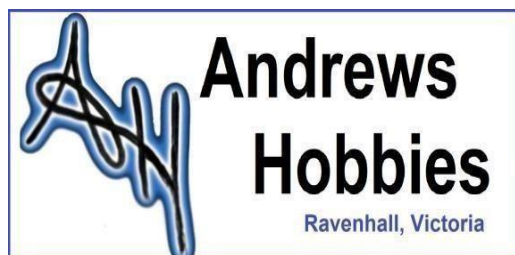


Australian Slot Car Drag Racing Association

Drag Racing Rules

as used by



VERSION 2024_38

Rule No.1 If it doesn't say you can, Get It Checked !

Revision No. (see footer) These specifications were correct at the time of printing and may be updated without notice. These rules will remain in effect throughout the calendar year **until December of 2024**, unless it is determined that any rule(s) requires immediate revision. If such a situation should occur, a supplement stating the revision will be issued prior to the running of the next series/event. All recent changes are in **RED bold**.

This document is provided for information purposes only and the information contained in this document represents the current situation of the Australian Slot Car Drag Racing. Because we must respond to changes in market conditions, it should not be interpreted that we endorse any Distributor, Supplier and Organisation, product, trend or procedure.

The Rules Committee reserves the right to issue corrections of any errors, omissions, clarifications and make necessary changes, to the rules and regulations as appropriate and without notice, to the proper conduct of National events.

DISCLAIMER

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EVENTS AND COMPETITION

The Rules and Regulations contained in this document apply to all National events. The event can be categorised as National or State. A National event is a major event that is promoted Australia wide and featuring a minimum number of 8 classes. A State event is an event promoted within a State and/or neighbouring states with a defined number of classes offered, promoted by a local track and advertised within a local area or the State in which it resides and offers classes unique (but not exclusive) to that area.

It is expected that any track hosting a National or State event is a member in good standing and meets the criteria for hosting said event. A National event will have a formally designated Race Director and Race Scrutineer(s). A State event will also have a formally designated Race Director and Race Scrutineer(s).

The Track and/or Promoter may require a minimum level of participation or entry for the listed classes. Such a minimum should be reasonable, given time and conditions, and all cases shall be clearly defined, both on any promotional materials distributed for the event and during any drivers meeting conducted prior to the event. This minimum participant requirement is designed to insure that the promoted competition offers both the quantity and level of racing that benefits the event advertised. It also allows racers the certainty that provision has been made for the competition of specific classes.

TRACK REQUIREMENTS

Tracks wishing to host a National event need to meet a minimum track requirement and may have to pass a track inspection.

-Track Length-

Scale 1/8 mile – 27.6 feet (8.38 metres)

Scale 1,000 feet – 41.8 feet (12.7 metres)

Scale ¼ mile – 55 feet (16.7 metres)

It is advisable that a National event not be held on a scale 1/8 mile track.

The track - whatever the length - should have a minimum shut down length of 15 feet (7 feet for 1/8 scale mile tracks) and 2 feet surface for the staging/starting area. **Ideally**, the track should be no more than 3 feet above the floor to cater for small children and those physically challenged.

-Power-

Qualifying and racing voltage for all classes shall be limited to a range of 16.0 – 16.5 (maximum) volts. This voltage is measured at the braid unloaded, without cars on the track using an accurate digital voltmeter.

-Wiring-

Looking down the track from the starting line, the positive side is on the right-hand side of the slot with negative on the left-side of the slot. The braid should be **minimum** ¼" wide commercial grade. Controller sockets should be wired to the standard 3 pin plug configuration (Cipsal 435 inlet socket) **-Centre Line-**

The track should have a **white** centre line extending from the staging area to the finish line.

-Staging Lights-

Staging lights shall be set at either **.200 or .400** of a second for PRO tree and **.400 or .500** for a FULL tree. This information will need to be stated on all promotional/advertising material.

-Pit space-

The track owner/promoter will need to ensure there is adequate pit space for the expected number of entries and that 240-volt power is provided to each space.

-Prizes-

Prizes and trophies will be nominated in the proposed schedule by the Raceway owner leading up to any State or National event. Trophies should be awarded to at least the winners and runner up in any class, and a trophy for the Concourse winner. Prizes or prize money are at the discretion of the Raceway owner.

Commercially Available

All motors and associated componentry described within these rules are to be commercially available through an Australian Slot Car Raceway or Australian Hobby store.

This definition is to restrict the importation of Motor parts that are not available for Commercial resale (One off motor Parts for example that will not be sold at a retail level). If the product is able to be sold commercially and the shops have access to these parts to re sell then they are legal for use(That means if a shop can order it, it is Legal for use). The only class exempt from this is AA/FC

Further information about track layout, power, and wiring or running a National event please contact ...

Peter Van Horssen (Mr Slotcar, Hallam) – Phone: (03) 9796-3830 – email: peter@mrslotcar.com

Paul Drady (Rule Book Representative) – Phone 0404445892 email: paul@pluckasracecraft.com.au

1.1.00 GUIDE

- 1.1.1 Only one guide per vehicle.
- 1.1.2 Must be a graphite guide for timing purposes.
- 1.1.3 Maximum length 1".
- 1.1.4 The guide must be free to move and not tightened.
- 1.1.5 The guide must be fitted as near as practical to the front of and under the vehicle. Refer to 1.3.15

1.2.00 MOTOR

- 1.2.1 Only one motor per vehicle – Except AA.
- 1.2.2 Any lead wire.
- 1.2.3 Spacers to limit armature end play are allowed.
- 1.2.4 Commutator may be re-trued if class rules allow.
- 1.2.5 Sealed motor classes must use motor with seal intact.
- 1.2.6 Any tampering or loosening of the seal is illegal.
- 1.2.7 All motors must remain box stock U.O.S.
- 1.2.8 Screw fixing of the end bell is allowed.

1.3.00 BODIES

- 1.3.1 They must resemble scale drag and street cars and must suit the class entered.
- 1.3.2 A class requiring a hard plastic or resin kit implies that a commercially available kit must be used.
- 1.3.3 Bodies must not be shaved or cut lower than the manufacturer's intended cut line.
- 1.3.4 On hard plastic or resin kit bodies, no body modifications or distortions, U.O.S.
- 1.3.5 Bodies must be fully painted in a finished state including at least front and rear windows.
- 1.3.6 Windows must be left clear or slightly tinted, or as supplied in the kit.
- 1.3.7 Rear windows on funny cars may be blocked out.
- 1.3.8 All cars must run a full interior that is detailed and painted with at least three colours – except in BB/Funny Car and AA/Funny Car.
- 1.3.9 All interiors must be 3 dimensional in either Lexan or original kit version
- 1.3.10 All vehicles must race with a bonnet with the exception of hot rod vehicles.
- 1.3.11 Bodies not allowed: Group C cars, sports sedans, F1 style cars, wing bodies and NASCAR bodies.
- 1.3.12 The wheelbase must conform to the original kit. Wheelbase tolerance +/- 5%.
- 1.3.13 All Lexan bodies may run without the rear bumper section, provided the original detail is not altered. U.O.S.
- 1.3.14 Trimming the rear end for wheelie bar clearance should be restricted to an absolute minimum.
- 1.3.15 The body must fully cover the chassis and guide, except for cockpit opening or other legal body openings.
- 1.3.16 Lexan wheel arches can be left clear or cut-out, and in their intended position.
- 1.3.17 Trimming of Lexan wheel arches must not intrude into top surface of the vehicle.
- 1.3.18 All vehicles must be either 1:24 or 1:25 scale.
- 1.3.19 Modified toys are not acceptable.
- 1.3.20 Exhaust pipes, body lines, injector stacks, scoops, blowers, mirrors and decals are optional. U.O.S.
- 1.3.21 Centre driver interiors are suitable for F/Cars, Rails, Dragsters and Alteredds only.
- 1.3.22 Lexan FC bodies must show any original detail (lights) or at least 5mm of the back panel. Except in AA's where the back section can be removed.

1.4.00 FRONT WHEELS

- 1.4.1 Front wheels must be in scale vertical position.
- 1.4.2 Must be visible from horizontal view.
- 1.4.3 Must touch the track before **any part of the car**, and be able to support the vehicle.
- 1.4.4 Min. diameter 0.625" (5/8"), except for AA, BB, Pro Gas and S/C Outlaws min. diam. 0.500" (1/2").
- 1.4.5 All other classes must run rotating F/wheels with full rubber or "O" ring tyres.
- 1.4.6 Front Wheels from the original model kit are OK to use, and must comply with all the above.

1.5.00 REAR WHEELS

- 1.5.1 Minimum size of 22mm (7/8") diameter.
- 1.5.2 All vehicles must run black tyres.
- 1.5.3 Must be mounted in the original position as intended for the body style.

1.6.00 CHASSIS GENERAL

- 1.6.1 Minimum clearance in all classes = 0.047" including the body.
- 1.6.2 Maximum width is 100mm.
- 1.6.3 Adding weight is optional in all classes.
- 1.6.4 Oilites may be soldered or glued in position.
- 1.6.5 In Top Sportsman and Top Doorslammer, only unmodified Parma "Edge" or Parma "Funny Car", JK-C70 Drag, MID-261, Mr Slot Car Croc or Slammer chassis can be used. No drilling, cutting, lightening, grinding, etc. The wheelie bar supports may be strengthened. Refer to Top Doorslammer specifications.
- 1.6.6 Sharp protrusions must be removed to avoid track damage or personal injury.
- 1.6.7 WHEELIE BARS: Up to a maximum of 127mm in length from rear axle centre to wheelie bar axle centre or as originally supplied in a commercially available chassis kit and no wider than 70mm.
- 1.6.8 Only Steel, Brass or Stainless allowed for chassis. No Plastic, Resin or 3D printing. U.O.S.
- 1.6.9 Carbon Fibre Material only allowed in AA/FC

1.7.00 CONCOURSE

- 1.7.1 Concourse will be judged prior to racing by individuals who are not participants or officials - preferably members of a model building club or model car builder.
- 1.7.2 Concourse will be judged at the beginning of the event or meeting. U.O.S.
- 1.7.3 Vehicles presented must be an event entrant.
- 1.7.4 Vehicles may only be presented in one class at any one drag meeting
- 1.7.5 Entries are unlimited.
- 1.7.6 Trophies will be given to the winner. A runner up trophy is at the tracks discretion.
- 1.7.7 Vehicles presented for Concourse must be cars owned by the presenter.

1.8.00 APPEARANCE

- 1.8.1 Vehicles participating in drag racing events must be presentable at all times.
- 1.8.2 Vehicles must be in a finished state and not in primer or undercoat.
- 1.8.3 Vehicles that are not in the spirit of the class entered may be rejected by the Chief Scrutineer and/or Race Director.

1.9.00 BRACKET SEEDING As per ANDRA seeding procedures.

- 1.9.01 Bracket qualifiers will be seeded in the order representing their position in qualifying. The top qualifier from the time trials being No.1 and the bottom qualifier No.16.
- 1.9.02 Group 1 Bracket qualifiers will be seeded accordingly 1v16, 2v15, 3v14, 4v13, 5v12, 6v11, 7v10, 8v9
- 1.9.03 Group 2, 3 and 4 Bracket qualifiers can be seeded 1v9, 2v10, 3v11, 4v12, 5v13, 6v14, 7v15, 8v16
Note 2nd Run lane choice will go to either the car (for each pair) that ran the quickest ET in first round or closest to their Dial in.

1.10.00 BYE RUNS

- 1.10.1 If an odd number of drivers in a bracket or class dictate a solo or a bye run, the procedure shall be:
- 1.10.1 The 1st bye run of a bracket shall be to the No.1 qualifier.
- 1.10.2 The 2nd bye run of a bracket shall be to the No.2 qualifier, or whoever beats him/her.
- 1.10.3 The 3rd bye run of an elimination bracket shall be to the No.3 qualifier, or whoever beats him/her, and so on until the finals.

1.11.00 COMPONENT SUBSTITUTION

- 1.11.1 Any component of a vehicle may be replaced except for the chassis.
- 1.11.2 The vehicle must retain the same style of body for competition.
- 1.11.3 The onus is on the competitor to have the vehicle ready and on time for each run.
- 1.11.4 Replacement components must comply with all rules for the class and be commercially available.
- 1.11.5 All replacement components must be checked by the Chief Scrutineer and/or Race Director and passed by either or both before vehicle can compete.

1.12.00 DRIVER SUBSTITUTION

- 1.12.1 The driver and relief driver must both, in person notify the race controller/ meeting director on the day of the meet, of a driver substitution.
- 1.12.2 A driver may be substituted at any time provided rule # **1.12.1** is observed.
- 1.12.3 If an entrant has to run more than one car at the same time, the driver may nominate a relief driver or run both cars simultaneously.

1.13.00 BURNOUT'S

- 1.13.1 No person is permitted to hold or touch a vehicle during burnouts.
- 1.13.2 Mechanical means to hold a vehicle during burnouts is not allowed.
- 1.13.3 "Shellite" must only be added to the tyres before a burnout.
- 1.13.4 "Shellite" must not be added during the burnout.
- 1.13.5 Vehicles may pass the staging line only once whilst performing a Shellite burnout.
- 1.13.6 Where required, a compulsory burnout must use a sufficient amount of "Shellite" to satisfy the Race Director or another burnout will be demanded.
- 1.13.7 No other substances other than "Shellite" and lighter fluid "Zippo" shall be used for burnouts. The track may wish to provide "Shellite" to avoid having foreign substances introduced. A driver found to be using any "foreign substance" on the vehicles tyres will have said car banned from racing. The vehicle cannot be substituted and the driver may be requested to pay the track clean-up cost.
- 1.13.8 One (1) Shellite burnout must be performed before staging for Street, Super Sedan and Outlaw Street.

1.14.00 DISQUALIFICATION

- 1.14.1 Example of grounds for disqualification:
 - 1– Failure to report to staging.
 - 2– Delaying a run or sandbagging.
 - 3– De Slotting.
 - 4– Depositing foreign matter onto the strip or staging lanes.
 - 5– Red light.
 - 6– Breaking out on a dial-in run.
 - 7– Unsportsmanlike conduct.
 - 8– Interfering with an opponent or his/her vehicle.
 - 9– Failure to comply with any of the rules stated here-in.
- 1.14.2 The 1st offender is disqualified and the other is re-instated providing the grounds for disqualification are equal for both. Otherwise the 1st or worst rule is used. E.g.- Driver No.1 red lights and driver No.2 de-slots, and then driver No.1 wins.
- 1.14.3 Crossing the centre line during a burnout isn't grounds for a disqualification.
- 1.14.4 De Slotting reference. The moment a car completely leaves/comes out of the slot and changes direction (Left or Right) this constitutes a de slot and a loss is recorded. The opposing driver is awarded the WIN!

1.15.00 SETTING OF RECORDS

- 1.15.1 Records can only be set at organised events, such as club or open meetings.
- 1.15.2 Records will only be allowed if the chief scrutineer checks the following...
- 1.15.3 Track power has to be checked and measured at no more than – 16.5 volts
- 1.15.4 The vehicle passes on the spot scrutineering inspection.
- 1.15.5 **A back up pass is no longer required.**

1.16.00 SCRUTINEERING

- 1.16.1 Each vehicle, regardless of class, must complete a satisfactory inspection by the scrutineering crew before it is permitted to compete. For National events the crew will comprise of the National Chief Scrutineer (or his/her representative) and a delegate from each state that has participants competing at the event.
- 1.16.2 Any motor, chassis component, or body change made after scrutineering, must be reported to the race director or chief scrutineer for proper identification before any further runs are made.
- 1.16.3 The race director and/or the chief technical scrutineer reserve the right at any time to inspect or tear down a competitor's vehicle.
- 1.16.4 Vehicles which are placed first, runner up, top qualifier or set a record may be inspected by the race director and or chief scrutineer after the run to check for legality. The said vehicle may also be impounded and dismantled, if the race director deems it necessary. Refer to 0.16.6.
- 1.16.5 All vehicles competing in a weight limit class must pass a post-race weight inspection by the scrutineering crew after each run.
- 1.16.6 Non-compliance – Any vehicle that does not comply with class rules.
EG. Being underweight or spoiler exceeding permissible limits shall be given the opportunity to correct the condition and have vehicle re-scrutinised before being allowed to compete. The competitor understands that the event shall not be delayed specifically to allow for the correction of the problem.
- 1.16.7 Cheating – Where failure to pass scrutineering is caused by a condition deemed to be, by the race director or chief scrutineer, an attempt at blatant misrepresentation. EG. A retagged armature or the disguise of a prohibited component, the vehicle shall be disqualified from any competition in that class and the entry fee forfeited. The race director and/or track owner may elect to impose additional penalties, such as, disqualification of the competitor from all classes at that event and/or for a set period of time.
- 1.16.8 Any racer/driver that refuses to allow his/her vehicle to be scrutinised by the race director, chief scrutineer or scrutineering crew, will not be allowed to race said vehicle.

1.17.00 PROTESTS

- 1.17.1 Protests shall be in written form only, and completed by the competitor making the protest within that relevant class.
- 1.17.2 Protest shall be decided by the race director and/or chief scrutineer.
- 1.17.3 A protest in the form of a "look" will not include dismantling. NOTE: A fee of **\$20.00** shall apply.
- 1.17.4 Should any dismantling be in order, the protestor shall forward a bond of **\$100.00** (in addition to the protest fee of **\$20.00**) to the Race Director or Track Owner to cover the cost of dismantling. If after dismantling and inspection of the protested component, all is found to be legal, the protester will forfeit the **\$100.00** and it will be handed to the competitor whose vehicle was questioned to be illegal. If the component/part in question is found to be illegal, then, the protestor will be refunded the **\$100.00** bond and the illegal component/part confiscated. Refer to 0.16.6.

Protest Form is located at the back of the rule book

1.18.00 RACE CONTROL

- 1.18.1 The race controller at any drag meeting shall have control of the power at all times. Only when the track is clear shall the power be applied by the race controller.
- 1.18.2 Time limits in heats and finals will be set at one minute except for BB and AA which shall be 90 seconds. If vehicles are not staged and ready to run at the expired time, a foul will be recorded. If a driver is ready to stage but cannot proceed because of waiting for the other driver, and the time expires, then the waiting driver shall receive the green and accordingly the win.
- 1.18.3 Only after approaching the race director for permission, a time delay may be granted to competitors to make repairs to their vehicle. The decision is at the discretion of the Race Director.
- 1.18.4 Once the vehicles are staged and the Race Controller receives the OK from both drivers, the race is then under the control of the Race Controller.
- 1.18.5 If a vehicle comes out of stage once the countdown has commenced, it will be given a red light and his/her opponent will be given the green light and win.
- 1.18.6 Any vehicle that runs backwards after it is staged and given the green light during qualifying and/or eliminations will be disqualified with his/her opponent given the win. Refer to rule 0.14.2
- 1.18.7 A driver may not touch or handle a vehicle from the time the countdown commences to receiving the green light. Otherwise, they will be given a red light and his/her opponent will be given the green light and the win.
- 1.18.8 Staging lights shall be set at .200 or .400 of a second for PRO Tree and either **.400 or .500** for Full tree for the duration of both qualifying and eliminations. If the .200 rule is to be added then a track **MUST** indicate at the announcement of the classes (6 months before the event) what tree format will be run.
- 1.18.9 For non-Goo and Spray goo only classes, drivers must present their cars to the race director prior to their allocated run

1.19.00 CONTROLLERS

- 1.19.1 Any control device may be used as long as it does not increase voltage to the track.
- 1.19.2 The Race Director may inspect controllers at his/her discretion.
- 1.19.3 Any device that is found to interfere with the track computer system will be banned.
- 1.19.4 Only the entered driver may operate any device which controls their car on the track.
- 1.19.5 There must be no outside assistance in the operation of controllers, chokes, relays, etc.
- 1.19.6 Control devices shall not be capable of electronically or mechanically actuating and/or delaying reaction times in a manner of a full-sized "delay box" or "crossover box".

1.20.00 TIME TRIALS (QUALIFYING)

- 1.20.1 All competitors are required to record at least one time trial in either lane to be eligible for elimination brackets.
- 1.20.2 If no time has been recorded in either lane, one additional run will be allowed to provide a time.
- 1.20.3 A competitor not recording a time will assume the lowest seeding position.
- 1.20.4 Once the time trials have finished, the competitors are advised of their seeding positions, and no further time trials shall be permitted.

1.21.00 PIT WORK

- 1.21.1 No vehicle or pit work is permitted near the drag strip except when vehicle is called to run.
- 1.21.2 No pit boxes are allowed near or on the drag strip **or on the Race Controllers desk.**
- 1.21.3 Controllers, Shellite, Oil, Voodoo, Tools, etc. are not to be placed on the race controller's desk, tower, or the drag strip.

1.22.00 PIT CREW

- 1.22.1 Each competitor is allowed **one** crew member within the driver's station and track area for the purpose of pre-race preparation (i.e. preparing of track surface, gooing, wheelie bar adjustment, staging of vehicle).
- 1.22.2 Crew members are not allowed to impede with opponents pre-race preparations.
- 1.22.3 Once a vehicle is staged, the crew member must vacate the driver's station area.
- 1.22.4 Physically challenged participants may have additional assistance in setting up their car and be allocated extra time by the Race Controller/Director.

1.23.00 GOO (TYRE TRACTION COMPOUND)

- 1.23.1 Goo must be applied to the vehicle's tyres and not the track, Goo rollers may be used but must be approved by the chief scrutineer before being used at an event.
- 1.23.2 Goo will not be allowed for Street, Outlaw Street and Super Sedan.
- 1.23.3 Goo will be unlimited for Wild Bunch, Super Street, Top Sportsman, Top Door, Super Modified, **AF/Nitro**, Top Fuel, Dial-in, Competition Eliminator, Pro Street, Supercharged Outlaws, Super Gas, Pro Eliminator, Mountain Motor Pro Stock, Pro Gas, TA/FC, BB and AA.
- 1.23.4 Classes should be run in order as per Class numbers in the Class specifications section.
- 1.23.5 Goo can be wiped off by a competitor or their pit crew to suit their needs with a Rag supplied by the Raceway only.
- 1.23.6 Goo scrapers are allowed **after receiving the approval from the Race Director.**
- 1.23.7 Goo will be limited to spray goo only in Nostalgia Funny Car, Gasser, Show and Go and Top Sportsman.

1.24.00 WINNING AND FOULING

- 1.24.1 The winning vehicle in the heats and finals (Heads up classes) shall be the 1st vehicle over the finish line unless rule 1.24.3 applies.
- 1.24.2 If the timing system does not record a winner, a single re-run may be required at the discretion of the Race Director. If on the second pass, the same car does not record a time, the win will be awarded to the other driver.
- 1.24.3 Between the green light and the race end, any manual handling of the vehicle shall be deemed as a foul and recorded as such. Any foul is considered a loss, and thus a win is recorded to the other driver.
- 1.24.5 In the event of a dual red light, the driver who red lights by the least amount of time shall be deemed the winner.
- 1.24.6 If both drivers foul, then refer to rule 0.14 to determine the winner.
- 1.24.7 If in a dial-in class, the race winning vehicle does not register a time, a re-run can be called at the discretion of the Race Director. Dial-in times must remain the same for the re-run. If on the second pass, the same car does not record a time, the win will be awarded to the other driver.

1.25.00 BRACKET ELIGIBILITY

- 1.25.1 All group 1 categories compete with heads up or even start since each of the vehicles are theoretically on an equal standard.
- 1.25.2 **GROUP 1 CLASSES** (heads up) include: Outlaw Street, Nostalgia Funny Car, Super Stock, Top Doorslammer, AF/Nitro, Top Fuel, Pro Modified, Pro Stock, Pro Gas, TA/FC, BB & AA.
- 1.25.3 **GROUP 2 CLASSES** (class record handicaps): Competition Eliminator.
- 1.24.4 **GROUP 3 CATEGORIES** **Qualifying fastest to slowest.** Then compete as dial-ins or pre-selected index (DYO). Top Sportsman, **Gasser**, Dial-in, Super Charged Outlaws and Pro Eliminator
- 1.29.4 **GROUP 4** (Single Fixed Index): where vehicles use a common index dial-in.
 - 1.500 seconds = Street.
 - 1.300 seconds = Super Sedan.
 - 1.200 seconds = Show and Go
 - 1.100 seconds = Super Modified.
 - 0.990 seconds = Super Gas.
 - 0.890 seconds = Super Comp.**
- 1.29.5 **BRACKET SIZES:**
 - All Groups - Min. 4, Maximum is determined on the Race program

1.26.00 ENTRIES

- 1.26.1 A driver can enter a maximum of three (3) cars in any class at any Local or National event (Unless otherwise stated before an event).
- 1.26.2 A particular car can only be entered once in any one given class.
- 1.26.3 Providing the vehicle meets the class requirements, it may be entered in more than one class.
- 1.26.4 Entries can be changed/adjusted up to 1 hour before scrutineering for each class (No entries can be changed after that).

1.27.00 INTERPRETATION OF THE RULES

- 1.27.1 The rules contained in this rule book are presented in a positive manner. Where possible each permissible option or class requirement has been listed as such.
- 1.27.2 Unless the class requirements specifically state that a modification or option is permitted 'IT WILL NOT BE ALLOWED'.

1.28.00 MEETING DIRECTOR

- 1.28.1 The Meeting Director at any event is responsible for the conduct of the entire meeting and has the authority over all officials under his jurisdiction. The Meeting Director has a standing obligation at all times to consider the recommendations of the track officials and must be prepared to fully justify refusal of any track official's recommendation.

1.29.00 HEALTH REGULATIONS

- 1.29.1 There will be NO SMOKING inside the Raceway at any time. **Or within 4 metres of the entrances.**
- 1.29.1 Alcohol is strictly banned and must NOT enter the Raceway!
- 1.29.2 Any person attempting to conceal alcohol within the Raceway will be warned once before they are ejected from the Raceway.
- 1.29.3 Any **person** found to be intoxicated may be removed from the premises.
- 1.29.4 **If the Raceway is Licensed to sell alcohol, "House Rules" and Local laws must be obeyed.**

1.30.00 STAGING

- 1.30.1 In a Final, staging preparations can only start when both drivers are ready to move into the Staging area together.
- 1.30.2 Cars may be driven across the "START" line no more than 3 times, before actually staging. And they should be limited to short bursts, and remain within the staging time limits set for that particular class.
- 1.30.3 Staging time limits:
60 seconds for All Indexed and Dial your own classes.
90 seconds for ALL Heads up classes.
These time limits are set to maintain a reasonable flow of throughout the competition. So be sure you have a pit crew ready to help if you need assistance to stay within these time limits. Staging time limits will begin once the previous race has been completed. We ask that racers remove their controllers as soon as their race is completed so as to not delay the following race.
- 1.30.4 In any dial in class once the Race Director asks if both drivers are ready, they accept the Dial in entered, Dial ins are the responsibility of the Drivers ONLY and should be checked prior to staging.

ANY ATTEMPT TO DIVERT FROM THESE SPECIFICATIONS, OR MODIFICATION NOT COVERED BY THE ABOVE RULES WITHOUT PRIOR APPROVAL, WILL BE DEEMED ILLEGAL

BEFORE YOU ATTEMPT TO "RE-INVENT THE WHEEL", HAVE IT CHECKED!

The Rule book is split into 2 Sections, the front part of the book is for Group 3 and 4 Racing which most clubs predominantly do each week to week and then the back part of the book is all Group 1 Heads up classes.

When hosting a National event (Hardshell, State Titles or Nationals) using this book, it is advised to run to the number order next to each class below.

1. Street (1.500 Index, Full Tree)
2. Super Sedan (1.300 Index, Full Tree)
3. Outlaw Street (Heads up Pro Tree)
4. AFX/Gasser (Dial Your Own, Full Tree Dial in)
5. Show & Go (1.200 Index, Full tree)
6. Nostalgia Funny Car (Heads up, Full Tree)
7. Super Modified (1.100 Index Pro Tree)
8. Top Doorslammer (Heads up, Pro Tree)
9. Super Stock (Heads up pro Tree)
10. Super Gas (0.990 Index, Pro Tree)
11. Dial In (Dial Your Own, Full Tree Dial In)
12. AF/Nitro Funny Car (Heads Up, Pro Tree)
13. Top Fuel (Heads Up, Pro Tree)
14. Supercharged Outlaws (Dial Your Own, Full tree Dial In)
15. Super Comp (0.890 Index, Pro Tree)
16. Pro Modified (Heads up, Pro Tree)
17. Pro Stock (Heads Up, Pro Tree)
18. Pro Gas (Heads Up, Pro Tree)
19. BB/Funny Car (Heads Up, Pro Tree)
20. TA/FC (Heads Up, Pro Tree)
21. AA/Funny Car (Heads Up, Pro Tree)

Class Specifications: INDEX & Dial In Classes

1. STREET

GROUP 4	1.500 sec Index - Full Tree - No Goo may be added to the track. A Shellite burnout must be performed before staging the car, Any goo on the track must be wiped up and not used on the tyres.	
CHASSIS	Any steel and/or brass chassis. No wheelie bars.	
DRIVE	Any 48 or 64 pitch drive. Any 1/8 or 3/32 oilites or bearings	
BODY	Any commercially available 1:24 or 1:25 scale hard plastic model kit, Resin Moulded bodies, 3D Printed Plastic or 3D Printed Resin bodies. I.E., Production car, Ute, wagon, hot rod, street machine, truck including commercial vehicles. Vehicles must be street registrable. No enlarged rear wheel arches. No rear wings unless original equipment. Production scoops only. No drag endorsement or sponsors decals. Graphic decals OK.	
MOTOR	Any electric motor.	

2. SUPER SEDAN

GROUP 4	1.300 sec Index - Full Tree - No Goo may be added to the track. A Shellite burnout must be performed before staging the car. Any goo on the track must be wiped up and not used on the tyres.	
CHASSIS	Any steel and/or brass chassis. No wheelie bars.	
DRIVE	Any 48 or 64 pitch drive. Any 1/8 or 3/32 oilites or bearings.	
BODY	Any commercially available 1:24 or 1:25 scale hard plastic model kit, Resin Moulded bodies, 3D Printed Plastic or 3D Printed Resin bodies. P/ups, Utes and Convertibles are OK (no Trucks). Vehicles must be street appearing. No enlarged rear wheel arches. No rear wings unless original equipment. Bonnet Scoops (Hornet Style) Reverse Cowls and Letter Box Style Scoops allowed, Sponsors Decals (Large or small) are permitted on cars racing in Super Sedan.	
MOTOR	Any electric motor.	

4.AFX/Gasser Vehicles MUST represent the "SPIRIT" of the class!

Group 3	Dial Your Own – Spray Goo - Full Tree @ fastest Qualifier=TQ, then D.Y.O Shellite Burnouts may be performed, no goo to be added to the racing surface	
Chassis	Any inline chassis may be used or built. Wheelie bars are optional and must be no longer than 50mm measured from the centre of the rear axle to the centre of the wheelie bar axle.	
DRIVE	1/8" or 3/32" Inline only.	
BODY	1967 or earlier (1/24 or 1/25 Scale) Any commercially available 1:24 or 1:25 scale hard plastic model kit, Resin Moulded bodies, 3D Printed Plastic or 3D Printed Resin bodies, Standard and Altered wheelbase, Sedans, Trucks, Station Wagons and Topless roadsters are allowed. Wheel wells may be altered, rear bumper and parachutes. May open hood for Blower, Velocity Stacks, Tunnel Ram etc. A stock hood is optional. Must resemble a Gasser or A/FX styles cars. No Centre Drivers, rear wings, or Vacuum form bodies! No part of the body can be less than 10mm from the racing surface measured all the way around the body. Only the extractors or engine dress up parts may be lower than this point.	
Tyres	Any Rear Tyres May be used, Front tyres must be scale appearing.	
Motor	Up to a Super 16D may be used	

5. SHOW and GO

Group 4 1.200 second Index – Spray Goo Only - Full Tree

CHASSIS Any steel and/or brass chassis. Wheelie bars optional (refer to 1.6.7 for specifications)

DRIVE Any 48 or 64 pitch drive. Any 1/8 or 3/32 oilites or bearings

BODY Any 1/24 or 1/32 scale hard plastic, **3D Printed Plastic, 3D Printed Resin**, Resin Moulded or lexan sedan, ute, wagon or truck body. Pro stock or pro street style rear spoilers are allowed – no Pro Mod or Doorslammer spoilers. Full Size sponsors decals are permitted.



TYRES Any front and rear tyres allowed – front tyres must be in proportion of front wheel arch.

MOTOR Any electric motor.

7. SUPER MODIFIED including Rails, Alteredds and Funny Cars.

GROUP 4 1.100 second Index Goo Allowed - Pro Tree

CHASSIS Any steel and/or brass chassis. Wheelie bars optional (refer to 1.6.7 for specifications)

DRIVE Any 48 or 64 pitch drive. Any 1/8 or 3/32 oilites or bearings

BODY Any 1:24 or 1:25 scale hard plastic model kit, Resin Moulded bodies, 3D Printed Plastic, 3D Printed Resin bodies or Styrene Bodies Allowed. If using a stock model kit body, the body must have at least 2 modifications done to them to be eligible (chopped, channelled, scoop, blower, injectors, wing/spoiler, parachutes, Pipes). Pro Street, Pro Stock, Pro Modified/Top Doorslammer, funny Cars and Dragsters are eligible to run. Dragsters and Altered must run the model motors in the cars (As much as can be installed as possible).



MOTOR Any electric motor.

10. SUPER GAS

GROUP 4 0.990 second Index (.840 for 1000' tracks) Goo Allowed - Pro Tree

CHASSIS Any steel and/or brass chassis. Wheelie bars optional.

DRIVE Any.

BODY Any commercially available 1:24 or 1:25 scale Sedan, Ute or Roadster body in Lexan, Hard plastic, **3D Printed Plastic, 3D Printed Resin** or Resin Moulded. They may have the roof cut to resemble full scale Roadster bodies. **Bodies do not need scoops, blowers, spoilers or wings to be eligible for the class**

MOTOR Any



11.DIAL-IN Dial your own - Goo Allowed - Full Tree @ Qualifying, closest to Dial-in=TQ, then D.Y.O

GROUP 3 Slowest Dial-in 1.200 seconds quickest Dial-in 0.750 seconds

CHASSIS Any steel and/or brass chassis, Wheelie bars optional (refer to 0.6.0 to 0.6.7 for specifications)

DRIVE Any.

BODY Any Street or Drag Style Body, Street style to Top Fuel and everything in between, Hard Plastic, **3D Printed Plastic, 3D Printed Resin**, Resin Moulded, Styrene or Lexan bodies may be used.

MOTOR Any

NOTE The car entered must comply with an Australian National class.



14.SUPERCHARGED OUTLAW Slowest Dial in 1.090 sec - Quickest Dial in 0.800 sec

GROUP 3 Dial your own - Goo Allowed - Full Tree @ Qualifying, fastest Qualifier=TQ, then D.Y.O

CHASSIS Any steel and/or brass chassis. Wheelie bars optional (refer to 1.6.7 for specifications)

DRIVE Any drive, any bearings.

BODY Any commercially available 1:24 or 1:25 dragster (rail), Funny car, Altered, or Doorslammer body style, hard plastic, **3D Printed Plastic, 3D Printed Resin**, Resin Moulded or Styrene bodies allowed. Dragsters and Altered must have model motor installed – rear engine or front. Funny cars, Doorslammers and modified vehicles must have blower and injector hat protruding through bonnet and not just placed/glued on top. Doorslammer and modified vehicles must have a deck lid spoiler or rear wing.

MOTOR Any motor.



15. SUPER COMP

GROUP 4 0.890 second Index. Goo Allowed - Pro Tree

CHASSIS Any steel and/or brass chassis. Wheelie bars optional.

DRIVE Any.

BODY Any commercially available 1:24 or 1:25 scale Altered, Rear Engine Dragster or Front Engine Dragster only, Hard plastic **3D Printed Plastic, 3D Printed Resin**, Resin Moulded, Lexan or Styrene Bodies allowed. Model motors must be fitted to the cars.

MOTOR Any



Class Specifications: HEADS UP Classes

3. OUTLAW STREET

GROUP 1	Heads up - Pro Tree – No Goo may be added to the track. A Shellite burnout must be performed before staging the car
CHASSIS	Any steel and/or brass chassis. No wheelie bars.
DRIVE	Any 48 or 64 pitch crown gear and pinion (in-line). 1/8" or 3/32 solid axle. Oilites only.
BODY	Any commercially available 1:24 or 1:25 scale hard plastic model kit, Resin Moulded bodies, 3D Printed Plastic or 3D Printed Resin bodies - production car or truck. Vehicles must be street registerable. Bonnet scoops, blowers, Injector stacks, injector hats, tunnel rams and carburettors are OK. Must be of a reasonable size to allow good forward vision through the windscreen. No enlarged rear wheel arches. Rear wing optional with length up to 20mm. Contingency type advertising decals on windows (side and rear only) acceptable. Existing vehicles with advertising decals, sponsor decals or drag endorsements on body panels will be allowed to race but will not be eligible to run in Street Class. Graphics decals OK.
MOTOR	Any Electric motor.



6. NOSTALGIA FUNNY CAR (can also compete in COMPETITION ELIMINATOR)

GROUP 1	Heads up – Spray Goo Only - Full Tree
CHASSIS	Chassis to be built only using Piano wire for the rails. Guide tongues and in-line brackets like out of a WRP C-09 or MrTrax kit may be used, Brass guide tongues or pillar blocks may also be used. Wheelie bars are optional and must be no longer than 50mm measured from the centre of the rear axle to the centre of the wheelie bar axle.
DRIVE	Any 48 or 64 pitch crown gear and pinion (in-line). Any bearings.
BODY	Any 1965 to 1979 Funny Car Body in 1:24 or 1:25 hard plastic or resin kit. Injectors (hats, shotgun or direct port) must protrude through the bonnet/windscreen and the Funny Car style headers must be fitted. The body should be raked forward by at least 3mm between the wheel arches.
TYRES	Minimum rear tyre diameter = 29mm with .490" minimum width.
WEIGHT	Minimum weight of 130 grams.
MOTOR	Parma S16D, P499 or P502 or Pro Slot PS-2001, 2001S or 2003. Must use stock Parma or Pro Slot Super 16D arm PN# 502AU, 502TU, 72004U or PS-2007. Basic blueprinting allowed. No shimming of the magnets allowed. Only super glue to hold magnets in place. Stock can oilites only. Standard Endbell only. Brushes & springs may be changed. Arms may be rebalanced. No shunt wires. No Mixing of Endbells and Cans. Must run Parma Can and Endbell or Pro Slot Can and Endbell. Mixing Parma or Pro Slot, Armature, Can or Endbell is forbidden. Parma with Parma, Pro Slot with Pro Slot only. Crushing of Cans/Setups to close up the Air Gap is also Forbidden.



8.TOP DOORSLAMMER (can also compete in COMPETITION ELIMINATOR)

GROUP 1	Heads up - Goo Allowed - Pro Tree
CHASSIS	PARMA EDGE, JK-C70 or Mid America Boss MID-261, Mr Slotcar Croc and Slammer Drag chassis only. No modifications allowed, except the Guide flag may be cut out and relocated rearwards to accommodate body fitment over guide. All material removed must be reattached to chassis. Piano wire motor/axle brace and soldering of front axle is ok.
DRIVE	Any crown gear and pinion (in line). Oilites only. 1/8th or 3/32 axles are allowed.
BODY	Any commercially available 1:24 or 1:25 scale hard plastic model kit, Resin Moulded bodies, 3D Printed Plastic or 3D Printed Resin Top Doorslammer Style body. Body modifications are unlimited. Minimum modifications must include: rear deck/spoiler, parachute(s), bonnet scoop or blower protruding through bonnet. Turbo cars may run but they must run a Cowl (minimum 5mm tall at base of windscreen) and turbo exhausts from both sides of the car, Door sill is to be no less than 1.5mm below original door line. All Top Doorslammers must pass a body check by officials prior to competing. No Pro Stock bodies allowed. 
WEIGHT	Minimum weight of 140 grams for all vehicles. Vehicles CAN be weighed after each run. Any vehicle found to be underweight will be disqualified.
MOTOR	Option #1 Sealed Pro Slot Speed FX PS-2003 Option #2 PARMA or Pro-Slot Super 16D can only with any super 16D armature. Armature coating must not be disturbed. No can or endbell modifications, gluing of magnets is allowed, no shimming. Any brushes (not shunted) and any springs. Option #3 Pro Slot "Crazy Horse" PS-2200 motors, replacement PS-917 Armature 40T28. PS-2216 Poly-Neo magnets only. Pro Slot Can and Endbell may not be modified. Only Standard Brushes, Gold dust, Big Foots and the like (Shunts are Forbidden), Any springs. Can oilites only. No Shimming. Super Glue may only be used to glue the magnets in place. Crushing of Cans/Setups to close up the air gap is Forbidden

9. SUPER STOCK

GROUP 1	Heads up - Goo Allowed – Pro Tree
CHASSIS	Any steel and/or brass chassis. Wheelie bars optional (refer to 1.6.7 for specifications)
DRIVE	Any 48 or 64 pitch drive. Any 1/8 or 3/32 oilites or bearings
BODY	Any commercially available 1:24 or 1:25 hard plastic, Resin or 3D printed Sedan, Wagon, Ute (Pickup). Street/Stock bodies only (No modifications), Resin or 3D printed bodies must resemble street appearing cars and must not be modified in any way (No Pro Stock or Mod Modified/Top Doorslammer type bodies with the spoilers removed are not eligible and cannot be used in this class), Bonnet scoops, blowers, injector stacks, injector hats, tunnel rams and carburetors are OK. No enlarged rear wheel arches and no rear wings, unless original equipment. No Pro Stock/Pro Modified Kits. No Pro Stock/Pro Modified Spoilers or Wings allowed. Only production type wings and spoilers can be used if they come with the model kit. Sponsorship decals and contingencies are allowed 
MOTOR	Only Pro Slot "Crazy Horse" PS-2200 motors, replacement PS-917 Armature 40T28. PS-2216 Poly-Neo magnets only. Pro Slot Can and Endbell may not be modified. Only Standard Brushes, Gold dust, Big Foots and the like (Shunts are Forbidden), Any springs. Can oilites only. No Shimming. Super Glue may only be used to glue the magnets in place. Crushing of Cans/Setups to close up the air gap is Forbidden
TYRES	Minimum width of .385 (9.78mm) and minimum height of 29mm (1.141 inch)

12.AF/NITRO ALTEREDS and FUNNY CARS ONLY (can also compete in COMPETITION ELIMINATOR)

GROUP 1	Heads up - Goo Allowed - Full Tree
CHASSIS	Any steel and/or brass chassis, Wheelie bars optional (refer to 0.6.7 for specifications)
DRIVE	Any crown gear, pinion and bearings may be used.
BODY	Any commercially available 1:24 or 1:25 scale hard plastic model kit, Resin Moulded bodies, 3D Printed Plastic or 3D Printed Resin bodies Alteredds - Pre 1949 replica's of Alteredds. Rear wing and model engine must be used. Fuel tank and radiator optional. Overall length from front edge of guide to wheelie bar axle no greater than 250mm. Front wings are optional. No roof, windscreen or glass. Funny Cars – 1970's body style to current (no AFX cars). Funny car must have blower / intake protruding through (not attached to) bonnet. Exhaust headers are optional. Wheelbase must be within 5% of original scale length of original kit dimensions.
MOTOR	Any Super 16D can with any Super 16D armature. Single or quad ceramic Super 16D magnets only. (Black Max magnets are no longer available, but still allowed). Gluing and/or shimming of magnets are OK. Can and end bell may be modified. Any bearings, brushes and springs – shunts allowed.
WEIGHT	Minimum 120 grams.
WHEELS	Rear wheel minimum dia 26.5mm. Minimum tyre tread width fully contacting the track surface 0.430"/10.9mm. Front wheels minimum 3/4" diameter.



13.TOP FUEL Current style rear engine rails only – 1990 or newer) (can also compete in COMPETITION ELIMINATOR)

GROUP 1	Heads up - Goo Allowed - Pro Tree
CHASSIS	Any steel and/or brass chassis. Wheelie bars optional (refer to 1.6.7 for specifications)
DRIVE	Any drive with any bearings.
BODY	Any commercially available 1:24 or 1:25 scale hard plastic model kit, Resin Moulded bodies, 3D Printed Plastic or 3D Printed Resin Post 1990 Top Fuel Bodies. All kit supplied rear wings and model engines must be used. Front wings are optional. Must run roll cage and either 3D interior or kit interior (seat and steering wheel). Canopy cars must run 3D interior.
TYRES	Min. rear tyres is 29mm in diameter and .490 wide. Tyres will be measured at the conclusion of each run and if any tyre is found to be under size the vehicle will be disqualified.
MOTOR	Option #1 Any D can with any Super 16D armature. Only commercially available single ceramic S16D Magnets only. No Quads, Neo's or Rare Earth magnets. Black Max magnets are no longer available, but still allowed. Gluing and/or shimming of magnets are OK. Can and end bell may be modified. Any bearings, brushes and springs – shunts allowed. Option #2 PS-2308A Speed FX D-Can Poly-Neo Setup with a PS-105 Drag S16D Armature, PS2216 Poly- Neo magnets only. Pro Slot Can and Endbell may not be modified. Any brushes and springs. Can oilites only. No Shimming or gluing of magnets.



16.Pro Modified (can also compete in COMPETITION ELIMINATOR)

GROUP 1 Heads Up, Goo allowed, Pro Tree

CHASSIS Any steel and/or brass chassis. Wheelie bars maximum 125mm

DRIVE Any 48 or 64 pitch inline crown gear. Any bearings.

BODIES Any commercially available 1:24/1:25 hard plastic, resin or 3D printed Plastic, 3D Printed Resin bodies allowed (No Styrene bodies allowed), but must conform to basic Pro Mod/Top Doorslammer cars as those racing in NHRA, IHRA or ANDRA classes. Must have Pro Stock scoop, cowl induction (turbo) or blower and hat protruding through bonnet. Early era funny cars must have Tech approval. Headlight, park and tail lights must be present ie-stickers

THE AIM:- is To Encourage Modelling, Construct and build a body to suit the class.

BODY 65mm minimum body width at any point between front and rear wheel opening centre lines. Wheel well openings may not be covered and must have min. opening of 13mm x 10mm. 40mm min. body height measured from the track surface to the top of the roof or any rearward point. 10mm min. side window height, measure at right angles to the track at the rear door line. Rear wheel tubs are permitted. Front wheel tubs/blisters are not permitted.



Rear wing maximum 25mm overhang, measured from highest and most rearward point of body.

REAR WHEELS Minimum dia 26.5mm. Minimum tyre tread width fully contacting the track surface 0.400"/10.16mm.

MOTOR Group 12 single or quad magnet production tagged motors only. Cans may not be modified in any way, except to be resized to OEM specs, bushing holes may be enlarged for bushing or bearing alignment. Bushings or bearings may be soldered in place. Cans may not be split and re-welded. Any C can production end bell may be used. The end bell may not be modified in any way (no grinding, shortening, lightening or venting). Any production hardware that's bolts into the original mounting holes may be used. Any production Single or Quad magnets may be used. Aftermarket magnets are not allowed. Magnets may be shimmed and epoxied in place. Magnets may be honed. Set up may not contain Rare Earth materials. Any production brushes and springs may be used. Shunt wire allowed.

ARMATURE Any production G12 armature may be use. Must be 50 turns machine wound in series 29- gauge wire (.0112 min. and .0114 max wire size). Stack dimensions are .510 min. diameter & .350 min. length. Armature must be tagged by the manufacture to be identified as a G12 armature and be available through standard distribution channels.

WEIGHT Minimum weight of 120 grams

17. PRO STOCK

GROUP 1 Heads Up - Goo Allowed - Pro Tree

CHASSIS Any steel and/or brass Inline chassis, Wheelie bars optional (refer to 0.6.7 for specifications)

DRIVE Any 48 or 64 pitch in-line crown gear and pinion. Any 1/8 or 3/32 oilites or bearings.

BODY Any year (1/24th or 1/25th scale) must be of plastic, Resin Moulded or 3D printed plastic, 3D Printed Resin. (No styrene). Body may be lowered, but must maintain two thirds of the front bumper. Body must retain original door lines. Body may not be chopped. Wheel-wells may be enlarged to reflect the pro stock look not to exceed 17.5mm on 1/25th scale and 12mm on 1/24th scale. No two seat coupes, i.e. Corvettes, Vipers and Prowlers etc. No convertibles. (T-Tops ok). Vehicle must resemble full scale I.H.R.A. or N.H.R.A. pro stock vehicles. Body must have original front and rear bumpers as delivered by the factory. Rear bumper/valence may be opened for wheelie bar struts. The portion of the bumper/valence panel between the wheelie bars may be removed. The removed area shall not exceed 20mm by 5mm Head lights, parking and tail lights must be retained in stock original factory location.



FRONT TYRE 19mm minimum diameter. As measured from the outside diameter of the tyre. The angling of front wheels to allow lowering of front end prohibited. Flat spotting of tyres to allow for clearance is prohibited.

REAR TYRES Wheel tyre diameter minimum 26.98mm. Minimum tyre tread width fully contacting track surface (0.500" or 12.70mm).

DIAPLANES Prohibited

HOOD SCOOP Must be Pro Stock style scoop. All cars must have a scoop.

REAR SPOILER Pro Stock style spoiler with spill plates only. Must be chrome or painted to match paint scheme of car. Maximum length is 22.2mm measured from mounting point of body to end of spoiler. It can be moulded into body. Minimum length 6mm. Spoiler width must be as wide as the deck lid and no wider than the rear fender where attached. Spoiler must attach to the tail end of rear deck no lower than horizontal. Spill plates cannot measure more than 8mm tall.

MOTOR Group 20 single or quad magnet production tagged motors only. Cans may not be modified in any way, except to be re-sized to OEM specs & bushing holes may be enlarged for bushing or bearing alignment. Bushings or bearings may be soldered in place. Cans may not be split and re-welded. Any C-can production end bell may be used. The end bell may not be modified in any way (no grinding, shortening, lightening, or venting). Any production hardware that bolts into the original mounting hole may be used. Any production Single or Quad magnets may be used. After-market magnets are not allowed. Magnets may be shimmed and epoxied in place. Magnets may be honed. Set-up may not contain Rare Earth materials. Any production brushes and brush springs may be used. Shunt wire is allowed. Any production G20 armature may be use. Must be 38 turns machine wound in series 27- gauge wire (.0141 min. and .0143 max wire size). Stack dimensions are .510 min. diameter & .440 min. length. Armature must be tagged by the manufacture to be identified as a G20 arm and be available through standard distribution channels.

WEIGHT 120 grams minimum weight. Vehicles can be weighed at the end of each run and any vehicle found underweight will be disqualified.

18. PRO GAS

GROUP 1	Heads up - Goo Allowed - Pro Tree
CHASSIS	Any steel and/or brass chassis, Wheelie bars optional (refer to 0.6.7 for specifications)
DRIVE	Any gear and pinion, Any 1/8 or 3/32 oilites or bearings
BODY	Any commercially available 1:24 or 1:25 Lexan pro gas body. Rear wing must not exceed 40mm in length from rear of car. Front wheels must be in proportion to front wheel arches.
MOTOR	Group 12 single or quad magnet production tagged motors only. Cans may not be modified in any way except to be resized to OEM specs and bushing holes may be enlarged for bushing or bearing alignment. Bushings or bearings may be soldered into place. Cans may not be split and re welded .Any C-can production endbell may be used. The endbell may not be modified in any way (No grinding, shortening, lightening or venting). Any production hardware that bolts into the original mounting holes may be used. Any production Single or Quad magnets may be used. After market magnets are not allowed. Magnets may be shimmed and epoxied into place. Magnets may be honed. Set up may not contain any rare earth materials. Any Production brushes and springs may be used, Shunt wire is allowed..
ARMATURE	Any Group 12 Arm (G12, 12, X-12), 50 turns of 29 Gauge (Bare) wire (Min size of 0.00112, Max size of 0.0115), Armature stack length shall be a minimum of 0.350 inches (9.30mm), Armature must be tagged by the manufacturer to be identified as a G12, 12 or X-12 armature and be available through standard Distribution Channels.
WEIGHT	70 grams minimum weight



19. BB / FUNNY CAR

GROUP 1	Heads Up - Goo Allowed - Pro Tree
CHASSIS	Any steel and/or brass chassis, Wheelie bars optional (refer to 0.6.7 for specifications)
DRIVE	Any gears. Any 1/8 or 3/32 oilites or bearings
BODY	Any 1:24 or 1:25 lexan or hard plastic or resin kit funny car body. Lexan rear wing maximum 40mm in longitudinal length. Hard plastic rear wings must be original as supplied in the kit.
MOTOR	Group 20 single or quad magnet production tagged motors only. Cans may not be modified in any way, except to be re-sized to OEM specs & bushing holes may be enlarged for bushing or bearing alignment. Bushings or bearings may be soldered in place. Cans may not be split and re-welded. Any C-can production end bell may be used. The end bell may not be modified in any way (no grinding, shortening, lightening, or venting). Any production hardware that bolts into the original mounting hole may be used. Any production Single or Quad magnets may be used. After-market magnets are not allowed. Magnets may be shimmed and epoxied in place. Magnets may be honed. Set-up may not contain Rare Earth materials. Any production brushes and brush springs may be used. Shunt wire is allowed. Any production G20 armature may be use. Must be 38 turns machine wound in series 27- gauge wire (.0141 min. and .0143 max wire size). Stack dimensions are .510 min. diameter & .440 min. length. Armature must be tagged by the manufacture to be identified as a G20 arm and be available through standard distribution channels.
WEIGHT	Minimum weight of 90 Grams.



20. TA/FC

GROUP 1	Heads up - Goo Allowed - Pro Tree
CHASSIS	Any steel and/or brass chassis, Wheelie bars optional (refer to 0.6.7 for specifications)
DRIVE	Any gears. Any oilites / bearings. 1/8" or 3/32" axle.
BODY	Any commercially available 1:24 or 1:25 scale hard plastic model kit, Resin Moulded bodies, 3D Printed Plastic or 3D Printed Resin funny car body. Hard plastic rear wings must be original as supplied in the kit.
MOTOR	Must be a production C-can available as OEM* or production motors (per general motor rules). Cans may not be modified in any way, except to be re-sized to OEM specs & bushing holes may be enlarged for bushing alignment. Bushings may be soldered in place. Cans may not be split and re-welded. The OEM* factory weld must remain intact and visible. Ball bearings allowed. Any C-can production end bell may be used. The end bell may not be modified in any way (no grinding, shortening, lightening, or venting). Any production hardware that will bolt to original locations may be used. Any production magnet may be used. 6 segment magnets may be used. Magnets may be shimmed and epoxied in place. Magnets may be honed. Set- up may not contain Rare Earth materials. Any production brushes and brush springs. Shunt wire is allowed.
ARMATURE	Any open style armature may be use. Must be .485 minimum in diameter. Armature may be any wind and any stack length.
WEIGHT	60 Grams Minimum weight.



21.AA / FUNNY CAR

GROUP 1	Heads Up - Goo Allowed - Pro Tree
CHASSIS	Any steel, brass or Carbon Fibre chassis, Wheelie bars optional (refer to 0.6.7 for specifications)
DRIVE	Any.
BODY	Any 1:24 or 1:25 Lexan or hard plastic Funny Car, Rail or Altered body. Rear wings are allowed with no max height. Max length from the front of body to the rear axle = 440mm.
MOTOR	Any motor and more than one is allowed.



Protest Form

Name of Person lodging the protest

Protest again which owner, car and class

What is being Protested

Protest is for a look of the alleged item(s) \$20.00

Protest to Dismantle item(s) \$100.00

Protest successful Yes/No

Scrutineer on duty

Witnessed