



# Rockingham

## SCALEXTRIC Club

### UNLIMITED TOURING CAR RACING CHAMPIONSHIP

•The following cars will be eligible to race: -

Any mass produced 1/32 scale model of a 4 + seat saloon/touring car which has raced in any internationally recognised touring/saloon car championship (including NASCAR, Trans-Am, DTM, etc), has an injection moulded plastic body and chassis, is intended for use on Scalextric type track, and is available through normal retail outlets.

And any 1/32 scale: -

**Plastic kit** built saloon/touring car body

**Fibreglass** or **Resin** moulded saloon/touring car body.

**Provided that they are fitted to a standard injection moulded plastic chassis intended for use on Scalextric type track, and available through normal retail outlets.**

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**

Any car may be fitted with any motor supplied as standard with, or any motor sold as an after market replacement for, any ready to run slot car. Shortening the armature shaft is the only modification permitted to the motor.

The motor mounting position in the chassis may be changed if desired. Any plastic motor mount intended for any ready to run slot car may be used, and may be modified as desired, or a single piece of wire or plastic may be glued across the chassis to support the front of the motor.

Motors and motor mounts may be glued into place.

Two-wheel or four-wheel drive is permitted.

### **2. Gears**

Any gears intended for use in any ready to run slot car may be used, in any combination. Pinions may be glued to motor shafts and crown / spur gears may be glued to axles.

### **3. Bearings**

Any type of rear axle bearings, or prop' shaft bearing if used, may be fitted, and may be glued into place.

### **4. Wheels**

Any type of wheels may be used, but they must be of a realistic size for the car being modelled. See also Rule 5.

Wheels may be glued to axles.

### **5. Tyres**

Any type of solid rubber tyre may be used subject to the following;

Rear Tyres: Minimum 18mm diameter, maximum 12mm wide.

Front Tyres: Minimum 17mm diameter by 9mm wide.

Tyre treads must not protrude outside the car bodywork when viewed from above.

Front axles must have any side-to-side movement restricted to comply.

Tyres may be glued onto the wheels, and may be sanded true.

Any tyre cleaner used must not leave a residue on the tyres or track.

Sponge tyres and tyre dressings (goop) of any kind are not permitted.

**Silicone tyres must not be used.**

### **6. Rear Axles**

Rear axles are free, but see Rule 5B.

## **7. Guides**

Any car may be fitted with any guide intended for use with any ready to run slot car. Any car may have an easy-fit guide replaced with a conventional wired guide, with the minimum necessary modification made to the chassis.

Guide to motor wires and pick up braids are free.

## **8. Front Axles**

Front axles are free, but see Rule 5B.

Front axles may be fitted with any type of bearings and / or the movement of the axle (up or down and side to side) may be restricted as desired.

## **9. Lights etc.**

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.

## **10. Ballast**

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.

Traction magnets may be retained or removed as desired.

## **11. Body and Chassis**

Bodies must be used unmodified except that parts of the interior may be cut away to clear a revised motor position, see Rule 1.

Wheel arches may not be enlarged in any way.

Bodies may be repainted provided that doing so does not distort the body. Windscreen and window mouldings must be retained, and be complete and original.

Interiors must be retained, be as complete as possible, and include a driver (minimum of head, shoulders, arms and steering wheel in 3D), and may be glued in place.

Chassis may only be modified as detailed in Rules 1, 7, 8, 9, 10 & 11, but does not have to be the chassis originally intended for the car being used. Bodywork fixing screws (if used) may be left loose and minor scraping or sanding of the body and/or chassis is permitted to allow the body to move freely on the chassis. Removal of minor parts of the body or chassis detail for this purpose is permitted. This includes removal of any internal pegs etc. that rest on the motor, axle bearings or chassis sides. Adhesive tape must be placed over any body fixing screw holes to prevent screws from falling out.

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.

## **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	23/11/99	First draft. Used for 1st championship.
1a	04/02/00	Revised and clarified after 1st championship.
2	20/02/01	Revised to become a true unlimited class.
2a	06/09/02	Simplified and clarified.
2b	04/08/05	Add NSR Tyres.
2c	01/09/06	Motor rules aligned with other unlimited classes.
2d	04/01/08	Simplified and clarified in line with Unlimited GTs.
2e	20/12/08	Eliminate manufacturers list.