

- 5.2.5 Competitors cannot change back to their main car from their spare.

### 5.3 Marshalling

- 5.3.1 All Competitors are expected to marshal every heat they are not competing in, unless have permission for car repair. Marshals should upon completing their race move next to the corresponding colour marshals position.
- 5.3.2 No preference is to be given to any competitor, the first car off is the first car on, unless in a racing accident.
- 5.3.3 In the event of a racing accident where a competitor takes out his and another competitors' car, racing etiquette is that the victim must be placed back on the track first.
- 5.3.4 Lapping slower competitors—Driver lapping slower competitor shall shout; Blue Flag plus lane colour of slower car, which shall then yield within one lap

### 5.4 Re-runs

- 5.4.1 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 Majeure*
- 5.4.2 Brake Failure - Termed as racing event or *Force Majeure*. No re-run, however brake will not be repaired until the end of the evening's event
- 5.4.3 Contaminated or dirty pickup, failure to start from line - No Re-run
- 5.4.4 Lost Wheel or gearing fault- No Re-run
- 5.4.5 Car Motor or wiring fault – No re-run
- 5.4.6 Controller Failure – No re-run
- 5.4.7 Lap Counter failure – No re-run. It is the responsibility of competitors to note missed lap counts. Individual lane results will be corrected if missed count is advised immediately or alternatively competitor verbally accounts for position during racing leg.

### 5.5 Race Starting and Finishing

- 5.5.1 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.
- 5.5.2 Competitors may only complete one exploratory lap before the start of their heat.
- 5.5.3 All Competitors must remain on the podium until the entire Heat has been completed.

### 5.6 House Rules

- 5.6.1 No Food or Drink in the Track Room.
- 5.6.2 No Tool Boxes in the Track Room.
- 5.6.3 Replace Car Lane Tape back onto the board.
- 5.6.4 The use of foul or abusive language will not be tolerated
- 5.6.5 Remember you are only racing toy cars!
- 5.6.6 Don't forget to have fun!



## Melton & District Model Club

Slot Car Section

# Senior Club Rules 2012

All rules and regulations were decided upon by MDMC members at the Annual General Meeting

## 1. Cars and Classes

### 1.1 General

#### 1.1.1 Chassis

- 1.1.1.1 All cars must run with matching (including replacement) full body and chassis.
- 1.1.1.2 Minor part omissions, resulting from crash damage, i.e. mirrors, spoilers, lights etc will however be tolerated.
- 1.1.1.3 Modifications to the chassis strictly prohibited, inc cutting or filing to accommodate motor adaptors.
- 1.1.1.4 Wheel arches may be filed down to allow movement of wheels, but must be performed sympathetically.

#### 1.1.2 Tyres

- 1.1.2.1 Only Rubber compound tyres are allowed. The use of sponge and gloop tyres is not permitted.
- 1.1.2.2 Replacement tyres from different manufacturers are allowed but must match the original tyre.

#### 1.1.3 Wheels

- 1.1.3.1 The requirement for all wheel hubs on the car to match is no longer required.
- 1.1.3.2 Alloy wheels are only permitted in the following classes, GT1, Classic Le Mans, Super Touring and Classic Road (limited to 7mm)
- 1.1.3.3 Original or equivalent plastic wheel hubs must be used in unmodified classes.

#### 1.1.4 Motors

- 1.1.4.1 Upgrading the motor of older models to the maximum permitted in that particular class is permitted providing this is achieved using proprietary obtained adaptors.
- 1.1.4.2 The downgrading of Super Touring and GT1 cars with slower motors is not permitted.
- 1.1.4.3 Hard wiring of 'quick fit SCX type motors' is permitted

#### 1.1.5 Axles

- 1.1.5.1 Maximum axle width is 65mm.
- 1.1.5.2 Rear Axles may be changed but the overall width of the car must not be greater than the original and not protrude from the arches.
- 1.1.5.3 Front Axles may be changed from solid to independent or vice versa

#### 1.1.6 Weight

- 1.1.6.1 Weight may be added to the car, but not removed whether by cutting or other means. This includes magnets and lights, which can be disconnected but not removed.

#### 1.1.7 Guides

- 1.1.7.1 Scalextric quick fit guides may be hard wired as required providing this does not require excessive cutting of the chassis.
- 1.1.7.2 Scalextric blue guides must be swapped to a black equivalent

## 4. Points and Scoring

### 4.1 MDMC Championships

- 4.1.1 Only the top ten competitors in each round receive Championship Points to go towards the overall series standings.
- 4.1.2 The Championship Points are awarded as follows; 1<sup>st</sup> 12pts, 2<sup>nd</sup> 10pts, 3<sup>rd</sup> 8pts, 4<sup>th</sup> 7pts, 5<sup>th</sup> 6pts, 6<sup>th</sup> 5pts, 7<sup>th</sup> 4pts, 8<sup>th</sup> 3pts, 9<sup>th</sup> 2pts and 10<sup>th</sup> 1pt.
- 4.1.3 In the Rally Championships, Heat times will only count towards the Championship series standings only in the case of the points awarded for the best 7 rounds being tied
- 4.1.4 In the Sports and Classic Championships, the heat laps completed will only count towards the Championship series standings in the case where the points awarded for the best 7 rounds are tied
- 4.1.5 In the Touring and F1 Championships, Heat Points will only count towards the Championship series standings in the case where the points awarded for the best 7 rounds are tied

### 4.2 Interclub Championship

- 4.2.1 The top thirteen competitors in each round receive Championship Points to count towards the overall series standings.
- 4.2.2 The Championship Points are given as follows; 1<sup>st</sup> 16pts, 2<sup>nd</sup> 14pts, 3<sup>rd</sup> 12pts, 4<sup>th</sup> 11pts, 5<sup>th</sup> 10pts, 6<sup>th</sup> 9pts, 7<sup>th</sup> 8pts 8<sup>th</sup> 7pts 9<sup>th</sup> 6pts 10<sup>th</sup> 5pts, 11<sup>th</sup> 4pts, 12<sup>th</sup> 3pts, 13<sup>th</sup> 2pts and finally 13<sup>th</sup> 1pt.
- 4.2.3 In this series, the laps completed in each Heat will only count towards the Championship series standings in the case where the points awarded for the best 3 rounds at each club are tied.

## 5. General

### 5.1 Race Registration

- 5.1.1 Registration commence at 8:00pm at which time the track will be isolated. Racing starts at 8:15pm prompt
- 5.1.2 All (including any spare) cars and competitors must be registered 15 minutes before the start of racing.
- 5.1.3 Race fees must be paid prior to any competitor commencing racing

### 5.2 Car Substitution

- 5.2.1 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
- 5.2.2 Spare Cars are only permitted in GP and Rally Style events.
- 5.2.3 Competitors are only allowed to change to their registered spare car.
- 5.2.4 Spare cars may only be used in the next heat, cars cannot be substituted mid race.

- 3.1.4 All rounds to be completed over the entire year.
- 3.1.5 The Championship Winner is the competitor who scores the most Championship Points over their best 7 scoring rounds.

### 3.2 Sports Championship

- 3.2.1 Eight Rounds of five minute Enduro races, equal rounds between GT2 and GT1 Classes
- 3.2.2 Races will be limited to four minutes if number of competitors for the evening exceeds 12 people.
- 3.2.3 Two GT2 Rounds to be run as night races
- 3.2.4 All Rounds to be run over the entire year.
- 3.2.5 The Championship Winner is the competitor who scores the most Championship Points their best 7 scoring rounds.

### 3.3 Touring Championship

- 3.3.1 Eight Rounds over 15 Lap heats Grand Prix Style plus 'A', 'B' and 'C' finals. Equal amount of Rounds between Production and Super Touring Class.
- 3.3.2 Races will be limited to 12 laps per heat if number of competitors for the evening exceeds 12 people.
- 3.3.3 All Rounds to be run over the entire year.
- 3.3.4 The Championship Winner is the competitor who scores the most Championship Points over their best 7 scoring rounds.

### 3.4 Classic Sports

- 3.4.1 Eight Rounds of four or five minute Enduro races, equal rounds between Le Mans and Road Touring Classes.
- 3.4.2 As 3.2.2
- 3.4.3 All Rounds to be run over the entire year.
- 3.4.4 The Championship Winner is the competitor who scores the most Championship Points over their best 7 scoring rounds.

### 3.5 F1 Championship

- 3.5.1 Four rounds run as Touring Championship, 15 Laps per heat.
- 3.5.2 All Rounds to be run over the entire year.
- 3.5.3 The Championship Winner is the competitor who scores the most Championship Points over all 4 scoring rounds.

### 3.6 Overall Club Championship

- 3.6.1 The overall club champion is awarded to the competitor who scores the most points in their best 7 scoring rounds of each of the Rally, Sports, Touring and Classic Championships, plus all of the F1 Championship rounds.

### 3.7 Interclub Championship

- 3.7.1 Eight Rounds of five minute Enduro races
- 3.7.2 As 3.2.2
- 3.7.3 The interclub championship is awarded to the competitor who scores the most points in the best 3 of their scoring rounds, at each venue.

## 1.2 Rally

### 1.2.1 General

- 1.2.1.1 The use of Tuning Parts **is not** permitted. Models fitted with alloy gearing or hubs as standard are not permitted in these classes.
- 1.2.1.2 All cars must be fitted with Driver and Co-driver

### 1.2.2 Classic Class

- 1.2.2.1 Two or four wheel powered rally car, pre 1987, from all manufacturers, which has been raced in the WRC or other major events. The use of pre 1987 GT derivatives is permitted if motor is a max of NC2.

- 1.2.2.2 Motor upgrades permitted in accordance with 1.1.4.1

### 1.1.3 Modern Class

- 1.1.3.1 Any two or four wheel powered rally car from all manufacturers, which has been raced in the WRC or other major event.

- 1.1.3.2 The use of post 1987 GT derivatives is not permitted.

## 1.3 GT Class

### 1.3.1 General

- 1.3.1.1 GT or LMP Cars post 1987 from all manufacturers.

### 1.3.2 GT2 Class

- 1.3.2.1 Any Ninco NC1,NC8, SCX RX42 and Scalextric GT Car or Front Engine Fly
- 1.3.2.2 Alternate motors maybe fitted from the list above providing this is achieved by the use of standard adaptors is allowed.
- 1.3.2.3 The use of tuning parts **is not** permitted.
- 1.3.2.4 LMP derivatives **are not** permitted in this class for 2012.

### 1.3.3 GT1 Class

- 1.3.3.1 Open GT or LMP Class, any motor can be used without modification to the chassis, the use of adaptors is allowed.
- 1.3.3.2 The use of tuning parts **is** permitted.

## 1.4 Classic Sport

### 1.4.1 General

- 1.4.1.1 Any pre 1987 Sports Cars from all manufacturers.

### 1.4.2 Classic Road Touring

- 1.4.2.1 2 door, 2 seater, sports touring or road car
- 1.4.2.2 Tyre width limited to a maximum of 7mm
- 1.4.2.3 The use of tuning parts **is not** permitted,
- 1.4.2.4 The use of alloy hubs, up to a max width of am **is** permitted.

### 1.4.3 Classic Le Mans

- 1.4.3.1 Le Mans Classics pre 1987
- 1.4.3.2 Tyre width unlimited
- 1.4.3.3 The use of tuning parts, including wheel hubs, **is** permitted.

**1.5 Touring**1.5.1 General

1.5.1.1 Any Touring Car from all manufacturers..

1.5.2 Production Touring

1.5.2.1 Any Ninco NC1, SCX RX42 and Scalextric Mabuchi Touring Car

1.5.2.2 Motor upgrades permitted in accordance with 1.1.4.1

1.5.3 Super Touring

1.5.3.1 Any Touring Car from all manufacturers.

1.5.3.2 Any Motor can be used without modification to the chassis. Adaptors permitted

1.5.3.3 The use of tuning parts, including alloy hubs **is** permitted.

1.5.3.4 Production Touring Cars may be run in this class.

1.5.3.5 The use of 4WD road cars **is not** permissible

**1.6 F1 Championship**1.6.1 General

1.6.1.1 Any standard Single Seater/F1 Car from SCX, Scalextric or Carrera

1.6.1.2 No tuning Parts

1.6.1.3 Plastic Wheels Only

**1.7 Interclub**1.7.1 General

1.7.1.1 Any close wheeled car manufactured by SCX.

1.7.1.2 Motors SCX RX42B Max

1.7.1.3 No tuning Parts

1.7.1.4 Plastic Wheels Only

1.7.1.5 Any Tyres

**2. Race Formats****2.1 Grand Prix**

- 2.1.1 Run on the Main Club Track over a set number of laps.
- 2.1.2 After the winner crosses the line the power is cut to that driver and the other competitors finish after completing their current lap.
- 2.1.3 The winner of the Heat receives Four points, second places receives three points, third two points and fourth one point.
- 2.1.4 Upon completion of all heats, accumulated points will be added and the four highest point scorers will be placed into an 'A' final.
- 2.1.5 A' final run over set number of laps. Lane selection will be at preference of qualifying drivers with highest heat points scorer having 1st choice, 2nd lowest 2nd choice etc. Race result will determine 1st four positions for the round,

- 2.1.6 Second four highest point scorers will be placed into 'B' final which will be run in similar format. Race result will determine positions 5,6,7 and 8 for the round
- 2.1.7 Third four highest point scorers will be placed into 'C' final.. Race result will determine positions 9 and 10 for the round
- 2.1.8 In the event that heat points are tied, fastest lap will determine qualification for either 'A', 'B' or 'C' final.

**2.2 Rally**

- 2.2.1 Run on the Main Club Track over a set number of laps.
- 2.2.2 All competitors must complete all the set number of laps.
- 2.2.3 Competitors' times are recorded, to be added to their total for their current round.
- 2.2.4 The winner is the competitor that completes all their laps in the least amount of time.
- 2.2.5 If a competitor is unable to complete in a Heat, they will be awarded a default time for that leg of 6 minutes.

**2.3 Enduro**

- 2.3.1 Run on the Main Club Track over a set amount of time.
- 2.3.2 At the end of the allotted time, power is cut to the whole track and their cars position is recoded to the closest marker behind the front wheels.
- 2.3.3 The overall winner is the competitor that completes the most amount of laps in that Round.

**2.4 Rally Special Stage**

- 2.4.1 Run on both of the Rally Special Stages over 12 legs, 6 on each circuit. 2 rounds of three legs to be run on each circuit.
- 2.4.2 All competitors are allowed one warm up run before each of their three timed stages. Warm up runs must be notified before run commences.
- 2.4.3 Tyres may only be cleaned once prior to each set of three timed runs
- 2.4.4 The winner for the Round is the competitor that completes his set of runs in the least amount of time.
- 2.4.5 If a competitor falls off the track, they need not complete the rest of the run. In this case a fixed penalty of 20 seconds is awarded.

**3. Championship Formats****3.1 Rally Championship**

- 3.1.1 Four rounds of 20 Laps Rally Style, equal rounds between Classic and Modern classes.
- 3.1.2 If the no. of competitors in any round exceeds 12 then the number of laps is reduced to 18 and then 1 further lap for every two additional competitors.
- 3.1.3 Four Rounds of Rally Special Stages, two rounds each of Classic and Modern Classes.