

Dakar Rally Slot Car Proxy 2026- Technical Rules

Categories of the vehicles

C1 Cars, light vans, Raid Rally vehicles only

eg. any Ninco or other models with short drop arm span.

Motor Ninco (eg Raider) or alternative. Max 18k rpm at 12volts.

Must have full moulded interior (lightweight interiors not permitted)

Only plastic chassis permitted.

C2 Cars, light vans, Raid Rally vehicles only

(Only Standard SCX vehicles allowed with longer drop arm span)

Motors RX/RF. Max 18k rpm at 12volts.

Standard gears, wheels, axles and chassis.

Must have full moulded interior (lightweight interiors not permitted)

C3 Open Class for Cars, Vans or Prototypes, Raid Rally vehicles only (Shorter wheelbase vehicles)

eg Avant, MSC/Scaleauto or Mitoos or alternative.

Motors free choice

Free choice of chassis, gears, wheels, axles.

Interiors can be lightweight plastic with 3d representation of driver and steering wheel.

Wheelbase up to and including 90mm

C4 Open Class Lorries Dakar Class T5 only.

(Longer wheelbase vehicles)

eg, Avant or alternative.

Motor free choice

Free choice of chassis, gears, wheels, axles

Minimum wheel diameter of 25mm.

Wheelbase between 100- 130mm

General Raid Slot Vehicle Technical Rules (Category C1,C2, C3 or C4)

T1) All vehicles entered should have competed in a Raid Rally historically or recently. I have a list of Dakar Historical vehicles until 2006

T2) All vehicles should have a livery similar to Raid Rally Cars.

T3) All vehicles must have a driver and navigator represented in the cockpit.

T4) 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.

T5) Wheels & Tyres : All categories have free choice of tyres . They must be made of rubber original or from another commercial brand. They must cover the entire rim on it's circumference and width. Tyres must not protrude more than 30% outside body/wheel arches. Wheels should have appropriate representation of the vehicle hubs. Plastic inserts or metal wheels with integral inserts are permitted.

T6) Ballast : the location is free, but must be securely located above the lowest part of the chassis, it is not allowed to place ballast under the drop arm.

T7) Dimensional Requirements

Maximum height is 11cms for crossing under bridges. Body width not exceeding 70mm

T7) Guides need to work on any brand of slot track, namely Classic Ninco, SCX, Scalextric, Carrera or wood. Maximum depth of guide flag should be approx 6mm, thickness not exceeding 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.



Scratch build vehicles (Those which are not Brand models)

S1) Are permitted in Category 1,3 & 4

S2) The vehicles must be made to scale.

S4) The scratch-build vehicle must meet the same technical rules as in the Category for the Brand cars.

S5) It is expected that any scratch-build vehicles are constructed as to be able to negotiate the same obstacles as for any other Brand car.

S6) Chassis must include a drop arm guide.

S7) The model should be painted and decorated in a Raid car livery.

S8) Bodies can be Moulded plastic or resin, or 3d printed.

S9) Trucks bodies can be made from Plasticard (like below)



General

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

Entries

Only one vehicle in a Category permitted, you can enter any or all of the categories.