

Classic Slot Car Racing Association

1/32 Scale Car Standards

For Hard Bodied Cars

Classic Trans-Am Ready-to-Run Cars (1966-1972 Over 2 Litre Trans-Am Cars)

Spirit and Intent

To provide a set of rules for racing near standard out of the box Historic Trans-Am cars manufactured by Scalextric (Hornby UK) and Pioneer.

Eligible Cars

Scalextric (Hornby UK)

1967 Chevrolet Camaro
1970 Chevrolet Camaro
1968 Ford Boss 302 Mustang Fastback
1970 Dodge Challenger
1967 Mercury Cougar

Pioneer

1966 Ford Mustang Notchback
1968 Ford Mustang Fastback
1967 Chevrolet Camaro

TECHNICAL REGULATIONS

1. Body

- a. Bodies must be used complete and unmodified except as detailed below.
- b. Any parts such as radiator grills, bumpers, front splitters and so on that are not firmly attached to the body or the chassis may be glued to either the body or chassis if desired.
- c. Body to chassis mountings must not be lowered in any way.
- d. Wheel arches may not be modified in any way but any moulding flash may be scraped or sanded off.

- e. Minor scraping or sanding of the wheel arch inner faces and lower body sides is permitted to enable the body to move freely on the chassis.
 - f. Any internal pegs etc. that rest on the motor, axle bearings or chassis sides may be modified or removed if desired in order to allow the body to move freely on the chassis.
 - g. The original windscreen and window glass must remain fitted.
 - h. The original interior must remain fitted, including the driver and all other original details, but the interior does not have to remain attached to either the body or chassis.
 - i. Any interior which is fixed to the chassis with screws may have the screws omitted.
 - j. Any interior which has downward projections from the bottom which locks the interior to the chassis may have any such projections removed.
- Note:** No other parts of the interior may be removed or omitted.
- k. Rear wings/spoilers and front air dams/splitters must be securely fitted at the start of each race but mirrors and windscreen wipers may be omitted.
 - l. Bodies may be repainted provided that doing so does not distort the body and that the repaint is in a tasteful style representative of the period. An authentic livery is preferred.
 - m. All cars must carry at least three racing numbers.
 - n. No part of the chassis, guide, motor, running gear or wheels and tyres may be visible outside the body when viewed from directly above or through the cockpit/cabin area.

2. Chassis

- a. The chassis must be the one originally intended for the body being used.
- b. No modifications are permitted to the motor, axle or guide mountings positions.
- c. Cars with a DPR trap door in the chassis must retain the trap door which must be screwed or glued securely in place.
- d. Minor scraping or sanding of the chassis edges is permitted to allow the body to move freely on the chassis. Removal of other parts of the chassis for this purpose is not permitted.
- e. The chassis must be properly attached to the body using screws in their original positions but the screws used are free choice.
- f. Bodywork fixing screws may be left loose to allow the body to move on the chassis.
- g. Adhesive tape or 'blue tack' should be placed over the body fixing screw holes to prevent screws from falling out.

3. Motors & Motor Mounting

- a. All cars must be powered one of the following motors;
Scalextric standard 18,000 rpm 'S' can (FC130) motor.
(This includes the 'Green End Bell' motor supplied with some cars recently)
Pioneer QS Typhoon 18,000 rpm motor.
- b. The only modification permitted to any motor is shortening of the armature shaft.
- c. Motors must be mounted 'side winder' and in the original motor mounts.
- d. Motors may be glued into place if desired.

4. Gears

- a. Only a pinion and spur gear supplied as original equipment by either Scalextric or Pioneer with an eligible car may be used.

5. Axle Bearings

- a. Any type of plain rear axle bearings may be fitted.
- b. Ball bearings are not permitted.
- c. Bearings may be glued into the chassis.
- d. Front axle mountings must remain original.

6. Axles

- a. Axles are free choice but see Rule 1n.
- b. Axle spacers may be used to control any side play on both the front and rear axles.

7. Wheels

- a. Wheels must be the original plastic wheels as supplied by the manufacturer.
- b. Wheels may be glued to axles.

8. Tyres

- a. Only original rubber tyres as supplied by Scalextric or Pioneer with an eligible car may be used.
- b. **Tyres made from or containing Silicone must not be used.**
- c. Tyres may be glued onto the wheels, and may be sanded true.
- d. Any tyre dressing/cleaner used must not leave a residue on the tyres or track.
- e. Tyres dressings made from or containing 'oil of wintergreen' are not permitted.
- f. Tyres must be dry whenever the car is placed on the track.
- g. Front tyres may be coated with nail polish, varnish or super glue if desired.

9. Guides

- a. Pioneer cars may use the deep guide supplied with each car.
- b. Scalextric cars may have the 'quick change' guide replaced with any standard, hard wired, guide that can be fitted without modifying the chassis.
- c. When fitting a wired guide to a Scalextric car gluing a B-Nova, or similar, adaptor to the chassis and adjusting the chassis opening to allow the new guide sufficient rotation will be permitted and will not be regarded as modifying the chassis.
- d. Any parts relating to the original guide set up which are no longer needed - self centring spring, spring mounting, electrical terminals and contacts etc - can be left off.
- e. DPR cars may have the Digital Plug Socket and any associated wiring removed.
- f. Guide to motor wires and pick up braids are free choice.

10. Lights etc.

- a. Any car fitted with working lights may have the light bulbs, LED's, wiring, PC board, and any other internal fittings removed, but must retain all external lenses.

11. Ballast and Traction Magnets

- a. Traction magnets must be removed.

b. Lead ballast weight may be added to any car as desired, provided that it is placed within the confines of the body and chassis and is firmly fixed in place.

12. Ground Clearance

a. There is no minimum ground clearance rule but at no time may the body, chassis, motor or gears touch the track surface in normal use.

b. When the car, race ready, is placed on a flat and level section of the track to be used for the event, or on a test block which matches that track, all 4 tyres must touch the surface and all 4 wheels must rotate when it is pushed forward.

Finally

If the rules do not specifically say you can do something then you cannot do it.

Index to amendments

Issue No	Date	Amendment
V1	05/12/15	First draft.
V2	25/04/16	Revised in the light of experience at Round 1
V3	31/01/18	Allow Scalextric 'Green End Bell' motor.