**Scaleauto 1/24 GT Racing Rules**

**2015**

version 4.17.15

**RACE INFORMATION & RULES**

* Work can be done during lane changes.
* Once rear tires have been handed out the car and all tires are under Race Control. Tires must be fitted at the technical table then place in park ferme. Anyone removing their car from park ferme after fitting their tires will be disqualified.
* A car losing a screw and causing another car to de-slot or crash will be penalized 10 laps. Cars are permitted to cover their chassis screws with tape before the race.
* A car must start each heat with its rear wing attached in the correct position.
  + A car is allowed to complete a heat without it’s rear wing if it falls off due to a crash.
  + The rear wing must be re-attached in the correct position before the car can start the next heat.

**GENERAL RULES – MODIFICATIONS**

* No Scaleauto chassis tuning parts (carbon parts for example) are allowed.
* It is not permitted to modify the stock production car or stock white kit in any way other than what is listed below.   
  Filing to change the height or shape of parts is not allowed.
* You are allowed to clean up any flashing or burrs on parts but you are not allowed to modify their shape or thickness.
* You are allowed to straighten parts but not allowed to modify their shape or thickness.

**MODELS ALLOWED**

* All 1/24 scale Scaleauto GT cars are allowed. These can be either a stock production livery or a white kit that is finished to the rules listed below.
  + Porsche 911 GT3
  + Porsche RSR
  + BMW M3 GTR GT3
  + BMW Z4 GT3
  + Jaguar XKR GT2
  + Mercedes SLS GT3
  + Audi R8 LMS
  + Viper GTS-R
* Minimum weight for the complete car is 190gm.

**BODY & INTERIOR**

* All body parts must be fitted on the car and in the correct location.
* Rubber mirrors are allowed and can be fitted to any of the bodies.
* You are allowed to use a Lexan interior in all models.
* No modifications to the body are permitted, other than the use of Shoe Goo or similar product to help prevent crash damage.
* You are allowed to use Shoe Goo to strengthen the front and rear of the car as well as the side mounts where the body attaches to the chassis and the wing.
* You are allowed to use Shoe Goo on the interior where it attaches to the body to strengthen the bond between the two pieces.
* You are not allowed to use an excessive amount of Shoe Goo as tuning weight on the inside of the car body.
* The stock rear wing uprights may be reinforced with Shoe Goo or similar products.
* A small piece of foam rubber can be glued to the side of the rear wing uprights to help strengthen this connection.
* Carbon/Rubber wings are permitted. These wings are allowed to be reinforced with rubber like Shoe Goo.
* Fantasy liveries are acceptable and encouraged.
* All bodies and interiors must be fully painted.
* Numbers must appear in three places on the car – one on the hood, one on the left door and one on the right door.
* Minimum weight for the body with body mounts and fixing screws attached is 58gr.

**CHASSIS**

* The chassis must be assembled in exactly the same way as the stock car model was. This includes the position of axle mounts and guide lead length of each model.
* Porsche rally versions can either stay with drop guide or convert to the non rally plate and mirror the fixed guide GT3 car dimensions (not the RSR).
* No part of the chassis may be visible when viewing the car from above.
* The chassis must be assembled with all the screws and/or nuts and bolts using the original mounting holes.
* Magnets are not allowed
* You are allowed to add weight above the main chassis and the “H” plate as long as it’s not visible from the bottom of the chassis.
* You may use a thread locking material to prevent screws falling out.
* All screws must be tight and fitted as designed.
* T-Nuts are allowed and can be retrofitted to any older chassis.
* Scaleauto nylon locknuts are allowed and can be retrofitted to an older chassis.
* The chassis plates are allowed to have any burrs and/or sharp edges removed.
* A bent chassis plate may be straightened/flattened but may be modified or bent to change its original dimensions.
* The original mounting holes can be re-countersunk to allow correct seating of the screws.
* Countersinking holes slightly is allowed but re-drilling holes is not.
* The original MSC logo on the bottom face of the main chassis plate must be clearly visible and the finish of the main plate and all parts must be as supplied from the Manufacturer.
* The original chassis plates, parts and metal body holders cannot be repainted or refinished in any way.
* Body mounts must match the car they are being used on.
* Body mounts cannot be modified in any way.

**Notes**:  
Stripped screw holes may be repaired with a heli-coil or Loctite type products.

For a damaged motor mount it is permissible to countersink the underside of the chassis and mount a screw up to repair/replace the stock screw down into the chassis for motor mounts. We then advise using Scaleauto lock nuts on these mounts from above.  
You are allowed to cover over screws on the underside of the chassis is legal and recommended, as lost screws will be penalized.

**AXLE HOLDERS**

* The front and rear axle holders must be the stock version that came with the car.
* Axle holders cannot be modified in any way.

**GUIDE**

* Only Scaleauto guides are permitted.
* All Scaleauto guides are allowed.
* The length of Scaleauto guide blade cannot exceed 29mm.
* Guide shims are allowed.
* Only one guide nut is allowed
* The guide may not protrude beyond the bumper or front spoiler when viewed from above the car.

**BRAID**

* Any braid is allowed

**LEAD WIRES**

* Any lead wire is allowed.
* Lead wires may not be visible outside of the car when viewed from above the car.
* Soldering is only means by which to attach lead wires to the motor terminals.

**AXLES**

* Axles must be the stock Scaleauto steel 3mm diameter for both the front and rear.
* No independent front axle set ups of any type are allowed.
* You may flat spot the rear axle to help prevent the gear and/or rear wheels slipping on the axle.

**AXLE SPACERS**

* Only Scaleauto axle spacers are permitted.
* Axle spacers may be trimmed to allow correct wheel spacing.
* Metal Scaleauto axle spacers are permitted.
* Axle stops are allowed to be used in place of spacers.

**BEARINGS**

* Bearings must be the stock Scaleauto bearings as supplied with the car.
* Bearings may not be modified or tampered with in any way.
* Older cars may be upgraded to ball bearings on front and rear axle.

**FRONT TIRES & WHEELS**

* The maximum front axle width is 80mm, measured from the outside of a tire to the other.
* The front wheels and tires cannot protrude outside of the body, including float, when viewed from above.
* Front wheels and tires can either be the “STOCK” Scaleauto as supplied on the car or you may use SC-2715 sponge front wheels/tires.
* Front tires may not be modified from stock.
* Front tires cannot be made conical.
* Front tires may not be hardened and/or polished
* Rubber front tires may not be glued to the rim.   
  Truing of the front tires is permitted as long as they do not fall below the 25mm minimum diameter.
* Both front tires must make full contact with the tech block.
* The minimum outside diameter of the tire at the beginning of the race shall be 25.5mm with a minimum width of 10mm.

**REAR TIRES AND WHEELS**

* The maximum rear axle width is 83mm, measured from the outside of a tire to the other.
* The rear wheels and tires cannot protrude outside of the body, including float, when viewed from above.
* The mandatory rear wheel/tire is: Scaleauto SC-2421p, ProComp 3 13mm wide/27.5 outside diameter
* Rear tires cannot be made conical.
* Rear tires may not be treated with any kind of tire dressing, compound or product at any time.
* Rear tires can be trued but cannot fall below the minimum 26mm diameter.  
  Tires are permitted to be cleaned with Scaleauto tire cleaner SC-5300 or lighter fluid.  
  Tires may also be cleaned using a tape roll provided by the race organizer.

**WHEEL INSERTS**

* All four wheels must be fitted with the correct Scaleauto wheel inserts for the model of car bring raced.
* All inserts must include the disc brake rotors in all wheels.

**MOTOR**

* Only Scaleauto Sprinter or Endurance motors are allowed.
* Motors cannot be modified in any way.
* Soldering is only means by which to attach lead wires to the motor terminals.

**SPUR GEARS**

* Only the 44t Scaleauto spur gear is allowed.
* Spur gears may not be modified in any way that differs from stock.

**PINIONS**

* Only 12t Scaleauto pinions are allowed.
* All 12t Scaleauto pinions are allowed.
* Pinions may not be modified in any way that differs from stock.

**GROUND CLEARANCE**

* The ground clearance will be measured under the entire length of the car with all four wheels sitting flat on the tech block.
* The ground clearance of the car at the beginning of the race cannot be less than 2mm at the rear and less than 1.80mm at the front of the car.
* The front of the car cannot be held up by the braid when checking this measurement.
* The ground clearance during and at the end of the race is not allowed to be less than 1mm at the front and the back of the car.