



Racing Regulations

Slot Shop

Sydney Australia

The document establishes the rules that regulate the running of the races valid for the Official 2026 Australian Scaleauto Hypercar National Championships.

Participation in the National Championships implies full acceptance of these rules and the relevant technical regulations.



AUSTRALIAN SCALEAUTO NATIONAL CHAMPIONSHIP RACE RULES

1.EVENT LOCATION / TIMELINE

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

TIMELINE

1.02 PRACTICE/RACE

Wed 21st / Thu 22nd October

All entrants (booking essential)
Practice 10am to 5pm
Cost \$15 pp (per 3hrs)

Friday 23rd October

Interstate & International racers only
Practice 10am to 5pm
Cost \$15 pp (per 3hrs)

Saturday 24th October

All entrants
Doors open 7.45am, Wheels issued: upon entry
Set-Up/Practice: 8.00-10.00am max. time limit per lane 1 min
Scrutineering: 9.30 to 10.30am
Concourse d'Elegance: Entrants present painted cars, winner awarded Scaleauto car and Trophy
Driver Briefing: 10.30am
Qualifying: 11.00am Fastest Lap awarded Scaleauto car
Race: 12.00am (*Lunch will be provided to all entrants/participants from 12.30*)
Presentation: At conclusion of race, Top three awarded Scaleauto cars and Trophies
Cost: \$55pp
Dinner: Enzos Cuzina (next door)

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

POWER

- 2.03 Track power is regulated at 11 Volts
2.04 Positive (+) Wired
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 racer 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

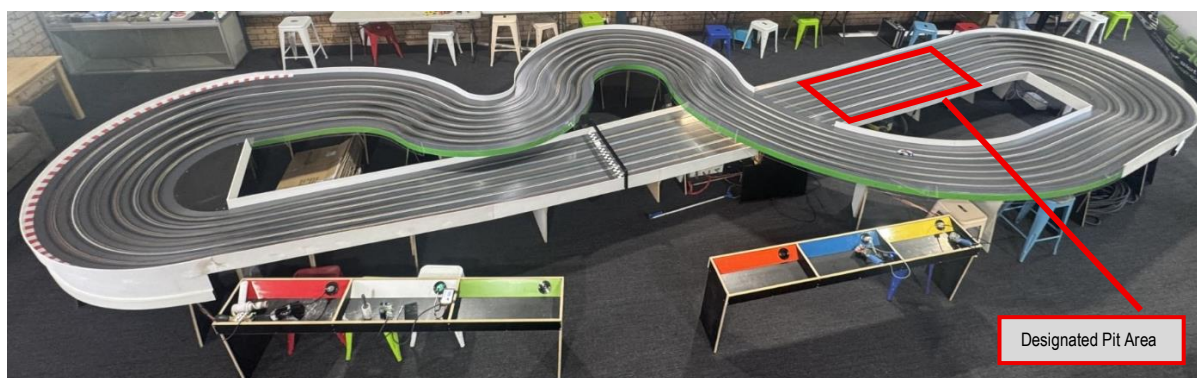
- 4.01 All participants are expected to act in the upmost sporting & respectful manner, before, during and after the event, whether inside or outside of Slot Shop
- 4.02 Anti-sportsmanship behaviour is discouraged and will be dealt with by the EM and/or RD
- 4.03 Smoking, vaping and alcohol are strictly 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 / SCRUTINEERING

- 5.01 *Saturday 24th October– 8.30 – 10.30am,*
 - a) upon entry, a unique number will be issued to each PR & car, this will assist the TCs with cars during Parc Fermé (this does not determine the qualification sequence)
 - b) all PR's will be issued with, Scaleauto SC2007 wheels/tyres upon entry
 - c) all PR's must fit issued wheels, and have this period for final setup and practice
- 5.02 *9.30 – 10.30am*
 - a) all cars must be scrutineered without exception by the HS before any qualifying/racing commences, failure to present car to HS before 10.30am, may result in disqualification
 - b) all cars will be dyno tested to ensure motors are within Scaleauto specifications
 - c) body and rear wheels off for scrutineering
 - d) once all cars pass scrutineering, cars will remain in Parc Fermé, and overseen by the HS in full view of all PR's
- 5.04 PR's can request for their car; however a TC must be present at all times until the car is returned to HS and may need to scrutineer the car again
- 5.05 Racers can only present one car for scrutineering
- 5.06 Car swapping is not allowed once nominated car has passed scrutineering

6. 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 – POOL GROUP

- 6.01 Each PR is required to qualify their scrutineered car within a 90 second single lane heat
- 6.02 The single qualifying lane will be nominated by a 'luck dip' by the EM on the day
- 6.03 Qualifying sequence will be carried out by the randomised function of Race Coordinator
- 6.04 The PR can drive their car from the 'pit area' to the driver's station to clean tyres (ref 9.1) or fine tune body screws, within the 90 seconds, no other work can be done, the best lap time will be recorded and is final for pool group placement
- 6.05 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,
- 6.05 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
- 6.06 If a PR does not qualify a time, then they will be positioned at the end of the qualification pool group
- 6.09 Once qualification is complete, the EM will table the initial pool group stage listings

POOL GROUP STAGE

- 6.10 The RD/HS will place each car on/off the track for all pool groups at the designated 'Pit Area'
- 6.11 PR's are not permitted to handle their car, unless there is an apparent fault and/or the car needs repair (ref 5.4)
- 6.12 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
- 6.13 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.
- 6.14 PR's will be issued with lane stickers & is their responsibility to place their own lane sticker on their car
- 6.15 PR's can handle their car prior to the start of the first heat to clean tyres and place lane stickers.
- 6.16 PR's can handle their cars from their respective driving stations under 'RED' flag only, ie. between heats, PR's **cannot** handle their cars from the driver stations or along the main straight, 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'
- 6.17 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 9.1) and place their new lane sticker, and position their car to the next lane
- 6.18 At the conclusion of each pool group stage (after 6 heats), PR's are to drive their cars to the designated 'Pit Area', HS will remove all cars & place them in Parc Fermé and repeat (ref 6.10)
- 6.19 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. 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 will vary on number of drivers, below is an example of a 30 racer format, 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.

Groups will be created as shown below, the best qualifiers will top each group, followed by the next best, and so on, until each group is filled;

Group 1	Group 2	Group 3	Group 4	Group 5
Q5	Q4	Q3	Q2	Q1
Q10	Q9	Q8	Q7	Q6
Q15	Q14	Q13	Q12	Q11
Q20	Q19	Q18	Q17	Q16
Q25	Q24	Q23	Q22	Q21
Q30	Q29	Q28	Q27	Q26

Groups will be based on total laps completed to rank each racer into the respective pool groups

First knock out stage

- placed #25 to 30,
- winner racer advancing to 'Wild Card'
- bottom five knocked out

Second knockout stage

- placed #19 to 24
- top two racers advancing to 'Wild Card'
- bottom four knocked out

Third knockout stage

- placed # 13 to 18
- top three racers advancing to 'Wild Card'
- bottom three knocked out

First advance stage

- placed # 7 to 12
- Top five proceed to 3rd or 4th Advance Stage
- Last place advancing to 'Wild Card'

Second advance stage

- placed # 1 to 6
- all racers proceed to 3rd or 4th Advance Stage

Wild Card

- racer from first, second & third knockout stages
- winner only advancing to **Group 12** (Top 12)

Top 12

- Group 12/13 allocations will be based on total laps completed in Group 9/10
- Winner of 'Wild Card'
- Top three of each Group 12/13 **advance to Final**

Final

- Top 6 battle it out in a 4-Minute Heat per lane

7. MARSHALING

- 7.01 Each PR will be called upon to marshal by the RD and will be allocated an area of the track to cover
- 7.02 Marshalling areas are colour-coded
- 7.03 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
- 7.04 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
- 7.05 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
- 7.06 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
- 7.07 Under no circumstances can a RM clean tyres during or between heats
- 7.08 Marshal swapping is not allowed unless you require a toilet break, RD must be notified

8. HANDOUTS

- 8.01 Wheels will be issued upon entry as mentioned (REF:5.01b)
- 8.02 Scaleauto sponge glued/trued wheels (code SC2007) are the wheels of choice
- 8.03 Wheels will be issued 'lucky dip' style with no name allocation to ensure 'fair play'
- 8.04 Any issued wheels presented for scrutineering without Slot Shop markings or if the motor label has been removed, swapped or tampered with in any way will result in the PR being disqualified immediately
- 8.05 PR's that damage their wheels during set up process will need to purchase a new pair, costing \$26 per pair and return damaged pair

9. MAINTENANCE & REPAIR

- 9.01 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
- 9.02 All necessary tools, i.e.: screw drivers, allen keys, set-up board, pinion press/puller etc... is the responsibility of the PR
- 9.03 Maintenance and /or repair is the responsibility of each PR, however the TC can offer assistance but cannot carry out any works
- 9.04 Once cars have passed scrutineering and are in 'Parc Fermé' all repairs and/or service can only occur with a TC being present. Anyone found working on their car without authorisation will be penalised 10 laps per offence, no exceptions
- 9.05 If a car is inoperable anywhere on the track, a SST will pass the faulty car to the PR, with the TC accompanying them to the service table
- 9.06 Repairs/service can only occur under 'green flag' during the PR's heat and with a TC being present
- 9.07 PR's are not permitted to swap or tamper with motors/tyres at any time, should you require a replacement part due to a fault, then a SST must be present during any works and the HS must scrutineer the car again
- 9.08 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
- 9.09 Cooling of motors is permitted, pressurised air-can or battery-operated fans

10. TECHNICAL CONTROL

- 10.01 The cars must be presented to the HS with the body off and complete rolling chassis
- 10.02 The technical controls will be carried out by the HS
 - all items listed in the 'Hypercar Rules' will be checked
- 10.03 All cars will be dyno tested at the rear axle, ensuring motors are not tampered with and correct gearing ratios are used
- 10.04 From the start of the race till 15 min. after the conclusion of the race, the HS/RD or EM can verify any car under specific requirement of another racer
- 10.05 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 with the car are found the PR will be penalised 10 laps for per infringement or disqualified
- 10.06 Repeat offenders of any wrong doing/cheating will be immediately disqualified by the RD or EM

11. PENALTY

- 11.01 Race penalties will be issued by the RD or EM, as governed by these rules
- 11.02 Penalty Summary
 - Bad behaviour – Disqualified and asked to leave premises (4.5)
 - Car Swapping - Disqualification (5.6)
 - PR handling car from driver station – 10 laps per offence (6.15)
 - Clothing obstruction - 5 laps per offence (7.4)
 - RM position failure - 5 laps per offence (7.5)
 - RM cleaning tyres - 5 laps per offence (7.7)
 - Motor and or tyre tampering, swapping - Disqualification (8.4)
 - Unauthorised repairs - 10 laps per offence (9.4)
 - Anomaly found by TCM - 10 laps per offence (10.5)
 - PR's cheating – Immediate Disqualification (10.6)
- 11.03 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

12. FREE PRACTICE

- 12.01 Free practices will run for 2 hours prior to commencement of qualifying,
- 12.02 Time allocation per lane is one (1) minute (cycle to end of queue)
- 12.03 The lane change is basically (1,2,3,4,5,6,OFF)
- 12.04 Racers will be called out at random to present their car to the HS for inspection
- 12.05 As cars pass scrutineering, free practice ends for that racer

13. HOW TO REGISTER

- 13.01 Visit www.slotshop.com.au, log in/register, select Australian Scaleauto Nationals banner and follow the prompts