

PROXY RULES V6_2021/22

Below are the FINAL Rules & Regulations (R & R) for “The Proxy”.

What cars can race in the series:

This race is for 1/32 scale hard body model slot car versions from the particular series and built/sold by an approved slot car manufacturer. All eligible bodies must be on the “Eligible & Approved Cars” list. This list can be found on the “**Registration and Rules**” thread of the current year’s event in the forum and will be updated as new cars are released or are made available. No castings, 3D printed, Lexan, vac formed, resin, home build bodies are allowed – unless the manufacturer / body is specifically approved and listed on the eligibility list.

Applicable to all classes:

The exterior of the body shell must appear original and unmodified from the manufacturer’s design when placed on the circuit and viewed from any angle.

Body must be painted in an authentic racing livery. Unpainted bodies are illegal, fantasy liveries are allowed.

All driver cockpits must be decorated. Unfinished cockpits are illegal

Although appreciated, vent and grill mesh as well as mirrors/wipers are not required. Please use your discretion to ensure the car retains its scale appearance as much as possible.

GROUP 5 (when this series is being run)

These cars raced in the “4th generation of the FIA Group 5 Series. These were Road Racing cars called “special production cars”. A basic summary together with a list of cars can be found here: [https://en.wikipedia.org/wiki/Group_5_\(racing\)](https://en.wikipedia.org/wiki/Group_5_(racing))

GT3 (current series)

These cars raced in a number of series after 2010 and can include cars from the GT3,

GTE, GTLM – regardless of where the car raced, the body must be on the approved list as per the “Eligible & Approved” list that will be discussed, reviewed and approved in the Forum discussions prior to the event.

What must the cars look like: (appearance)

Cars that raced with wings and/or spoilers must have them fitted to the body resembling the actual car at the start of the series. Please check with the race director, if in doubt about the legality. Wings can be reinforced, but it must be done in such a way as to not distract from the scale appearance, ask for clarification if in doubt.

Rear diffusers must be in place, however it can be modified/lightened and/or removed from the chassis and fitted to the body. The diffuser must appear similar to the original when viewed from the side and/or the rear. The material can be changed.

All cars must carry at least 3 numbers. The numbers must be of a size that represents the way they would have appeared on the 1:1 car of that period and are easy and clear to read. Numbers must be decals or tampo printed, no handwritten numbers are allowed. Duplicate race numbers will not be permitted. Car owners please apply for a number, first come first served. [Returning entrants will have first pick at re-using their number, and number #1 is reserved for the current series champion] Numbers must be between 1 (reserved) and 999

Your slot car forum name must appear on the bottom of the chassis

All bodies must contain an interior tray of plastic, Lexan or paper comprising a three dimensional driver with head, shoulders, arms and a steering wheel. Vac formed windshields and interiors are permitted. Drivers MUST be detailed, no monolithic color interior trays permitted. Interior must be such that one cannot see the drive train (motor, gears, axle, driveshaft- etc.) when looking through the windows. 1/32 scale Champion style trays are permitted if a painted & detailed driver's head is included. Drivers must be placed in a similar driving position as per the original 1:1 car and in such a way that they would have an imaginary line of sight through the windshield. Cars must have a clear windshield and a rear window (if fitted to the 1:1 car) – rear engine cover does not need to be clear. Interior must include a representation of a dashboard and top of the steering wheel. The driver must be visible from outside.

The car body must fully enclose the chassis, guide with braid and wheels (rims) and tyres when viewed from above. The exterior of the body cannot be widened and/or modified with larger wheel arches and/or openings. When looking at the car-body from the top and/or side it must appear the same as the original model.

Wheels - any detailed and/or painted wheel or insert is OK. What is not permitted are slab sided & wheels with just a series of drilled holes. (Wheels that do not meet the criteria are: Sloting Plus, Universal CB Design Insert style, NSR – these wheels must have inserts or be painted) If unsure, ask for approval prior to gluing & truing your tires. Please use your discretion, the objective is that the car looks like a scale race car from the period & series.

Cars should represent the actual race car, they cannot appear slammed or have wheels and tyres that appear to be out of scale. Cars can be lowered, but must maintain a “natural” stance.

Technical:

Tires – Only RUBBER tyres are allowed on the powered rear wheels with a minimum OD of 19mm at the start of the series. Minimum front tire diameter will be 17mm; minimum width of 7mm. No maximum rear tyre width. All tyres fitted to the car must be BLACK.

The minimum wheel size for front and back rims/wheels are 15mm as per the wheel manufacturer. Smaller (less than 15mm) e.g. F1 style rims are not allowed.

Cars with oiled and wet tyres that leave residue on a track will not be allowed to race. Cars will be inspected at scrutineering to ensure they conform to this rule. If tyres appear to be “wet” then the car will be placed on a paper towel and any residue or wetness will be inspected. The onus is on the builder to ensure that tyres do not leave any marks or oil on a track.

Any commercially & un-modified available motor can be used, however motors drawing excessive current, which results in slowing other cars on the track, or tripping of overload protectors in track circuit, may be disqualified from racing on that track. Motors must be compatible with home-style power supplies.

Underside of car chassis: Any reinforcement on the underside of the chassis and body must clear track road surface. Cars can be excluded from racing if gears contact the track or rails, and track the owner judges them a hazard to the track or rails. This is at the discretion of the track owner, builders must ensure clearance and prevent damage to track surface. If a car is deemed to cause damage it will be removed and prevented from racing at that track

Chassis:

Any chassis - OEM (original equipment), custom made or kit (e.g. HRS) in any material is allowed. You can buy it or build it.

Only one guide flag may be used.

Weight – there is no weight limit or minimum. All weight must be placed inside (covered by the body) and there can be no weight placed on the bottom of the chassis

No traction magnets are permitted.

Cars must be powered by the same wheels and quantity as the 1:1 car that the model is based on. If a car raced as a AWD (1:1) then the slot car can race as either 2WD or 4WD

Entrant's name must be written on the underside of the chassis in paint, Sharpie, printed sticker or engraved. Suggestion: Body screw adjustment information should be provided on the underside of the chassis.

Racing & Operations:

The series will take place on wood and rubber friendly tracks located across the USA and Canada.

The Series will include 10 races with an entrant's top 9 finishes counting towards the championship.

The series will run on wood tracks where available and always at a voltage of between 10v – 11.5v - lowest being 10v, highest being 11.5v. The voltage setting is at the discretion of the track host.

The car due date in British Columbia, Canada will be (see forum for date)^t. You are responsible to have your car delivered to the provided address on or before this due date. Consideration and allowance for border custom clearance and mailing delays is the responsibility of the entrant. Allowance will be given to entrants that can provide proof that the following shipping deadlines were met: 14 business days for overseas entries, 12 business days for Canadian and US entries. All entries that do not meet the deadline and/or are unable to provide proof that the shipping deadline was met, will receive a two (2) point penalty for each business day that the car is late – up to a maximum of 10 points.

5 penalty points can be applied at the Race Director's discretion to entrants that require additional adjustments or modifications to meet these rules and/or make the car ready to race. If a car needs to be returned to the owner prior to the series start, it will be at the owner's cost, there will be no delay in the series, and 5 penalty points will be incurred - this excludes shipping damage, assuming the car was shipped in a reasonable and protected way.

The car must be pre-registered prior to tech inspection.

If a car is damaged during a race, or has a mechanical issue, the owner will have the option to have the car returned at his cost, or have the track host repair the car. The impact (if any) to the results from that race will be the only penalty. Shipping expenses must be paid for by the owner, and the series will continue at the scheduled pace. Cars that are returned to the owner during the event, can only have the needed repair work done, and must be returned to the series without additional tuning or "refreshing".

Consideration and fairness will be employed, especially when a car is damaged during the series due to no-fault of the entrant.

If a car(s) is significantly damaged during shipping, all effort will be made to repair the car(s) to its original state – where possible the race event will be delayed to facilitate the repairs

There is no allowance made for a car to be tuned, or have parts replaced for improved performance during a series. If worn items (e.g. tyres) need to be replaced, it will be at the cost of the owner and the entry will incur 5 penalty points per item (e.g. rear tyres being one item). The series will not be delayed

Cars that do not meet these rules and/or could impede the performance of other cars during the series will have a 5 point penalty applied. Multiple infractions will incur multiple penalty points up to a maximum of 20 points. Cars that are deemed to be unsafe and/or could impede the performance of other cars will not be allowed to race and will be returned and/or made compatible.

Decisions by the Race Director are final, the onus is on the builder to ensure his/her car meets the rules and are compatible to the track and fellow entrants.

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