

Thunderslot & NSR Thoughts

My first thoughts about Thunderslots and NSRs were these cars leave the cars we have been running not able to compete. That's not good I like the cars we've been running but then I drove Chris' Thunderslot and have bought one. These cars are not too expensive and are too fast and too much fun to drive not to race them. - Al

on the Thunderslot and Nsr cars I think they should be in class of there own. like Al, said they are that much better than What we have been running – Doc

- Separate class for NSR & Thunderslot cars. At this point in regards to the first two groups of car types, I would suggest new classes starting from a clean sheet. – Bill

I think the Thunderslot, and NSR all deserve their own class. They are not to the point of overly expensive any longer and if we want to get to where we are running similar competitive cars unlike the wild west style GT and F1 classes then we need to probably look at classes by type AND manufacturer.

We've done this long enough that the best and LEAST EXPENSIVE racing really is similar class cars from the same manufacturer.

This doesn't mean we couldn't have our other classes as well but it wouldn't be unreasonable to have a few stock classes and run one of them each time. It would certainly be easier on the new folks we hope to attract. – Monte

So we have another proposal to establish separate classes for the NSRs, and Thunderslots.

UPDATE - with 6 cents in this is what I've got:

- Separate class for NSR and Thunderslot cars. – Bill

As for Motors in any class for the tracks we have we don't need anything more that 21.5K, \$7.99 Piranha, keep it cheap, I mean affordable.

Now we get to NSR and Thunderslot. My only experience with NSR is watching Rico take some very nice laps around Bills track with his. After driving Chris's Thunderslot I bought one, well actually two. These cars are something else. I do think that most of their magic lies in their rear wheels. I bought some Slot It "air ride" wheels for my Slot It GT40 and while I haven't had it at Al's, it has run some very fast laps at my house. I also have my Monogram bodied T70 on my Slot It chassis that is almost as fast as my Thunderslot. I have extra Thunderslot wheels and tires I'm going to install which might put them on the same footing. So whether or not these get a class of their own I'm more interested in building something to compete against them. – Mitch

As far as NSR and Thunderslot being a separate class, I think that's probably wise. They just are too much for anything else. I'm still getting my head around all the other classes...we ran "box stock" everything in my old club, and that's pretty much what I have. So I need to see what works and what doesn't. – Stan

The majority of the comments seem to be in regards to the NSRs, and Thunderslots being superior cars. – Bill

Thunderslots and NSRs. I propose to exempt these brands from all the other classes and form either one or two new classes for them. I don't know how well they compete against each other but if divided maybe another era designation could be used to separate them? From my experience on my old track the NSRs would pretty well keep up or beat anything, even the scratch-built cars so maybe these two classes could be somewhat of an unlimited class with nothing more than a max motor spec? – Bill

So with that as the set up, where do we stick the Thunderslots and NSR's? In my opinion, right here. GT Class

My two cents: Leave GT Class alone. It's the simplest classes we have: two doors and a roof. I love it. It lets everyone run just about anything against anyone. Yes, there will be entries which will fall into the "knife to a gunfight" category, but I see GT as the "group hug class" where everyone can run something and still fit in. Yes it may take a bit of tuning and performance enhancement to actually win, but you can run anything you want (with a roof and doors).

I understand that it will take a very seriously built entry to be able to best a T-slot but I am averse to regulating them out. I would look forward to the challenge of building something to run competitively with them- I have a Slot.It 962 which currently runs comparably with them (you may have seen it- it's painted white with some red), so I know it can be done. Will it take some effort? Yes, but isn't that why we have a hobby?

I know NSR's have a reputation, but I don't think they're as quick or fast as the T-slots. I think the T-slots are the target benchmark. – Kouba

I think Chris is correct here, having seen the ThunderSlots run, I don't think my stock NSR's would be able to keep up without some work, maybe just a tire change. - Rico