting.
2	13/12/09	End the 'inline only' rule.
2a	05/11/12	Add Scaleauto SC-0009b 25,000rpm Yellow can motor.
3	19/03/13	Revised to include Japanese GT cars and any 25k motor.
4	01/08/13	Simplify and clarify using standard wording for each section.
4a	07/12/13	Update the eligible cars list with many recent releases.