

KSCC GROUP "C" ENDURO - 25th SEPTEMBER 2016

Opening race for KSCC 2016/2017 season

Rules - as per KSCC #11 Slot.it Group "C" cars (see attached outline)

GROUP C ENDURO

Entrants will be divided into three groups, each group races three heats. HEAT 1 will be two minutes in each lane. At 2 minutes the race will pause briefly (5 seconds) whilst cars are moved to the RIGHT and drivers shift stations to the RIGHT. The timer plug is rotated CLOCKWISE so the counter continues reading the the same car. At 4 minutes the last lane change takes place in a similar manner. The idea is to keep a continuous race going for the duration of the heat.

HEAT 1 is only 6 minutes (2 min per lane) as the track needs to rubber in and the guys going first are at a disadvantage as there is 6 minutes less rubber on the track compared to the next group. At the end of the heat for the first group laps will be recorded and screen photographed.

Where each car ends up on the track at the end of a heat is important as this will be the spot where it will restart from for it's next heat. The timer will be adjusted again to allow for the variation in laps when we start the second round of Heat 2 groups.

Group / Heat cycle

For the two minutes (HEAT 1) in each lane with minimal pause time for changing lanes I hope we can manage a 10minute cycle per group for the first round of 2 minute lane stints. HEAT 2 will be 4 minutes in each lane (total 12min per car) and HEAT 3 will be 8 minutes (total 24min per car).

HEAT 2 will run in reverse order to HEAT 1 to give those who ran first on poor track condition a chance to run in a better rubbered in track. HEAT 3 will sort the cars out into current order of placement and the top three will go first leaving the slowest 3 cars to run last on the best circuit conditions of the day. From race start no work on cars unless it is your heat and must be done during the active running time of that heat. The race will not be delayed for repairs unless exceptional circumstances.

De-slots - delay time will be 5 seconds

Bumping off - 1 lap deduction

Lead cars coming up to lap other must be given space to overtake and the overtaken car must drop back for a short while to allow lead car to progress without further risk of collision.

PRACTICE & TUNING

Track is open from 10am - 12noon for practice. At 12noon the track power will be turned off and we will deal with the admin side of the race. Cars will be scrutinized by Robert and after this there will be a briefing of the race format and how the heats will be run and also I would like to do a dummy lane change so we can all be aware of what to expect and what is expected of you.

LATE ARRIVALS

If you can't make it by 12noon and will still be coming to race please text or call either Robert or myself by 12. Currently we have eight entries and Robert is supplying a spare car and will be nominating drivers for this - these can be any three and can also include himself. It will be a full entry no different from his own.

TIME TABLE - GROUP C ENDURO

10:00am	DCMR open for free practice
12:00pm	Track power off, all cars to parc ferme.
12:05pm	Scrutinizing for KSCC rules compliance
12:10pm	Race outline, reminders, determination of groups
12:20pm	Dummy lane change test 1
12:25pm	Dummy lane change test 2 (if needed)
12:30pm	If all above is complete there will be a short open track time for final practice
12:45pm	Track power off, preparation for Heat 1
	HEAT 1 : 2 minutes in each lane, total 6 minutes per car)
1:00pm	HEAT 1 - START GROUP ONE (1:02 rotate 1, 1:04 rotate 2, 1:06 end)
1:10pm	HEAT 1 - START GROUP TWO
1:20pm	HEAT 1 - START GROUP THREE
	HEAT 2 : 4 minutes in each lane, total 12 minutes per car)
1:30pm	HEAT 2 - START GROUP THREE (1:34 rotate 1, 1:38 rotate 2, 1:42 end)
1:50pm	HEAT 2 - START GROUP TWO
2:10pm	HEAT 2 - START GROUP THREE
2:30pm	Determination of groups A, B & C.
	HEAT 3 : 8 minutes in each lane, total 24 minutes per car)
2:50pm	HEAT 3 - START GROUP A (top three)
3:20pm	HEAT 3 - START GROUP B (middle three)
3:50pm	HEAT 3 - START GROUP C (last three)
4:20pm	RACE RESULTS AND PRIZES.

#11 Slot.it Group C

Tires: Stock Rubber / Paul Gage/ Yellow Dog only. No Silicone

Motor: Open - Slot.it only

Axles, Crown Gear, Bushings: Open - Slot.it only

Hubs: Open - any manufacturer, Adjustable metal hubs not allowed to protrude past the fender. Curved outer wall of tire allowed to be outside fender (0.5 mm max general guideline for protruding).

Wheel Inserts: Original inserts or original wheel hub turned down as inserts, no bare metal hubs. We are trying to stay away from the toy-like bare metal look. If the original hub or inserts are not available then use after-market inserts from any manufacturer as last choice. Also hubs manufactured with a multi-spoke design such as the ones from C.B. Design are allowed.

Guide: Open - any manufacturer, Guide must maintain the same forward position

Pinion Gear: Open - Slot.it only

Interior: Original full stock plastic detailed interior, no upgraded racing lexan interior. Interior bottom can be trimmed to allow for weight placement

Number: Must have a racing number on each side of the car.

Chassis: Original stock plastic chassis, No lexan or HRS chassis. Only edges can be shaved. Chassis and front spoiler must have clearance from roadway. Use a tuning block hold up to a light to check for clearance between the chassis / spoiler and the tuning block.

Spoiler: The original rear spoiler must be attached to a car if it was originally manufactured with a rear spoiler . If the spoiler breaks off during a heat the racer will attempt to reattach or glue the spoiler back on before the next heat raced in.

No Magnet Class, no weights installed on the outside of the chassis

No orange Slot.it RAW cars.

Allowed Group C Cars:

Sauber Mercedes C9, Porsche 956, Porsche 962, Lancia LC2, Jaguar XJR, Toyota 88C Mazda 787B, Nissan R89C