



SCALEAUTO

World Endurance Series "GT" - 2017

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2. RACE DEVELOPMENT:

2.1. Development: To provide a maximum equity to all teams, race organization will deliver 5 sets of new equal tyres to all teams (1 for training and 4 for the races) as well as 2 new sealed and verified motors. Motor will be delivered in order by team 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 timing session. A Second motor can be chosen and equipped if the team need during race time. Teams member can be 4,5, or 6. drivers. Race will be done with Scaleauto GT class rules ([rev 2016- 7.1](#)). 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 base din the teams attended with a limited time in each lane. Free training is inly 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. Official Time training session will be done in order of race team number and initial team will be chosen buy 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 season 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. (1st, 3rd and 5th place will choose imEVEN LANES, while 2nd, 4th and 6th will choose EVEN LANES), The rest of the lanes will be assigned according to the official time session results in order to fill the empty lanes form the first lane to the last lane automatically, starting from the lane 0 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. The second race initial lane will be also chosen after the official time session within the lanes 1 to 16 and only for the top 6 teams. (1st, 3rd and 5th place will choose EVEN LANES, while 2nd, 4th and 6th will choose imEVEN LANES).

2.5. Warm up: All teams will be allowed to race in its initial lane 5 minutes prior to the start of the 1st race. Any tyre or braid cleaning, using the race homologated liquids or tape can be done 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 this 2nd motor.](#)

2.6. Race: This 24h race will be split in 2 races of 12h. Each race will be done on the 1/2 of the available lanes, separated in EVEN and ODD. Each race is individual, means that have its own classification, final result and points.. At the end of the race all teams will have gone trough all available lanes. a driver chosen to race 1 lane cannot be change 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

2.7. Result Points: On each race will be:

1º - 100 points	8º - 69 points	15º - 51 points
2º - 95 points	9º - 66 points	16º- 49 points
3º - 90 points	10º - 63 points	17º - 48 points
4º - 85 points	11º - 60 points till the latest team
5º - 81 points	12º - 57 points	1 point less the precedent.
6º - 77 points	13º - 55 points	
7º - 73 points	14º - 53 points	

To obtain points the team have to complete at least the 70% from the laps done by the 1st classified



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- 2.8. Lane Change:** it will do as follow: 1-3-5-7-9-11-13-15-17-19-21-23 for ODD group race. and 24-22-20-18-16-14-12-10-8-6-4-2 for the EVEN group. Lane change time is fixed to 7 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 32.
- 2.9. Night race :** Will take part at the start from the second race (will be done between 23:00 and 6am) room light will be decreased till minimum and black light will be activated for neon fluorescence. After 6am lights can be closed if team desires. Light connection will be done requesting the teams to stop when organization calls them to do it., all them in the first heat the second race. **The car must start with the lights off.** 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, including the change of the body.
- 2.10. Final race results::** The winning team is the team with more points at the end of the 24h, Each individual race will have it own final lap section counted.
- 2.11. Concourse d'elegance:** All teams attending to the race will take part in the concours d'elegance. after the technical inspection is done. Each team can do a vote to the best 3 cars of the show. Cannot vote themselves.
- 2.12. 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. FINAL RESULT :

If there is a final race result with a match at points, the winner will be the team with more laps done in both 12h race added together, if the match persist, the winner will be the one with fastest lap in the race.

4. MARSHALL:

- 4.1. Marshall have to be always a tema member. While acting as marshall it is forbidden to drink, eat, smoke or use the telephone or walkie talkie.
- 4.2. 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 4 places. This position is clearly indicated in the track plans printed. Any non assistance to marshaling will incur in sanction.
- 4.3. 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.
- 4.4. 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.
- 4.5. If there is a team that is in lane o. it also have to act as a marshall at any time.

5.. CAR REPAIR:

- 5.1. 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)
- 5.2. 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



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allowed to bring the car to the "pit box" through marshals or team members. All repair must be done with tools and replacements previously checked from the race organization.

- 5.3. Any stop in 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. **Also it will be not possible to do any wheel change in the last heat of each race.**
- 5.4. 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 without the possibility to manipulate it unless the technical direction allows it. Race organization can clean the tyres if needed before the car 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 true the tyres. The race organization can request a team to change its tyres if there is any suspicion of surface treatment. For the 24h race the race selected is SC-2421P adjusted at 27,2mm.
- 5.5. 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 into the internal part from the body together with other materials as sponge, plastic, fiber. But it is not allowed to use paper material to fix pieces. It is not allowed to use the fiber tape in any part outside of the body except for fixing the rear wing, where 2 bands of scotch is allowed with a maximum size of 6x1cm overall sizes each.
- 5.6. 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 last heat of each race, 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.
- 5.7. Race organization will provide fiber tape, Alcohol, Benzine, Scaleauto Slot grip, Scaleauto Tyre cleaner to clean the tyres and Scaleauto Speed oil and Magic Grease to be used in the chassis transmission. Any other liquid is forbidden.
- 5.8. Motor change: It is allowed to have pre-fixed pinion and motor mount.

6. TECHNICAL INSPECTIONS - PARC FERMEE:

- 6.1. Before the official training session, the race director will verify all cars and will only admit to the race the cars that are correctly assembled under the technical rules to and race inscription fee is already paid..
- 6.2. These technical inspections will be closed, meaning, when the car enters to a technical scrutineering cannot be manipulated again for the driver, and it is the driver who is fully responsible about the car is under the technical rules. Until 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 the technical inspectors.
- 6.3. The car will be delivered open for its 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 these technical verifications. The team must indicate the gear ratio assembled and must be present while its car is being verified. The Technical Inspector will check that all dimensions 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



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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 session 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.

- 6.4. 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.
- 6.5. 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 will be not 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, lenght, height) caused by a race incident. But all other penalties like for weight for example will be applied if needed..
- 6.6. 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.
- 6.7. 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 weigth will be a must for all the race. Light function will be not check before the start of the race.
- 6.8. **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 6 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. 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 overdue 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.
- 6.9. **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.
- 6.10. **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 .
- 6.11. **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.
- 6.12. **Ligting 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. Remember that the body change on the race applies a lap penalization. If they do not work when need they will have to be repaired during race time. [Additional non mandatory lights may be requested to remove in race if they affecting other racers.](#)



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7-. PENALIZATIONS:

Can be applied for sportive or 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.

8-.VOLTAGE

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

9-.TIME Schedule:

Thursday:	20:00 – 23:00	Free training
Friday:	11:00 - 18:00	Free training
	18:00	Track closed fro free training. and maxim time to do any driver change.
	18:15 -	Car entrace parc fermee time limit.
	18:30 - 21:00	Assembling and technical inspection. Free training with non race cars.
	21:15	Concours d'elegance.
	21:00	Foto oficial de la carrera.
	21:30	Offical training session. Pole position..
Saturday:	09:00 – 10:00	Warm up for non racing cars.
	10:15 - 10:30	Warm up with race cars-
	10:30	Start 24h
Sunday:	10:30	Final 24horas.
	11:00 – 12:00	Race Result and trophy ceremony.

10-. TROPHIES:

- All 5 top teams will have special trophy and sorted material from the race sponsors.
- All drivers will have a gift ro the race.
- All teams will receive a sorted material bag from the sponsors.

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

11-. INSCRIPTIONS:

To do a easier organization, all inscriptions must be a must for all teams:. For this 24h race inscription fee is 250€ for each team and need to send to the following email promotion@ibbautoracing.com. Payment need to be done though bank transfer to the following bank account.

BBVA / CATALUNYA CAIXA
ES10 0182 4507 6902 0157 9190

Internacional:
IBAN bank code: ES10 0182 4507 6902 0157 9190
Swift Code: BBVAESMMXXX

12-. CONTROLLERS:

Any controllers homologated for the Spanish nationals is allowed, Any doubt please send a email to the race organization to confirm it.

13-. ORGANIZATION RIGHTS



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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.

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
Body weight under the minimum allowed.	1 lap / gr missing
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.
Car weight below the rules	2 laps / gr in defect
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
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	3 laps / piece



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	Body wheelbase modified	2 laps / mm.
	Uses of more than 1 body mount pieces	3 laps and remove
	Axle mounts not homologated	5 laps and replace
	Minimum chassis floorbase distance 2nd advice	5 laps
	rear wing assembled below the original place 2nd advice	2 laps

Strong 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



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5.3	repair the car outside the pit area, 3rd time and successive	5 laps
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 and replace tyres
6.3	Enter the car into parc ferme 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 voltage , own or other	5 laps for 0,1 volts

strong faults

2.1	Strong words , 4rd ^o time	Expulsion
2.1	shout to other drivers or to race organization, 3rd time	Expulsion
2.1	shout to other marshalls , 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 successive	20 laps
4.3	Not correct marshalling, 4th time and successive	20 laps