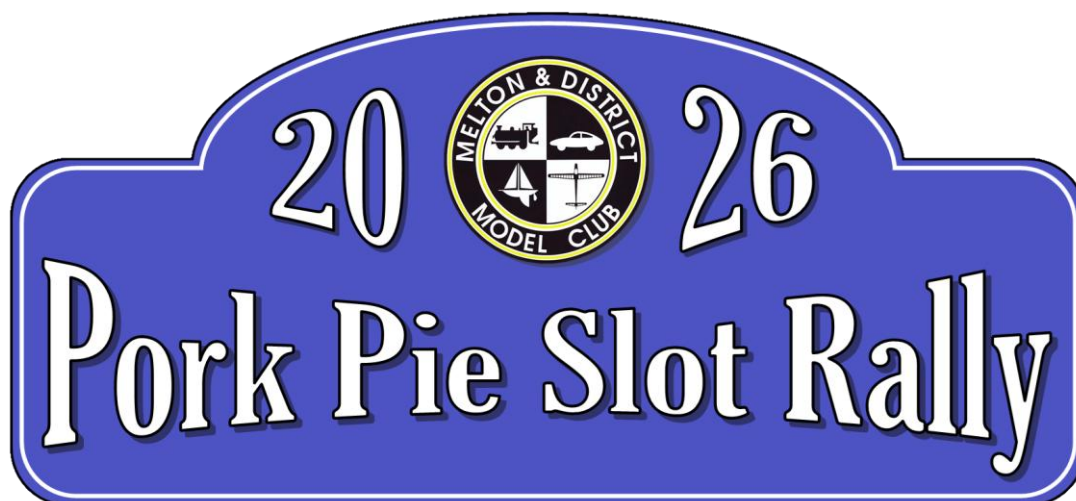


Melton & District Model Club

presents



Melton & District Model Club Show

1st & 2nd of August 2026

Long Field Academy, Ambleside Way, Melton Mowbray LE13 0BN

Sporting Regulations

v2

Pre Amble

We are aiming for the Pork Pie Slot Rally to be a fun and relaxed, but competitive event with fair rules for all drivers, acknowledging that issues can arise with cars, equipment and marshalling.

This is an "Arrive and Drive" style event, with no fixed Registration or Start time. Drivers can freely enter the competition when ready, allowing time to experience the rest of the show, without having to rush through the Stages. With the following rules laying out how the competition will be run across the two days.

The roles below will be filled by MDMC members;

- Race Control: Overall responsibility for the event, including overall scoring and final say in any Rules & Regulations.
- Scrutineer: Ensuring cars compliance against the Technical Regulations.
- Time Keeper: Running and scoring times for each Stage.
- Marshall: Assisting in running the Stage and Reslotting competitors' cars.

If you have any questions during the competition, please do not hesitate to ask the appropriate person.

1. Registration

- 1.1. Registration at Race Control will be open from 10am to 3pm on each day of the competition.
- 1.2. Entry fees are £4 per car, or £10 for 3 classes.
- 1.3. Entries are limited to a total of 3 cars per competitor, with a maximum of 2 cars per Class, across "Production" "Slot Rally GB" and "Open".
- 1.4. Entries may be split if competitors wish to compete over different times or days, but total limits still apply.
- 1.5. Drivers will be prevented from Registering once they have "Paid to Play" for practice on any of the individual Stages.
- 1.6. MDMC Members past or present, and entrants in the 'Pork Pie Slot Rally' will not be eligible to win prizes in the 'Fastest Lap' competitions on the "Pay to Play" stages.

2. Time Sheets

- 2.1. Each competitor will be provided with a Timing Sheet for each of their entries. These must only be held by the Competitor and kept with the car between Stages.
- 2.2. Timing Sheets must be presented to the Time Keeper on each stage prior to any runs.
- 2.3. The Time Keeper will fill out the Stage times and return the Timing Sheet once the runs are complete. They will also take a copy of the time on a master Stage time log.
- 2.4. Once all Stages have been completed, the Timing Sheets must be returned to Race Control for scoring. These can then be collected by the competitor once all times have been recorded.
- 2.5. All completed Time Sheets must be returned for scoring to Race Control before 4pm each day.

3. Car Maintenance

- 3.1. Once a car has been Registered and Scrutineered, it is considered under Parc Ferme and no changes to the car's specification can be made, including Tyre Compounds.
- 3.2. Only basic maintenance such as cleaning and adjustments can be completed between Stages.
- 3.3. Where Stages are made up of multiple Runs, no maintenance may take place at all between the individual laps.
- 3.4. Where any part or car failures occur, any repairs must be approved by a Scrutineer.

4. Stages

- 4.1. Cars must be run in order of Registration on each stage.
- 4.2. Lap Counts for each of the Stages are as follows;
 - 4.2.1. Forest Special Stage: 3 Runs of 1 Lap
 - 4.2.2. Stadium Super Special: 3 Laps
 - 4.2.3. Micro Stage: 10 Laps
 - 4.2.4. Race of Champions (Blue Lane): 3 Laps *
 - 4.2.5. Race of Champions (Yellow Lane): 3 Laps *
 - 4.2.6. Dakar Outpost: 3 Laps
 - 4.2.7. Brecon Rally Cross: 5 Laps ^
 - 4.2.8. Jurassic Park: 3 Laps
 - 4.2.9. Legends Circuit: 3 Runs of 1 Lap ^
 - 4.2.10. Gymkhana: 3 Runs of 1 Lap
- 4.3. Stages may be run in any order, except where tracks are being run as multiple Stages, in which case, they must not be run consecutively. These are marked above with an Asterix (*).
- 4.4. On tracks with multiple lanes, that are not being run as multiple Stages, the driver has free choice on which lane to run. These are marked above with a Circumflex (^)
- 4.5. Stages and Lap Counts are indicative and may be subject to change right up to the start of the competition.

5. Marshalling

- 5.1. Each track will be manned by at least one Marshall who may also be acting as Timekeeper for that Stage.
- 5.2. Competitors can attempt to Reslot their own car.

6. Failed Runs

- 6.1. Only the Stage Timekeeper will advise if a re-run is to be allowed, although they may seek additional advice from Race Control, all decisions will be final.
- 6.2. The following list is not exhaustive, but will provide examples of when a 'Re-Run' of a Stage may be allowed;
 - 6.2.1. No 'Re-Run'
 - 6.2.1.1. Any competitor car or equipment failure.
 - 6.2.1.2. Missed Lap Counts or Timer failures due to car setup or configuration.
 - 6.2.1.3. Incorrect Reslotting of car by a non-Marshall.
 - 6.2.2. A 'Re-Run' may be allowed under the following circumstances.
 - 6.2.2.1. Timer, Counter or Track Failure.
 - 6.2.2.2. Incorrect Reslotting of a car by a Marshall.
- 6.3. Tracks and Timers will be immediately tested if any of these circumstances arise.

7. Scoring

- 7.1. In the event of a 'Failed Run', a "Default" time of 120 seconds will be scored for the Stage time.
- 7.2. Where Timer or Lap Counting Failures occur, manual counting and timing may be employed at the Timekeepers discretion.
- 7.3. If any track becomes inoperative during the event, all scores for that Stage will be disregarded for all competitors.

8. Awards

- 8.1. Total time to complete all Stages in ascending order will determine final positions.
- 8.2. Trophies for 1st to 3rd place in each of the 3 Classes with additional prize for First Place.
- 8.3. Only a competitor's highest placing car will be eligible for prizes in each of the classes. If a competitor places twice on the podium the prizes will be rolled down to the next placed competitor.