

General Competition Rules

Bodywork/Interior:

- Cars must be numbered and liveried as original or “fantasy”.
- Bodywork must remain as supplied by the slot car manufacturer with the following exceptions.
- Vacuum formed bodies are not allowed.
- Trimming of the wheel wells to ensure tire clearance is allowed.
- Interior is required – a vacuum formed interior may be used.
- Tires must remain inside the bodywork when viewed from above.
- Mirrors, antenna and windshield wipers are optional. If retained must be secure.
- Wheel spats if originally supplied are not required.

Chassis/Motor Pod

- Unless specifically authorized in class rules, chassis/pod must be plastic.
- Straightening of the chassis/motor pod with hot water is allowed.
- Strengthening of the motor pod is allowed.
- May be trimmed for clearance to a maximum of 1.0 mm.
- Tape may be placed on chassis and or motor pod. Provided it does not contact the track surface as outlined in the ground clearance rule.
- Ballast if added must be fixed and located inside the car,

Drive:

- Single electric motor only.
- Motor may be run in, or cleaned in liquid.
- May be held in place as originally supplied, glued and or screwed in place.

Front Tires:

- May have a coating applied.

Ground Clearance:

- No part of the car other than the wheels and guide/brush assembly may contact with the ground when placed on a level surface. For the purposes of checking, a set up block will be considered the level surface.

Consumables:

The following items are considered consumable and are open in all classes.

- Oil and grease
- Guide and braid
- Solder
- Wire, eyelets and or screws from motor to braid
- Glue or adhesive for securing parts
- Screws, nuts, washers and spacers.

Points:

1st Place 25 points

2nd Place 18 points

3rd Place 15 points

4th Place 12 points

5th Place 10 points

6th Place 8 points

7th Place 6 points

8th Place 4 points

9th Place 2 points

10th Place 1 point

Fastest Lap = 1 additional point

Ties

In the event of a tie at the end of a race it will be resolved by determining the farthest distance covered on the track (portion of lap).

In the event that distance covered is unknown, then the total number of points in dispute will be added together and divided by the number of tied drivers. Each tied driver will receive that amount of points.

E.G. Tie for fourth and fifth place. Total points would be 22 (12 + 10) divided by the number of drivers (two). Each driver would receive 11 points.