

Scalextric World Championship Set-Up and Rules

Overview and Objective:

The participating business partner will establish Scalextric road shows in their country using their resources to manage and run the events. Hornby Hobbies will supply a standard set of materials to include Scalextric product and additional branding equipment.

The business partner will also be expected to supply some materials to support the equipment provided by Hornby Hobbies in the standard pack.

The 'Scalextric World Championship', will advertise the Scalextric brand in a range of venues around the country. The events should be open to the general public and not specifically aimed at the club racer or enthusiast but to new customers.

The business partner is expected to advertise and promote the 'Scalextric World Championship' in their country region.

The race formats are simple and must be the same at every event. An event is a single venue. The duration of the event is one or more consecutive days at that location.

The race format is simply a 10 lap race with the race winners RACE Time being recorded. The event winner is the driver who has won a race by finishing in 1st place and, over all other 1st place winners of the event, has recorded the quickest RACE Time.

At the end of each event, the business partner is to send the Event/town name, the winner's name, the car name and RACE Time to Adrian Norman at Hornby Hobbies, UK. The online virtual World Championship table will be updated weekly.

The competition will result in the business partner creating a national Scalextric champion. The national champions will be displayed on a 'World Championship' leader board at www.scalextric.com/swc2015.

All participating business partners worldwide will contribute towards discovering a Scalextric World Champion. The Scalextric World Champion will be determined virtually only by means of the Championship leader board.

Inventory of the equipment provided

1. Set-up instructions, race rule guide & Agreement document (this doc)
2. 1 x C1276 Digital Platinum Scalextric set (or equivalent)
3. Scalextric Range Leaflets
4. 20 x Baseball caps
5. 20 x Polo Shirts
6. 2 x Pull up banners
7. 150 x hand-held flags
8. 20 x Scalextric logo strips

Website: Winners, Race Times and event will be available to view via a menu option on Scalextric home page. www.scalextric.com/

Race Format:

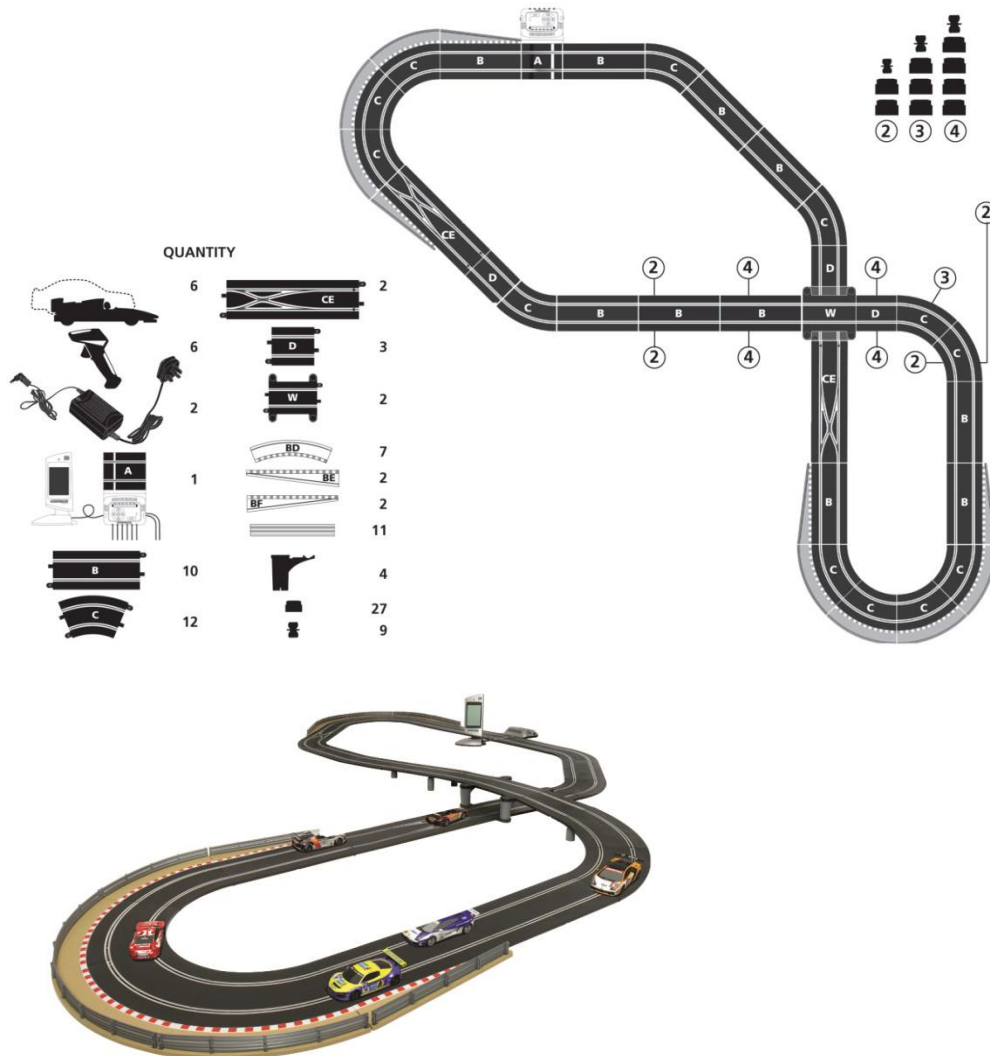
Track set-Up:

MULTIPLE NATIONAL RACE EVENTS AND GRAND FINAL:

It will be necessary to run heats at all venues using the SAME track layout so that all drivers have raced on the same circuit.

The driver with the fastest recorded RACE Time, or who has transitioned through race heats to reach and win a Grand Final, is the national champion.

1. The track included in the equipment supplied must be made up in to the following configuration for ALL events.



Note 1: Diagram of layout. Circuit must **use a bridge** (not a cross-roads).

Note 2: Cars in the image above are shown going in an anti-clockwise direction. The competition MUST be run in a clockwise (right to left) as viewed from the powerbase.

2. The track must be set up in the same layout shape at all events.
3. A Grand Final (not mandatory) could be used to bring all the winning drivers from the heats/qualifiers together for a competition to find the national champion. This is at the organiser/distributors discretion.
4. The following cars from the Scalextric range can be added:
 Bentley GT3,
 Maserati Trofeo,
 McLaren 12C GT3,
 Chevrolet Corvette C6R,
 Audi R8,
 Lamborghini Gallardo,
 Porsche 997.

Race set-up:

1. A race consists of 1 to 6 drivers.
2. A race consists of 10 laps.
3. The winners RACE Time and Car ID is recorded by the powerbase and displayed on screen.
4. The driver who wins the race is the race winner.
5. The RACE time of the winning car and the driver name and contact details are recorded.
6. Hand controllers: The colour cap should be allocated to the same socket colour on the power base.
7. Cars: Each car should be clearly marked to reflect the colour of the hand controller associated to it.
8. C7042 Advanced Power base:
 - All settings should be factory default except:
 1. Race: F1, 10 laps.
 2. Str.End: No power at Start, No power at End, End on Same Lap.
 3. Yellow Flag: Min Lap time: 2 seconds.
 4. Car: Braking: Dynamic only.
9. Race ends when leading car completes the 10th lap and next five cars complete that lap.
10. The RACE Time of the winning driver is recorded. There is no need to record the other positions.
11. National Champion: Where only event heats are run, the quickest RACE Time set by the winning driver of a heat is deemed the National Champion.
12. Where a Grand Final is included, then the six race winning drivers from the heats are invited to take part in a Grand Final. The winning driver is the driver to complete the time or distance of the Grand Final. Lap times are ignored for this race. The winning driver of the Grand Final is deemed the National Champion. The winner's RACE Time must be recorded and sent to Adrian Norman at Hornby Hobbies UK for display on the Championship website.

Race Rules:

Race Controller:

1. A Race Controller should be appointed from the organising group representing Scalextric.
2. The race controller should be prepared to make judgements during a race and may have to convey them to the drivers and spectators.

Practice:

1. All drivers may have one or two laps practice to acquaint themselves with the track, car and hand-controller.
2. Practice Laps are not compulsory and may be deleted from the day's activities altogether if circumstances dictate.
3. Discretion on the number of practice laps should be applied by the Race Controller.

Pre-Race:

The Race Controller is required to communicate the rules to the drivers and advise Marshals and Spectators.

Spectator and Marshal Briefing:

The Race Controller may deem it necessary to utilise Marshals.
It is not compulsory to have Marshals.
Spectators may be invited to act as Marshals.

These instructions should be made clear to the Marshals

1. Concentrate on the nominated Marshal Post.
2. Watch the corner, not the racing.
3. Replace car in slot on either lane where the car crashed.

Driver Briefing:

The Race Controller should make these points clear to the drivers:

Hand Controller-

1. Colour: The colour of the hand controller equals the colour indicator on the car.
2. Accelerate: The trigger varies the speed of the car. Pull the trigger to increase speed.
3. Speed: Full speed will cause the car to crash at every corner.
4. Braking: Use the trigger to slow down by releasing the trigger.
5. Large button: (on hand controller) is non-operational.
6. Small button: Change lane to overtake slower cars or avoid accidents. When pressed, will change the car from one lane to the other lane when this button is KEPT DEPRESSED as the car travels over the LANE CHANGE SENSOR.

Car-

1. Crash: If the car crashes, it will be replaced in to the slot by the Race Controller or a Marshal/Spectator.
2. Car Failure: If the car stops and can't be restarted then the car is removed from the race. The Race Controller has the discretion to invite the driver to take part in the next or subsequent race.

Rules:

There is only one rule – NO CONTACT BETWEEN THE DRIVER'S CAR WITH ANOTHER CAR.

The penalty is a 'Yellow Card' point against the offending car.

The Race Controller will clearly announce the colour of the car/hand controller of the offending driver. As an example: "PENALTY – BLUE CAR". Three penalty warnings disqualify that driver from the results for that race only.

The NO CONTACT rule applies to ALL occurrences of car contact. For example, this scenario where Car A leads Car B in to a corner:

- Car A must not 'break test' Car B. This is CONTACT.
- Car A must not deliberately crash to cause Car B to unavoidably crash in to Car A. This is CONTACT.
- Car A must not make a Lane Change manoeuvre in to another car. This is CONTACT.
- Car A must not exit the Pit Lane in to another car. This is CONTACT.
- Car B must not 'push' a car in to a corner to cause it to de-slot. This is CONTACT.
- Car B must not push a de-slotted CAR A off the track to get passed. This is CONTACT.

The Race Controller should use discretion on the first lap of a race when all cars are close together but be aware of repetitive CONTACT by a driver.

Race Controller-

Observation is key! Look for the following points during Practice, Pre-Race and Race:

1. Cars should NOT be slid backwards by hand on the track (usually at the Start Grid) as this may cause the car braids to reverse and tangle. In this event, the car may not work and may cause a 'SAFE mode' to occur on the powerbase.
2. Check that braids are aligned with track rails. DO NOT angle the braids sideways or downwards. Braids should be flat against the round disc and lay close to the blade.
3. Drivers are focusing on their own car.
4. Drivers are aware of other cars on track.

Race:

1. Drivers: The Race Controller should use discretion as to the suitability of the driver. For instance, young children may not see the entire race track due to the height differential between child and track surface.
2. Hand controllers: Drivers are allocated to hand controllers randomly.

3. Grid mode: Set the C7042 powerbase to GRID mode. This cuts power to the track.
4. Cars: Cars are allocated to the drivers randomly.
5. Cars: The race cars are set randomly on the grid behind the C7042 powerbase – NOT on the powerbase track. This is important - cars placed at the powerbase white line will not register their first lap!
6. START race: Countdown 5-4-3-2-1 is shown on Display Tower. The race Controller may wish to count down verbally so that the drivers know when to pull their throttle trigger on the hand controller.
7. Race: The drivers race until all cars have crossed the Finish Line after the leading car completes the race distance.
8. Race End: The race finishes when the leading car completes the 10th lap.
9. Results: RACE Time of winning driver is recorded. There is no need to record the other positions.
10. Recording Results:
Event/Town name – Winning driver name, car name, Race Time.
11. Race Organiser: Email results to Adrian Norman for Championship table update at www.scalextric.com/swc2014.
12. The Race Controller's decisions are final.

Post-Race:

13. If the winning driver of the day is not present, then the organiser should contact the winning driver and advise them of their success.
14. In the event of a Grand Final at a future date then the organiser is required to invite the qualifying finalist to the Grand Final.

Business Partner Agreement To Participate In Scalextric World Championship

The participating business partner agrees to:

- By requesting and receiving the equipment for this activity, the business partner automatically agrees to these terms and conditions.
- Facilitate regional road shows (April - Dec) running the Scalextric World Championship, arrange, advertise and manage a series of road shows (minimum of 6, between April - December) to determine heat winners for a Grand Final. The final may be a virtual final taken from the accumulated Race Times on the Scalextric.com website or can be a physical Grand Final held by the business partner.
- Report all relevant information back to Hornby within 5 working days of event end date.
- All additional costs and logistics to be managed by Distributors
- Adhere to the circuit size and race rules to ensure conditions are equal at every event and for each participating Distributor
- Provide prizes to the Winner of grand final

The competitions, held in each participating country, will determine one winner per territory and, by the end of the year, a World Champion.

Business partner
Name and Address:

Signature: _____