



RULES AND REGULATIONS





PLAFIT24
production class

1/24 SCALE SPORTS/GT & CAN-AM CARS

(SCALE 24)

BODIES

- a. All 'classic' Sports/GT (up to and including 1979) and Can-Am cars (up to and including 1973) are eligible.
- b. Bodies shall be reasonably accurate 1/24th scale representations of actual cars and painted or otherwise finished in a presentable manner, with transparent or tinted windows, where applicable.
- c. Colour schemes do not have to replicate actual cars.
- d. Bodies shall have cut out wheel arches.
- e. Bodies shall have, in the appropriate position, a presentably painted 3-dimensional driver figure consisting of at least head, shoulders, hands and the upper half of a steering wheel.
- f. Bodies shall clearly display at least two racing numbers.

CHASSIS

- a. Only Plafit 1700 series chassis may be used.
- b. The standard main chassis plate of the 1700 chassis may be replaced with the following Plafit extended chassis plates; 1701B (+10mm), 1701B15 (+10mm, 1.5mm) or 1701C (+20mm) only.
- c. The standard sub-frame of the 1700 chassis may be replaced with the following Plafit extended sub-frames; 1710B (+6mm) or 1710C (+12mm) only.
- d. The standard body mounting may be replaced using Plafit 1706 and 1707 series body mounting plates. Body mounts may have pillar for pin attachment.
- e. Front and rear bearing holders (pillow-blocks) may be replaced with different height Plafit 1700 series pillow-blocks. Pillow-blocks may be shimmed.
- f. No carbon fibre components are permitted.
- g. No magnetically-aided traction is allowed whatsoever.
- h. Weight / ballast may be added.
- i. The chassis, including the guide flag, wheels and tyres, shall not project from the body, nor be visible when viewed from above.
- j. No part of the car except braids and tyres shall touch the track when stationary. Front tyres must touch the track surface.
- k. Maximum width measured across front and rear wheels is 80mm.
- l. Axle ball bearings are permitted.
- m. Only 3mm diameter rear axles may be used.
- n. Any guide flag may be used.

WHEELS & TYRES

- a. Rear tyres shall be made from black foam rubber.
Rear tyres: Minimum diameter 23mm / Maximum diameter 27mm /
Maximum width 16mm.
- b. Front tyres shall be made from black rubber.
Front tyres: Minimum diameter 21mm / Minimum width 6mm.

GEARS

Any 10 tooth pinion and 36 or 38 tooth gear may be used.

MOTORS

ONLY JK Products ref. M25 Hawk 25 motors, laser etched '25 25 25 25' are allowed
Motors may not be opened or modified in any way, except the armature shaft may be shortened.
Any lead wire may be used.



JK24

premier class | ————○

1/24 SCALE JK C21 LMP,GTP, SPORTS/GT (JK 24)

Parts may not be modified in any way unless explicitly stated

BODIES

- a. Only JK Products LMP, GTP and Sports/GT 0.010" thick bodies are eligible.
- b. Bodies shall be reasonably accurate 1/24th scale representations of actual cars and painted or otherwise finished in a presentable manner, with transparent or tinted windows, where applicable.
- c. Colour schemes do not have to replicate actual cars.
- d. Bodies do not have to have cut out front wheel arches and they may be left clear. If the front wheel arch is painted, sticker or painted front wheels are required.
- e. Bodies shall clearly display at least two racing numbers.

CHASSIS

- a. Only standard steel stamped JK 4" Cheetah C21 chassis may be used. No modifications permitted, except:
 - a. For the holes in the motor mount which may be enlarged, but must remain intact.
 - b. Pillow block holes may be enlarged to facilitate rear axle alignment.
 - c. A notch may be cut in the side pan to allow bite bar removal.
- b. Any diameter bite bar may be used.
- c. The front of the chassis must clear the track surface. The rear of the chassis may must clear the track surface.
- d. Motors may be soldered to the chassis.
- e. No magnetically-aided traction is allowed whatsoever.
- f. Weight / ballast may not be added to the chassis.
- g. The chassis, including the guide flag, wheels and tyres, shall not project from the body, nor be visible when viewed from above.
- h. No part of the car, except braids and tyres, shall touch the track when stationary. Front tyres do not have to touch the track surface.
- i. Maximum width measured across front and rear wheels is 83mm.
- j. Axle ball bearings are not permitted.
- k. Only JK guide flags may be used.

WHEELS & TYRES

- a. Rear tyres shall be made from black foam rubber, with only JK plastic rims.
- b. Standard JK front wheels / front axle (Piano Wire) must be used, but need not touch the track surface.
- c. Only JK 3/32 axles may be used.

GEARS

Only JK 35, 36, 37 or 38 tooth gears may be used with JK 10 tooth pinions.

MOTORS

ONLY JK Products ref. M7 Hawk 7 motors, laser etched '7 7 7 7' are allowed
Motors may not be opened or modified in any way, except:

- a. The armature shaft may be shortened
 - b. The axle-side corner of the motor may be ground or filed to clear the rear axle.
- Any lead wire may be used.



S24
elite class

1/24 SCALE SPORTS (S24)

BODIES

- a. Any sports car body, including 'high-downforce' bodies. No additional aerodynamic devices may be added to the body.
- b. Bodies shall be painted or otherwise finished in a presentable manner.
- c. Bodies shall clearly display at least two racing numbers.

CHASSIS

- a. Any commercially available stamped steel chassis may be used. Chassis may not be modified, except 'bite bars' (any diameter bite bar is permitted). A notch may be cut in the side-pan to facilitate removal of the bite bar.
- b. No magnetically-aided traction is allowed whatsoever.
- c. Weight / ballast may be added to the top of the chassis.
- d. The chassis, including the guide flag, wheels and tyres, shall not project from the body, nor be visible when viewed from above (except through the cockpit, where no interior is present).
- e. No part of the car, except braids and tyres, shall touch the track when stationary. Front tyres (if present) do not have to touch the track surface.
- f. Maximum width measured across the outer edges of the rear wheels is 83mm.
- g. Front wheels are not required, however 'sticker' or painted front wheels must be placed in the appropriate area on the body.
- h. Axle ball bearings are permitted.

WHEELS & TYRES

Rear tyres shall be made from black foam rubber.

GEARS

Any gears / gear ratio allowed.

MOTORS

Eligible motors:

a) Sealed FK Motors:

Any sealed FK size motor, including:

- JK Hawk 3
- Mid America Phoenix

b) 16D Can Size Motors:

- S16D

- i As per SAMCA Production 24 specifications, any 16D can size set-up (Parma, Pro Slot, Kamen, Red Fox). Any commercially available factory-tagged 16D or S16D armature. Ball bearings are allowed.

ENTRIES & ENTRY FEES

Only entries from members of the Association shall be accepted.

All competitors belonging to a WP affiliated club entering a League Event shall pay an entry fee R150.00 and; junior members pay R100.00 per event. (This will include the endurance rounds)

RACING RULES

RACE CONTROL is for all purposes in charge of the racing event.

Apart from managing race proceedings, RACE CONTROL must ensure that marshals are appointed on each respective corner and remain on duty during racing and that drivers, marshals and spectators are silent during racing. RACE CONTROL will handle transgressions and objections in terms of these rules.

- a. A driver may handle his/her car during a race or lane change for cleaning or adjustment of braids and tyres or any other repairs, provided that it does not interfere with the race or the other drivers. The race shall not be stopped or delayed for this purpose.
- b. No tyre traction additive or any similar solvent (except those used for track cleaning purposes) may be applied directly to the track at any time before or during a race.
- c. Tyre traction additive may only be applied to a car on a straight. Should a driver's car be on a corner and he/she wishes to apply tyre traction additive, he/she must move his/her car back at least 30 cm before the end of the straight preceding the corner.

MARSHALLING

- a. All drivers not participating in a specific race shall avail themselves for marshalling. Specifically, drivers from the previous race will marshal the next race and be ready at a marshalling point within two minutes after the line-up orders are given by RACE CONTROL.
- b. Marshals must remain quiet and not enter into discussions or debate with anyone while performing marshalling duties and shall at all times focus on their assigned part of the track.
- c. A marshal may not leave the marshalling position for any reason and shall not sit, eat, drink or operate their cell phones while performing duties during racing.
- d. At lane changes, a marshal must ensure that all cars in his/her assigned area are changed to the next lane and that a corresponding lane colour sticker is placed at an angle on the front of the car. However, it remains the responsibility of the driver to ensure this.
- e. If a car de-slots, the marshal closest shall quickly ensure that it is removed by lifting it out of the way of approaching cars and then replace it in the slot. In a multi-car accident, a marshal shall replace the car which caused the accident last.
- f. A driver or marshal may call "TRACK" only if:
 - a. A car de-slots onto an adjacent lane occupied by another car.
 - b. A car de-slots where no marshal is present. iii. A marshal cannot reach a de-slotted car iv. A car de-slots under the bridge v. A car runs off the track onto the floor vi. Three or more cars de-slot at the same corner.
- g. In case of any of the above, the race shall be stopped by RACE CONTROL and restarted when clear. RACE CONTROL will announce '3 2 1' prior to the restart
- h. A race shall not be stopped for accidents, damaged cars or any reason other than those mentioned above. No driver or marshal may touch a car for inspection or repair during a race stoppage.
 - i. No verbal or any other form of abuse of marshals will be allowed, either by drivers or any other person.

LANE CHANGES

- a. Marshals will be given 60 seconds for lane changes.
- b. The driver is responsible for ensuring that the car is placed on the correct lane with the correct colour sticker firmly applied.
- c. Work on the cars is allowed during lane changes.
- d. Lane change sequence: Blue - Yellow - Red - Green - Black - White.

PRACTICE

- a. Official practice takes place from 9:00 until 12:00 on Race Day before racing commences with classes alternating every 30 min. All participating drivers may practice.
- b. Drivers shall endeavor to practice with the same category of car as the majority of drivers during that practice session.

RACE FORMAT

- a. Prior to the first race (heat) a 1 minute qualifying run on a centre lane (chosen by the Clerk of the Course) will be held to determine the initial draw of the first set of races, qualifying will be held for all of the car classes.
- b. On 6 Lane tracks: At event 1 for the set venue one race of 12 minutes (6 x 2 minutes/lane) On day 2 one race of 18 minutes (6 x 3 minutes/lane)
- c. Competitors will be placed in order of distance attained in the first heat, for the second heat.
- d. A competitor does not have to participate in both heats.
- e. A competitor may only compete with a car that has not been entered by another competitor and that has passed scrutineering.
- f. A competitor may use more than one car; limited to one per heat.

Endurance Driving Times

Minimum driving times during a six hour endurance race; Number of drivers per team:

- 3 = 80 minutes
- 4 = 60 minutes
- 5 = 48 minutes
- 6 = 40 minutes

Minimum driving times during a three hour endurance race; Number of drivers per team:

- 2 = 60 minutes
- 3 = 40 minutes
- 4 = 30 minutes
- 5 = 25 minutes
- 6 = 20 minutes

Driver changes must be reported to race CONTROL two minutes before such change.

The race control officials shall record on the race forms the number of laps completed for each team at each 30-minute mark and/or at each lane change.

RERUNS

- a. If, during a Heat, or before the recording of laps in an Endurance Race, a track-fault, counter-fault or counter-system-fault is deemed to exist the Race Controller shall switch off the power to the track and that race will be rerun.
- b. If, a section or sections of a race under exceptional circumstances are found to be void by the Judges that whole race will be rerun as a completely new race. Participants may elect to retain their original distance prior to such rerun, in which case they will not participate in the rerun. Anybody participating in the rerun will not be able to claim any distance covered in the original race.

RESTARTS

A race may only be restarted if a False Start is called by the False-Start Marshal.

REPAIRS

- a. Repairs to a car may be permitted prior to the Restart of any race at the discretion of the Race Controller. In the case of a Rerun a competitor may use another of his entered cars but in the case of a Restart a competitor may only use another car if authority is granted by a Judge and then only if the first car has been damaged beyond repair.
- b. No repairs, except by a decision of the Judges, may be permitted to a car prior to the Recommencement of any race.
- c. No repairs may be carried out by a marshal during any race. The marshal must pass the car to a fellow competitor. I.E. A MARSHAL SHALL NOT DESERT HIS/HER POST FOR ANY REASON.
- d. Cars may be repaired during lane change, this applies to endurance as well as sprint races.

TRACK CALL

- a. A Driver may call "Track" if it is suspected that a track fault is preventing the Car from completing a normal lap.
- b. A Driver SHALL call "Track" if the Car de-slots onto an adjacent lane that is occupied by another car.
- c. If a car de-slots on a main straight and is not within 2 meters of a designated marshal a driver may call a "Track Call".
- d. In the event of a "Track Call", Race Control shall cut the power to the track by means of striking the "Space Bar" for pause key. The race will be re-started on the command 3, 2, 1, GO! By the Race Controller.

DISQUALIFICATION

- a. Any infringement of the following rules could lead to the disqualification of a competitor or team from a particular race, after a decision reached by consultation of all the Judges
- b. No marshal, competitor, or driver may deliberately obstruct any driver or car.
- c. No driver, whose car does not have a lead over another car before a corner, may drive into that corner in such a way as to obstruct that car. Such action will, on its first occurrence, result in an Official warning issued by Race Control and any subsequent warning will cause the competitor to be disqualified.
- d. No driver may stop his car except in the allowed stopping area or when avoiding an accident.
- e. No driver may handle his car during a race without prior consent from Race Control.
- f. No driver may leave the drivers' rostrum during a race. If a driver wishes to retire during a Heat, permission must be requested from Race Control, such permission shall not be reasonably denied.
- g. No car may be worked upon while a race is stopped or suspended.
- h. No driver may criticise any other driver, marshal, Judge or Race Controller during a race.
- i. No driver may unfairly distract any other driver by talking, shouting, moving or by any other means.
- j. No competitor or team may use a car, which, after scrutiny, is found to be not in compliance with the car specifications.
- k. No competitor or team may use an unscrutineered car or use more than one car during a particular race or use a car entered by another competitor or team.
- l. No member of a team during an Endurance Race may drive less than his minimum driving time.
- m. No driver may be permitted to use any substance on his cars tyres or braids which is injurious to the track surface or which is wet when placed on the track.