

PROXY RULES V6e_2021/22/23

Below are the FINAL Rules & Regulations (R & R) for “The Proxy”.

What cars can race in the series:

This race is for 1/32 scale hard body model slot car versions from the particular series and built/sold by an approved slot car manufacturer. All eligible bodies must be on the “Eligible & Approved Cars” list. This list can be found on the “**Registration and Rules**” thread of the current year’s event in the forum and will be updated as new cars are released or are made available. No castings, 3D printed, Lexan, vac formed, resin, home build bodies are allowed – unless the manufacturer / body is specifically approved and listed on the eligibility list.

Applicable to all classes:

The exterior of the body shell must appear original and unmodified from the manufacturer’s design when placed on the circuit and viewed from any angle.

*Body must be painted in an authentic racing livery from the period. Unpainted bodies are illegal, fantasy liveries are allowed. Definition of paint is a solid colour applied over the natural plastic. White, yellow, red etc models sold as a solid colour by the manufacturer (e.g white or blue NSR Porsche 917/10 is allowed, but these cars then require sponsors decals/stickers and/or stripes to resemble a racing car from the period). One solid colour with racing numbers does not represent a race car. Your support in ensuring that your car, and thus the grid, represents (real or fantasy) a GT3 series of this period is required.

All driver cockpits must be decorated. Unfinished cockpits are illegal

GROUP 5 (when this series is being run)

These cars raced in the “4th generation of the FIA Group 5 Series. These were Road Racing cars called “special production cars”. A basic summary together with a list of cars can be found here: [https://en.wikipedia.org/wiki/Group_5_\(racing\)](https://en.wikipedia.org/wiki/Group_5_(racing))

GT3 (current series)

These cars raced in a number of series after 2010 and can include cars from the GT3, GTE & GTLM, regardless of where the car raced, the body must be on the approved list as per the "Eligible & Approved" list that will be discussed, reviewed and approved in the Forum discussions prior to the event.

What must the cars look like: (appearance)

*Cars that raced with wings and/or spoilers must have them fitted to the body resembling the actual car at the start of the series. Please check with the race director, if in doubt about the legality. Wings can be reinforced, but it must be done in such a way as to not distract from the scale appearance, ask for clarification if in doubt. Larger openings and vents need to be complete with radiators and items in place, smaller items e.g wipers and antennas can be omitted. Please use your discretion to ensure the car retains its scale appearance as much as possible

*Slot car models (depending the body make & type that is entered e.g. Scaleauto Porsche) that has a rear diffuser included in the model's design, must retain it, however the diffuser can be modified/lightened and/or removed from the chassis (were applicable) and fitted to the body. The diffuser must appear similar to the original when viewed from the side and/or the rear. There is no restriction on the type of material being used. This applies to both slot cars that are designed with the diffuser on the chassis and/or attached to the body. If the model that you are entering did not have a diffuser as part of the design, there is no need to attach or make one.

All cars must carry at least 3 numbers. The numbers must be of a size that represents the way they would have appeared on the 1:1 car of that period and are easy and clear to read. Numbers must be decals or tampo printed, handwritten numbers are not allowed. Duplicate race numbers will not be permitted. Car owners please apply for a number, first come first served. [Returning entrants will have first pick at re-using their number, and number #1 is reserved for the current series champion - or remains unused] Numbers must be between 1 (reserved) and 999

Your slot car forum name must appear on the bottom of the chassis (together with screw settings - recommended)

All bodies must contain an interior tray of plastic, Lexan or paper comprising a three dimensional driver with head, shoulders, arms and a steering wheel. Vac formed windshields and interiors are permitted. Drivers MUST be detailed, no monolithic color interior trays permitted. Interior must be such that one cannot see the drive train (motor, gears, axle,

driveshaft- etc.) when looking through the windows. 1/32 scale Champion style trays are permitted if a painted & detailed driver's head is included. Drivers must be placed in a similar driving position as per the original 1:1 car and in such a way that they would have an imaginary line of sight through the windshield. Cars must have a clear windshield and a rear window (if fitted to the 1:1 car) – rear engine cover does not need to be clear. Interior must include a representation of a dashboard and top of the steering wheel. The driver must be visible from outside.

The car body must fully enclose the chassis, guide with braid and wheels (rims) and tyres when viewed from above. The exterior of the body cannot be cut, widened and/or modified with larger wheel arches and/or openings. When looking at the car-body from the top and/or side it must appear the same as the original model.

*Wheels - any detailed wheel or insert from the period is acceptable. What is not permitted are slab sided & wheels with just a series of drilled holes. (Examples of wheels that do not meet the criteria are: Slotting Plus Universal, CB Design Insert Style, NSR – these wheels must have inserts) If unsure, ask for approval prior to gluing & truing your tires. Please use your discretion, the objective is that the car looks like a scale race car from the period & series.

Cars should represent the actual race car, they cannot appear slammed or have wheels and tyres that appear to be out of scale. Cars can be lowered, but must maintain a “natural” stance.

Technical:

Tires – Only RUBBER tyres are allowed on the powered rear wheels with a minimum OD of 19mm at the start of the series. Minimum front tire diameter will be 17mm; minimum width of 7mm. No maximum front or rear tyre width. All tyres fitted to the car must be BLACK.

Rims - The minimum wheel size for front and back rims/wheels are 15mm as per the wheel manufacturer. Smaller (less than 15mm) e.g. F1 style rims are not allowed.

Cars with oiled and wet tyres that leave residue on a track will not be allowed to race. Cars will be inspected at scrutineering to ensure they conform to this rule. If tyres appear to be “wet” then the car will be placed on a paper towel and any residue or wetness will be inspected. The onus is on the builder to ensure that tyres do not leave any marks or oil on a track.

Any commercially & un-modified available motor can be used, however motors drawing excessive current, which results in slowing other cars on the track, or tripping of overload protectors in track circuit, may be disqualified from racing on that track. Motors must be compatible with home-style power supplies.

Underside of car chassis: Any reinforcement on the underside of the chassis and body must

clear track road surface. Cars can be excluded from racing if gears contact the track or rails, and track the owner judges them a hazard to the track or rails. This is at the discretion of the track owner, builders must ensure clearance and prevent damage to track surface. If a car is deemed to cause damage it will be removed and prevented from racing at that track

Chassis:

Any chassis - OEM (original equipment), custom made or kit (e.g. HRS) in any material is allowed. You can buy it or build it.

Only one guide flag may be used. Guide flags must be compatible with tracks that have slots 6.5mm deep. Cars with guides that drag in a slot, can be excluded from the series or race and/or will be modified to comply. The entry will incur a 5 point penalty.

Suspension is allowed

*There is no maximum or minimum weight. All weight must be placed inside (covered by the body) and there can be no weight placed on the bottom of the chassis. No weight or ballast can be attached underneath the chassis or outside the car (guide, chassis, body etc). All weight must be above the chassis line, but not outside the body. **It is legal** to have weight underneath the pod as long as this weight does not protrude below the chassis. E.g. if a straight edge is placed from side to side or front to rear across the chassis, any material attached to the pod cannot protrude above this line. The straight edge needs to rest on the chassis (or tape if applied) from side to side or back to front. All weight must be securely attached, any weight that comes loose and/or risks damage to the track and/or other cars, could incur a penalty and it will NOT be replaced.

Underside of the car: Any reinforcement on the underside of the chassis and body must clear the track road surface. Cars can be excluded from racing if gears contact the track or rails, and the track owner judges them a hazard to the track or rails. This is at the discretion of the track owner, builders must ensure clearance and prevent damage to the track surface. If a car is deemed to cause damage it will be removed and prevented from racing at that track

No traction magnets are permitted.

Mounting the body - All methods will be allowed, body pins etc. must be firmly secured. If securing the body from the outside, then it must be done in such a way as to minimize visual impact to the car. (small pin-heads etc) Pins cannot slide out and interfere with other cars. Body, wheels etc must maintain the original stance, arch/wheel clearance. Wheels must be centered in wheel arches, cars must appear "normal" from the outside - as per the original model. No slammed cars or low-riders!

Cars must be powered by the same wheels and quantity as the 1:1 car that the model is based on. If a car raced as a AWD (1:1) then the slot car can race as either 2WD or 4WD

Entrant's name must be written on the underside of the chassis in paint, Sharpie, printed sticker or engraved. Suggestion: Body screw adjustment information should be provided on the underside of the chassis.

Racing & Operations:

The series will take place on wood and rubber friendly tracks located across the USA and Canada.

The Series will include 10 races with an entrant's top 9 finishes counting towards the championship. In the event of a tie during a race, the fastest race lap will be used to break the tie, in the event of a tie at the end of the series, all 10 rounds will be used to break the tie followed by best qualifying result.

The series will run on wood tracks and always at a voltage of between 10v – 11.5v - lowest being 10v, highest being 11.5v. The voltage setting is at the discretion of the track host. Under certain and extraordinary circumstances and at the discretion of the organizer(s), changes to the tracks used (including type) and/or the number of venues will be allowed. Notice will be given to entrants.

The car due date in British Columbia, Canada will be (see forum for date)[†]. You are responsible to have your car delivered to the provided address on or before this due date. Consideration and allowance for border custom clearance and mailing delays is the responsibility of the entrant. Allowance will be given to entrants that can provide proof that the shipping deadlines were met: see forum for details. All entries that do not meet the deadline and/or are unable to provide proof that the shipping deadline was met, will receive a one (1) point penalty for each

business day that the car is late – up to a maximum of 10 points.

Penalty points can be applied at the Race Director's discretion to entrants that require additional adjustments or modifications to meet these rules and/or make the car ready to race. At the discretion of the Race Director any car that is not 100% ready to race can be returned to the owner for adjustments and/or repairs. If a car needs to be returned to the owner prior to the series start, it will be at the owner's cost, there will be no delay in the series, and penalty points will be incurred - this excludes shipping damage, assuming the car was shipped in a reasonable and protected way. Penalty points range at the discretion of the RD can be from 1 to 20, and/or the car can be returned and/or excluded from the event due to non-compliance.

The car must be pre-registered prior to tech inspection.

If a car is damaged during a race, or has a mechanical issue, the owner will have the option to have the car returned at his cost, or have the track host repair the car. The impact (if any) to the results from that race will be the only penalty. Shipping expenses must be paid for by the owner, and the series will continue at the scheduled pace. Cars that are returned to the owner during the event, can only have the needed repair work done, and must be returned to the series without additional tuning or “refreshing”.

Cars that are deemed unable to race due to technical or track limitations (e.g. slot depth) can be excluded from the event. Please contact the Race Director for consultation and information. Ensuring a track is not damaged is key and cars can be excluded from the round at the discretion of the host, but please ensure the Race Director is consulted and this information is clearly communicated on the forum(s).

If a car has a technical issue due to car preparation (e.g. loose wheel) the race will proceed and the car will be pulled and if/when time allows the car can be fixed during a break in racing. This is at the discretion of the track host, it is not mandatory for the car to be prepared. Other cars should not be disadvantaged and/or racing should not be delayed. The car impacted will lose the laps missed.

If a car has a technical issue due to driver error and/or an accident, then all effort must be made for the race to be paused and the damaged car to be repaired. This damaged car should if at all possible not be disadvantaged in any way.

If any other technical issue (e.g. lap scoring or power supply) causes a car to be impacted the race should be rerun if possible. The race host can use their best judgment to ensure a fair outcome for all cars.

Consideration and fairness will be employed, especially when a car is damaged during the series due to no-fault of the entrant.

If a car(s) is significantly damaged during shipping, all effort will be made to repair the car(s) to its original state – where possible the race event will be delayed to facilitate the repairs. The entry will be returned to the owner for the repair where possible and/or completed by someone capable of doing the work. The entry cannot be improved during the repair.

There is no allowance made for a car to be tuned, or have parts replaced for improved performance during a series. If worn items (e.g. tyres) need to be replaced, it will be at the cost of the owner and the entry will incur between 2 - 15 penalty points (at the Race Director's discretion) per item (e.g. rear tyres being one item). The series will not be delayed. Cars cannot be improved (or tuned) during a series and must race as entered. If damaged part(s) need to be replaced it must be like for like. Normal wear and tear or poor car preparation can be denied or excluded from repair or parts replacement during the series at the discretion of the Race Director, especially if there is a risk that the repair will improve the performance of the car to a state better than what was entered. Repairs can incur penalties at the discretion of the Race Director. All decisions must be clearly communicated in the applicable forums.

Cars that do not meet these rules and/or could impede the performance of other cars during the series will have a 5 point penalty applied. Multiple infractions will incur multiple penalty points up to a maximum of 20 points. Cars that are deemed to be unsafe and/or could impede the performance of other cars will not be allowed to race and will be returned and/or made compatible.

Please note that penalties are to help ensure compliance and deter entrants from ignoring intentionally or unintentionally the rules. The absolute preference is that no cars incur any penalty. Knowingly shipping cars that are outside these rules is not acceptable.

Please include an easy to read return shipping label with full & complete details (including country) with your package. Package your car safely & securely, but please be considerate of weight and package size, this will be appreciated and help reduce the return mailing cost.

Please ensure you include your forum name & car number to Paypal payments. Send payments as a friend.

Decisions by the Race Director are final, the onus is on the builder to ensure his/her car meets all the rules, are compatible to the track and fellow entrants and is ready to race.

Chris & Rob