

Classic Slot Car Racing Association

1/32 Scale Car Standards

For Hard Bodied Cars

Ready-to-Run 1966-74 Classic Can-Am Cars

Spirit and Intent

To provide a set of rules for racing Ready-to-Run based Classic Can-Am cars.

Eligible Cars

Slot.It

1966 Chaparral 2E
1970 McLaren M8D
1971 Alfa Romeo T33/4 (Otto Zipper Car)

NSR

1972 Porsche 917/10

Thunderslot

1964/5 McLaren Elva Mk1 (M1A)
1966 Lola T70 Mk2
1967 McLaren M6A
1968 McLaren M6B
1967 Ferrari 350 Can-Am

MR Slotcar

1974 Shadow DN4

Fly/GB Track

1968 Porsche 908/2
1969 Porsche 917PA
1972 Porsche 917/10

Monogram

1966 Lola T70 Mk2
1967 McLaren M6A

Carrera

1973 Porsche 917/30
1972 McLaren M20
1970 Lola T220

TECHNICAL REGULATIONS

1. Body

- a. Bodies must be used complete and unmodified except as detailed below.
- b. Body to chassis mountings must not be lowered in any way.
- c. Wheel arches may not be modified externally in any way but any moulding flash may be scraped or sanded off.
- d. 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.
- e. 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.
- f. The original windscreen must remain fitted.
- g. The original interior should remain fitted and complete wherever possible.
- h. Alternative interiors may be fitted if necessary when fitting a body to an alternative chassis but must be 3 dimensional and fully detailed.
- i. Any interior which is fixed to the chassis with screws may have the screws omitted and any interior which has downward projections from the bottom which locks the interior to the chassis may have any such projections removed.
- j. 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.
- k. 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.
- l. White body kits must be fully painted.
- 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 one originally intended for the body being used.
- b. Manufacturer's alternative chassis (hard, soft, etc) are permitted.
- c. Commercially available 3D printed chassis are permitted for cars that do not originally come fitted with a motor pod.
- d. No modifications are permitted to the motor pod, axle or guide mounting positions.
- e. 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.
- f. The chassis must be properly attached to the body using screws in their original positions but the screws used are free choice.
- g. Bodywork and motor pod fixing screws may be left loose to allow the body and pod to move but must be secured in a way that prevents them from falling out.
- h. Adhesive tape may be used on the bottom of the chassis and motor pod to control movement.

3. Motor Mounts

- a. Any side-winder motor mount manufactured by Slot.It, NSR, Thunderslot or MR Slotcar may be used provided it fits the chassis without modification to either the pod or the chassis.

- b. Motor and rear axle location in the pod or chassis may not be altered in any way.

4. Motors

- a. Any of the cars may be powered by any of the S-Can (FC130) motors supplied as standard with any of the eligible cars.
- b. Any car may be fitted with a Scaleauto SC0008B 20k motor.
- c. The only modification permitted to any motor is shortening of the armature shaft.
- d. Motors must be mounted in the original orientation in the motor mount.
- e. Motors may be glued and/or screwed into place if desired.

5. Gears

- a. Gear ratio and manufacturer are free choice.

6. Axle Bearings

- a. Only concentric plain rear axle bearings may be fitted. Ball races are not permitted.
- b. Bearings may be glued into the motor pod/chassis.
- c. Front axle mountings must remain original.
- d. Front ride height may be set by fitting spacer blocks under the front axle or by fitting grub screws into the chassis where holes are provided for this purpose.

7. Axles

- a. Axles are free choice but see Rule 1n.
- b. Cars that come with independent stub front axles may have them replaced with a normal single axle.
- c. Axle spacers/stoppers may be used to control side play on both the front and rear axles.

8. Wheels

- a. Wheels, both front and rear, are free choice but must be the correct size for the car.
- b. Wheels must be the correct pattern for the car or have the correct style of inserts fitted.

9. Tyres

- a. Rear tyres are free choice with a maximum width of 12mm.
- b. Front tyres are free choice with a minimum width of 8mm.
- c. Sponge/foam tyres are not permitted.
- d. **Tyres made from or containing Silicone must not be used.**
- e. Tyres may be glued onto the wheels and may be sanded true.
- f. Any tyre dressing/cleaner used must not leave a residue on the tyres or track.
- g. Tyres dressings made from or containing 'oil of wintergreen' are not permitted.
- h. Tyres must be dry whenever the car is placed on the track.
- i. Front tyres may be coated with nail polish, varnish or super glue if desired.

10. Guides, Braids & Wires

- a. Any car may be fitted with any guide supplied as standard with any eligible car.
- b. Plug in guides may be replaced with an equivalent screw fit version.
- c. Guide to motor wires and pick up braids are free choice.

11. 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.

12. Ballast and Traction Magnets

a. Traction magnets must be removed.

b. 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.

13. Ground Clearance

a. There is no minimum ground clearance rule but at no time may the body, chassis, motor pod, 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
1	04/11/2023	First draft.
1a	12/12/2023	Updated after review.
1b	26/01/2024	Updated due to a manufacturer specification change.
1c	17/08/2024	Update to allow tape and alternative chassis and motor pods.