



# EDSRC

## RULES & REGULATIONS FOR 2012

### General regulations.

THESE BASIC RULES ARE FAIRLY STRAIGHT FORWARD. ANY CAR RACED THAT FALLS OUTSIDE THE REGS WILL NOT BE ELIGIBLE FOR POINTS.

All cars must run with 1/32 Scale **Hard Bodies**, no lexan body shells, c/w Interiors and Glazing. No blacked out windows (tints are acceptable!) or Resilient Style Cars, all the bits supplied by the same manufacturer, on one car. Cars in all classes must retain standard bodywork, no flares - no removing half the body height to lower the centre of gravity. If you are using a replacement body shell or complete kit we would "prefer" (therefore not compulsory in 2012 but maybe 2013!) you paint it and ideally decal it. All cars "should" start racing with rear wings in place if they are original equipment.

**Chassis** may be trimmed lightly & run loose to allow body rock. Strengthening and stiffening is necessary (on some models) and is permitted. Please take adequate measures to retain the body screws.

**Weight** may be added to the INSIDE of all cars as required with the exception of Sidewinder Nascars.

**Guides** may be substituted in **all** classes. Nascars may ONLY use Slotting Plus item no SLPL2131 or SLPL2130, with the B-Nova Guide mod if you wish (it is not essential).

**Motor** choice is free in class 1 & 2; provided that the motor you choose is a direct replacement for the one you take out or it will fit using the relevant manufacturer supplied motor adapter and/or Motor mount. Aaraliditing it to the chassis isn't classed as a motor mount.. Motors may be glued into engine mounts and is highly recommended.

**Max Motor rpm** in ANY Category/Class 26k at 12volt (to date 20k Scaleauto & 21.5k Slot.It Boxer & Flat 6R motors have proved to be quickest) If you are currently running a car that was/is FACTORY FITTED with a motor above 26k @ 12v this will be permitted but we will review individual cases. No transplanting of the faster motors to other cars of the same brand or other brands will be allowed.

**Wheels** and tyres must be enclosed within the bodywork except open wheel category and should not be visible when the car is viewed from above. Some leniency will be exercised on this ruling where it is known that the standard car does not comply. SCX & Proslot for example.

**Tyres** must be made of rubber and be standard specification and supplied by recognised Slot Car Manufacturers (Scalextric, Ninco, SCX, Carrera, Slot It, NSR, MB Slot etc etc) Please note: Silicon & Urethane Tyres and Traction Goop are banned they ruin the grip for everyone else! Also note that Scalextric Tyres from their Tuning Range are Silicon!

It is highly recommended that tyres be glued on to improve performance and **MUST** be dry when placed on the track.

**Class 1.** Plastic/Metal gears and wheels with grub screws, up rated motors are all permitted just adhere to the general rules above.  
Please note: Avant Slot, Scaleauto, Slot It & NSR Cars supplied by the manufacturer with Class 1 gears/wheels will remain in Class 1 even if fitted with plastic gears/wheels.

**Class 2.** Cars with plastic wheels, gears etc. No grub screws  
Motor choice is free.  
Guides/Tyres are free.

**Class 3.** Cars with standard inline or sidewinder configured motor they come with, therefore no Anglewinders. Gears & wheels must be plastic. No grub screws  
Guide/Tyres are free.

**Class P.** Scratch builds. Must comply with the relevant General Regulations, Class Rules above and will be eligible to run in Classes 1, 2 & 3 depending on the running gear fitted.  
Any 1/32 scale hard body may be used. They must be mounted on a plastic chassis. Slot.It HRS/HRS2 can run in Class 1 only. To be eligible to run in Class 3 an 18k Mabuchi S motor (Scalextric) as provided with the PCS Chassis Kit must be used.

**Categories:**

**Note some categories have specific regulations not covered in the class regs above**

**World Sports Cars (WSC) -** Really intended for modern **open top** LMP  
Classes 1 & 2 Cars -This will be enforced in 2013

**GT Sports Cars (GT)** Classes 1 2 & 3 Modern GT Cars **with an enclosed cockpit!**

**Touring Cars** - Classes 1 & 2

**Rally.** Class 1 GT/Tarmac Cars can only run on  
Selected dates check the club calendar!!!  
Class 1/2 Modern Check Calendar!!!  
Class 1/2 Historic Check Calendar!!!

**Supersport** Classes 1 & 2 early endurance GT cars including Group C Cars

**Open Wheeled Racing Cars.**  
Class 3. Category 1 1987 & onwards  
All cars run with the correct width axles.  
(As manufactured).  
Class 3 Category 2. Up to & including 1986.  
All cars run with the correct width axles.  
(As manufactured).

### Historic Road (based) saloon cars.

(All cars in Class 3) Class 3

Category 1. Pre 1987

**Must have original wheels/tyres**

Intended for larger saloon cars

(American muscle cars & BMW3.5CSL for example)

Class 3

Category 2. Pre 1961 and/or up to 1986 but with a Rear wheel track maximum of 54mm.

(Escorts, Spirit BMW2002, Minis, NSU, Trabant Corvette, JagXK120 for example)

**Wheels/Tyres are free choice but in keeping with the look of the car please**

### NASCAR

Class 3 +.

Run them as they come. Loosen the Bodysell glue in the motor true the original tyres.

Fit Sloting Plus Guide SLPL2131 only

Scalextric sidewinders seem to work best

**Weight may be added to inline versions only**

No SCX Pro Cars please

### Endurance. - We are hoping to run an Endurance event later in the year on a Weekend

#### Points.

**5+ per class.** 20-19-18-17-16-etc **4 per class.** 18-17-16-15 **3 per class** 17-16-15

### OTHER BITS OF INFORMATION.

#### Friday night is Race Night

We aim to open the doors by about 6.15pm. The more of you that are there the quicker the track gets put together, the more time there is to play before racing starts.

**Racing starts at 8.00pm sharp.** This will give us time to complete all the races at a reasonable time.

#### Racing and marshalling

**Every member** is responsible for the smooth running of the nights racing.

**It is simple - Be ready to race when it is your turn and marshal when you should!**

**Be ready to race** - several copies of the race order are printed off each night, tick of the heats as they run, remind the people close to you they are "on next race" if they do not look ready.

**Lane rotation** is as follows Blue, Red, Yellow, White, & Green, so if your first race is in Yellow your second will be in White then Green then Blue and finally Red.

**When you first check the race order sheet looking for the first heat you will be competing in also check whom is in the heat before in your lane, you will be racing in the heat after them all night in the same lane.**

Whilst racing please do not shout/swear at the marshals (unless they are asleep) **if being lapped by a faster car/driver back off and let him go** he will drag you around a lot quicker (that's why he is lapping you!) and you will learn something!

If your car breaks whilst racing by all means replace it with another car, **but you will only be awarded the laps you completed in the car that started the race.** Running a different car in subsequent heats is acceptable if you deem your original car unfit to run and your laps will count.

**Be ready to Marshal - (the most important thing you must do whilst at the club on a Friday)** If you have just raced you marshal the next race. We aim to turn each race around in less than one and a half minutes. You have plenty of time to return your car to the safety of its pit box and make yourself available trackside next to the colored disc appertaining to the lane you have just raced in.

In addition now and then "volunteer" to marshal the "middle" Denis can't do it every race!  
It needs doing **every** race!

Whilst marshalling watch only the area of track you are stood next to and pay attention! Your priority is to first clear the track of a deslotted car and secondly replace it in the correct slot without deslotting innocent cars in adjacent lanes, if this does happen **replace the innocent car first**. If you are unable to recover a deslotted car before it is hit by another car please **ensure you replace the innocent car first**. **Please note however that drivers who have not slowed down when they can clearly see or have been verbally warned their lane is blocked should NOT be deemed as innocent!**

We have updated the vehicle list but it is already out of date and it is frankly a step too far to keep going through this exercise each year. There is a "what to get list" for new members and our website results page now has enough data to help you analyse what is competitive.

The Classes above are now fairly clear; ask if you are not sure.

**Monday night is Practice Night (Speak to Steve Blackmore for more info if required)**

Doors open 7pm. The track is already built! Come along to 7 Glenthorne Road Exeter EX4 4QU any Monday evening to tune/prep your cars for Friday or simply come along and practice your race craft.