

# NSR

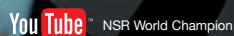
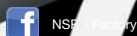
*Classic*  
PROFESSIONAL SLOT CARS

# WRE

*WORLD RACE ENDURANCE*

**SPORTING - TECHNICAL  
RULES**

**CLASSIC WRE 2023**



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# WRE 2020 SPORTING RULES - RACE

(Version 01 2023)

## 1. RACE DIRECTION TECHNICAL COMITEE MARSHALS

- 1.1 Race Direction: All comprehensive responsibility
- 1.2 Race Marshals: The only allowed to take the cars
- 1.3 Technical Comitee: Responsible for tech. check

## 2. SPORTSMENSHIP 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 sportmanship behaviour will be sanctioned
- 2.3 The building is a non smoking area.

## 3. RACE DURATION

- 3.1 For the race 32 teams will be admitted.
- 3.2 The race will be contested during 32 heats of 45 minutes each one, including 5 min. for the changing lane, according to the international rule of "odd increasing, pair decreasing; (1, 3, 5, 7, 9....; oppure 29, 31, 32, 30....; oppure 6, 4, 2, 1, 3....);
- 3.3 The tracks layout is made by 4 tracks of 8 lanes each, so each team will race over all lanes of all tracks
- 3.4 The results will be given by the total amounts of all the laps done on each heat. In case of same result the winner team will be the one who has done more sectors of tracks.

## 4. RACE DEVELOPMENT

- 4.1 It is possible to present at the tech. check two different ready to race cars.
- 4.2 During the first 4 heats (4 hours) it is possible to swap the car that the Team has beeing using till then with the other (verified) one. This will means 10 laps penalty and the Team will have to finish the 24 hours with such second car.

It is just an opportunity, a free choise for the team.

- 4.3 At 22.00 hours will start the night period which will last till 06.00 a.m.

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

- 5.1 Teams can made from 4, 5 or 6 drivers.
- 5.2 Each driver must drive no more no less than what specified on the below scheme:

DRIVERS NUMBER	MINIMUM ROUNDS FOR DRIVER	MAXIMUM ROUNDS FOR DRIVER
4	7	9
5	5	7
6	4	6

- 5.3 On the driver's rostrum only the Team's driver is allowed to stay, no one else for whatever reason.
- 5.4 The driver change is done during the lane change, the new driver can get on the drivers rostrum only when the going out one has left.
- 5.5 A wrong driver's change will be penalized by 10 laps.
- 5.6 The controller can be left by the leaving driver on the due following lane.
- 5.7 Before starting his turn the driver must report in Race Direction.

## 6. MARSHAL TURNS

- 6.1 The Corner Marshal must be one of the Team's driver
- 6.2 Each Team has to follow the marshalling turns according to the scheme given to the Team leader at the before race briefing.
- 6.3 During the free practices and the race, the corner's marshal must always be in the assigned position. There will not be any advise call.
- 6.4 The corner's marshal must be at his position 3 minutes before the restart.

- 6.5 For each missing time from marshalling the Team will be penalized by 10 laps.
- 6.6 The marshal can not do any fixing job on the cars at exception of guide and brakes and only on driver's call in case the car doesn't start.

## 7. MAINTENANCE & REPAIR

- 7.1 For maintenance and /or repair the Team's mechanic has to ask to a race marshal who will take the car from the track and will put it back on the pit lane section once the maintenance/repair has been done.
- 7.2 If a car gets immobilized wherever on the track, the marshals will bring it to the pit table then once repaired it will be put back on the pit lane section to restart.
- 7.3 At the pit table it is allowed only one mechanic who can not necessarily be a component of the Team.
- 7.4 Petrol, oil, racks, are supplied by Race Direction.
- 7.5 Inside the spare parts box there can only be the pre-race verified parts. The motor and the wheels will be given by the race marshal.
- 7.6 The maintenance /repair jobs can only be carried out when power on the track and not during lane changes or any other not planned race stop.
- 7.7 During the stop for switching on the lights it is allowed to do maintenance/repair.

## 8. TECHNICAL CONTROL

- 8.1 The cars must be presented to tech. check with the body not fixed on the chassis which must be without wheels and motor.
- 8.2 The Technical controls will be carried out by Technical Marshall Comitee.
- 8.3 The tech check entry order will be by draft.
- 8.4 From the start of the race till 15 min. after the finish, the the Technical Comitee can verify any car under specific requirement of a Team or the Race Direction.
- 8.5 In case a car get verified during the race, the lost laps will be compensated based on the average of the Team's heat laps net from unforced pit stops.

## 9. PENALTY

- 9.1 The penalty will be inflicted by Race Direction in proportion to the gravity of the fault committed against Technical or Sport Rules.

- 9.2 Faults related to driving turns, use of magnets, use of liquids or stuff not allowed, repairs carried out away from the pit table will mean Team's DESQUALIFICATION.
- 9.3 Smoking inside the race building will result in 20 laps penalty.
- 9.4 Faults related to driver change or marshal turns will result in 10 laps penalty.

## 10. FREE PRACTICES

- 10.1 Free practices will consist in 10 min. turns on one lane per Team.
- 10.2 The lane change will follow the race rule: odd going up, pair going down.(1,3,5..6,4.
- 10.3 Each driver can have free practice only one day. If you have test on Thursday, you can not test on Friday.
- 10.4 The team must bring the car to the technical inspection in the same day of the first drivers member's test.  
If one of your drivers have free practice on Thursday, your team will have to verify the car on Thursday.  
Then the rest of the team can have free practice on Friday with backup cars (cars can't be used in the 24h race).

## 11. QUALIFICATIONS

- 11.1 The starting grid will be determined by qualifications which will be raced on one lane chosen by draft between lanes 19-20-21-22
- 11.2 The Team will choose his representative driver whom will have one minute for his best lap time.
- 11.3 The qualification entry order will be the same as Tech. Control.
- 11.4 There is one minute between driver change, if the Team's driver is not ready the Team will be given the last qualifying time.
- 11.5 The top 8 Teams will have the right to choose the starting lane.
- 11.6 Teams from 9th qualifying time down will be given lanes starting from the first available.

## 12. NEWS & INFORMATIONS

- 12.1 They will be published on the news board by Race Direction.
- 12.2 Team's leader are invited to verify all the infos.

# WRE 2020 TECHNICAL RULES

(Version 03 2023)

## 1. Allowed models

- 1.1 **Ford MK IV** all versions
- Porsche 917K** all versions
- P68 Alan Mann**
- Ford GT40 MK II** all versions
- Porsche 908/3** all versions
- Porsche 917/10K** all versions



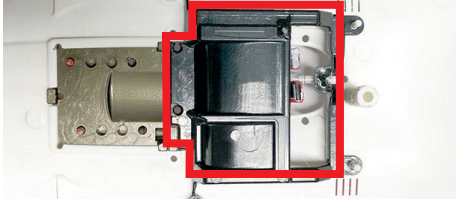
## 2. Body

- 2.1 It must be original in all its parts and can not be modified, only exception for point 3.2
- 2.2 If the white kit is used, the body must be completely repainted, leaving the transparent crystals. Fluorescent colors are not allowed.
- 2.3 There must be 2 race numbers on the body.
- 2.4 It is allowed to remove the spare wheel and the toolbox in the models that have them in the cockpit (Ford)
- 2.5 It must be fixed to the chassis by 3 screws, the lugs can be reinforced with non-metallic materials, without modifying the height of the same and without excess.
- 2.6 At the beginning the body must be complete in all its parts
- 2.7 At the end of the race, they may not be present the rear view mirrors.
- 2.8 CAN NOT be lightened or modified compared to the original
- 2.9 **MINIMUM WEIGHT:**
  - Porsche 917/10K** 20.0 g
  - Porsche 908/3** 22.0 g
  - Ford MK IV** 20.0 g
  - Porsche 917K** 22.0 g
  - P68 Alan Mann** 21.0 g
  - Ford GT40 \*** 19.0 g

\* Lexan cockpit ref. NSR1409



- 2.10 In case of ballasting the body the weight should be placed under the cockpit (NOT BEHIND the motor).



- 2.11 In case of loosing the ballast or the rear wing they must be replaced in maximum 5 laps or you will get a penalty of 20 laps for each segment raced without them.

### 3. Light kit

- 3.1 It is allowed to use all light kit available on the market. It is not allowed to use hand made light kit.
- 3.2 Maximum 4 led at the front and 4 led at the rear are allowed.
- 3.3 It is allowed to make holes in the body (in the headlights area) to fit the leds. It is allowed to put the led instead of the lower small headlight on the P68 and GT40.
- 3.4 The light kit's chip must be placed on the body.
- 3.5 Each team will be called from race direction to turn on the lights.
- 3.6 At the start of the race, the lights must be turned off and they will be turned on at the beginning of the night phase. During all the night phase, at least 3 of the 4 lights must be turned on.
- 3.7 At the end of the night phase, lights can be on or off.
- 3.8 In case of light kit damaging (during the night phase), it must be repaired or changed during the race time, in max. 10 laps after the problem. Otherwise, the team will get a penalty of 20 laps, plus 5 laps for each manche done with damaged lights kit.

### 4. Chassis

- 4.1 Only black original chassis is allowed for each model:

<b>Ford MK IV</b>	1322-1428 EVO medium black
<b>Porsche 917K</b>	1339-1425 EVO medium black
<b>P68 Alan Mann</b>	1351-1431 EVO medium black

**Ford GT40 MK II** 1369-1434 EVO medium black

**Porsche 908/3** 1601 medium black

**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 are: stock red extrahard 1270 and medium black 1272



**1270 EVO**



- 5.2 To fix the motor support to the chassis, the only cups allowed are the original (of any colour) ref. 1205

### 6. Axle and bushings

- 6.1 Original axles ref. 4801
- 6.2 Spacers are allowed on both the front and rear axles.
- 6.3 Original bushing ref 4805.



- 6.4 NSR stopper 4860 are allowed on the rear axle.



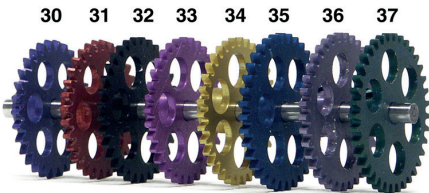
## 7. Motor

- 7.1 Only Shark EVO short box 21,500 rpm, (purple label ref 3041) provided by the organization with already lubricated 11-tooth brass pinion SW (ref. 6911A).
- 7.2 It must be attached to the motor support with both two NSR 4856 screws.



## 8. Transimssion

- 8.1 All Sidewinder metal crowns are allowed from NSR 17.5mm diameter, both plastic or metallic gears.
- metallic 6030, 6031, 6032, 6033, 6034, 6035, 6036, 6037



plastic 6430, 6431, 6432, 6433, 6434  
Also in the EVO version



## 9. Wheels

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

5001



- 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 (5433 for Ford MKIV, 5434 for the Porsche 917 and 908/3, 5435 for the Alan Mann P68), 5436 for the Ford GT40 MKII.

They can stick to the tire.



- 9.4 In case of loosing the wheel inserts they must be replaced in maximum 5 laps or you will get a penalty of 20 laps for each segment raced without them.

## 10. Front tires

- 10.1 NSR recognizable front tires (5200 16x8, 5201 17x8, 5226 18x8).
- 10.2 It is allowed to glue and true the tyres on the rims.
- 10.3 They must completely cover the tire.
- 10.4 CAN NOT be covered with material or additives that modify its adhesion to the floor (glue, paint and the like, for example).

## 11. Rear tires

- 11.1 New Racing low profile 19.5x10 rear tires ready to run, provided by the organization (code 5262).
- 11.2 Each team will have 5 pairs of rear tires for all the race.



## 12. Guide

12.1 All NSR guides are allowed: 4841 - 4842 - 4843 - 4844 - 4845.



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



12.3 It is allowed to thin the blade.

## 13. Cables

- 13.1 Original NSR ref 4824. Can be modified to power the light kit.
- 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 as original position with original eyelets ref 4821.
- 14.2 They can not be glued 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 tilting of the body.
- 15.3 Allow screws EASY SET UP NSR 4834 for the body.



## 16. Magnets

- 16.1 Forbidden

## 17. General measures

- 17.1 Maximum front and rear width of 61mm.

## 18. Power on tracks

- 18.1 The voltage on track will be between 12.0 and 12.5 V.



**Everything not specified is NOT ALLOWED!**

## LIST OF THE ALLOWED SPARE PARTS:

Description	Quantity
The motor with the 11 tooth 6.5 mm.dia pinion	1 handed out by Organisers
Z 11 Pinions	3
Gears	4
Chassis	1 (for each car model inscripted)
Motor mount with bearings	2
Axles	2
Fronts wheels	1 pr.
Rear tires	4pr. provided from organization
front/rear rims	5 pairs
Wheels hubcup	4 (for each model inscripted)
Guides	3
Guide spasers	free
Brades & connectors	free
Electrical wires	free
Light set	1
Bodyshell & motor mount screws& taps	free

**The finaly technical check will be made with the technical NSR 4110 OF-FSET MARSHALL tools to verify the offset of both rear axle and motor.**

In case of "not ok", you will have to change the motor support and/or the chassis in maximum 10 minutes or you will get a penalty of 5 laps for each extra minute.

