

“Touring Cars Slotting” Final Rules (1st June 2023)

Touring Cars Slotting Specific rules & guidance.

	Event 1	Event 2	Event 3	Event 4
Event Specific Requirements	Tourist BSCC listed 1958-68	Grand BSCC Listed 1970-1982	Super BSCC Listed 1983-1998	Modern BTCC 2001-to date
Track Clearance chassis and motor (Minimum)	O 2 litre 1.5mm U 2 litre 1.0mm	O 2litre 1.5mm U 2litre 1.0mm	1.5mm	1.5mm
Front Wheels & Tyres <i>All 4 Wheels must have an outside diam within 1mm from each other</i>	Min width 5mm wall thickness	Min width 5mm wall thickness	Min width 5mm wall thickness	Min width 5mm wall thickness
Rear Wheels and Tyres <i>All 4 Wheels must have an outside diam within 1mm from each other</i>	Max width 10mm wall thickness	Max width 10mm wall thickness	Max width 10mm wall thickness	Max width 10mm wall thickness
Maximum Rear axle width across tyres	58mm	58mm	61mm	61mm
Car Class Permitted	A , B, C	A, B, C	A, B, C	A, B

Failure to comply with the above Event specific requirements will incur a penalty +5% of race time covered in each race if any of the issues cannot be fixed for each infringement type.

Advisory

Guide blades should be maximum 7mm Flag depth (without braids), max thickness 1.6mm, and max length 20mm.

Please ensure that body to chassis fixing crews are covered with tape or Bluetack.

Touring Cars Slotting -Class Specific Rules (Class A, B & C)

Class A - Standard RTR Car (Scalex, SCX, Ninco, Fly, Pioneer, Revell, Policar, etc) and Class A upgraded models (see details under spares). Also included are Resin moulded body models with plastic, Brass & Wire, metal or Nickel Etched Silver (PP) chassis with class A motors. The standard cars must be of the original unaltered body and unaltered chassis with motor in original orientation as supplied.

Class B- Modified Cars - any Class A bodied Car which has been modified in regard to chassis, motor, interior or spares in addition to the allowances made in Class A (The Class A body must remain unmodified). Scratch built plastic body cars will

also be allowed into this class including or 3d printed bodies, chassis can be 3d printed, Slot it HRS2, Scaleauto RT or MRRC universal chassis).

Resin moulded bodies are allowed with Plastic, Brass & Wire, metal or Nickel Etched Silver (PP) chassis and class B motors.

No Class C modified cars (cars with Class C body shell).

Class C- Pro RTR or modified Class C bodied cars (Team Slot, Avant, SRC, NSR, MSC, MR Slotman, Scaleauto, Slot it, Spirit, Revoslot, Policar, Proslot or Powerslot,). The class C body must remain unmodified. 3d printed and slot it HRS2, Scaleauto RT or MRRC Universal replacement Chassis are permitted.

Brass & Wire, metal or Nickel Etched Silver (PP) chassis which are based on moulded plastic based bodies.

General

G1) Cars must be 1/32 scale models of 1:1 cars. No Vanquish or Racer models

G2) All parts must be commercially available.

G3) Cars may be driven only by 2 wheel drive.

G4) No traction magnets allowed.

G5) Ballast may be added but must be inside or as part of the chassis.

G6) It is expected that cars will be fully decorated inside and out with an appropriate Touring car livery.

Cars which don't comply with these requirements will not be allowed to participate in the proxy and the cars will be returned to the owners.

Bodies, Windows and Interiors

B1) Cars must start and finish each Round with matching body, windows and interior.

B2) Bodies must be fully detailed and painted hard plastic mouldings (inc Resin, Fibreglass or 3D printed) but must remain in scale. Vac formed or Lexan bodies are not allowed

B3) Minor bodywork trims and details such as mirrors, spotlights and aerals may be omitted.

B4) Interior must have driver.

B5) Class B or C, cars Interiors may be a lightweight alternative. Replacement interiors must be painted. Also lightweight interiors permitted with Resin moulded body models.

B6) Any factory fitted interior is legal.

Failure to comply with the above Event specific requirements will incur a penalty +5% of race time covered in each race if any of the issues cannot be fixed

Chassis and Motor Pods

C1) Class A cars is for be standard as supplied chassis, Resin body models with plastic or Brass & Wire, Nickel Etched Silver (PP) and metal chassis.

C2) Class B cars can be fitted with 3d printed, Slot it HRS2, Brass & Wire, Nickel Etched Silver (PP) or metal.

Class C chassis cars are as supplied or alternatively 3d printed, Slot it HRS2, Brass & Wire, Nickel Etched Silver (PP) or metal Scaleauto RT or MRRC universal chassis), fitted to plastic body models.

C3) Class A, B, C cars May be lightly trimmed to allow body rock.

Motors

M1) Only motors selected from the “List of eligible motors” are permitted.

Additional motors can be considered once they are approved by me.

M2) Class A cars must be fitted with the original or replacement motor of the same spec as supplied in the original RTR model. You are permitted to use an after market motor permitted within the *eligible motor list*.

In the case of Ninco's only cars fitted with NC1, NC2 , NC9 or NC5 motors fitted as in line configuration are permitted in Class A. Ninco motors or any motors fitted in angle winder configuration will be classified under Class B cars.

M3) Class A,B & C Motors. Only motors listed in the *eligible motor list can be used*.

M4) Class A, B & C Motors must not be modified from manufacturer's specification.

M5) Class B & C Motors can be be mounted in any configuration.

M6) Motors must not protrude below the chassis.

Cars with motors other than those listed will not be allowed to participate in the proxy and the cars will be returned to the owners.

Wheels and Tyres

W1) Wheels and tyres must not protrude beyond body.

W2) All wheels must have appropriate style inserts fitted at the start of each stage or alternatively they can be machined wheels including (hubcap) insert design

W3) All wheels must have tyres.

W4) Tyres must be made of black rubber.

W5) Tyres may be trued, glued and coated, but must be dry to the touch at the start of each stage

W6) All four wheels must remain in contact with the track surface.

Failure to comply with the above Event specific requirements will incur a penalty +5% of race time covered in each race if any of the issues cannot be fixed.

Spares

S1) Class A car upgraded components are permitted limited to those below.

- a) Guide shoes, braids can be replaced.
- b) Wheels can be replaced with equivalent size (solid only, no air hubs).
- c) Equivalent gears, but for RTR models must be of the same gear ratio as original model. For scratch builds there is free choice of gears.
- d) Axles must be solid, no hollow, centre thinned down or carbon axles.
- e) Front axles can be stabilised by the addition of glued in axle holders or axle tubes.
- f) Plastic wheel bushings can be replaced with brass ones, but Ball Race bearings are not permitted.
- g) Lightweight interiors.

S2) Class B, & C cars. All Spares components, (e.g., braids, eyelets, guides, wires, pinions, crowns, axles, bushes, stoppers, screws, nuts, springs, weights, lights, lubricants, paints and decals) are free choice.

