



AUSTRALIAN NSR NATIONALS
2026 CHAMPIONSHIP
Racing Regulations
Slot Shop Sydney Australia

The document establishes the rules that regulate the running of the official Australian NSR Nationals 2026 Championship.

Participation in this event implies full acceptance of these rules and the relevant technical regulations.



AUSTRALIAN NSR NATIONALS 2026 CHAMPIONSHIP RACING REGULATIONS

1. EVENT LOCATION

1.01 SLOT SHOP
144 Tower St Panania NSW Australia
Ph: (02) 8937 2791 E: info@slotshop.com.au W: www.slotshop.com.au

1.02 EVENT TIMELINE SUMMARY

Thursday 25th June

All racers (booking essential)

Practice: 10am to 5pm,

Cost: \$15 pp (per 3hr session)

Friday 26th June

Interstate & International racers

Practice: 10am to 5pm,

Cost: \$15 pp (per 3hr session)

All racers

Doors Open: 5.30pm

Set-Up: 6.00pm-9.00pm

Conclusion: 9.00pm

Saturday 27th June

All racers

Doors Open: 7.30am

Final Set-Up Session: 8.00am – 9.30am

Scrutineering: 8.30 to 10.00am

Driver Briefing: 10.00am

Qualifying: 10.15am

Lunch: 11.30am

Race: 12.15pm

Presentation: At conclusion of race

Cost: \$65pp

2. TRACK/POWER

TRACK

- 2.01 Six lane wooden track
- 2.02 Colour coded lanes/driver station
 - Lane 1 Red
 - Lane 2 White
 - Lane 3 Green
 - Lane 4 Orange
 - Lane 5 Blue
 - Lane 6 Yellow
- 2.03 Track power is regulated at 12 Volts
- 2.04 Positive (+) Wired



POWER - CONTROLLER STATION CONNECTION

- 2.05 Our tracks use extension socket (pictured)
- 2.06 Hand Controllers are available for hire, please ask when registering

3. RACE DIRECTION TECHNICAL COMMITTEE MARSHALS

- 3.01 Event Manager (**EM**): Oversees event, coordinates race format & has final decision of any disputes
- 3.02 Race Director (**RD**): Coordinates heats, enforces penalties & actions 'Track Call' button
- 3.03 Head Scrutineer (**HS**): Inspects all cars to ensure event rules are met & assist RD during heats
- 3.04 Technical Committee (**TC**): Assists RD & HS, assists & oversees all racers
- 3.05 Slot Shop Team: (**SST**): All of the above mentioned, cannot race in the event
- 3.06 Participant Racer (**PR**): means all racers entering the event
- 3.07 Race Marshals (**RM**): All PR's will be called upon to marshal, RM's duty to clear track efficiently & fairly
- 3.08 Visitors: although welcome, they cannot assist PR's or access the main race area

4. SPORTSMANSHIP

- 4.01 All participants are expected to act in the upmost sporting & respectful manner, before, during and after the event, whether inside or outside of Slot Shop
- 4.02 Anti-sportsmanship behaviour is discouraged and will be dealt with by the EM and/or RD
- 4.03 Smoking, vaping and alcohol are strictly forbidden – no exceptions
- 4.04 All participants are expected to wear appropriate attire (derogatory/offending clothing is not allowed)
- 4.05 Bad behaviour (verbal/violent) will not be tolerated – person(s) will be asked to leave immediately

5. SET-UP / PRACTICE

- 5.01 *Friday 26th*
 - 5.30pm a) all PR's will be issued with 'marked' motors & tyres
 - 6.00 - 9.00pm b) All PR's will be given three hours to fit motor, glue/true wheels and set up their car
 - c) Practice - max. time per lane 2 min on rotation *Lane 1(Red) to 6(Yellow)*
 - 9.00pm d) motor & wheels must be returned by the conclusion of the session no exceptions
 - e) EM will place each PR's set in a heat-sealed bag, and initialled by the PR (motor pod assembly can be surrendered, but not the whole car)
 - f) the set will be kept and stored at Slot Shop
- 5.02 *Saturday 27th*
 - 7.30am a) Sealed motor & tyres re-issued upon entry
 - 8.00 - 9.30am b) Final Set-Up Session, PR's can use this session to set-up and fine tune their cars
 - c) Practice - max. time per lane 2 min on rotation *Lane 1(Red) to 6(Yellow)*
 - 8.30 - 10.00am d) Scrutineering
 - 10.00am e) Driver Briefing
 - 10.15am f) Qualifying
 - 11.30am Light Lunch supplied by Slot Shop
 - 12.15pm i) "LETS RACE"
 - Presentation: At conclusion of race, award prizes and trophies

6. SCRUTINEERING

- 6.01 Upon entry to the event, a unique number will be issued to each PR / car, this will assist the TCs with cars during Parc Fermé only (this does not determine the qualification sequence)
- 6.02 All cars will be scrutineered without exception by the HS before any qualifying/racing takes place
- 6.03 All PR's will be given time as stated in '5.0 Set-Up / Practice' to set-up, fine tune, practice prior to the official qualifying start time
- 6.04 All cars must be presented to HS prior to start of qualifying, failure to do so will result in a 15 lap penalty
- 6.05 Once car passes scrutineering, all cars will remain in Parc Fermé, and overseen by the HS in full view of all PR's
- 6.06 PR's can request for their car; however, a TC must be present at all times until the car is returned to HS
- 6.07 Racers can only present one car for scrutineering
- 6.08 Car swapping is not allowed once nominated car has passed scrutineering

7. RACE PROGRAM

The qualification and race will take place on *Coupa Raceway* and will be contested over all six lanes, the track software of choice is 'Race Coordinator' with an overhead timing gantry.



QUALIFICATION

- 7.01 The qualifying lane will be randomly selected by the EM on the day
- 7.02 Qualifying sequence will be carried out by the randomised function of Race Coordinator; the EM will continuously randomise the sequence until the RD calls out 'STOP'
- 7.03 Once qualifying commences all PR's are expected to be ready to commence their qualifying time, time will not be paused if PR's are not ready, no exceptions
- 7.04 The RD/HS will place each car on the track in the designated 'pit area' for each qualifying heat until all PR's have qualified
- 7.05 The PR can drive their car from the 'pit area' to the driver's station to clean tyres (ref 10.1), fine tune body screws and adjust braid (no other adjustments can be made), this is the final adjustment that can be made outside the 'green race flag' work cannot be carried out under 'red flag' no exceptions
- 7.06 Each PR is required to qualify within a 90 second heat to set their best qualifying lap, the best lap time will be recorded and is final for pool group placement
- 7.07 If a PR does not qualify a time, then they will be positioned at the end of the qualification pool group
- 7.08 Once qualification is complete, the EM will table the initial pool group stage listings

POOL GROUP STAGE - 1

- 7.09 The RD/HS will place each car on/off the track for all pool groups at the designated 'Pit Area'
- 7.10 PR's are not permitted to handle their car, unless there is an apparent fault or the car needs repair, heats will not be halted if a car has a fault, repairs can be only carried out under 'Green Race Flag'
- 7.11 Each pool group race will be contested during 2 minute x 6 heats, plus 90 seconds for lane change at the conclusion of each heat, and repeated for each pool group stage
- 7.12 Each PR will select their preferred coloured lane, starting with the best qualifier, followed by the second best, then third until all lanes have been selected.
- 7.13 PR's will be issued with lane stickers & is their responsibility to place their own lane sticker on their car
- 7.14 PR's can handle their car prior to the start of the first heat to clean tyres and place lane stickers.
- 7.15 PR's can handle their cars from their respective driving stations under 'RED' light only, ie. between heats, PR's **cannot** handle their cars from the driver stations whilst racing is underway, PR's will be penalised 10 laps per infringement, if PR's need to handle their car it must be driven to the 'Pit Area'
- 7.16 PR's can handle their cars (within the 90 second lane change) at the location where their car stops at the conclusion of each heat to clean their tyres (ref 10.01), place new lane sticker, cool motor down (ref and re-position their car to the new lane (diagonally across)
- 7.17 At the conclusion of each pool group stage (after 6 heats), PR's are to drive their cars to the designated 'Pit Area', RD/HS will remove all cars & place them in Parc Fermé and repeat (ref 7.09)
- 7.18 Once Pool Group Stage - 1 has concluded, EM will table the names for Group Stage 2 listings based on the Pool Group Stage 1 race result standings and laps completed. The final heat results will be given by the total amount of combined laps completed of each heat. In case of same result the winning racer will be the one who has done more sectors of the track, (this is computer generated)

Group Stage process shown below as example of a total of 32 racers, this will be altered if the numbers of entrants are vary (+/-). Once final numbers are locked in, a copy of the process will be issued to the entrants.

Four groups will be created; the four best qualifiers will top each group, followed by the next best four, and so on, until each group is filled

Based on 32 Racers					GROUP 1	GROUP 2	GROUP 3	GROUP 4
Scrutineer	Driver	7.5hrs	RACE					
10-12pm	Breif	12.15-1pm		1-1.30	1.30-2	2-2.30	2.30-3	
	12-12.15pm	Qualify		Q 4	Q 3	Q 2	Q 1	
Drivers				Q 8	Q 7	Q 6	Q 5	
32				Q 12	Q 11	Q 10	Q 9	
				Q 16	Q 15	Q 14	Q 13	
				Q 20	Q 19	Q 18	Q 17	
				Q 24	Q 23	Q 22	Q 21	
				Q 28	Q 27	Q 26	Q 25	
				Q 32	Q 31	Q 30	Q 29	
	120mins	15mins	45mins	30mins	30mins	30mins	30mins	

Results

GROUP 1	Gr 1 - 1st	Gr 1 - 2nd	Gr 1 - 3rd	Gr 1 - 4th	Gr 1 - 5th	Gr 1 - 6th	Gr 1 - 7th	Gr 1 - 8th
GROUP 2	Gr 2 - 1st	Gr 2 - 2nd	Gr 2 - 3rd	Gr 2 - 4th	Gr 2 - 5th	Gr 2 - 6th	Gr 2 - 7th	Gr 2 - 8th
GROUP 3	Gr 3 - 1st	Gr 3 - 2nd	Gr 3 - 3rd	Gr 3 - 4th	Gr 3 - 5th	Gr 3 - 6th	Gr 3 - 7th	Gr 3 - 8th
GROUP 4	Gr 4 - 1st	Gr 4 - 2nd	Gr 4 - 3rd	Gr 4 - 4th	Gr 4 - 5th	Gr 4 - 6th	Gr 4 - 7th	Gr 4 - 8th

RACE

GROUP 5	GROUP 6	GROUP 7	GROUP 8
3-3.30	3.30-4	4-4.30	4.30-5
Gr 1 - 1st	Gr 1 - 2nd	Gr 1 - 5th	Gr 1 - 7th
Gr 1 - 3rd	Gr 1 - 4th	Gr 1 - 6th	Gr 1 - 8th
Gr 2 - 2nd	Gr 2 - 1st	Gr 2 - 5th	Gr 2 - 7th
Gr 2 - 4th	Gr 2 - 3rd	Gr 2 - 6th	Gr 2 - 8th
Gr 3 - 1st	Gr 3 - 2nd	Gr 3 - 5th	Gr 3 - 7th
Gr 3 - 3rd	Gr 3 - 4th	Gr 3 - 6th	Gr 3 - 8th
Gr 4 - 2nd	Gr 4 - 1st	Gr 4 - 5th	Gr 4 - 7th
Gr 4 - 4th	Gr 4 - 3rd	Gr 4 - 6th	Gr 4 - 8th
30mins	30mins	30mins	30mins

Results

GROUP 5	Gr 5 - 1st	Gr 5 - 2nd	Gr 5 - 3rd	Gr 5 - 4th	Gr 5 - 5th	Gr 5 - 6th	Gr 5 - 7th	Gr 5 - 8th
GROUP 6	Gr 6 - 1st	Gr 6 - 2nd	Gr 6 - 3rd	Gr 6 - 4th	Gr 6 - 5th	Gr 6 - 6th	Gr 6 - 7th	Gr 6 - 8th
GROUP 7	Gr 7 - 1st	Gr 7 - 2nd	Gr 7 - 3rd	Gr 7 - 4th	Gr 7 - 5th	Gr 7 - 6th	Gr 7 - 7th	Gr 7 - 8th
GROUP 8	Gr 8 - 1st	Gr 8 - 2nd	Gr 8 - 3rd	Gr 8 - 4th	Gr 8 - 5th	Gr 8 - 6th	Gr 8 - 7th	Gr 8 - 8th

RACE

GROUP 9	GROUP 10
5-5.30	5.30-6
Gr 5 - 4th	Gr 5 - 3rd
Gr 5 - 6th	Gr 5 - 5th
Gr 5 - 8th	Gr 5 - 7th
Gr 6 - 3rd	Gr 6 - 4th
Gr 6 - 5th	Gr 6 - 6th
Gr 6 - 7th	Gr 6 - 8th
Gr 7 - 2nd	Gr 7 - 1st
Gr 7 - 4th	Gr 7 - 3rd
30mins	30mins

Results

GROUP 9	Gr 9 - 1st	Gr 9 - 2nd	Gr 9 - 3rd	Gr 9 - 4th	Gr 9 - 5th	Wild Card	Gr 9 - 6th	Gr 9 - 7th	Gr 9 - 8th
GROUP 10	Gr 10 - 1st	Gr 10 - 2nd	Gr 10 - 3rd	Gr 10 - 4th	Gr 10 - 5th	Wild Card	Gr 10 - 6th	Gr 10 - 7th	Gr 10 - 8th

Top 2

Wild Card
GROUP 11
6-6.30
Gr 9 - 6th
Gr 10 - 6th
Gr 7 - 5th
Gr 7 - 6th
Gr 7 - 7th
Gr 7 - 8th
Gr 8 - 1st
Gr 8 - 2nd
30mins

Results

GROUP 11	Gr11 - 1st	Gr 11 - 2nd	Gr 11 - 3rd	Gr 11 - 4th	Gr 11 - 5th	Gr 11 - 6th	Gr 11 - 7th	Gr 11 - 8th
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RACE

GROUP 12	GROUP 13
6.30-7	7-7.30
Gr 5 - 1st	Gr 6 - 1st
Gr 6 - 2nd	Gr 5 - 2nd
Gr 9 - 1st	Gr 9 - 2nd
Gr 9 - 3rd	Gr 9 - 4th
Gr 9 - 5th	Gr 10 - 1st
Gr 10 - 2nd	Gr 10 - 3rd
Gr 10 - 4th	Gr 10 - 5th
Gr11 - 1st	Gr 11 - 2nd
30mins	30mins

Results

GROUP 12	Gr12 - 1st	Gr12 - 2nd	Gr12 - 3rd	Gr12 - 4th	Gr12 - 5th	Gr12 - 6th	Gr 12 - 7th	Gr 12 - 8th
GROUP 13	Gr13 - 1st	Gr13 - 2nd	Gr13 - 3rd	Gr13 - 4th	Gr13 - 5th	Gr13 - 6th	Gr 13 - 7th	Gr 13 - 8th

Final RACE

GROUP 14
7.30-8pm
Gr12 - 1st
Gr13 - 1st
Gr12 - 2nd
Gr13 - 2nd
Gr12 - 3rd
Gr13 - 3rd
Gr12 - 4th
Gr13 - 4th
30mins

Presentation
8.30pm

8. MARSHALING

- 8.01 Each PR will be called upon to marshal by the RD and will be allocated an area of the track to cover
- 8.02 Marshalling areas are colour-coded
- 8.03 When marshalling, you are required to react swiftly to clear the track and place the cars back on the track efficiently with the offending car (the cause of the accident) being placed on last
- 8.04 Loose clothing must be securely restrained as it can dislodge a moving car and create 'more havoc', RM's failing to adhere to this will be penalised at the conclusion of their race
- 8.05 All nominated RM's must be at their allocated position before the start of each heat, failure to adhere will result in a penalty issued at the conclusion of the group stage
- 8.06 The RM's cannot repair any car(s) with exception of realigning the guide/braid or refitting a dislodged tyre and only on the PR's call if and when the car does not run
- 8.07 Under no circumstances can a RM clean tyres during or between heats
- 8.08 Marshal swapping is not allowed unless you require a toilet break, RD must be notified

9. MOTOR & TYRES

- 9.01 The motor and tyres will be issued upon entry as mentioned (REF:5.01a)
- 9.02 All motors will be tested on Slot Shops dyno prior to the event to ensure all motors are all within specifications and will be marked
- 9.03 Tyre of choice is NSR Zero Grain rear rubber tyres (code 5279Z)
- 9.04 Motors & tyres will be issued 'lucky dip' style with no name allocation to ensure 'fair play'
- 9.05 Any issued motors and/or tyres presented for scrutineering without the markings or motor label or have been swapped or tampered with in any way will result in the PR being disqualified immediately
- 9.06 PR's have the option to return their motor and select another if they are unhappy with its performance, that is unless the motor has been dipped in water or tampered with in any way, then a motor replacement fee of \$30 is applicable and the issued motor is returned
- 9.07 PR's that damage their tyres during gluing/truing process will need to purchase a new pair, costing \$10 and return damaged pair
- 9.08 During setup (Friday or Saturday), PRs may run motors in either dry or by dipping them in water. Please note: PRs who choose to dip their motors in water will not be permitted to swap motors if they are dissatisfied with performance, should a PR require a replacement motor refer to 9.06. It is strongly recommended that all PRs test their motors before using any running-in method.

10. MAINTENANCE & REPAIR

- 10.01 Tyre Cleaning – only Slot Shop issued tyre cleaning products can be used and will be provided at each driver station and at the Pit Area
- 10.02 Two Soldering stations will be provided by Slot Shop, however all necessary tools, i.e.: screw drivers, allen keys, set-up board, pinion press/puller etc... is the responsibility of each PR
- 10.03 Maintenance and /or repair is the responsibility of each PR, however the TC can offer assistance but cannot carry out any works
- 10.04 Once cars have passed scrutineering and are in 'Parc Fermé' all repairs and/or service can only occur under 'green race light' with a TC being present and on the nominate worktable. Anyone found working on their car without authorisation will be penalised 10 laps per offence, no exceptions
- 10.05 If a car is inoperable anywhere on the track, an SST will pass the faulty car to the PR, with the TC accompanying them to the service table
- 10.06 Repairs/service can occur under 'green race light' with a TC being present and when you are not called to marshal
- 10.07 You are not permitted to swap or tamper with motors/tyres at any time, should you require a replacement motor due to a fault, the EM or RD will issue you with a replacement 'marked' motor if the motor has been tampered with, then a replacement fee of \$30 is applicable
- 10.08 Once car is repaired/serviced while under race condition, the TC is to place the car in the designated pit lane section to restart racing, otherwise TC will pass the car to the HS in turn will place it in Parc Fermé
- 10.09 Cooling of motors is permitted, by using pressurised air-can or battery-operated fans between race heats only, not in Parc Fermé

11. TECHNICAL CONTROL

- 11.01 The cars must be presented to the HS with the body off and without wheels and motor
- 11.02 The technical controls will be carried out by the HS
- 11.03 From the start of the race until 15 min. after the conclusion of the race, the HS/RD or EM can re-scrutinise any car
- 11.04 Cars will not be scrutineered during a race so that the PR does not lose laps, however a car can be checked immediately after a heat by the HS/RD or EM and if any anomalies are found the PR will be penalised 10 laps for per infringement or disqualified
- 11.05 Repeat offenders of any wrong doing/cheating will be immediately disqualified by the RD or EM

12. PENALTY

12.01 Race penalties will be issued by the RD or EM, as governed by these rules

12.02 Penalty Summary

- Bad behaviour – Disqualified and asked to leave premises (4.05)
- Failure to present car for scrutineering before qualifying – 15 laps (6.04)
- Car Swapping - Disqualification (6.08)
- PR handling car from driver station – 10 laps per offence (7.15)
- Clothing obstruction - 5 laps per offence (8.04)
- RM position failure - 5 laps per offence (8.05)
- RM cleaning tyres - 5 laps per offence (8.07)
- Motor and or tyre tampering, swapping - Disqualification (9.05)
- Unauthorised repairs - 10 laps per offence (10.04)
- Anomaly found by TCM - 10 laps per offence (11.04)
- PR's cheating – Immediate Disqualification (11.05)

12.03 Tech Rules

- Dislodgement of ballast or screws onto the track 5 lap penalty per offence
- A Five (5) lap penalty will be issued to the PR, each time a car fails to start without its rear wing

13. FREE PRACTICE

13.01 Free practices will run for 90 minutes prior to commencement of qualifying,

13.02 Time allocation per lane is two (2) minutes only for final adjustments

13.03 The lane change is basically (1,2,3,4,5,6,OFF)

13.04 Racers will be called out at random to present their car to the HS for inspection

13.05 As cars pass scrutineering, free practice ends for that racer

14. HOW TO REGISTER

14.01 Visit www.slotshop.com.au, log in/register, select Australian NSR Nationals banner and follow the prompts