



SCALEAUTO

World Endurance Series "GT" - 2019

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2. RACE DEVELOPMENT:

- 2.1. Development:** To provide a maximum equity to all teams, race organization will deliver to each team 4 sets of new equal tyres to all teams for the race, as well as 2 new sealed and verified motors. Motor will be delivered in order by race team ID number. From the highest to the lower one. Once motor is supplied it is only allowed to train with the the race car equipped with this motor in any official free practice session. A Second motor can be chosen and assembled if the team need during race time. Teams members can be 4,5, or 6 drivers. Race will be done with Scaleauto GT class ([rev. 2019-9.1](#)) and Scaleauto GTS ([rev.2019-2.1](#)) class rules. Driver will behave in any time according to the sportive spirit of the race.
- 2.2. Free training:** Race direction will organize the free training based in the teams attending with a limited time in each lane. Free training is only allowed with race cars from the same race class. Will be needed 1 marshall for each team training.
- 2.3. Official time session "pole":** All teams attending have the right to do the official timing that will be done by 1 driver of the team for 80 seconds in one of the lanes. This lane will be chosen by lottery 5 minutes before the start of this session. And will be keep clean by using a organization car before the start of it. Official Time training session will be done in order of race team number and initial team will be chosen by lottery. This timing will establish where the team start the race as well as the starting marshall position. It is not allowed to start the official training session if the car is not passing the technical inspection.
- 2.4. Initial Lane:** top 6 teams from official timing session will have the right to choose initial lane between lanes 1 to 16., The rest of the lanes will be assigned according to the official time session results in order to fill the empty lanes from the first lane to the last lane automatically, starting from the lane ZERO if available. After official training the car will be collected by race organization to parc fermee till the start of the race. If any team cannot take part on the official time session it will be assigned to the last place of this classification without any official timing.
- 2.5. Warm up:** All teams will be allowed to race in its initial lane 5 minutes prior to the start of the race. Any tyre or braid cleaning using must be the race homologated liquids or tape during this time, always under the organization supervision. Race car configuration cannot be altered, except for a motor change, that it will be allowed to do while this warm up is running. Pinion can be prefitted into spare 2nd motor.
- 2.6. Race:** This 24h race will be 1 race session lasting 24h. At the end of the race all teams will have gone trough all available lanes. A driver chosen to race 1 lane can be changed only when the window time to allow it is indicated by race director on each heat (it counts as 1/2 heat done for each driver) except there is an emergency situation allowed by race direction. All drivers have to take part in the race and the maximum number of heat done by each one at the end of the 24h have to be not more than 2. At the race end will counted the section of track done if there is any team in the same lap amount
- 2.7. Lane Change:** it will do as follow: 1-3-5-7-9-11-13-15-17-19-21-23 -24-22-20-18-16-14-12-10-8-6-4-2. Lane change time is fixed to 8 minutes. Lane change will be done by the organization , but supervision that is done correct need to be done by the drivers, so the organization declines any problem caused by a error in the lane change. Lane changes will be done in the same place s the car stops at the end of the heat. If it is needed the organization will introduce Lanes "o" and round robin in the race if inscribed teams is over 24.
- 2.8. Night race :** Will take part at the start of 1/2 race for a lenght of 8 heats. The room light will be decreased till minimum and black light will be activated for neon fluorescence. After 6am lights can be closed optionally. Light connection will be done requesting the teams to stop when organization calls them to do it., all them in the same heat just before the night race section starts. The car must start with the lights off when the race starts. To activate the light on the cars the team will have to stop at the pit lane, go to the pitbox, activate the light and return the car to the track at the pitlane section. Any other repair or replacement in the car beside the cleaning of braids and tyres is forbidden at this moment. If there is a larger reparation of light system then is allowed to do other repairs in the car as well.



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2.9. Final race results:: The winning team is the team with more laps at the end of the 24h on each class. including the final track section.

2.10. Concourse d'élegance: All teams attending to the race will take part in the concours d'élegance. after the technical inspection is done. Each team can do a vote to the best 3 cars of the show. Cannot vote themselves.

2.11. Driver ID: Will be need at all time at the race driver stand at any time when starting the official time session till the end of the race in a visible position.

3. MARSHALL:

3.1. Marshall have to be always a team member. While acting as marshall it is forbidden to drink, eat, smoke or use the telephone or walkie talkie.

3.2. Marshall functions are to refit any car deslot in its assigned corner. Marshaling is mandatory for all teams. during the 24h race will be a fix place for marshaling, this position is fixed by teams initial lane. After 12h the marshall position will be changed and all marshall will change position moving up **2 places**. This position is clearly indicated in the track plans printed. Any non assistance to marshaling will incur in sanction.

3.3. Basic protocol for fitting again the car into the track is: First remove the car from track surface to avoid any other cars collision, the car that creates the accident is the last one to be replaced. Except if a car deslot to not break because there is a car in its lane, then the car that creates the collision is the last one to be replaced.

3.4. The marshall have the to inform to the Race direction from any non sportive behaviour he that can see in any accident or any driver, so race direction can take a decision to act.

3.5. If there is a team that is in lane o. it also have to act as a marshall at any time.

4.. CAR REPAIR:

4.1. It is forbidden to do any modification on the car once the it is beeing verified till the start of the race. Except when the Race organization allows its. While the race is running, it will be only allowed to repair the car during race time, it is not allowed to while lane change. (except the repair from the second body)

4.2. All repair on the cars must be done for team members or for a additional mechanic assigned form the team member, even it is not form the team. If there is no driver from the team or additional assigned mechanic it is a must that the driver who repair the car, it is never allowed to be done by the marshall. All repair must be done at the area "pit box", stopping at this "pit lane". If the car cannot arrive to the "pit box" it is allowed to bring the car to the "pit box" thought marshals or team members. All repair must be done with tools and replacements previously checked from the race organization.

4.3. Any stop a the "Pit lane", must be communicated to the race organization. The team member can bring the car from "pit lane" to "pit box" for its repair, the team can work freely in this area, but is not allowed to work outside this area. It will be not allowed to stop in boxes for any regulation from the rear axle height in the last 5 minutes of each heat, **as well as not allowed a tyre change on the last 5 minutes of each heat**. Also it will be not possible to do any wheel change in the last heat of the race.

4.4. The 1st. set of tyres, will be supplied from the race organization together with the motor in the technical inspections. All set of tyres will be in Parc fermee without the possibility to manipulate it unless the technical direction allows it. Race organization can clean the tyres if needed before the cars is accepted in technical verifications. The tyre change must be done at the "pit box", where only the organization liquids are allowed. It is not allowed to truing the tyres. The race organization can request a team to change its tyres if there is any suspicious of surface treatment. for the 24h race the race selected is Sc-2421p fine trued at 27,3mm. (sample for training will be provided to confirm the right size supplied) and easier final setup of the cars)



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- 4.5. For any body repair (wings, and body pieces over 2cm in length or width) must be fixed again on its original place. during the race, even this is not completely unattached from the body. It will be possible to use the fiber tape together with other materials as sponge, plastic, fiber. It is not allowed to use the fiber tape larger than 6x1cm outside of the body parts as it overall sizes (can be multiple tapes on different areas of the body), except for fixing the rear wing , where 2 bands of tape on those sizes is allowed .
- 4.6. It is allowed to replace body broken pieces for new ones, even there is not included in the car originally. The race director is allowed to stop a car to fix any body pieces, always respecting the goodwill from the team to stop within the 10 laps after the accident. While race time, the team can, as well, replace the complete body for the second body allowed to enter the race with the penalization involved, except the heat #12 when there is no penalization. It is allowed the repair the second body unit in the pit box at any time. The main chassis plate, cannot be changed any time.
- 4.7. Race organization will provide tyre cleaner tape. Alcohol, Benzin, Scaleauto slot grip (SC-5301) , Scaleauto tyre cleaner (SC-5300), Speed oil 1 (SC-5302), Speed oil 2 (SC-5304), Speed oil 3 (SC-5312) y Speed oil 4 (SC-5313) and teflon grease to clean tyres and car service. Any other liquid is forbidden.
- 4.8. Motor change: It is allowed to have prefixed pinion and motor mount.
- 4.9. Body repair allowed to be done in lane change if broken piece have been done by a marshall fault.

5. TECHNICAL INSPECTIONS - PARC FERMEE:

- 5.1. Before the oficial training session, the race director will verify all cars and will only admit to the race the cars that are correctly assembly under the technical rules to and race inscription fee is already payed.
- 5.2. This technical inspections will be closed, meaning, When the car enters to a technical scrutinizing cannot be manipulated again for the driver, and it is the driver who is full responsable about the car is under the technical rules. Untill the end of the car free training all tooling the race organization will use for the checking of the cars will be at entire disposal at the race organization desk for any team to check the cars. As well as a printed version form the latest technical rules released. In case of any doubt the teams can contact he technical inspectors.
- 5.3. The car will be delivered open for its the technical inspection, with the body and the complete chassis as separate pieces before the given time for assembling is concluded. A second body that can be available for the race must also be provided in this technical verifications. The team must be indicate the gear ratio assembled and must be present while its cars is being verified. The Technical Inspector will check that all dimension and weights are under the technical rules, and will indicate to the team member present to assemble again the complete car to check overall dimensions and weights, If there no team member at this time, the technical inspector will close the car itself, any incorrect assembly in this case will be not attributed to the organization. If there is any need to adjust the car to fit the technical rules and the maximum time allowed to do, those will be explained to the team to arrange them before the official training season starts. If there is still trouble sin this second car verifications it will be need to be repaired it while other teams are doing the official training session, making not possible for this team to enter in this official training session.
- 5.4. When technical inspections, all penalties will be applied in case that there is something wrong. See attached penalty tables in the following pages. This will applied in the start of the race. All penalties are accumulative.
- 5.5. Race director can stop any car at any time during all the race to be checked. In this checking the penalties for loosing body pieces won't be applied. (Those are the only ones indicated in the technical sheets of each car) Also will be not penalties for any alteration on the body (wide, length, height) caused by a race incident. But all other penalties as for weight as example will be applied if needed.



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- 5.6. It will be the following verifications: 1 before the start, a maximum of 8 technical inspections by lottery during the race starting after the heat 3. It will be as well a final technical inspection at the end of the race and any other that the race director may decide at the end of any heat.
- 5.7. If for any reason the original pieces assembled in the chassis cannot be repaired in time to start the race, The team can take part into the event but a 10gr, penalty will be fitted in the highest part of the motor for each non correct piece. This weight will be a must for all the race. Light function will be not check before the start of the race.
- 5.8. **Motor and tyre assembly:** Race organization will provide motor and tyres during the race, The motor assembling will take part each 30 minutes shared in groups of 8 teams, see time schedule to know your team number and when it is starting your assembling time. This time will be the maximum time allowed to for each each team to assemble the complete car and test it in the track. If there is any team that is not present when the car must be assembled, it will be allowed to take part in the race once its car is under the technical specifications, but will be not allowed to do any training session, including the official training session. Once the maximum assembling time is due and the car is not assembled for technical inspection, It can continue assembling during the official training session, and the official time for that team will be the highest time from all teams attending.
- 5.9. **Team Captain:** Each team need to have a team captain person , who will be the team representative to speak to when the race organization need to communicate to.
- 5.10. **Parc fermee :** Once the cars are verified, they will stay into the parc fermee at any time., and cannot be manipulated by any persone beyond the parc fermee team members .
- 5.11. **Claims:** If there is any team willing to claim for checking any car, this will have to be send to race organization in a written form, signed by the driver and with a deposit of 50€ at least 30 minutes after the end of the last heat. In case the claim is accepted the deposit will be returned. After this 30 minutes the race results will be considered definitive if any claim is presented.
- 5.12. **Lighting system :** For a correct working from the light system. The car lighting system is accepted and undestood as functionally as long as the car is able to do a continuos light in 1 sole front light for at least 2 continuos laps without any blinking or a fall in the intensity of the light under a stablished minimum. If car cannot do those laps , the lighting system must be repaired. The lighting system can be assembled in both bodies presented. Remember that the body change on the race applies a penalization. Additional non mandatory lights may be requested to remove in race if they affecting other racers.

6.. PENALIZATIONS:

- 6.1. Can be applied for sportive ro technical reason. Both indicated in the tables A and B from this race rules. All them are accumulative on each race. Technical penalizations implies the repair of them.

7.-.VOLTAGE

Race will be between 12 and 12.5v. to be fixed before the start of the 1st free practice.

8-TIME SCHEDULE:

Friday: 11:00 - 17:00 Free training
17:00 Track closed for free training and maxim time to do any driver change.
17:30 - Car entrace parc fermee time limit.
17:45 - 20:00 Assembling and technical inspection. Free training with non race cars.
19:00 Official team picture by recalls.
20:30 Official training session. Pole position

Saturday:
09:00 – 09:30 Warm up with non race cars.



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09:30 – 10:00	Concours d'élegance.
10:15 - 10:20	Warm up with race cars-
10:30	24 h race start

Sunday:

10:30	24 h race final .
11:00 – 12:00	Race Result and trophy ceremony.

9-. TROPHIES:

- All 3 top teams on each class will have special trophy and sorted material from the race sponsors.
- All drivers will have a commemorative t-shirt gift of the race.
- The master trophy will be for the best team classified where age average from all team members is over 50 years.
- The Junior trophy will be for the best team classified with 2 drivers under 18 year old.
- All teams will received a free gift from Race organization for its attendance

Motors and tyres for the race development will be supplied from SCALEAUTO.

11-. INSCRIPTIONS:

To do a easier organization, inscriptions is a must for all teams. It will start on 12th of June 2019. A fee bank transfer will be need and attached to the mandatory confirmation email to promotion@ibbautoracing.com together with the following information:

Confirmation E-mail must contain:

Team name:

Class to compete: GT o GTS.
Name, tel , email from Driver 1 / team captain.
Name, tel , email from Driver 2
Name, tel , email from Driver 3
Name, tel , email from Driver 4
Name, tel , email from Driver 5 (optional)
Name, tel , email from Driver 6 (optional)
Copy from bank transfer done.

Race inscription fee:

from 12th June to 30 June 2019: 280€.
From 1st July to 25th july: 320€.

Bank account details:

Account Name: Model Slot, SL
bank name: BBVA
bank Account num: ES26 0182 3114 3102 0201 7753
Swift Code: BBVAESMMXXX

Pack welcome: All inscribed teams will get a "fee welcome pack" contains:

2 Complete body kit unpainted. (1 complete new body C7R and a second free of choice)
1 Set of oficial decals to decorate the car
2 motor Sc-0029 Sprinter Jr.

At the race day we will provide 2 sets of tyres for training

All the Welcome pack will be send to all teams already inscribed on 25th june.



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Pack Parking y area and rest tent:

All teams attending will have this possibility. Organization will contact each of the teams after the first batch of inscriptions in order of their acceptance to the race to confirm with them this pack.

12-. CONTROLLERS:

Any controllers homologated for the Spanish nationals is allowed, Any doubt please send a email to the race organization to confirm it. Any controller that may cause possible damages to the power units due its particular functionality will be retired in custody till the end of race event.

13-. ORGANIZATION RIGHTS

Modify and update the rules at any time as long as this new updated rules is published to all teams in the official race results board. during the race weekend or at the following website www.acslot.com. at any time prior to the race weekend. Communication to the teams will be exclusively though the team captain or thought the whatapp group created specially for the event.

Right to admin any driver o any visitor that is not behaving correctly for the correct development from the race, without the need to provide any additional explanation.

Rights about the race publicity, as well as the written and audiovisual material from the race weekend with full right about the copies..

The non reflected cases from this riles are under the appreciation of the race direction.



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ANNEXO A: TECHNICAL PENALTIES:

See the next table penalties. All them are accumulative. 12h penalizations will be x2 and in the 24h race penalties are x3.

Light faults

Clear part missing	1 lap / missing piece
exhasut missing	1 lap / missing piece
Missing light o light bulbs	1 lap / missing piece
Missing wipers	1 lap / missing piece
Missisg mirror	1 lap / missing piece
Driver not painted	1 lap
hubcover missing	1 lap / missing piece
Car / Body weight under or over the allowed one.	2 lap / gr missing/exceed
Width of axles	1 lap / 0,1 mm in excess
Cockpit Floorbase allow the mechanical view	2 laps
Driver head is not visible completelly though the side window	2 laps
Body piece missing	2 lap / missing piece
Side race car number missing	2 laps
Hollowed, carbon or titanium axles	2 laps / axle and replace
Hub not completelly covered by the tyre	2 laps / wheel
Tyre with special conic shape or surface trimmed	2 laps / wheel
Body size not correct	2 laps / mm.
Additional motor beside the ones supplied from organization	motor cost +10laps.
Complete body change in race	5laps
Minimum body floorbase distance	verbal ammonestation and adjust
Minimum chasis floorbase distance	verbal ammonestation and adjust
rear wing assembled below the original place	verbal ammonestation and adjust

Faults

body pieces manipulated to reduce weight	5 laps / piece
chasis pieces modified	5 laps / modified piece
Lead weigth visible thought the uderpan	5 laps
Entering the car with wet tyres or with additives	5 laps and change of tyres
Overall wheel diameter in the complete wheel	2 laps / axle
Use thermal diffusers	2 laps and clean up
Minimum body floorbase distance 2nd advice	4 laps
Use of non homologated pieces	5 laps / piece and replace
Wheel base not center in the wheelarch (See technical files)	2 laps / mm.
Motor mount not homologated or from other chasis	3 laps / piece
Body wheelabse modified	2 laps / mm.
USes of more than 1 body mount pieces	3 laps and remove
Axle moutns not homologated	5 laps and replace
Minimum chasis floorbase distance 2nd advice	5 laps
rear wing assembled below the original place 2nd advice	2 laps



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Severe Faults

Body modified to be lightest,	50 laps
Wheelbase geometry manipulated	50 laps
Chassis not belonging from this class	NO scoring
Magnets assembled	NO scoring
Additional braking systems	NO scoring
2 guides	NO scoring
Motor not belonging to the class	NO scoring
Motor modified	NO scoring



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ANNEX B: SPORTIVE PENALTIES:

See the next table penalties. All them are accumulative. 12h and 24h race penalizations will be x2, except the penalties that indicates exclusively for the 24h

light faults

2.1	Strong words , 1º y 2º time	Advice
2.1	shout to other drivers or to race organization, 1º y 2º time	Advice
2.1	shout to other marchalls , 1º y 2º time	Advice
2.7	touching the car between heats, 1º y 2º time	Advice
4.1	Drink, eat , smoke o speak with telephone, walkie talkiewhile doing marshalling, 1º 2º time	Advice
4.2	Do not attend to marshall place 1º 2º time	Advice
4.3	Not correct marshalling, 1º y 2º vez	Advice
5.3	Returning the car to track outside the pit lane, 1º and 2º time	Advice
5.3	pick up the car outside the pit lane, 1º and 2º time	Advice
5.3	repair the car outside the pit area, 1º y 2º time	Advice

faults

1.1	apply additives directly to the track, without authorization	5 laps
2.1	Strong words , 3rdº time	5 laps
2.1	shout to other drivers or to race organization, 3rd time	5 laps
2.1	shout to other marchalls , 3rd time	5 laps
2.1	crash other driver cars , 1ª time	5 laps
2.1	Do not show up river ID to race organization 24h.	5 laps
2.6	Driver change within the same heat	5 laps
2.6	Driver change within the same heat outside the time stablished in a 24h race where the driver change is allowed	15 laps
2.6	Not doing the minimum heat for driver	15 laps /heat
2.7	touching the car between heats, 3rd time	5 laps
4.1	Drink, eat , smoke o speak with telephone, walkie talkiewhile doing marshalling, 3rd time	5 laps
4.2	Do not attend to marshall place 3rd time	5 laps
4.2	Leave the marshall post without a team replace to act as marshall	5 laps
4.2	Not correct marshalling, 3rd time	5 laps
4.3	Not correct marshalling, 3rd time	5 laps
5.1	working in car while parc fermee	5 laps
5.3	Do any height change within the last 5 heat minutes	10 laps
5.3	Returning the car to track outside the pit lane,3rd time	5 laps
5.3	pick up the car outside the pit lane, 3rd time	5 laps
5.3	repair the car outside the pit area, 3rd time and succesive	5 laps



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5 .6	Replace a body piece for other pieces from other bodies	5 laps
5 .6	Do not repair the car after 10laps after advice	5 laps
5 .7	Clean or provide grip with non organization liquids , sprint race	5 laps and replace tyres
5 .7	Clean or provide grip with non organization liquids, 24 h race	25 laps yand replace tyres
6 .3	Enter the car into parce fermee too late	5 laps
6 .6	loose from more than overall 3% at the end of the race	5 laps / gr.
6 .7	Missing any penalty weight added by organization	10 laps
6 .12	Do not repair the lighting system	25 laps / heat
8 .0	change of voltaje , own or other	5 laps for 0,1 volts

Severe faults

2 .1	Strong words , 4rdº time	Expulsion
2 .1	shout to other drivers or to race organization, 3rd time	Expulsion
2 .1	shout to other marchalls , 4th time	Expulsion
2 .1	crash other driver cars , 2nd time	Expulsion
2 .1	Assault to other team member or race organization	Expulsion
4 .1	Drink, eat , smoke o speak with telephone, walkie talkiewhile doing marshalling, 4th time and succesive	20 laps
4 .3	Not correct marshalling, 4th time and succesive	20 laps