

Extreme Slotting Format and Technical Rules 2021 (version4)

Background

Although there seems to be regular sales of Raid type slot cars in the UK over the years, there does not appear to have been an appetite for club based or open meetings for enthusiasts of this type of slot car format. Having become aware of what should have been the 3rd International meeting of the FOLM DAKAR DANTAN (which due to Covid has now been postponed) I was interested to know if there was a group of UK based enthusiasts who would enjoy participating in a Proxy type Slot car race based on Raid type slot cars.

I have now 6 confirmed hosts that they are prepared to participate, I am confirming a Proxy “Extreme Slotting” event based on 6 hosts running 1-2 stages each using different track configurations.

Track and configurations

Hosts tracks are based on rough terrain SCX, or Ninco rough terrain, I have a mixture of mostly SCX rough terrain but will also use some SCX & Scalextric Sport/classic Rally sections and a section of Ninco rough terrain. And also there is a possibility to introduce some bespoke track sections. The emphasis will be based more so on different track surfaces, humps and severe inclines/declines, and the tracks must be practical for the standard range of Raid cars from Ninco as well as from SCX or other brand slot cars. There will be no severe obstacles which might limit the Raid car brand type to be raced.

The format

The number of participants is still very much unknown at this point, but there appears to be sufficient interest to plan to run the event through September. Entrants would send their cars to the 1st stage host of the event whereby they would be sorted into the 2 class types proposed below. The entrants cars will be run individually on the hosts track for a number of laps (depending on the number of entries received) and the overall track time for a pre-determined number of laps ascertained for each entrants car. The results will be recorded to determine the final positions of the entrants cars of the Stage. If the host has a 2nd track configuration this will be run in a similar way. And the results of each of the 2 Stages posted before the entrants cars are sent onto the next host. After all the hosts have run their Stage (or Stages), the final series Stages timings and eventual series winners will be posted.

The event experience, Stage results and winners will be updated regularly on Slotracer online.

The Technical Rules are relatively simple but based on recent experience still should be read very carefully to avoid issues with running on the hosts tracks.

Entries

C1 – A maximum of 2 entries, but only 2 different vehicle types can be entered in this class.

C2 – A maximum of 2 entries, but they are required to be either 2 different vehicle types or same type of vehicle with different build (ie RTR & Scratchbuild/modified RTR)

There will no combined winner medals for additional entries.

Only entrants best vehicle time for class1 and for class 2 will be recognised.

Raid Slot Car Rules

Categories of the vehicles

C1- Basic vehicles scale 1/32nd (SCX, Scalextric, Ninco only -without Magnets)

Box release version. Everything must remain original (except tyres, electrical wires, braids)

C2– MSC/Scaleauto/Avant and modified or scratchbuilt vehicles scale 1/32nd (without magnets)

Any car/truck modified, homemade resin or plastic model.

Any chassis (including metal) & body (moulded or formed), motor, shock absorbers, drop guide are all free, no constraints but must be able to run freely on SCX and NINCO classic rough terrain tracks. Guide flag depth maximum 6mm (no wood guides).

No autonomous models- ie must have a driver and co-driver in a 3d form visible from outside.

Magnets : Magnets are forbidden for both classes; and their removal from the original vehicle is not considered as scratch modification.

It is permissible to remove the plastic piece which acts as a protection of the original magnet. Not considered a scratch build modification.

Tyres : All classes of the categories the choice of tyres is free. Not regarded as a scratch build modification. They must be made of rubber original or from another brand. They must cover the entire rim on it's circumference and width

Ballast : the location is free, but must always be located above the plane of the chassis. Not considered a scratch build modification.

External accessories : the addition of external accessories (review mirrors, fire ramp, spare tyres, etc) is not considered scratch build modification.

Guides and swingarms

Guides will have to pass on any brand of rail, namely Ninco, SCX, Scalextric, Carrera and others. The choice is free, but in the case of change it is regarded as scratch build modification.

Dimensions of the vehicles

Length : free

Width: free

Height: 11cms for crossing under bridge

Weight limit

Maximum:165gms

Event Fees

It is unlikely that we will find sponsors for this event because of the specialised nature of the theme and the fact that these types of slot cars are currently not in producers production.

Additionally I am not expecting more than 15 -20participants so although the inter host fees are likely to be similar as for the Roadrace for a fixed weighted box, with less participants there will probably result in a lower overall value of the fees to cover our transport costs & medals etc.

To compensate that I will ask for £10 for up to 4 vehicles entrance fee and return postage to be paid either in advance or on return of the cars at the end of the event. Any surplus money will be spent on prizes (as to what is appropriate I am not sure but vouchers is probably a good option)



 **SlotRacer**
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