



**Melton & District Model Club**

Slot Car Section

# **Senior Club Rules 2018**

## 1. Technical Regulations

### 1.1. Classes

#### 1.1.1. General

- 1.1.1.1. Each Championship will be designated as belonging to one of two classes; 'Standard' or 'Modified'.
- 1.1.1.2. Cars from either class must also meet any of the following technical or 'Championship' specific rule.
- 1.1.1.3. Cars with modifications, changes or parts not explicitly permitted under any of the regulations will be deemed illegal.
- 1.1.1.4. Any car may be used if it does not meet the technical regulations (excluding "Grand Prix Style" rounds), heat scores will not be counted. Drivers must not deliberately interfere with any other racing.

#### 1.1.2. 'Standard' Class

- 1.1.2.1. A class for "Box Standard" cars in original specification with light race preparation.
- 1.1.2.2. Any replacement parts must match or be of equivalent specification.
- 1.1.2.3. Cars found to be against the spirit of being "box standard" will be deemed illegal.

#### 1.1.3. 'Modified' Class

- 1.1.3.1. An open class for cars with a higher level of freedom in parts and preparation.
- 1.1.3.2. Any replacement parts may be used, if it meets all other technical regulations.
- 1.1.3.3. 'Standard' class cars can be used as long as it meets the championship restrictions.

### 1.2. General

#### 1.2.1. Chassis and Bodies

- 1.2.1.1. All cars must run with matching (including replacement) full body and chassis.
- 1.2.1.2. Minor part omissions, resulting from crash damage will be tolerated. i.e. mirrors, light lenses etc. Rear spoilers must be firmly attached at the start of racing.
- 1.2.1.3. 3D Printed chassis can be used in 'Modified' classes, but must be of matching design, excluding any motor mounts.
- 1.2.1.4. Modifications to the chassis are strictly prohibited, including the cutting or filing to accommodate motor adaptors.
- 1.2.1.5. Wheel arches may be filed down to allow movement of wheels, but must be performed sympathetically.
- 1.2.1.6. Chassis or Body Lugs and Exhausts impeding 'body rock' can be removed.
- 1.2.1.7. Screws holes are not required to be covered, however if any failure occurs, all screws must be fully secured for the next heat. Any subsequent failures will result in the car being excluded.

### **1.2.2. Axles**

- 1.2.2.1. Maximum axle width is 65mm.
- 1.2.2.2. Rear Axles may be changed but the overall width of the car must not be greater than the original
- 1.2.2.3. Wheels must not protrude from the arches, unless standard to model.
- 1.2.2.4. Front Axles may be changed from solid to independent or vice versa.
- 1.2.2.5. Axle stoppers secured with Grub screws may be installed alongside push on plastic stoppers on the rear axle of 'Sidewinder' cars in 'Standard' class to prevent slipping. Placement is completely free in 'Modified' class.
- 1.2.2.6. Free floating spacers may be used to limit sideways movement on front axles.

### **1.2.3. Tyres**

#### **1.2.3.1. General**

- 1.2.3.1.1. Replacement tyres from different manufacturers are allowed but must match the original tyre.
- 1.2.3.1.2. Tyres may only be cleaned with the following: Lighter Fluid, Stain Devils, 3-in-1 Oil and Tape. The use of other proprietary cleaning or treatment liquid is strictly prohibited. It is preferred that all cleaning liquids be kept in their original container.
- 1.2.3.1.3. All Tyres must be touch dry when placed on track and not leave a residue.
- 1.2.3.1.4. Tyre compounds must match that permitted for its Championship, these fall into the following categories;

#### **1.2.3.2. 'As Fitted' Tyres**

- 1.2.3.2.1. The tyres / compound fitted as standard to the model being used.

#### **1.2.3.3. 'Option' Tyres**

- 1.2.3.3.1. Only the following specified compounds are allowed; Ninco (Any), SCX (Standard) and Slot It ('P' Series & F22).

#### **1.2.3.4. 'Free' Tyres**

- 1.2.3.4.1. Any Rubber compound tyres are allowed. The use of sponge and gloop tyres is not permitted.

### **1.2.4. Wheels and Hubs**

#### **1.2.4.1. General**

- 1.2.4.1.1. The requirement for all wheel hubs and inserts on the car to be an exact match is not required, though replacements must be of an appropriate style for the era and class of car.

#### **1.2.4.2. 'Standard' Class**

- 1.2.4.2.1. Replacement hubs must be of the same material as originally fitted and be of the same size (diameter and width) as the originals.
- 1.2.4.2.2. Wheel inserts must be installed at the start of each heat.

#### **1.2.4.3. 'Modified' Class**

- 1.2.4.3.1. Wheel inserts must either be fully installed or removed.

### **1.2.5. Motors**

- 1.2.5.1. Upgrading the motor models to the maximum permitted in that particular Championship is permitted, providing this is achieved using proprietary adaptors.

### **1.2.6. Weight**

- 1.2.6.1. Weight cannot be removed from either the body or chassis, whether by cutting or other means. This includes lights and lighting circuits, which can be disconnected but not removed.
- 1.2.6.2. Weight may be added to the car, via lead or other materials, but must be fixed securely to the chassis.
- 1.2.6.3. Magnets may be removed or moved to another position on the chassis to aid weight distribution.
- 1.2.6.4. Scalextric DPR hatches may not be removed. If a 3D printed chassis is 'DPR Ready', a DPR hatch must be installed.
- 1.2.6.5. Lexan interiors can be used in 'Modified' classes, but must include at least a painted driver.

### **1.2.7. Guides**

- 1.2.7.1. Hard wiring of any Scalextric or SCX quick fit guides is permitted, providing this does not require excessive cutting or modification of the chassis.
- 1.2.7.2. It is recommended that any coloured guides be swapped to a black equivalent to avoid miscounted laps.

### 1.3. Rally Championship

#### 1.3.1. General

- 1.3.1.1. Any Two or Four wheel powered Rally Car.
- 1.3.1.2. Cars which have been raced in the WRC or other major events, the use of modern GT derivatives is NOT permitted.
- 1.3.1.3. All cars must be fitted with Driver and Co-driver
- 1.3.1.4. Chassis elements that protrude through the body (e.g front grilles) that restrict body rock can be removed, but must be secured back into place on the body. This must be completed sympathetically with as little loss of material from the chassis as possible.

#### 1.3.2. Car Restrictions

- 1.3.2.1. **Class:** Standard
- 1.3.2.2. **Manufacturer :** SCX, Scalextric or Ninco (Sports)
- 1.3.2.3. **Motors:** Ninco (NC1, NC8, NC9), SCX (excluding RX4H), Scalextric Black Can or Standard "Mabuchi".
- 1.3.2.4. **Tyres:** 'Option'

### 1.4. Touring Championship

#### 1.4.1. General

- 1.4.1.1. Any 'Touring Car'.

#### 1.4.2. Car Restrictions

- 1.4.2.1. **Class:** Standard
- 1.4.2.2. **Manufacturer:** SCX, Scalextric, Ninco (Sports) or Carrera.
- 1.4.2.3. **Motor:** Any Ninco (NC1, NC8, NC9), SCX (excluding RX4H), Scalextric Black Can, Standard "Mabuchi" or Carrera.
- 1.4.2.4. **Tyres:** 'Option'

### 1.5. Group 5 Championship

#### 1.5.1. General

- 1.5.1.1. Any FIA "Group 5" Sports cars from 1976 – 1982.

#### 1.5.2. Car Restrictions

- 1.5.2.1. **Class:** Standard
- 1.5.2.2. **Manufacturer:** Sideways
- 1.5.2.3. **Motor:** Slot It 'Flat 6'
- 1.5.2.4. **Tyres:** 'Free'

### 1.6. Classic Le Mans Championship

#### 1.6.1. General

- 1.6.1.1. Any car that raced at Le Mans Pre 1975.

#### 1.6.2. Car Restrictions

- 1.6.2.1. **Class:** Modified
- 1.6.2.2. **Manufacturer:** Free
- 1.6.2.3. **Motor:** Free
- 1.6.2.4. **Tyres:** 'Free'

## **1.7. Group C Championship**

### **1.7.1. General**

- 1.7.1.1. Any FIA Group 'C' GT Car 1982 –1993
- 1.7.1.2. Rear Spoilers may be replaced with matching 'Tear Proof' equivalents.

### **1.7.2. Car Restrictions**

- 1.7.2.1. **Class:** Standard
- 1.7.2.2. **Manufacturer:** Slot It
- 1.7.2.3. **Motor:** Slot It 'Orange Can'
- 1.7.2.4. **Tyres:** 'Option'

## **1.8. Production GT Championship (GT2)**

### **1.8.1. General**

- 1.8.1.1. Any GT car post 1989.
- 1.8.1.2. Any lighting circuits may be hard wired.

### **1.8.2. Car Restrictions**

- 1.8.2.1. **Class:** Standard
- 1.8.2.2. **Manufacturer:** SCX, Scalextric, Ninco (Sports), Carrera or Fly (Standard)
- 1.8.2.3. **Motor:** Ninco (NC1, NC8, NC9, NC5), SCX (excluding RX4H), Scalextric Black Can, Standard "Mabuchi", Carrera or Fly (excluding EV02)
- 1.8.2.4. **Tyres:** 'Option'

## **1.9. Open GT Championship (GT1)**

- 1.9.1.1. Any GT or LMP car post 1989.
- 1.9.1.2. 'Production GT' and 'Group C' eligible and unmodified cars can be run in this championship.

### **1.9.2. Car Restrictions**

- 1.9.2.1. **Class:** Modified
- 1.9.2.2. **Manufacturer:** Free
- 1.9.2.3. **Motor:** Free
- 1.9.2.4. **Tyres:** 'Free'

## **1.10. Classic F1 Championship**

### **1.10.1. General**

- 1.10.1.1. Any Formula 1 Car from the 1970s.

### **1.10.2. Car Restrictions**

- 1.10.2.1. **Class:** Standard
- 1.10.2.2. **Manufacturer:** Policar
- 1.10.2.3. **Motor:** Policar 'PMX01'
- 1.10.2.4. **Tyres:** 'As fitted'

## 2. Sporting Regulations

### 2.1. Race Formats

#### 2.1.1. Grand Prix Style (Points)

- 2.1.1.1. Run on the Club Track over a set number of laps.
- 2.1.1.2. Each driver will race in one Heat per lane.
- 2.1.1.3. After the leader crosses the finish line after the designated number of laps the remaining drivers will finish after completing their current lap.
- 2.1.1.4. The winner of the each Heat receives 4 points, second place 3 points, third 2 points and fourth 1 point.
- 2.1.1.5. If a competitor is unable to compete in a Heat, or fails to finish, they will be awarded a default of fourth place.
- 2.1.1.6. Upon completion of all heats, accumulated points will be calculated and the top twelve drivers placed into three finals; 'A Final' positions 1 to 4, 'B Final' positions 5 to 8 and the 'C' final positions 9 to 12.
- 2.1.1.7. In the event that Heat points are tied, Fastest Lap will be used to determine positions.
- 2.1.1.8. Each final will be run over set number of laps. Lane selection will be at the driver's preference with the highest position having first choice.
- 2.1.1.9. The result from the Finals will determine overall position for that Round, the 'A Final' positions 1 to 4 and the 'B Final' positions 5 to 8 and the 'C Final' 9 to 12.

#### 2.1.2. Enduro Style (Distance)

- 2.1.2.1. Run on the Club Track over a set amount of time.
- 2.1.2.2. Each driver will race in one Heat per lane.
- 2.1.2.3. At the end of the allotted time, power is cut to the whole track and their cars distance is recorded to the closest marker behind the front wheels.
- 2.1.2.4. The winner is the driver that completes the highest total of laps in that Round.

#### 2.1.3. Rally Style (Time)

- 2.1.3.1. Run on the Club Track over a set number of laps.
- 2.1.3.2. Each driver will race in one Heat per lane.
- 2.1.3.3. Each driver must complete all the set number of laps per Heat.
- 2.1.3.4. Competitors' Heat times are recorded, to be added to their total for their current round.
- 2.1.3.5. If a competitor is unable to complete in a Heat, or fails to finish, they will be awarded a default time of 5 minutes (300 seconds).
- 2.1.3.6. The winner is the driver that completes all their laps across all Heats in the least amount of time.

#### **2.1.4. Special Stages**

- 2.1.4.1. Run on two of the clubs rally stages; “Forest”, “Stadium” or “Dakar”.
- 2.1.4.2. 2 legs of 3 runs (1 lap each) on both stages, for 6 runs per stage and 12 in total.
- 2.1.4.3. All competitors are allowed one warm up run at the start of each leg, but it must be declared by the competitor before it commences.
- 2.1.4.4. Tyres may only be cleaned prior to the start of each leg.
- 2.1.4.5. A fixed maximum time will be awarded for any run that exceeds it, awarded as follows; Forest 15s, Stadium Short 12s, Stadium Full 15s, Dakar 16s.
- 2.1.4.6. Where an undue delay is caused by marshalling (e.g. car is not returned to the slot in one attempt) a rerun may be permitted.
- 2.1.4.7. The winner for the Round is the competitor that completes their set of runs in the least amount of time.

#### **2.1.5. Race of Champions (ROC)**

- 2.1.5.1. Run on the “Race of Champions” Special Stage.
- 2.1.5.2. Each competitor races 4 Heats on each of the Blue and Yellow Lanes.
- 2.1.5.3. The winning driver will be awarded 1 point per Heat.
- 2.1.5.4. The winner for the Round is the driver that scores the most points over all Heats.
- 2.1.5.5. In the event of Heat points being tied, Fastest Lap will be used to determine the position.

### **2.2. Championship Formats**

#### **2.2.1. General**

- 2.2.1.1. All Championship Rounds to be run over the entire calendar year.
- 2.2.1.2. Eight Championships made up of 5 Rounds each.
- 2.2.1.3. The winner of each Championship will be the competitor that scores the most Championship points over their best 4 scoring rounds.

#### **2.3. Points and Scoring**

- 2.3.1. Only the top 10 drivers in each Round receive Championship Points to go towards Championship standings.
  - 2.3.1.1. The Championship Points for each Round are awarded as follows; 1st 12pts, 2nd 10pts, 3rd 8pts, 4th 7pts, 5th 6pts, 6th 5pts, 7th 4pts, 8th 3pts, 9th 2pts and 10th 1pt
  - 2.3.1.2. Where a car does not meet any of the Technical or Sporting regulations, any score for that particular Heat will not count towards position in that Round.

#### **2.3.2. ‘Grand Prix’ Series**

- 2.3.2.1. The following Championships shall be run as “Grand Prix Style”; **Touring, Classic F1**
- 2.3.2.2. 15 Lap Heats and Finals. This will be limited to 12 lap heats if the number of drivers for the round exceeds 12.
- 2.3.2.3. In the event of a tie, Total Heat Points scored and then Countback will be used to determine the final Championship Position.

### **2.3.3. 'Endurance' Series**

- 2.3.3.1. The following Championships shall be run as "Enduro Style"; **Production GT, Open GT, Group 5, Classic Le Mans**
- 2.3.3.2. Five minute Heats, this will be limited to Four minutes if number of drivers for the Round exceeds 12 people.
- 2.3.3.3. Two 'Production GT' Rounds to be run as 'Night' races.
- 2.3.3.4. In the event of a tie, Highest Total Laps and then Countback will be used to determine the final Championship Position.

### **2.3.4. 'Rally' Series**

- 2.3.4.1. The following Champions shall be run as "Rally Style"; **Group C**
- 2.3.4.2. 25 Lap Heats, this will be limited to 20 laps if the number of drivers for the round exceeds 12.
- 2.3.4.3. In the event of a tie, and the competitors raced in same scoring rounds after drops, the fastest Total Time will be used to determine the final Championship Position. If not, Countback will be used.

### **2.3.5. 'Special Stages' Series**

- 2.3.5.1. The following Championships shall be run as "Special Stages"; **Rally**
- 2.3.5.2. In the event of a tie and the competitors raced in same scoring rounds after drops, the fastest Total Time will be used to determine the final Championship Position. Else, Countback will be used.

## **2.4. Race of Champions Trophy**

- 2.4.1. Four non-Championship Events, three run "ROC" and one "Grand Prix Style"
- 2.4.2. Five lap Heats for "ROC" and 15 Lap Heats and Finals for "Grand Prix Style"
- 2.4.3. Two Rounds each for "Club Cars" and "Open".
- 2.4.4. The ROC Trophy will held and passed to the winner of each event.

## **2.5. Rookie Cup**

- 2.5.1. Open to any competitor up until the end of their first full year of membership and has not previously been a member of any other club.
- 2.5.2. The Rookie Cup is award to the competitor who scores the most Championship Points from their final totals from each Championship.

## **2.6. Club Championship - The "Bubb Cup"**

- 2.6.1. The "Bubb Cup" is awarded to the any member who scores the most Championship Points from their final totals from each Championship.

### **3. General**

#### **3.1. Race Registration**

- 3.1.1. Registration commences at 8:00pm at which time the track will be isolated. Racing starts at 8:15pm prompt
- 3.1.2. All (including any spare) cars and competitors must be registered 15 minutes before the start of racing.
- 3.1.3. All cars must be presented for scrutineering at time of registration.
- 3.1.4. Race fees must be paid prior to any competitor commencing racing.

#### **3.2. Car Substitution**

- 3.2.1. Spare Cars are only permitted in 'Grand Prix Style' Rounds.
- 3.2.2. A maximum of two cars are allowed per competitor, a main car and a spare car, where permitted. Spare cars are only allowed if recorded at the time of registration
- 3.2.3. Competitors are only allowed to swap to their registered spare car.
- 3.2.4. Spare cars may only be used in the next Heat, cars cannot be substituted mid race.
- 3.2.5. Competitors cannot change back to from their spare car once raced.

#### **3.3. Re-runs**

- 3.3.1. Power Failure - Re-run permitted only in the following circumstances; Car is not removed from track or tampered with by marshal. On completion of race lane will be tested with previously tested controller and alternate car. If the lane cannot be repaired that evening then incident will be classed as racing event or Force Majure
- 3.3.2. Brake Failure - Termed as racing event or Force Majure. No re-run, however brake will not be repaired until the end of the evening's event
- 3.3.3. Lap Count Failure – No re-run. It is the responsibility of competitors to note missed lap counts and inform Race Control.
- 3.3.4. Contaminated or dirty pickup (e.g; failure to start from line, loss of power) - No Re-run
- 3.3.5. No re-run will be allowed for any Car or Competitor equipment failure (e.g; Lost Wheels, broken gearing, Car Motor and wiring or Controller faults)

#### **3.4. Race Starting and Finishing**

- 3.4.1. There is a strict two-minute gap between heats after which competitors must be ready to race in the next heat, unless agreed with the other three competitors in that particular heat.
- 3.4.2. Competitors may only complete one exploratory lap before the start of their heat.
- 3.4.3. All Competitors must remain on the podium until the entire Heat has been completed and results taken.
- 3.4.4. All marshals must all aid in the taking of results by reporting car distances and remain in the track room until completed.

### **3.5. Marshalling**

- 3.5.1. All competitors are expected to marshal every heat they are not competing in, unless have permission for car repair.
- 3.5.2. No preference is to be given to any competitor, the first car off is the first car on, unless in a racing accident.
- 3.5.3. In the event of a racing accident where a competitor takes out his and another competitors' car, racing etiquette dictates that the victim must be returned to the track first.
- 3.5.4. Lapping slower competitors—Drivers lapping slower competitor shall declare; "Blue Flag" plus lane colour of slower car, which must then yield within one lap.

### **3.6. House Rules**

- 3.6.1. No Food or Drink in the Track Room.
- 3.6.2. No Tool Boxes in the Track Room.
- 3.6.3. No Mobile Phones in the Track Room during racing.
- 3.6.4. Replace Car Lane Tape back onto the board.
- 3.6.5. Treat all members, racers and marshals with dignity and respect.