

# Provisional -Extreme Slotting Format and Technical Rules 2022

## The format

The entrants cars will be run individually on the hosts track for a set period of time (depending on the number of entries received) and the number of both full and partial laps will be recorded for each stage. If the host has a 2<sup>nd</sup> track configuration or both an SCX and Ninco tracks 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 each stage the number of laps recorded will be combined with the others in order to determine the accumulative hosts total number of laps for the series.

Stage results and commentary etc 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.

## Categories of the vehicles

C1 – NINCO Class – only Standard RTR Ninco vehicles permitted

C2 – SCX Class- only Standard RTR SCX vehicles permitted

C3- MSC/Scaleauto/Avant/Mitoos based vehicles

C4- Scratch build class- any vehicle can be enter this class which is not included in the other classes.

There is also one or two other branded makes of Raid slot vehicles like Powerslot, if entered they would be evaluated to determine which class they would qualify in.

## Raid Slot Vehicle Rules

R1) Magnets : Magnets are forbidden for any of the classes. It is permissible to remove the plastic piece which acts as a protection of the original magnet.

R2) 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

R3)Ballast : the location is free, but must always be located above the plane of the chassis, it is not allowed to place ballast under the chassis or drop arm.

R4)External accessories : the addition of external accessories ( review mirrors, fire ramp, spare tyres, etc) is not considered scratch build modification.

R5) Guides and swingarms

Guides will have to pass on any brand of rail, namely Ninco, SCX, Scalextric, Carrera and others.

R6 Front wheels and tyres

Front tyres in all classes must touch track surface and be freely rotating.

R7) Dimensions of all the vehicles in classes

Maximum width across rear tyres 72 mm

Maximum height is 11cms for crossing under bridges

Weight limit 165 gms

Minimum rear chassis (including motor) to track clearance of 4.5mm.

## Basic Requirements of Class 4 Scratch build

S1) 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.

S2) No autonomous models- ie must have a driver and co-driver in a 3d form visible from outside.

S3) Guides and shoe Drop arms- Drop arms must have a reach from the bottom of the tyres a minimum of between 4-5cm and have a maximum width of 1.7 cm.



The guide shoe must not protrude in front of the vehicle as viewed from above.



Maximum guide flag thickness of 2mm and no greater than 1.7cm in length. Guide shoes can be fitted with sprung guides.

### Entries and Event Fees

The event will be limited to 2 vehicles per entrant from any of the 4 classes and only one vehicle allowed for each class, a fixed fee including return post will be set nearer to the event date depending on inter -host postal costs next year.

