

H.M.M.R.C.

**HENDERSON MINIATURE MOTOR
RACING CLUB Inc.**

RULE BOOK



2015

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1. Subscriptions

Juniors \$30-00 for full year subscription.

A Junior Member is a dependant child up to the age of 18 year unless earning a full time wage. Juniors may apply to move up to Seniors from the age of 15 years.

Seniors \$75.00 for full year subscription.

Family \$95-00 for full year subscription.

A Family Membership is One Senior + Partner + Dependent children not earning a full time wage.

All membership subscriptions and any other Annual charges or levies shall be due and payable in full by the first official calendar race event for the new year.

Financial membership automatically ceases if subscriptions are unpaid two (2) calendar months after the AGM.

Anyone wishing to pay off their yearly subscription must approach the committee to arrange an appropriate time period, this cannot be approved by just one committee member.

There is no provision to pay a full years race fees in advance.

Membership includes use of all HMMRC facilities both circuit and drag racing.

If joining the Club between the start of the financial year, 1st October and the 31st March the full years membership subscription is payable.

If joining between 1st April and the 30th June two thirds of the full years membership subscription is payable.

If joining between 1st July and 31st September one third of the full years membership subscription is payable.

2. Race Fees

Juniors All Race Meetings \$2.00 per meeting.

Seniors All Race Meetings \$4.00 per meeting.

Casual All Race Meetings \$6.00 casual fee plus the normal race fee of \$4.00 Senior or \$2.00 Junior per meeting. i.e. Senior \$10.00, Junior \$8.00

Race Fees are for all meetings – circuit racing or drag racing and Hard Body (RTR)

Casual rates will apply to all people who are not financial members and have used their free introductory nights.

People participating as Casual racers, can only race for Four (4) nights in the calendar year before having to join the club as a normal member.

People who race Hard Body (RTR) only, are excluded from the conditions in the clause above.

A racer competing as a casual racer or a racer competing using their free introductory nights will **NOT** be eligible for any points in any Championship competition up to the time of becoming a financial member.

Visitors who are a member of a NZSCA affiliated club and wish to race need only pay the normal race fee applicable to the meeting and not the casual rate of \$6.00.

3. New Members

The first three (3) race nights are free, that includes car, controller, and race fees.

After the three (3) free nights, if he / she wish to continue to race they may join the Club and must pay race fees as per the current schedule. Car hire of \$2.00 per night and Controller hire of \$3.00 per night must be paid if required.

Non members may continue to race on a casual basis by paying the casual race fee as per the current race fees schedule.

The member must after six weeks of racing have purchased his / her own car, or be in the process of. Controllers may still be hired at \$3.00 per night.

4. Club Rules

NO SMOKING inside the Clubrooms at any time.

NO ALCOHOL is to be brought onto or consumed in the Clubrooms or on the grounds, as per the Council Community Lease Requirements.

Members are to keep away from the Railway Lines.

Members are to drive slowly around the Clubrooms.

It is the responsibility of all members to keep the Clubrooms tidy.

A member may only enter the canteen with a committee member's permission.

Soldering Iron is to be turned down when not in use.

Members who race are not to leave until racing is finished without permission from the Race Controller or Chief Steward. ***(If you race, you must turn marshal! Turn marshals may be assigned to corners by the Race Controller or Chief Steward)*** Failure to do so may result in forfeiture of all points gained on that night.

All cars, when on the track, must be to HMMRC rules while racing or practice is in progress.

Tyre goo is to be applied to the cars tyres only. Under certain circumstances the Chief Steward or Race Controller may authorise the application of goo to the track.

Tyres are not to be sanded on the track.

The track is not a work bench or table top, please don't use it as such.

Keep all food and drink away from the track.

A Controller may only draw power from a single driver stand controller point.

A Controller may not supply a higher voltage to the car than is available from a single driver stand controller point.

Cellular phones are not to be used by marshals or competitors while racing is in progress.

Lane Changes

The time allowed for lane changes will be 45 (Forty Five) seconds. It is the driver's responsibility to ensure their car is on the correct lane with the correct coloured sticker. Cars may be oiled, braids reset and bodies adjusted during lane changes.

Lane Rotation

White ⇨ Red ⇨ Yellow ⇨ Purple ⇨ Blue ⇨ Green ⇨ White

Track calls

Braid up

Power failure (one or all lanes)

Debris in slot

Irretrievable car

A car on the floor is **not** considered irretrievable.

A car in the infield or under the track **is** considered irretrievable.

Lap counter or track equipment failure.

Rider (Car in other than assigned lane).

Between markings in front of drivers stand.

From marking in front of race controller to bridge.

Under the bridge.

On top of the bridge.

Track calls are NOT work breaks but Braid may be reset and bodies straightened during track calls.

Any form of track maintenance including adjustments can only be undertaken with a committee member present.

Normal Wednesday night racing format (Non Trophy Nights) Only one scale will be run.

The classes will be as per the race calendar decided by the committee. The heats will be 6x2, more than one set can be run depending on attendance and time. Points will be as per attendance e.g. 10 people, First place 20, 2nd 18, 3rd 16, 4th 14, 5th 12 etc. If 20 people 1st 40, 2nd 38, 3rd 36, 4th 34, 5th 32 etc.

No personal form of electronic device such as cell phones or USB may be plugged into the club computer unless a committee member is present. This is because the computers we use have no form of up to date antivirus installed and the club has no need to go online. The computer is purely used to run track events.

Any hardbody / RTR racing is to be run on the track in the direction of right to left standing on the driver's podium facing the track. This is to reduce adjustment of the track joins and prevent 'fluffing' of the track braid thereby minimizing track damage.

5. General Car Rules (all classes)

NZSCA cars may be run on a **non trophy night only**. They must comply with the NZSCA rules.

GTP Bodies

Unless otherwise stated in specific rules, No GTP bodies to be used, they are to be replaced with an LMP body.

TO BE ELIGIBLE FOR POINTS, CARS RACED ON A TROPHY NIGHT MUST COMPLY WITH HMMRC RULES.

MOTORS May use the following motors in Falcon motor classes:-

TSR / Falcon 7

JK Hawk Retro JK-HR

JK Hawk 7 JK30307

Fast Ones Demon FO 7

Trinity Evil 9 EP701

NZSCA sanctioned Proslot 4002 FK Motor

Armature shafts may be shortened (pinion and com ends) and can maybe notched to allow for axle clearance. **NO** other modifications permitted. They must remain sealed as manufactured.

Any new releases that supersede the listed motors will automatically replace them.

SUPER 16D MOTORS can only be run as per the NZSCA flexi 16d rules in a 4" flexi chassis and only on a normal Wednesday night racing **not on a trophy night**. S16d rules as follows:-

Set ups Parma, Slotworks, RJR, Fastones, Camen, Red Fox and Proslot S16D cans and magnets permitted. Any S16D end bell permitted, **NO ALUMINIUM ENDBELLS**.

Armatures Only standard PARMA S16D arms [the original Chinese arms] or tagged PRO-SLOT S16D arms, [part PS700] permitted. Tag must read S16D, [60 turns of #28 AWG per pole]. Any armature timing is allowed. Spacers may be added to limit armature endplay.

Can material may not be removed, except the motor can and magnet may be grooved to achieve axle clearance.

Brushes & springs brushes & springs may be changed. Brushes cannot be timed, drilled, friction cut or fitted with shunts. Brush hoods must remain standard & in the standard horizontal position.

Motor Bearings the can may be drilled to allow the fitting of a replacement bearing. Any oilite may be fitted to the end bell as long as the end bell is not modified. Can end ball bearings are permitted.

Blueprinting motor may be blueprinted. Super glue may be used to secure magnets but magnets may not be shimmed with tape or any shim stock. Magnets may not be honed

No other motor modifications are allowed

Open class covers any 1/32nd car and chassis that doesn't comply with the standard class 4 rules, e.g. any strap motor, group 12 or 15 motor or any other motor that has been modified outside class 4 rules.

Open GP is any 1/32nd chassis or motor that doesn't comply with the standard class 6 rules.

Front wheels may be run if preferred but Stick on front wheels are permitted providing they are an accurate representation of a wheel and tyre and they must represent the scale of the car with a clear archway around them. **Front wheels must be run if specific class rules require them.**

Front Axles If used must be soldered to the front wheel tower uprights.

Bodies must be a reasonable representation of a full size car. Body shape is to remain as manufactured apart from necessary alterations needed to clear the guide and wheels. The front of the body may not be cut so high as to lose the shape and detail of the front. Cutting out the rear of the body is OK on GTP and LMP cars. Bodies must be available from a commercial manufacturer and available to all club members. Bodies must be fully painted and sufficiently opaque so that no chassis or components can be seen through the body when viewed from above. Windscreens and windows must be left clear. **A clear strip may separate the wing from the main body**

Trimming & cut outs Cars are to have only portions cut out from the body which are normally cut out on the full sized cars i.e. air intakes, engine grilles etc. The windows may not be cut out unless proof is provided that the car raced in such a form. No mechanical components may protrude through the bodywork (with exception of guide flag).

Wheel arches front wheel arches must be clear, or cut to at least the horizontal centreline of the front wheels. Trimming for front or rear wheel clearance may not extend into the top surface of the body.

Saloon Bodies Saloon cars must be mounted un-raked, i.e. with the lower side door and sill lines parallel with the track surface. Saloon cars must retain the rear of the body intact, to include the rear bumper area.

Body Mounting Bodies may be fixed to the chassis by any combination of tape, clips or pin tubes. Where pin tubes are used they must be located in the existing body fixing chassis holes.

Pin tubes Floating pin tubes may be used.

Cover chassis The chassis and guide must be completely covered by the body when viewed from above, the only exception to this is front suspension arms and lead wires for Formula One cars

Driver A non-transparent three (3) dimensional driver, consisting of at least head / shoulders / arms and steering wheel, with at least two (2) colours is to be securely fixed in the driving position of the car at the commencement of every race.

Numbers All cars must have at least two readable numbers, of the same numeral. Cars shall have easily read numerals in two (2) different locations. These numerals must be the same.

Clearance All cars must have a minimum clearance of 0.5mm (.020") under the motor box when scrutineered before racing. **The gear may not protrude below the chassis.**

Guide Flag No projections capable of guiding the car are allowed beneath it, other than the actual guide and pickup. Only one guide flag allowed, with a blade not more than 25mm long.

Guide Tongue Brace Any guide tongue brace allowed.

Spacers nut etc Guide nut, spacers, clips, lead-wire and earring backs are free.

Tape and Lead may be applied to the chassis in all classes.

Motor Mounting must be mount in the original manufactures position, fixed to the chassis by screws or soldering, or a combination of both.

Motor bracket The existing motor can-bearing slot may be enlarged to allow for a proper motor fit and gear mesh. But the full bracket outline must remain.

JK X32 Minimal grinding of uprights, plus gear side of motor box, to allow for fitting of motor.

Blueprinting Pressed steel chassis may be flattened and straightened, wheel towers straightened to ninety degrees, guide tongue leveled and doubled, rear bearing holes filed out to enable rear axle to be set level and at ninety degrees to direction of movement, sharp edges rounded to avoid track damage, and chassis assembled to allow pans to move freely

May not alter chassis movement by removing chassis material, except as specified above. The original manufacturer's method of joining the chassis pieces together and articulating their movement must be retained.

6. Class 1 (Open) Car Rules

Car bodies shall not exceed a maximum width of 66mm and the chassis, including axles, wheels and tyres shall not exceed a maximum width of 64mm.

Any car that does not comply with standard class 4 rules is deemed to be an open class car.

7. Class 3 (Open GP) Car Rules

The chassis must be of in-line construction and have a maximum width of 54mm between the axles.

Front tyres must be at least 4mm wide

Cars may have a maximum width of 68mm when measured across the axle's wheels and tyres.

All tyres of the car must be in contact with the track when the car is at rest, in full racing trim, on a level board with the guide in the slot.

Any car that does not comply with standard class 6 rules is deemed to be an open class car.

8. Class 4 (Standard) Car Rules

Note HMMRC suggests any new car build is to based on the JK 32nd F1 chassis, with the approved motor.

Motors See General Rules 5d.

Chassis

Parma international 32 brass pan chassis part No. 575
JK Cheetah 11 part No. JK-X32 2 or 3 piece pans allowed.

Bodies

Saloon any body can be used.
Sports GT & Enclosed Sports, any open or enclosed sports car.

Width Car bodies shall not exceed a maximum width of 66mm. The chassis including axle's wheels and tyres shall not exceed a maximum width of 64mm.

Parma International 32 is to be built as per NZSCA Rules.

JK-X32 Chassis: as per general car rules.

Gears Any straight cut 64 pitch plastic or metal spur gear along with any straight cut 64 pitch pinion gear may be used.

Only the parts listed below may be replaced with after market products.

Guide flag, guide shims and securing nut.
Pickup braid and clips.
Front wheel retaining springs or solder retainer washers.
Front and rear wheel spacers.
Rear axle replacement must be a solid drill blank type of 3/32" diameter.
Rear axle bushings must be an oilite or brass type.
Rear wheels and tyres.
Motor Lead Wire.

9. Class 6 (Standard) GP Car Rules

Note HMMRC suggests any new car build is based on the JK 32nd F1 chassis, with either the approved motor.

Motors See General Rules 5d.

Chassis

JK Product 32nd F1 Chassis Part # JK25141.
Italian Devil 32nd F1 with steel pans.

Bodies any GP body may be used.

Front Wheels/Tyres

JK Products Wheels Part # JK87461PF, minimum width 6.35mm (0.250").
Italian Devil any F1 fronts.

Width Cars may have a maximum width of 68mm when measured across the axle's wheels and tyres.

Only the parts listed below may be of other manufacturers

Guide flag, guide shims and securing nut.
Pickup braid, clips and lead wire.
Front Axle must be 3/32" diameter solid drill blank or piano wire.
Front and rear wheel spacers.
Rear axle must be a solid drill blank type of 3/32" diameter.
Rear axle bushings must be an oilite or brass type.
Rear wheels and tyres.
Pinion and crown gear can be any pitch and any number of teeth.

Modifications. Only the following modifications are permitted.

Front Axle Height material may be removed from the front axle mounting holes to allow the axle to be level with the under side of the chassis, the minimum distance from the top of the front 3/32" diameter axle and the under side of the chassis shall be 8.65mm minimum. Front axle may be soldered to the front uprights.

Bracing may add bracing to support the rear axle uprights, may add bracing from the motor mounting bracket rearward to the axle uprights.

Motor Mounting must be mount in the original manufactures position, fixed to the chassis by screws or soldering, or a combination of both.

Tape May be applied to the underside of the chassis centre section and pans to prevent shorting of the chassis on the track.

Front Wheels must have two front wheels.

JK 32nd F1 Chassis: Must use JK 1/32nd F1 front wheels, Part No JK87461PF, width min 6.35mm (0.250"), maybe ground down in diameter to allow front ride height adjustment, may rotate independently of each other, must support chassis and touch and roll.

No other modifications will be permitted

10. 1/24th FLEXI (Sports / Classic / Saloon)

Chassis Any commercially manufactured **two or three piece** pressed steel 4" chassis. Lightweight pans are allowed.

Rear axle bushings oilite or brass only, may solder or glue axle bushings into place.

Gears any 48 or 64 pitch gears allowed.

Bracing may add bracing to support the rear axle uprights.

Width - 82.55mm (3.25"), measured across any part of the chassis, body, and the front and rear axles. Excluding the body pins.

Clearance - minimum clearance is 0.5mm (0.020") under the rear axle and gear at the beginning of each race. **The gear may not protrude below the chassis**

The scrutineer's decision on width and clearance is final and any car deemed to be at risk of damaging the track during a race will be immediately black flagged

Motors See General Rules 5.

Front wheels Classic & Vintage Only must have two visible front wheels they do not have to touch the track.

Bodies **No GTP** bodies.

LMP (Le Mans Prototype) a lower downforce body with short side plates. Can be an open or closed sports car. LMP refers to the style of LMP and Datona prototype bodies now called GT1 by USRA and Group12 by BSCRA.

Classic / Can am Bodies must be representative of pre 1980 (i.e. 1980 or older) style cars.

Bodies from the 1/24th scale Beta Classic Range are not permitted, any other 1/24th scale classic body is allowed. **Maximum rear height 35mm.**

Saloon The allowed bodies to be used for the Saloon Trophy Championship rounds are in the following list.

Body	Thickness	Manufacture	Part #
VE Commodore	0.007"	Hobbies Plus	VE 24830A
VE Commodore	0.010"	Hobbies Plus	VE 24830B
FG Falcon	0.007"	Hobbies Plus	FG 24660A
FG Falcon	0.010"	Hobbies Plus	FG 24660B
VS Commodore	0.010"	Sunset	SS 2430
EL Falcon	0.010"	Sunset	SS 2420

Saloon bodies must be cut to the manufacturer's body line at the base of the body and can not be cut above this. **Maximum rear height is 41mm.**

Nascar Any JK, Parma or Outsight 4" bodies can be used and cut to the following specs:-

4-inch Stock Car bodies must be used.
Only Stock Car body styles will be permitted.
Bodies must have front and rear bumpers.

bumper down. Front Bumper: Minimum 1/8 inch (3.18 mm) measured from the top of
bumper down. Rear Bumper: Minimum 1/8 inch (3.18 mm) measured from top of
the chassis Rear Spoiler Height: Maximum height 1-1/2 inches (38.43 mm) measured off
Body must be cut to the manufacturer's line or below

11. 1/24th Grand Prix JK Falcon

Chassis JK 4" Indy F1 Cheetah 7 chassis kit Part No JK25117.

Motor mounting may solder motor in place, and brace it to the chassis.

Bracing may add bracing to support the rear axle uprights.

Rear and Front axle bushings oilites or brass only, may solder or glue axle bushings into place.

Gears any 48 or 64 pitch gears allowed.

Front wheels must have two front wheels, JK F1/Indy Plastic Rim Part No JK8745PF, width min 9mm, maybe ground down in diameter to allow front ride height adjustment, may rotate independently of each other, and must support chassis and touch and roll.

Front axle 3/32" diameter, may solder front axle bushes to front wheel towers.

Front Axle Height the minimum distance from the top of the front 3/32" diameter axle and the underside of the chassis shall be 9.45mm minimum.

Motor See General Rules 5d.

Bodies Any formula 1 or Indy car body can be used.

12. 1/24th Group 12

MOTORS

Set ups - any unmodified commercially available BOW, Cahoza, Camen, Champion (*Force or Xterminator*), Kamen, Kelly, Koford, Mura, Proslot, RJR, TWP, Red Fox or Viper full size 'C' can set up is allowed (*no strap cans*).

Armature – any production tagged Group 12 or Group 15 Armature with a minimum of 50 series wound turns of 29 gauge (AWG) wire may be used. Tags must be attached to the armature and readable at the time of scrutineering. Minimum Armature diameter is 0.500".

Endbell – 'C' can endbell only may be used – no aluminium endbells. Endbell hardware, screws, and endbell to can mounting screws may be added or substituted, but the endbell may not be modified in any other way.

Can – can material may not be removed except the can and magnet may be grooved to achieve axle clearance, and plating or paint may be removed to facilitate soldering. No other can modifications are allowed. Can dimensions: length 23.5mm, width 21.2mm, height 14.2mm.

Magnets – any full can height, single piece ceramic magnets may be used. No quads or multi segment magnets allowed except Proslot SMQ.

Brushes and springs – any brushes and springs may be used, and heat sinks, buss bars, shunt wire and spring insulation may be used.

Bearings – oilite type bushings or ball bearings are allowed and these may be soldered or glued in place.

Blueprinting – can may be straightened, bearing hole centred, magnets honed, & armature spacers used.

No motor modifications other than those detailed above will be permitted.

GROUP 12 SPORT

General Specifications - must comply with all General Car Specifications or variations below

Chassis Type - free

Axle Bearings – free

Gears – free

Front Wheels – front wheels are optional, but must use realistic looking stickers if front wheels not used

Motor – must be G12/15 motor as specified in group 12 motor specifications

Bodies – GTP or LMP: - may use any LMP body

13. Club Circuit Night Race Rules.

These rules may be amended by the Committee at any duly convened Committee meeting.

If there are insufficient numbers on a club night to hold heat racing that we run timed 1 lap runs as per qualifying that will be eligible for a 1 lap track record. Any legal Club or NSZCA class can be run.

There is to be a Chief Steward & Race Controller(s) appointed for each meeting.

The Chief Steward & Race Controller are to run the meeting as they interpret the rules.

The Chief Steward has control of the meeting.

The Race Controller has control over the race being currently run.

The Club Night races to be split into two (2) separate seasons over the calendar year with a one week break between the two seasons, there will be Club Night Championships for each of the two sessions.

There must be a minimum of six (6) drivers racing to constitute a club night, a minimum of 6, any less receive half points, which is half the maximum allocatable points.

If there is less than six (6) drivers entered on a club night or the entered drivers are unable to race because of a malfunction of the track or its auxiliary equipment i.e. power supply, computer problems, then all entered drivers will be awarded (10.5) points for handicaps and (10.5) points for grades on that night.

Each car, when on the track, must be to H.M.M.R.C. or N.Z.S.C.A. rules unless given permission to be otherwise by the Chief Steward or Race Controller.

The race is to be finished before any dispute is discussed.

The starting procedure for races shall be.

Race controller to call

“Marshals” then

“Drivers ready”

If no response from drivers that they are not ready then the computer countdown will start.

If a driver(s) respond “Not ready” wait a reasonable time for driver(s) to get ready then call “Drivers ready” and start the computer countdown. Do not wait for a second time

All cars must finish the race under their own power to receive any points for that race.

Drivers not racing the correct chassis or body type for a club night will be awarded half (1/2) the total of points accumulated from their night's races.

A car may be changed at any time with the Race Controller's permission. The new car must be an exact replica of the one being replaced. i.e. motor, gearing, chassis & body.

It is the driver's responsibility to make sure they have the right colour sticker on their car at all times.

Any car which the Race Controller or Chief Steward deems to be damaging the track or constitutes a hazard to other cars must be removed from the track immediately. The car may only be returned to the track after it has been fixed.

If at least half the field de-slot before the end of the first corner the race will be re-started. There will be a maximum of two (2) re-starts per run for de-slotting.
Juniors may be invited by the Committee to make up numbers at senior meetings.

14. Circuit Trophy Meeting Race Rules

These rules can only be amended at an Annual General Meeting/Extraordinary General Meeting of the Henderson Miniature Motor Racing Club.

There will be two Circuit Club Championships, one for the juniors only which will be run on Friday nights, and one Senior Circuit Club Championships run on Wednesday nights which both seniors and juniors can compete in to give the Circuit Club Champion and Circuit Class Champion's.

See "CIRCUIT CLUB CHAMPIONSHIP and CIRCUIT TROPHY MEETING RACE FORMAT" for both Senior and Junior Circuit Championship formats for the current year.

The final circuit trophy meeting for the year shall be the "Grand Final". Points in any championship gained from this meeting MUST be added to the points gained from the other trophy meetings during the year i.e.

The Grand Final points cannot be counted as the worst round.

Minimum number of drivers required for racing is eight (8).

The Race Controller & Chief Steward are to run the meeting as they interpret the rules.

The Chief Steward has control of the meeting.

The Race Controller has control over the race being currently run.

The Chief Steward will decide on the eligibility of cars for a particular event. Only cars conforming to this specification may race.

Entries close at 8 pm sharp, the track will be turned off and cars are to be presented for scrutineering.

Qualifying will start at 8.15 pm.

No car may qualify if it has not been scrutineered.

No car or driver may race if they have not qualified.

A driver may only race a car that they have qualified.

The starting procedure for races shall be.

Race controller to call
"Marshals" then "Drivers ready"

If no response from drivers that they are not ready then the computer countdown will start.

If a driver(s) respond "Not ready" wait a reasonable time for driver(s) to get ready then call "Drivers ready" and start the computer countdown. Do not wait for a second time

A driver may race in only one of the following classes with a car conforming to the HMMRC rules for that class. Class 1 – Open, Class 3 – Open GP, Class 4 – Standard, Class 6 – Standard GP.

In each race there shall be up to three finals, these being the Class 1/3, and Class 4/6 finals. Up to the top six (6) qualifiers in each class will race in the class final, with lane choice according to qualifying times. Further finals in each class will be run for as many multiples of Six (6) drivers in each class. The balance of drivers will firstly make up the class finals, and secondly their own mixed finals according to overall qualifying positions.

Each class will have their own final race. According to the numbers of cars racing in each class there will be an "A" final, "B" final, "C" final etc for each class. The qualifiers in the individual classes will have lane choice according to their qualifying positions i.e. fastest to the slowest. In the event there are three or less in a class to form a final for that class, the remaining cars from another class can fill the remaining positions. These cars have lane choice on the remaining positions only.

If there are less than six (6) cars competing in Class 4/6 in any trophy race fill in cars will be permitted to make up the numbers to six (6). The cars are to be class 4/6. Drivers of the fill in cars will not score points in the class 4/6 championship or overall championship. Should there be more fill in cars to race than positions available the fill in drivers will be drawn from a hat.

Should the Chief Steward of the meeting consider the above format for composing heats inappropriate, he may alter it after consultation with the committee.

The Chief Steward will inform those racing, prior to racing of the format for that night.

During finals cars may not be worked on while the power is off. Drivers working on their cars when the track is turned off between runs will be eliminated from the remainder of that race.

The track is closed between the end of qualifying and racing, and between all qualifying and finals.

During racing cars will be changed from lane to lane by the drivers themselves or if agreed by track marshalls.
Drivers are responsible to ensure that their car is in the correct lane and has the correct sticker on it at all times.

The maximum time between runs during heat/finals shall be one minute from after lane segments are recorded, and two minutes between heats/finals.

The maximum time between qualifying and finals is ten minutes.

Once a final has started, drivers not at the starting line at the correct time, for any reason will not be waited for.

The track MUST NOT be cleaned in the week preceding a Trophy Meeting; it must have at least one (1) senior club night of racing on it before a Trophy Meeting.

Race Controller decision is final and cannot be disputed.

If at least half the field de-slot before the end of the first corner the run will be re-started. There will be a maximum of two (2) re-starts per run for de-slotting.

A concourse competition will run at each round. Points will be awarded on the basis of 25, 20, 17, 15, 14, 13, 12, 11, 10, 9, 8, 7, 6, 5, 4, 3, 2, 1 for all others. 25 points being for 1st place. Concourse points are awarded for overall positions only. Cars must race as presented for concourse judging. Any car that does not race in a final will forfeit any concourse points gained.

Points for Trophy Meeting Qualifying will be awarded on the basis of 10, 7, 5, 4, 3, 2, and 1 for all others. 10 points being for 1st place.

Points for Trophy Meeting Races excluding the Grand Final will be awarded on the basis of 50, 40, 34, 30, 28, 26, 24, 22, 20, 19, 18, 17, 16, 15, 14, 13, 12, 10, 9, 8, 7, 6, 5, 4, 3, 2 and 1 for all others. 50 points being for 1st place.

Points for the Grand Final Qualifying Race will be awarded on the basis of 25, 20, 17, 15, 14, 13, 12, 11, 10, 9, 8, 7, 6, 5, 4, 3, 2 and 1 for all others. 25 points being for 1st place.

Points for the Grand Final will be awarded on the basis of 50, 40, 34, 30, 28, 26, 24, 22, 20, 19, 18, 17, 16, 15, 14, 13, 12, 10, 9, 8, 7, 6, 5, 4, 3, 2 and 1 for all others. 50 points being for 1st place.

Driver/s competing with cars that do not comply with requirements of the round e.g. a non-GP car at a GP round or an incorrect body, will be given a placing after all complying cars have been placed.

All cars must finish all races under their own power.

Any car which the Race Controller or Chief Steward deems to be damaging the track or constitutes a hazard to other cars must be removed from the track immediately. The car may only be returned to the track after it has been fixed

The race in progress must be finished before any dispute is discussed. Disputes will be handled by the officials of the meeting, (Chief Steward, Race Controller, in consultation with the committee if deemed necessary). All parties have the right to consult/appeal with the committee in writing before the start of the next committee meeting only.

The winning cars in Class 2/5 and Class 4/6 will be inspected and possibly stripped if the need for further inspection is required. If the winning car is found to be illegal, the driver will be disqualified from the race and the second place car will then be inspected and so on.

In the event that there is a tie on the total points for the meeting (points from qualifying, race one and race two), the higher place will go to the driver who has the highest points in the main race.

At the start of each heat and final all drivers to get 1 minute warm up on the lane that they have chosen to start their race, the Race Controller will switch off the red light at the commencement of the 1 minute and when the red light is switched back on each driver must line up ready to start racing.

No car may pass the start/finish line while the red light is showing without the Race Controllers permission. Any driver breaking this rule may be disqualified by the Race Controller for the current run.

15. Circuit Club Championship, Circuit Class Championships & Trophy Meeting Race Format

Circuit Club Championship

Senior Circuit Club Champion and Junior Circuit Club Champion will be

The driver who gains the most points from the overall placing in all Trophy Night Meetings minus their single worst round over the Trophy Meetings plus their Grand Final Points.

Drivers earning points counting towards the Circuit Club Championship **WILL** drop their single worst round over all the Trophy Meetings. A round in which a driver did not enter or did not start may be counted for this purpose. The Grand Final **CAN NOT** be counted as the worst round.

Circuit Class Championships

There will be the following Circuit Class Championships.

Class 1/3 Open Circuit Champion
Class 4/6 Standard Circuit Champion

Circuit Class Champions will be

The driver who gains the most points from their Circuit Class Trophy Night Points minus their single worst round over all the Trophy Meetings plus their Grand Final Points.

Drivers earning points counting towards any of the Circuit Class Championships **WILL** drop their single worst round over all the Trophy Meetings. A round in which a driver did not enter or did not start may be counted for this purpose. The Grand Final points **CAN NOT** be counted as the worst round.

Circuit Concourse Championship

Senior Circuit Concourse Champion and Junior Circuit Concourse Champion will be

The driver who gains the most points from their Trophy Night Concourse Points minus their single worst round over all the Trophy Meetings plus their Grand Final Concourse Points.

Drivers earning points counting towards the Concourse Championship will drop their single worst round over the Trophy Meetings. A round in which a driver did not enter or did not start may be counted for this purpose. The Grand Final Concourse points **CAN NOT** be counted as the worst round.

Circuit Trophy Meeting Race Format

Each trophy must be competed for twice to win. i.e. over the two rounds for each class.

Senior 1/32nd

Saloon	Schedule A	6 x 3 minute	Trophy
GP	Schedule A	6 x 3 minute	Trophy
Sports	Schedule A	6 x 3 minute	Trophy
Saloon	Schedule A	6 x 3 minute	Trophy
GP	Schedule A	6 x 3 minute	Trophy
Sports	Schedule A	6 x 3 minute	Trophy

Senior 1/24th

Saloon	Schedule A	6 x 3 minute	Trophy
GP	Schedule A	6 x 3 minute	Trophy
Classic	Schedule A	6 x 3 minute	Trophy
LMP	Schedule A	6 x 3 minute	Trophy
Saloon	Schedule A	6 x 3 minute	Trophy
GP	Schedule A	6 x 3 minute	Trophy
Classic	Schedule A	6 x 3 minute	Trophy
LMP	Schedule A	6 x 3 minute	Trophy

Grand Final Any body type. Qualifying and Grand Final to be held on the same night.
Qualifying Schedule B
Grand Final Race Schedule B 6 x 3minute

Schedule A

Qualifying runs will be drawn in a random manner; each driver is to have 1 (one) single one (1) minute run on any lane of their choice. A driver's quickest single lap time posted within either one (1) minute period will determine the qualifying order. Ties will be broken firstly by the number of equal times a driver records, then by the next best time and so on.

A drivers best single lap will count towards their qualifying position, unless the driver has qualified two (2) cars or in 3 classes. In this instance the driver must nominate which car and class they will race. This cars best time then becomes the drivers qualifying time for the race.

RACE: all finals will consist of six (6) consecutive runs on six (6) different lanes. The winner is the driver covering the greatest distance, regardless of which final they were racing in. In the case of a dead heat, a drivers highest three (3) runs added together in the final will decide the position.

The points received in Qualifying and the Race will be added together, these total points will determine a drivers finishing position in each class as well as the overall position

Points will be awarded in each class and overall on the following basis:

Qualifying	1 st	10 points
	2 nd	7 points
	3 rd	5 points
	4 th	4 points
	5 th	3 points

6th 2 points
 7th Qualifier and below will all be awarded 1 point each.

Race	1 st	50 points	15 th	14 points
	2 nd	40 points	16 th	13 points
	3 rd	34 points	17 th	12 points
	4 th	30 points	18 th	11 points
	5 th	28 points	19 th	10 points
	6 th	26 points	20 th	9 points
	7 th	24 points	21 st	8 points
	8 th	22 points	22 nd	7 points
	9 th	20 points	23 rd	6 points
	10 th	19 points	24 th	5 points
	11 th	18 points	25 th	4 points
	12 th	17 points	26 th	3 points
	13 th	16 points	27 th	2 points
	14 th	15 points	28 th	place and below will be awarded 1

point each.

Schedule B

Qualifying runs will be drawn in a random manner; each driver is to have 1 (one) single one (1) minute run on a lane nominated by the Race the controller and Chief Steward. A driver's quickest single lap time posted within either one (1) minute period will determine the qualifying order. Ties will be broken firstly by the number of equal times a driver records, then by the next best time and so on.

A drivers best single lap will count towards their qualifying position, unless the driver has qualified two (2) cars or in 3 classes. In this instance the driver must nominate which car and class they will race.

This cars best time then becomes the drivers qualifying time for race one.

Grand Final all finals will consist of six (6) consecutive runs on six (6) different lanes. The winner is the driver covering the greatest distance, regardless of which final they were racing in. In the case of a dead heat, a drivers highest three (3) runs added together in the final will decide the position.

The points received in Qualifying, Qualifying Race and the Grand Final will be added together, these total points will determine a drivers finishing position in each class as well as the overall position. Points will be awarded in each class and overall on the following basis:

Qualifying	1 st	10 points
	2 nd	7 points
	3 rd	5 points
	4 th	4 points
	5 th	3 points
	6 th	2 points
	7 th	Qualifier and below will all be awarded 1 point each.

Race	1 st	25 points	10 th	9 points
	2 nd	20 points	11 th	8 points
	3 rd	17 points	12 th	7 points
	4 th	15 points	13 th	6 points
	5 th	14 points	14 th	5 points
	6 th	13 points	15 th	4 points
	7 th	12 points	16 th	3 points
	8 th	11 points	17 th	2 points
	9 th	10 points	18 th	place and below will be awarded 1 point each.

Grand Final	1 st	50 points	15 th	14 points
	2 nd	40 points	16 th	13 points
	3 rd	34 points	17 th	12 points
	4 th	30 points	18 th	11 points
	5 th	28 points	19 th	10 points
	6 th	26 points	20 th	9 points
	7 th	24 points	21 st	8 points

8 th	22 points	22 nd	7 points
9 th	20 points	23 rd	6 points
10 th	19 points	24 th	5 points
11 th	18 points	25 th	4 points
12 th	17 points	26 th	3 points
13 th	16 points	27 th	2 points
14 th	15 points	28 th	place and below will be award 1 point each.