



Rockingham

SCALEXTRIC Club

GROUP 5 RACING CHAMPIONSHIP

This class is for cars which competed in Group Five Special Production Cars series races from 1976-1984 in one of the following series:

- World Championship for Makes (1976 to 1980)
- World Endurance Championship (1981 to 1982)
- Deutsche Rennsport Meisterschaft (1977 to 1981)
- IMSA GTX (1976 to 1982)
- Japanese Touring Car Championship (1976 to 1978)
- Japanese Formula Silhouette (1979 to 1984)

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

1. Any mass produced 1/32 scale **Ready-to-Run** model of a car which raced in the above series and complies with the following:
 - a. Has an injection moulded plastic body.
 - b. Has an injection moulded plastic chassis.
 - c. Is intended for use on Scalextric type track.
 - d. Is, or has been, available through normal retail outlets.
2. And any 1/32 scale **Plastic kit** built, **Fibreglass** or **Resin** moulded Group Five car body provided that it is fitted to a commercially available injection moulded plastic chassis as set out in the Technical Regulations.

The following is a list of eligible cars available as ready-to-run slot cars:

BMW 320 Turbo	Revell
BMW 3.0 CSL	Fly, Scalextric
BMW M1	Fly, Fly Racing, SCX, Sideways
Chevrolet "Greenwood" Corvette	Revell
DeTomaso Pantera Grp.5	Carrera
Ferrari 512BB LM	Carrera
Ford Capri Zakspeed Turbo	Fly, Fly Racing, Sideways
Ford Capri RS3100	Carrera
Ford Escort Zakspeed	Teamslot
Lancia Beta Montecarlo Turbo	Fly/GB Track, Sideways
Porsche 935-76, 935-78, "Moby-Dick", K3	Fly, Carrera, Racer, SCX, Sideways
Toyota Celica Turbo	MRRRC

If you think any car should be excluded for any reason 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

- a. All cars must be powered by a motor with a manufacturer's rating not exceeding 25,000rpm at 12 volts provided it can be fitted without modifying the motor.
 - 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.
 $26,000/14 = 1857 \times 12 = 22,286\text{rpm @ 12 volts.}$
 - Manufacturer's figures will be accepted as correct.
- b. Shortening the armature shaft is the only modification permitted to any motor.
- c. The motor mounting position and orientation in the chassis may be changed as desired.
- d. When fitting a motor to a chassis intended for a different type of motor or changing the position or orientation of the 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 motor mount or motor pod used must not be visible outside the body when viewed from the side or from above.
- e. Motor mount and motor pod fixing screws, if fitted, are free choice and may be left loose but must be prevented from falling out.
- f. Any commercially available suspension system may be fitted if desired.
- 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 type of wheels may be used, but they must be of a realistic size for the car being modelled. See also Rule 4.
- b. 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 18mm, maximum width 12mm.
- 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 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 rear axle bearings, and 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.
- 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. Any car may be fitted with any slot guide intended for use with any ready to run slot car.
- 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 etc. may have the light bulbs, LED's, wiring, PC board, etc. 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 must be used 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 start an evenings racing with their rear wings securely fitted.
- l. The chassis does not have to be the chassis originally intended for the body being used but the wheelbase must match that of the body, without modification to the body.
- m. The chassis must be made primarily from injection moulded plastic.
- n. After market plastic chassis such as PCS and Slot.It HRS are permitted.
- o. The chassis may only be modified as detailed in Rules 1, 5, 6, 7, 8, 9 and 10.
- p. 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.
- q. When fitting a chassis to an alternative body the minimum amount necessary may be trimmed from the outer edges of the chassis to match the shape of the new body.
- r. New body mounting posts may be fabricated if necessary when fitting an alternative or modified chassis to a body and any unused original body posts may be removed.
- s. No part of the chassis can be visible outside the body of the car when viewed from above except where those visible parts represent parts of the real car.
- t. Any chassis which includes radiator grills and/or other parts which clip into the body may have these parts removed from the chassis and fixed to the body.
- u. Some bodies have the front splitter, radiator grill, door sills, rear floor, etc moulded as part of the chassis. If these bodies are fitted to an alternative chassis then these parts must be cut from the original chassis and fixed to the body in the correct position.
- v. Minor scraping or sanding of the body and/or chassis 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.
- w. Body fixing screws are free choice and may be left loose.
- x. 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.

Index to amendments

<u>Issue No</u>	<u>Date</u>	<u>Amendment</u>
1	11/12/09	First draft
1b	05/02/11	Amend to allow vac form interiors in any car.

1c	05/11/12	Add Scaleauto SC-0009B 25,000rpm Yellow can motor.
2	10/05/13	Allow any 25k motor. Front tyres to 8mm wide.
4	01/08/13	Simplify and clarify using standard wording for each section.