

NEW ZEALAND SLOT CAR ASSOCIATION INC.



2022 NZSCA 1/24th Scale National 8-hour Enduro

Wellington Slot Car Club
4 Lydney Place North, Porirua

Saturday 7th May 2022

PROGRAMME

Friday 6 th May	Practice from Midday until 10.00pm. Locals from 6.00pm	
Saturday 7 th May	Practice	8.30am
	Scrutineering	9.00am
	Qualifying for lane choice	9.30am
	Race start	10.00am
	Race finish	6.00pm
	Dinner	7.00pm (prizegiving at dinner)

NOTES:

1. **Food** - Food will be each team's responsibility, coffee and tea will be provided.
2. **Entry process** - Enter by emailing NZSCA treasurer Rob Dale, robdalenz@gmail.com and by paying in full the entry fee of \$120 per team directly into the NZSCA Bank Account: **12-3192-0025686-00**.
3. **Entries** – Entries open **Friday 11th March 2022**. As soon as eight teams have paid their entry fees entries will close. NZSCA reserves the right to select entrants and resolve any issues arising if more than eight teams are attempting to enter. **At least 4 teams must be entered and paid in full by Friday 8th April 2022 or the event will be cancelled.**

2021 ENDURO RULES AND RACE PROCEDURES:

4. **Rules and Procedures** - The event will be run in accordance with the rules and race procedures detailed in the 2022 NZSCA Rule Book, Section I1 EVENT PROCEDURE.
Please note the following variations/clarifications:
5. **All Daylight** – The entire 8 hours of racing will be conducted in "hours of daylight" racing conditions – (no lighting kits required, no night session).
6. **Teams** –The race is for up to eight teams. Each team must have at least three drivers. **Non-driving pit crew members are discouraged this year due to restricted venue numbers.** There is no restriction on the number of times an individual driver may drive for their team. Each team will race for a total of 1 hour on each of the eight lanes, changing drivers every 20 minutes and changing lanes every hour.
7. **Qualifying and Lane Choice** – Each team will put forward three drivers to qualify for them, and that team will have 90 seconds on orange lane to post their best qualifying distance. Each of a team's three drivers will have 30 seconds to drive, with sufficient power off time between drivers to affect a controller change. The team achieving the greatest combined distance will have first choice of their starting lane, and so on to 8th distance.

8. **Drivers** - Each driver must race for 20 minutes at a time, and each team must change drivers every 20 minutes. This means no driver may drive two consecutive stints. At no time may a team have more than one driver on the drivers stand.
9. **Driver and Lane Changes** – After each 20-minute period the power will be switched off by the race controller for 30 seconds, allowing time for a driver change. Every hour the power will be switched off for 45 seconds and all teams will change lanes. At this time, it is the team's responsibility to change their car to the correct next lane and with the appropriate coloured sticker in place, while their next driver hooks up to the appropriate lane on the drivers stand. Work on the cars is permitted at lane change time – as well as changing the sticker and moving the car to the next lane – but cars returning late to the track must be placed on **the pit straight** section. Penalties involving the deduction of laps will apply to breaches of this rule.

2021 ENDURO CAR SPECIFICATIONS:

10. **Car Specifications** - As detailed in the 2022 NZSCA Rule Book, Section I2. CAR SPECIFICATIONS.
Please note the following variations/clarifications:
11. **Chassis** –Approved chassis for 2022 are:
JK C43 4" Aeolos chassis - .035" thick - designated C26 in the JK catalogue, or
JK C43 4" Aeolos chassis - .040" thick - designated C26T in the JK catalogue
Only one chassis may be used for the entire event.
12. **Motor** - ProSlot 4002FK. Must comply with FK motor specifications as detailed in Section D MOTOR SPECIFICATIONS – D1. FK.
13. **Body** – **Attan Tesla 2020** ISRA Production Saloon including interior. Must comply with the General and Saloon body specifications as detailed in Section H4. BODIES
A second body of exactly the same type as the first, painted the same as the first, may be used.

