

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 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.

Categories of the vehicles

R1 Class (NINCO)

Cars allowed :- BMW X5, Ford Ranger, Bowler, Mitsubishi Pajero, VW Toureq, Schlessler buggy, Hummer and Pro truck.

Must run standard motor (NC-7), running gear and wheels, Chassis, Body and interior must be standard.

R2 Class (SCX) Cars allowed :-Peugeot 405, Mitsubishi Pajero, Buggy, Hummer, Nissan Patrol and VW Toureq. Must run standard RX motor, chassis, Body and interior must be standard.

R3 Class (MSC/Scaleauto/Avant/Powerslot)

Cars allowed :- MSC/Scaleauto Peugeot 205, Peugeot 405, Porsche 959, Mini Dakar, and Range Rover. Avant Mitsubishi Lancer, Powerslot Hummer H1 and Mitsubishi Pajero, Original Body and chassis must be used. Plastic or alloy hubs may be used, Lightweight interiors may be used (must be painted and have driver and navigator)

R4- Class (open)

Any vehicle including lorries and quad bikes can be enter this class (other than which is not included in the other classes above). Scratch build cars are allowed in this class but must adhere to the additional Scratch build rules below. Body can be made of any plastic material. Chassis can be made of plastic, 3d or metal. Interiors must include both driver and navigator, wheels must have inserts and all parts fully painted.

Raid Slot Vehicle Technical Rules

T1) 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.

T2) Wheels & Tyres : All classes of the categories the choice of tyres is free. They must be made of rubber original or from another commercial brand. They must cover the entire rim on it's circumference and width. Minimum tyre diameter is 19mm on all wheels. All wheels must be freely rotating and touching the track.

T3)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.

T4) Guides

Guides will need to work on any brand of slot track, namely Ninco, SCX, Scalextric, Carrera or wood. Maximum depth of guide flag is 6mm, thickness 1.75mm and length not exceeding 19mm. Sprung guide shoes are recommended. The guide shoe must not protrude in front of the vehicle as viewed from above.

T5) 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.

Additional Requirements of Scratch build models.

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) Drop arms- must have a reach from the bottom of the tyres to the track surface of between 4-5cm, have a maximum width of 1.7cm.



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



It is expected that any scratch build cars are made in order to be able to negotiate the same obstacles as for any other cars listed in classes R2, R3 or R4. Only R1(NINCO) vehicles will be provided with a less demanding track circuit when run on some host tracks (ie SCX).

This proxy event is meant to be more of a vehicle capability competition rather than a flat sprint race.

Entries

The event will be limited to 2 vehicles per entrant for any of the 4 classes and only one vehicle is allowed to enter any one class.

