

## Show Us Ya Slotz

NSR ARE 24 Hours of Racing 2025

Date: 7th & 8th June 2025

### **Objective:**

24 Hours continuous racing. All Pitstops are green flag.

### **Chassis.**

NSR Classic Cars

### **Teams.**

6 teams maximum. Minimum 3 persons per team. 1 Driver, 1 Marshal, 1 Resting: Maximum 6 persons per team.

In order to accommodate all interested parties entry is by application.

You Need to Book in your Teams !!

### **Racing.**

2 rotations of 6 Lanes x 2 Hours = 24 Hours

### **Time.**

Friday	Practice
Saturday	Doors open 9am.
	Warm up 9.30am to 10.30am
	Driver Briefing 10:40am
	Scrutineering 11am
	Qualifying 11.30am. Lane Choice
	Cars at Start line: 11.55am
	Race Start: 12pm

Sunday Race Finish: 12pm

Final Scrutineering

Presentation

### **Other.**

Food Truck available for purchases at notified times.

Tea and instant coffee provided.

Cold drinks and snack food available for purchase only when counter is attended.

Driver rest area in adjoining room. An area will be allocated for a teams 'camp'

## 2025 SPORTING RULES - RACE

### 1. RACE CONTROL

- 1.1 Race Director
- 1.2 Scrutineers
- 1.3 Track Power Controller
- 1.4 Race Marshals (provided by the teams)

### 2. SPORTSMANSHIP BEHAVIOUR

- 2.1 All the participants are invited to behave in the most sporting way for all the time of the race either inside then outside the building.
- 2.2 Anti sportsmanship behaviour will be sanctioned
- 2.3 The building is a non smoking area.
- 2.4 No alcohol consumption is allowed on-site or premises at any time by driver, team member or spectator.

### 3. RACE FORMAT

- 3.1 Race is a 24Hr green flag event.
- 3.2 For the race 6 teams will be admitted.
- 3.3 Heat Rotation is 1,3,5,6,4,2
- 3.4 The race to be held on the 'Flat Track' which is 6 lanes. Each team will race over all lanes in 2 rotations of 2 Hours each.
- 3.5 The results will be given by the accumulated total of all the laps completed each heat. Last heat last lap segment to be added if required at completion of time.

### 4. RACE CONDITIONS

- 4.1 One (1) race car to be used. It is prohibited to have another complete or semi complete car prepared.
- 4.2 At 22.00 hours will start the night period which will last till 06.00 a.m. Room lights will be adjusted for these times. Room will not be totally dark, ambient lighting will be on.
- 4.3 Racing is intended to be run with timer running continuously. Track Power will be independent to timer. TPon (Track Power ON), TPoff (Track Power OFF) to control race.
- 4.4 Track power to be cut for yellow flag conditions (TPoff). Timer will continue to run.
- 4.5 Yellow flag conditions only for de-slots
  - under bridge
  - bridge overpass where car is out of reach
  - straight for cars in front driver stations.
  - scrutineering
  - otherwise at the discretion of Race Director.
- 4.7 There will be a 30 second change over between heats.
  - Team Marshall to change lane colour decals and move car to next heat lane.
  - Car cannot be serviced.
  - Track position must be maintained.
  - No driver change allowed.
  - No driver change.
- 4.8 For driver change or driver pitstop the car must be stopped in front of driver station with TPon.
- 4.9 Servicing area zone (SAZ) is in front of each appropriate driver station. Car to be removed and placed on track in the respective SAZ. If a marshal removes a damaged car from around the track then car is to be placed back on track after repair closest to where it was removed.
- 4.10 If a driver needs a self-pitstop and no replacement driver is available car must be parked on track in front of the respective driver station.
- 4.11 Track power to be controlled by independent person were available. Track power control may be passed to a team marshal on a temporary or ad-hoc basis.

- 4.12 Car Lighting. Race to begin with car lights off. At a determined time a call is to be made for lights to be turned on or off. Driver must pull car up in front of marshalling team member to switch lights on/off within 2 laps of call.
- 4.13 There will not be continuous parts purchases available from the shop during the race. Parts may be borrowed from another team if required.

## **5. TEAM COMPOSITION, RACING TURNS & DRIVERS CHANGE**

- 5.0 Team Name to be Civil.
- 5.1 Teams can be made from 3, 4, 5 or 6 drivers.
- 5.2 Each driver must drive a fair and reasonable share.
- 5.3 There is No Standing nor Pit Area behind the driver stations. If a team member needs to have a conversation with the active driver the active driver must step back from the track for the duration of the conversation. Team members must not loiter in this area.
- 5.4 Driver change can be at any time during live racing time TPon.
- 5.5 Interference to another driver is not to be caused.
- 5.6 Infractions in the driver station area will incur a time penalty.

## **6. MARSHALING**

- 6.1 Marshals must be one of the Team members.
- 6.2 Each Team shall Marshall the area the same colour as they are racing that heat.
- 6.3 During race, a team marshal must always be in the assigned position. There will be a 30 second advise call allowed.
- 6.4 The marshal must be awake at their position at all times.
- 6.5 For each time a non-marshalling condition occurs the Team will be penalised by time penalty.
- 6.6 The marshal cannot do any repair on the car trackside with the exception of guide and braids.
- 6.7 If a team car is retired marshalling by the team is still required to the completion of the event.
- 6.8 If a marshal needs a 'self pitstop' the button caller is to be advised. A replacement or covering marshal is to be in place.
- 6.9 A marshal should always endeavour to replace cars affected by another's deslot first.

## **7. MAINTENANCE & REPAIR**

- 7.1 For repair the Team's driver or spare team member has to obtain car from the race marshal who has taken car from the track.
- 7.2 From wherever a car is taken from the track once repaired it is to be put back on at the point the car was removed from.
- 7.5 Inside the spare parts box there can only be the pre-race verified parts.
- 7.6 The maintenance / repair jobs can only be carried out when TPon, not during lane changes or any other not planned race stop.

## **8. TECHNICAL CONTROL**

- 8.1 The cars must be presented to scrutineering with the body off.
- 8.2 The inspection will be carried out by appointed scrutineers.
- 8.3 For the duration of the race appointed scrutineers can verify any car at any time at the discretion of the race director or scrutineer. It is intended that periodic whole field checks will be made with the TPoff.
- 8.4 In case a single car gets verified during the race, the lost laps will be compensated based on the average of the Team's heat laps net from un-forced pit stops. A stop watch to be used to account for the stoppage time.
- 8.5 In case of "not ok" you will have to fix the problem TPon with any additional time penalty to be served.

## **9. PENALTY**

- 9.1 Penalty time determined by Race Direction in proportion to the gravity of the fault committed against Technical or Sport Rules with guidance from
- 9.2 Penalties will be time based. To serve a penalty the car must be parked on track in front of the timing bridge. Penalty time to be served while track power is on.
- 9.3 Smoking inside the race building or consumption of alcohol onsite will result in DISQUALIFICATION.
- 9.4 Guideline time penalties will be notified in the team briefing.

## **10. FREE PRACTICES**

- 10.1 Free practice must be with only the actual car to be raced.
- 10.2 Free practices will consist in 5min. turns per lane per Team.

## **11. QUALIFICATION.**

- 11.1 The beginning lane rotation will be determined by qualification which will be raced on one lane as selected by Race Control.
- 11.2 The Team will choose his representative driver whom will have one minute for his best lap time.
- 11.3 The qualification order will be random.
- 11.4 If the Team's driver is not ready the Team will be given the last qualifying position
- 11.5 Top qualifier will start in lane of choice, 2nd & onwards choice will be of the remaining lanes.
- 11.6 Lane rotation is 1 - 3 - 5 - 6 - 4 - 2.

## **12. Driver / Team Briefing**

- 12.1 To be held prior to the start of the race
- 12.2 Additional rules, rule updates and information may be issued.

## **2025 TECHNICAL RULES**

### **1. CAR**

- 1.1 Allowed model. Porsche 917/10K all versions
- 1.2 Must be original in all its parts other than as specified in these rules (e.g rear tyres, screws).
- 1.3 No Weight is allowed underneath the chassis or motorpod.

### **2. Body**

- 2.1 If the white kit is used, the body must be completed with **all** parts and completely painted
- 2.2 There must be 2 race numbers on the body.
- 2.3 It must be fixed to the chassis by 2 screws, the lugs can be reinforced with non-metallic materials, without modifying the height of the same and without excess.
- 2.4 At the beginning the body must be complete in all its parts
- 2.5 At the end of the race missing rear view mirrors or miscellaneous trim pieces is ok.
- 2.6 Cannot be lightened or modified.
- 2.7 Only 1 body allowed. Damage must be repaired and body intact at the end of the race.

### **3. Light kit**

- 3.1 N3100 is to be used and fitted in accordance with provided instruction.
- 3.2 The Light Kit chip must be fitted in accordance with provided instruction.
- 3.3 Light Kit power to be taken from motor solder terminals in accordance with provided instruction.
- 3.4 A time penalty will be applied for a failure of each LED. Should a particular LED be intermittent only 1 penalty be applied to it.

### **4. Chassis**

- 4.1 Only black original chassis is allowed. Porsche 917/10K 1613 medium black
- 4.2 It is mandatory to write the name of the team on the chassis

### **5. Motor support**

- 5.1 The allowed motor support is the stock red extra hard 1270
- 5.2 To fix the motor support to the chassis, the only cups allowed are the original ref. 1205

### **6. Axle and bushings**

- 6.1 Original axles ref. 4801
- 6.2 Spacers are allowed on both the front and rear axles to control wheel width.

6.3 Original bushing ref 4805.

6.4 NSR stopper 4860 are allowed on the rear axle.

## **7. Motor**

7.1 Only Shark EVO short box 21,500 rpm, (purple label ref 3041) provided by the organisation with 11-tooth brass pinion SW (ref. 6911A).

7.2 It must be attached to the motor support with two NSR 4856 screws.

## **8. Transmission**

8.1 Box standard gearing only. All cars will be the same gearing.

## **9. Wheels**

9.1 Standard front wheels code 5001 fixed to the axle by screw

9.2 Original rear wheels 5002 (air system) or 5001 (no air system) fixed to the axle by screw.

9.3 Wheel hubcaps are required. 5434 for the Porsche 917. They can be glued to the tire.

9.4 In case of loosing the wheel inserts they must be replaced in maximum 5 laps or a time penalty will be issued.

## **10. Front tires**

10.1 5238 OEM. Evidence of tread must show after turing.

10.2 It is allowed to glue and true the tyres on the rims.

10.3 They must completely cover the rim.

10.4 Cannot be covered with material or additives that modify its adhesion to the track (glue, paint etc).

## **11. Rear tires**

11.1 5212 20 x 12 Supergrip NSW tyres

11.2 Tyres may be cleaned with water and or Miracle Cleaner only.

11.3 Glue or traction modifiers cannot be used.

11.4 Tyres must remain inside the body

## **12. Guide**

12.1 All NSR guides are allowed: 4841 - 4842 - 4843 - 4844 - 4845 - 4849 wood guide

12.2 NSR spacers are allowed between the chassis and the pickup to better adjust the attitude at the bottom of some types of tracks. Pick-up guide spacer brass 4818 4819 4820 005"/0.12mm 010"/0.25mm 020"/0.50mm

12.3 It is allowed to thin the blade.

## **13. Cables**

13.1 Original NSR ref 4824.

13.2 Although they can pass under it, they can not interfere with the front axle, which will have to turn freely.

13.3 Can be attached to the chassis with adhesive tape or glue.

## **14. Braids**

14.1 NSR 4822 (Copper braids) – 4849 (Tin plated braids), fixed to the guide in original position with original eyelets ref 4821.

14.2 They can not be glued / soldered to the guide or to the cables.

## **15. Screws**

15.1 NSR 4836 - 4837 - 4839 - 4869 metric screws allowed in body and motor support.

15.2 It is allowed to leave them loose to facilitate the float of the body.

15.3 4834 allowed for the body.

## **16. Magnets**

16.1 Magnets Forbidden

## **17. General measures**

### **17.1 Maximum track width**

- front 61mm
- rear of 64mm.

### **17.2 Minimum clearances. Flat board to bottom of chassis/motor pod.**

- front 0.8mm absolute minimum at all times.
- rear 1mm absolute minimum at all times. 1mm is not a starting point. 1.3mm rear recommended at scrutineering.

### **17.3 MINIMUM WEIGHT:**

- Body. Porsche 917/10K 19g with light kit TBC
- Whole Car. Porsche 917/10K 73g with light kit. TBC

### **17.4 Cars that fail inspection during race will need to be fixed under TPon and a time penalty will be applied.**

## **18. Power on tracks**

### **18.1 The voltage on track will be 12.0v TBC**

## **19. RECOMMENDED SPARE PARTS:**

Description	Qty
Body shell	0
Motor (Standard)	1
11 tooth Pinions	3
Gears	4
Chassis	1
Motor mount with bearings	2
Axles	2
Front tyres	2
Rear tyres	4
Front rims 5001	2
Rear rims 5002	2
Hubcup	4
Guides	3
Guide spacers	free
Braids & connectors	free
Electrical wires	free
Light set	0
Bodyshell & motor mount screws & tapes	free

**Everything else not specified is NOT ALLOWED!**