

A full guide to

# WHO/DIGITAL 2019

Race calendar, formats, build guidelines



**RC564**  
RACE CONTROL SYSTEM

- Five Wednesdays & four Saturday events
- New WHO/digital GT Championship
- New Slot.it Group C class
- Tourist Trophy GT endurance race in June



Racing organised by the

**Worthing HO Racing Club**



## 2019 CALENDAR

Wed 23 January  
 Wed 20 February  
 Wed 20 March  
 Wed 22 May  
 Saturday 22 June  
 Wed 17 July  
 Saturday 21 September  
 Saturday 23 November  
 Saturday 14 December

# WHO/DIGITAL 2019

Wow! It's our **sixth year** of digital racing at the Barn! 2019 sees pretty much the same format at last year - although we've revamped the GT4 class and added a short blast of Slot.it Group C racing on Saturdays.

Before we get on to that, here's a brief introduction to our digital racing...

**Hardware:** All our digital racing uses the Scalextric Sport Digital system, with the C7042 Advanced Power Base and Pit Lane Pro sensors. Wireless Truspeed controllers are provided for all racers.

**Software:** The RCS64 race management system runs all WHO/digital races and, depending on the race event, we will use a selection of the RCS64 features including fuel consumption, tyre wear and weather changes.

**Digital etiquette:** Digital racing is different to standard slot car racing - we all share the same lanes and overtaking is a crucial skill to learn. We ask that all WHO/digital competitors respect the principle of **No Contact Racing** - no deliberate ramming, shoving or pushing of other cars. When faced with a slower car ahead, use the lane changers to overtake. We expect racers to apologise for accidental collisions and to heed any warnings from race control.

Most importantly, WHO/digital is about having fun. We hope you enjoy it!

*Mike D, Simon & Andy*

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Digital racing simulations  
 provided by

**RCS64**  
 RACE CONTROL SYSTEM

# WHO/DIGITAL 2019 Wednesday night format

## Nascar team race & Trans-Am

Our **WHO/digital Wednesdays** are a perfect introduction to digital racing and add to the variety of formats we enjoy at Worthing HO Racing club nights.

You don't need to buy any digital equipment to enjoy the Wednesday nights, although your own Trans-Am car and digital chip might make a very nice Christmas present!

The five Wednesday events are clustered around the first half of 2019. All will feature a club car team race, followed by a bring-your-own Trans-Am pairs race at the end of the evening. During the evening we will use the tyre wear, fuel consumption and weather features of RCS64.

Doors open at 6.30pm for practice and digital driving school. Teams are allocated and we will get racing with evenly-matched club cars as near to 7pm as possible. An hour of action is divided into three or four segments with driver changes. Teams swap cars at each break. Total laps are added up and prizes awarded at 8.30.

The Trans-Am race uses the Scalextric and Pioneer Digital Plug Ready (DPR) models of cars from the Trans-Am and Aussie Trans-Am series of the 1960s and 70s. To compete, racers must have their own car or the offer to share another driver's car. There are no club cars available. Full build guidelines are explained on page five.

If there are six cars or fewer, one thirty minute race is held - a 30 second driver change window straddling the half-way point of the race.

If there are between seven and twelve cars, two ten-minute qualifying heats are held, with the top six cars racing in the feature race and those not qualifying run in a half-distance consolation heat. We have added a new championship points system for 2019.

We aim to finish all racing by 9.45pm, a little later than an HO Wednesday. The race fee of £3 adults and £2 for under-16s includes all the evening's racing. We ask that racers under 13 years of age bring a responsible adult with them.

If you want to get deeper into digital racing, then our Saturday events are definitely where you need to go next - a whole day of bring-your-own racing, plus a club car rotation race. WHO/digital Saturdays are explained on the next page...

### Wednesday races

23 January  
20 February  
20 March  
22 May  
17 July



# WHO/DIGITAL 2019 Saturday format

We have expanded the racing time on our digital Saturdays in 2019 by opening the doors half an hour earlier at 10am - BTCC qualifying starting at 10.30. The June Saturday runs through to 8pm and the other three finish at 5.30.

In 2019, our WHO/digital Saturdays will all feature a three-race BTCC competition, plus a club car rotation, Goodwood Revival, Slot.it Group C and WHO/digital GT Championship races.

Race fees are £3 per session for adults and £2 per session for under-16s. A morning and afternoon will cost £6 for adults and £4 for under-16s and the full day in June costs £9 for adults and £6 for under-16s. All the Saturdays have a lunch break, with food and refreshments provided at a modest additional cost. We ask that racers under 13 years of age bring a responsible adult with them.

**BTCC championship:** There are three short BTCC races through the day. Our aim is to simulate a BTCC race weekend. WHO digital racers can book a place on the 2019 grid by reserving a specific car livery, buying the car and preparing it to the guidelines on page eight. If a racer is unable to attend a race they can loan their car to a substitute racer. There are no club cars available. The full format is explained on page seven.

**Club Car Rotation:** The GT club car fleet is due to see a few new additions for 2019. In the rotation race, drivers must spend two or three minutes with each of the six club cars. The aim is to squeeze as many laps out of each car, not forgetting to pit for fuel and tyres.

**WHO/digital GT Championship:** We have revamped and rebranded our GT4 Trophy class for 2019 to create the WHO/digital GT Championship. Our aim is to simulate a real-life GT championship with different race lengths and pit stop formats. The cars themselves still run to the DiSCA GT4 regulations - an internationally-agreed digital racing class. At WHO/digital cars are restricted to Scalextric Digital Plug Ready (DPR) models of modern-day GT cars. To compete, racers must have their own car or the offer to loan or share another driver's car. There are no club cars available. Full build guidelines are explained on page six. The races are run as team races. We use all the features of RCS64, including weather.

**Goodwood Revival:** This is our oldest bring-your-own class and features a wide selection of saloon cars, sports cars and sport prototypes from period 1950 to 1967. Formats may vary, including individual and pairs races, with a long-format endurance race in September to celebrate the real Goodwood Revival. To compete, racers must have their own car or the offer to loan or share another driver's car. There are no club cars available. Full build guidelines are explained on page nine.

**Slot.it Group C:** After their debut in June 2018's evening endurance race, the wonderful Slot.it Group C cars are back with their own season-long competition in 2019. These high-powered cars will compete after lunch in a single-driver race. If there are more than six cars, a short qualifying session will select the six cars to race. There are no club cars available. Build guidelines are on page ten.

**Tourist Trophy Race:** The 2019 TT race in June will feature the WHO/digital GT Championship cars.

## Digital Saturdays

22 June (+ evening)  
21 September  
23 November  
14 December



June 2018 WHO/digital Saturday

# WHO/DIGITAL 2019 Scalextric Trans-Am

**Trans-Am is non-mag racing using only the recent Scalextric and Pioneer DPR Trans-Am and Aussie saloon cars** (see list right). This class will run at all WHO/digital Wednesday night events and will run in pairs format. All cars must be prepared within these guidelines:

## 1. Digital Chip

Unmodified Scalextric C8515 EasyFit digital plug (any version).

## 2. Body

Bodies, windscreens, window glass and all detailing parts must be used complete and unmodified. Body to chassis mountings must not be lowered in any way. The original windscreen and window glass must remain fitted. Bodies may be repainted in authentic Trans-Am liveries. All cars should carry at least three racing numbers.

### 2a. Cockpit/interior

Original cockpit must be used and include full driver, roll bar and all detailing parts. The cockpit may only be modified by having excess material removed from the underside to aid fitment and body roll. Modifications must not be visible through the windows of the car or be carried out in a way that makes the chassis or components visible through the windows of the car.

## 3. Chassis

The chassis must be the Digital Plug Ready (DPR) version for the body being used. No modifications to the motor, axle or guide mountings positions. Minor sanding of the chassis edges is permitted to allow the body to move freely on the chassis.

## 4. Motors & Motor Mounting

All cars must be powered by one of the following motors:

- **Scalextric** models - standard 18,000 rpm 'S' can (FC130) motor.
- **Pioneer** models - QS Typhoon 18,000 rpm motor.

Motors must be mounted in the original motor mounts. Motors may be glued into place.

## 5. Gears, axles, bearings and wheels

Gears, axles, bearings and wheels must be parts original to the manufacturer and car being run.

## 6. Tyres

Any rubber or urethane tyres are permitted. Front tyres can be coated in superglue or varnish to reduce grip. Tyres may be glued and trued. No tyre additives that leave residue on the tyres or track may be used.

## 7. Guides

Pioneer cars should use the guide supplied with the car. Scalextric cars must use the 'quick change' guide supplied with the car.

## 8. Braids

Original pick-up braids or 'robust' copper braids may be used. Thin 'racing' braids tend to fray on lane changers and cause shorts, so must not be used. Braids must be cut so they do not protrude beyond the rear of the guide flag.

## 9. Ballast and Traction Magnets

Traction magnets must be removed. Ballast (eg. lead sheet) may be added to any car as desired, provided that it is placed within the confines of the body and chassis and is firmly fixed in place.

If these guidelines do not specifically say you can do something then assume you cannot do it.



## Eligible cars list:



1969 Chevrolet Camaro  
1970 Chevrolet Camaro  
1969 Ford Boss 302 Mustang  
1970 Dodge Challenger  
1967 Mercury Cougar  
1969 Dodge Charger  
1970 AMC Javelin  
1970 Ford Falcon XW/WY  
1976 Holden L34 Torana  
1976 Ford XB Falcon  
1978 Holden A9X Torana  
1978 Ford XC Falcon



1966 Ford Mustang Notchback  
1968 Ford Mustang Fastback  
1967 Chevrolet Camaro  
1969 Dodge Charger



These Trans-AM build guidelines are based on the **Classic Slot Car Racing Association (CSCRA)** Trans-Am RTR car standards.

# WHO/DIGITAL GT Championship 2019

The WHO/digital GT Championship is for Scalextric high-detail DPR cars running to a set of rules used by digital racing groups around the world. All cars must be prepared within these guidelines:

## 1. Digital chip

Unmodified Scalextric C8515 EasyFit digital plug (any version).

## 2. Body

Must be high-detail. Bodies, windscreens, window glass and all detailing parts must be complete and unmodified, although vulnerable parts may be rubber-mounted. Body to chassis mountings must not be lowered in any way. Headlights and rear lights must be fitted and be working.

### 2a. Cockpit/interior

Original cockpit must be used and include full driver, roll bar and all detailing parts. The cockpit may only be modified by having excess material removed from the underside. Modifications must not be visible through the windows of the car or be carried out in a way that makes the chassis or components visible through the windows of the car. Bearing support legs may be removed. Ribs beneath seat mouldings may be ground away to allow body to roll. Block and mounts beneath parcel shelf may be removed.

## 3. Chassis

The chassis must be the one originally intended for the body being used. PCR chassis are not permitted. No modifications to the motor, axle or guide mountings positions. Minor sanding of the chassis edges is permitted to allow the body to move freely on the chassis.

## 4. Motors & motor mounting

All cars must be powered by a standard Scalextric 18,000 rpm 'S' can (FC130) motor. Motors must be mounted in the original motor mounts. Motors may be glued into place.

## 5. Gears, axles, bushings & wheels

Gears, axles, bushings and wheels must be original or spare Scalextric parts for the car being run. Bushings may be glued to chassis.

## 6. Tyres

Any rubber or urethane tyres are permitted. When viewed from above, tyre edges must be contained within the widest point of the wheel arch. Front tyres can be coated in superglue or (clear) nail varnish to reduce grip. Tyres may be glued and trued. No tyre additives that leave residue on the tyres or track may be used.

## 7. Guides & braids

The 'quick change' guide supplied with the car must be used. Original Scalextric pick-up braid or 'robust' copper braid may be used. Ultra-thin 'racing' braids tend to fray and shed strands on lane changers and cause a short-circuit, so must not be used. Braids must be cut so they do not protrude beyond the rear of the guide flag.

## 8. Ballast & traction magnets

Traction magnets must be removed. Ballast (eg. lead sheet) may be added to the car as desired, provided that it is placed within the confines of the body and chassis and is firmly fixed in place.

If these guidelines do not specifically say you can do something then assume you cannot do it.

# WHO/DIGITAL

## GT CHAMPIONSHIP 2019



ONE 2 HOUR RACE: 22 JUNE  
TWO 45 MIN RACES: 23 NOV & 14 DECEMBER  
ONE 20 MIN RACE: 21 SEPTEMBER

featuring  
**DISCA GT4**

### Suggested cars list:

Aston Martin Vantage GT3  
Audi R8 GT LM  
Bentley Continental GT3  
BMW Z4 GT3  
Chevrolet Corvette C6R  
Ferrari F430 GT  
Ford GT GTE  
Maserati Trofeo  
McLaren 12C GT3  
Mercedes AMG GT3  
Porsche 911 RSR

*\*All cars must be 'high-detail' - set cars with blacked-out windows cannot be used*

### GT Championship Format

The championship is made up of four races:

- One 2 hour race in June
- Two 45 min races in November & December
- One sprint race in September

Quick qualifying races will determine the six cars taking place in the three longer format races, with teams selected after qualifying. The short sprint race will be run with qualifying heats and a feature race.

A longer pit stop format will be used to add to race strategy.

Driver's will be categorised as Platinum, Gold, Silver and Bronze. Each team is restricted to one Platinum driver and one Gold driver (or two Gold drivers).

Championship points will be weighted according to race length.

# WHO/DIGITAL 2019 Scalextric BTCC

The Scalextric BTCC class is non-magnet racing using the modern (2014 onwards) British Touring cars - see list, right.

## A. Race Format

The class will run on WHO/digital Saturdays with three short races through the day. Our aim is to simulate a BTCC race day.

### 1. Entry

WHO digital racers can book a place on the 2019 grid by reserving a specific car livery (please contact us for unreserved liveries), buying the car and preparing it to the guidelines overleaf. If a racer is unable to attend a race they may loan the car to a substitute racer.

### 2. Qualifying

Drivers are randomly divided into groups for a qualifying session lasting 3 minutes. Fastest laps determine the starting grid of race one. Pole position earns one extra championship point.

### 3. Races

Three races are run at each event - one at the start of the day, one just before lunch and the final race at the end of the afternoon. Each race is run over 16 laps. For fields of up to six cars, one final of 16 laps is run. For fields of six to eleven cars, two finals are run, with the winner (plus second and third where appropriate) of the B final stepping up to A final. A field of twelve cars will be split into three finals with three step-ups. There are no pit stops for re-fuelling or changing tyres.

### 4. Race grids

Qualifying results determine the starting grid of race one. The grid for race two is based on the finishing order of race one. The grid for race three is based on finishing positions in race two, but is a reversed-grid. Last place starts first and the race two winner starts last in race three.

### 5. Success 'Ballast'

The top five cars in the championship take success 'ballast' into qualifying and race one. This will be simulated using a power reduction with first place receiving a 25% reduction, second 20%, third 15%, fourth 10% and fifth 5% (to be confirmed). For races two and three, 'ballast' is allocated according to the finishing positions in race one and two respectively - the same 5% to 25% power reductions are given to the top five cars.

### 6. Option and Prime Tyres

Prime tyres are 'hard' in RCS64. Option tyres are 'soft'. The prime tyre is used in two of the three races per event. Drivers must nominate which race they will use the option compound tyre in before qualifying, but this information is not released to other racers until the start of race one. There are no in-race pit stops for tyres or fuel.

### 7. Weather Conditions

Weather conditions are set up in RCS64 to mimic conditions outside the Barn. Wets or intermediates can be used on a wet or damp track.

### 8. Championship Points

The points system is 20-17-15-13-11-10-9-8-7-6-5-4-3-2-1 for the top 15 finishers in each of the three races. Single bonus points are awarded for the fastest qualifying lap and the fastest laps during each of race one, two and three. There is an individual drivers' championship and a manufacturers' championship for Honda, BMW, MG and VW.



Alex Stone	Debra Grant	Oli Abbott	Jonathon Bond	Andy Player
Mike Dadson	Keith Schooling	Matthew Eaton	Gary Skipp	Simon Coombes

Results, report, pictures & video at: [www.who-digital.org.uk](http://www.who-digital.org.uk)



## WHO/digital BTCC grid

The BTCC grid is full of variety and colour. We want the WHO/digital BTCC grid to reflect that. That's why we ask each driver to choose a unique livery to race.

At the time of writing, there are six Honda Civics, two MG6s, six BMW 125s and three VW Passatts to choose from.

If you want to re-livery a Scalextric model, please make sure it's an authentic BTCC livery from 2014 or later.

If you are *really* creative, you can modify a car to represent another make, such as Gary's amazing Mercedes A-Class, pictured below...



The build guidelines on the next page have been mostly borrowed from the DiSCA DTCC standards.

## B. Car set-up guidelines

All cars must be prepared within these guidelines:

### 1. Digital chip

Unmodified Scalextric C8515 EasyFit digital plug (any version).

### 2. Body

Bodies, windscreens, window glass and all detailing parts must be used complete and unmodified, although vulnerable parts may be rubber-mounted. Body to chassis mountings must not be lowered in any way. The original windscreen and window glass must remain fitted. Headlights and rear lights must be fitted and be working.

### 2a. Cockpit/interior

Original cockpit must be used and include full driver, roll bar and all detailing parts. The cockpit may only be modified by having excess material removed from the underside. Modifications must not be visible through the windows of the car or be carried out in a way that makes the chassis or components visible through the windows of the car. Bearing support legs may be removed. Ribs beneath seat mouldings may be ground away to allow body to roll. Block and mounts beneath parcel shelf may be removed.

### 3. Chassis

The chassis must be the one originally intended for the body being used. PCR chassis are not permitted. No modifications to the motor, axle or guide mountings positions. Minor sanding of the chassis edges is permitted to allow the body to move freely on the chassis.

### 4. Motors & motor mounting

All cars must be powered by a standard Scalextric 18,000 rpm 'S' can (FC130) motor. Motors must be mounted in the original motor mounts. Motors may be glued into place.

### 5. Gears, axles, bushings & wheels

Gears, axles, bushings and wheels must be original or spare Scalextric parts for the car being run. Bushings may be glued to chassis.

### 6. Tyres

Any rubber or urethane tyres (eg Slot.it or Paul Gage) are permitted. When viewed from above, tyre edges must be contained within the widest point of the wheel arch. Front tyres can be coated in superglue or (clear) nail varnish to reduce grip. Tyres may be glued and trued. No tyre additives that leave residue on the tyres or track may be used.

### 7. Guides & braids

The 'quick change' guide supplied with the car must be used. Original Scalextric pick-up braid or 'robust' copper braid may be used. Ultra-thin 'racing' braids tend to fray and shed strands on lane changers and cause a short-circuit, so must not be used. Braids must be cut so they do not protrude beyond the rear of the guide flag.

### 8. Ballast & traction magnets

Traction magnets must be removed. Ballast (eg. lead sheet) may be added to the car as desired, provided that it is placed within the confines of the body and chassis and is firmly fixed in place.

### 9. Weight limit

Cars must weigh no less than 75g at any time.

If these guidelines do not specifically say you can do something then assume you cannot do it.



#### Honda Civic

C3734 Matt Neal 2015  
C3783 Gordon Shedden 2015  
C3860 Jeff Smith 2016  
C3861 Matt Neal 2016  
C3915 Matt Simpson 2017  
C3919 Gordon Shedden 2017



#### MG6

C3736 Jack Goff 2015  
C3863 Josh Cook 2016



#### BMW 125

C3694A Colin Turkington 2014  
C3735 Sam Tordoff 2015  
C3784 Andy Priaulx 2015  
C3862 Rob Collard 2016  
C3914 Andy Jordan 2017  
C3920 Colin Turkington 2017



#### VW Passat

C3737 Jason Plato 2015  
C3864 Aron Smith 2016  
C3918 Jake Hill 2017



# WHO/DIGITAL 2019 Goodwood Revival

Goodwood Revival is non-mag racing using current-day slot car models of closed-wheel cars from the era 1950 to 1967. All cars must be prepared within these guidelines:

## 1. Digital Chip

Unmodified Scalextric C8515 EasyFit Digital Plug (any version), C7005 or C7006 Retro-Fit Digital Chips for non-DPR cars.

## 2. Body

Bodies, windscreens, window glass, interiors and all detailing parts must be used complete and unmodified. All cars should carry at least three racing numbers.

### 2a. Cockpit/interior

Original cockpit must be used and include full driver, roll bar and all detailing parts. The cockpit may only be modified by having excess material removed from the underside to aid fitment and body roll. Modifications must not be visible through the windows of the car or be carried out in a way that makes the chassis or components visible through the windows of the car.

## 3. Chassis

The chassis must be the one originally intended for the body being used. No modifications to the motor, axle or guide mountings positions. Minor sanding of the chassis edges is permitted to allow the body to move freely on the chassis. Removal of other parts of the chassis for this purpose is not permitted. A hole may be drilled to fit LED for digital chip.

## 4. Motors & Motor Mounting

Stock unmodified Scalextric Mabuchi S or slimline FF can motor or a standard 18k motor for other makes. Any motor rated higher than 18,000 RPM is likely to blow the digital chip. Motors must be mounted in the original motor mounts. Motors may be glued into place.

## 5. Gears, axles, bearings and wheels

Cars should run with the gears, axles, bearings & wheels they come with. George Turner kits can use any make of components, but must use standard Scalextric gear ratio:

- Sidewinder - 11T pinion & 36T spur gear.
- Inline - 9T pinion & 27T crown gear.

## 6. Tyres

Any rubber or urethane tyres are permitted. Front tyres can be coated in superglue or varnish to reduce grip. Tyres may be glued and trued. No tyre additives that leave residue on the tyres or track may be used.

## 7. Guides

Stock guide as per chassis. SureChange guides are permitted. George Turner kits may use any guide.

## 8. Braids

Original pick-up braids or 'robust' copper braids may be used. Thin 'racing' braids tend to fray on lane changers and cause shorts, so must not be used. Braids must be cut so they do not protrude beyond the rear of the guide flag.

## 9. Ballast and Traction Magnets

Traction magnets must be removed. Lead ballast weight may be added to any car as desired, provided that it is placed within the confines of the body and chassis and is firmly fixed in place.

If these guidelines do not specifically say you can do something then assume you cannot do it.



## Suggested cars list \*\*

### Scalextric

1955 Jaguar D Type  
1959 Mini Cooper Mk1  
1962 Ferrari 250 GTO  
1963 VW Beetle  
1963 Jaguar E Type  
1965 Lotus Ford Cortina Mk1  
1966 Ford GT40  
1966 Ford GT MkII  
1967 Ferrari 330 P3 and P4  
1967 Ford MkIV

### Carrera

1957 Chevrolet Bel Air  
1963 Chevrolet Corvette Stingray  
1964 Porsche 904  
1965 Ferrari 375 P2

### Fly / FlySlot

1963 Ferrari 250 GTO  
1964 Ferrari 250LM  
1967 Lola T70 Coupé

### George Turner Cars

Any 1950-1967 car - must use the George Turner plastic chassis.

### MRRC

1962 Shelby Cobra  
1963 Cheetah Chevrolet  
1963 King Cobra  
1964 Porsche 904  
1966 Porsche 910

### Revell Monogram

1963 Chaparral 2A  
1964 Cobra Daytona  
1965 Lola T70  
1967 McLaren M6A

### SRC

1967 Porsche 907 / 907L

\*\* Pro racing cars from Slot.it, NSR, Ninco & Thunderslot are not eligible.

# WHO/DIGITAL 2019 Slot.it Group C



The WHO/digital Group C class is for ready-to-run Slot.it Group C cars prepared within these guidelines, based on DiSCA Group C rules:

## 1. Digital chip

Unmodified Slot.it SP15B SSD chip.

## 2. Body

The body shell must be original and unmodified, as supplied with the model from new. Body may be re-painted in authentic Group C livery. Unpainted bodies are not allowed. **The original detailed driver cockpit must be used.** All lenses and glass must be original and present. All spoilers and wings must be original and present. Vulnerable parts may be rubber-mounted. The minimum allowed weight for the body, without screws, is 18.0g

## 3. Chassis

Chassis must be original and unmodified, as supplied with the model from new. Motor mount must be Slot.it CH70 inline offset reverse motor mount with CH56 bearing. Suspension kit Slot.it CH47b is allowed on the rear motor mount fixing points only. Front axle may be set with spacers, grub screw or CH56 bearing only. Body must be mounted to the chassis using the original fixing locations and methods. Any screws and washers may be used.

## 4. Motors & transmission

Motor must be Slot.it MN06 **or MX16**, as supplied with the model. Motor cans must be insulated from the circuit rails. **Motor may be screwed to motor mount.** Any other modification to a motor is illegal. Pinion gear must be Slot.it PI09. Spur gear must be Slot.it GI28bz.

## 5. Wheels & tyres

Front wheels must be PA17pl fitted with insert. Rear wheels must be PA43als fitted with insert. Wheels and inserts may be painted. Wheel inserts must be fitted at all times. Any other modification to a wheel is illegal. **Any rubber or urethane tyres are permitted.** Front tyres can be coated in superglue or varnish to reduce grip. **Tyres may be glued and trued. No tyre additives that leave residue on the tyres or track may be used.**

## 6. Magnets & ballast

Traction magnets are illegal and must be removed. Ballast is allowed - **lead sheet or Slot.it Tungsten Ballast may be used, provided that it is placed within the confines of the body and chassis and is firmly fixed in place.**

## 7. Axles

Maximum width is 62.0mm. When viewed from above, tyre edges must be contained within the widest point of the wheel arch. Axles must be Slot.it PA01-54. Axle bearings must be Slot.it CH56.

## 8. Guide, braid & lights

Guide flag must be Slot.it CH26 or CH66, and must not be modified. Cables, braid and connectors are free. Braid must be trimmed to a length shorter than the guide flag. **Headlights and brake lights may be fitted, but are not required.**

If these guidelines do not specifically say you can do something then assume you cannot do it. Specifications **in bold** differ from DiSCA Group C regulations.



## Eligible Slot.it models:

Porsche 956 CS02T-60

Porsche 962 CS03T-60

Sauber C9 CS05T-60

Jaguar XJR-9 CS05T-60

Lancia LC2 CS08T-aw

Lancia LC2/85 CS08T-60

Porsche 956KH (early) CS09T-aw

Jaguar XJR9/12 CS13T-60

Mazda 787B CS15T-60

Toyota 88C CS19T-60

Porsche 962 IMSA CS25T-60

Porsche 956KH (late) CS09T-60

Nissan R89C CS28T-60

Porsche 962LH (late) CS03T-60b

*Listed in order of release*



## Group C format

The Slot.it Group C format is a single-driver sprint race lasting 60 laps.

If there are more than six cars entered, the practice and qualifying session determines the six-car field.

RCS64 will be used to simulate tyre wear and weather conditions. Pit stops may be necessary to change tyres.

Points will be awarded to the top six finishers: 9-6-4-3-2-1

# WHO/DIGITAL 2019 Introduction to RCS64

## RCS64 RACE CONTROL SYSTEM

We use the latest version (v.4) of RCS64 at WHO/digital, so not all the info on the RCS64 website is relevant.

There are detailed fact sheets and a video on the RCS of the WHO/digital website to help you understand how it all works.

Here is a summary of RCS64 and the key simulations we use.

**Race Control System 64** is a slot car race management system designed for Scalextric Sport Digital and specifically for the C7042 advanced powerbase.

**What does it do?** RCS64 not only times the laps of the slot cars, but it simulates weather conditions, tyre wear and fuel use. RCS64 also simulates pit stops and penalises drivers who jump the start.

**What effect do the simulations have on the car?** If it rains you may want to change to your wet tyres – if you don't your car will be very difficult to handle in the slippery conditions. Braking will be delayed if your tyres are worn. If you run out of fuel or wear out your tyres, your car will no longer count laps. You must pit immediately!

**At WHO/digital** we use RCS64 in different ways to simulate real-life motor racing formats like our BTCC championship and GT Championship.

### Fuel simulation

- The faster you drive, the more fuel you burn
- The more fuel in your car, the slower your car will drive
- As you burn off fuel, the car will get quicker
- If you run out of fuel, you must pit!
- Refuel in the pits
- You can change tyres when you refuel.

### Tyre simulation

- Choose either hard or soft tires to race on a dry track. Intermediate and full wet tyres are available for a wet track
- The harder you drive, the faster your tyres will wear. Replace worn tyres or change to alternative compounds in the pits
- The more you brake, the faster your tyres wear. The more worn your tyres are, the harder it is to slow down.

### Weather simulation

- Check the weather forecast before the race and plan your race strategy. The weather forecast is not always correct!
- Grip and braking will be effected in wet conditions
- Come into the pits to change to either intermediate or rain tyres when it rains
- Change back to hard or soft tyres when the rain stops – intermediate or rain tyres wear quicker on a dry track
- The higher the track temperature, the quicker your tyres will wear.

### Team-work wins races

- There is plenty of information to digest during a WHO/digital race - data on the RCS64 monitors and announcements from race control.
- The key to a good result is to plan your race strategy and work as a team.
- While the driver is concentrating on driving, team mates can pass on information about tyre wear, fuel levels and gaps to your nearest rivals.

● We have an *RCS64* page on our website ●

# WHO/DIGITAL 2019 Truspeed Controllers



The **Truspeed SSD IV** is a quality wireless digital controller that works with the Scalextric Sport Digital Advanced Powerbase (APB) via the Slot Car Solutions wireless receiver.

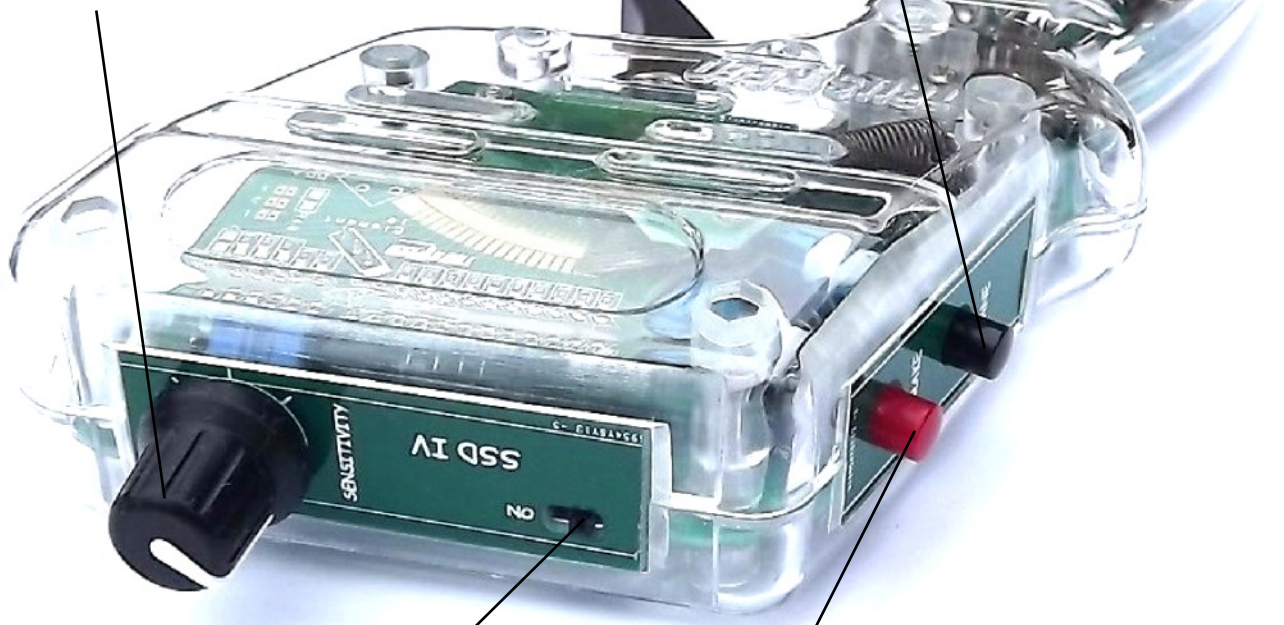
With wireless controllers, drivers can move around the track and get up close to the display monitors and to the pit lane.

Here are the main features explained.

**Black 'Lane Change' button** - this button is used to change lanes during a race. However, it also has menu functions in RCS64:

- Tyre choice before a race
- Press & hold brings up pit menu
- Scrolls through options in pit menu

**Sensitivity knob** - turn left (anti-clockwise) for more gentle acceleration. Turn right (clockwise) for faster acceleration.



**On-Off switch** - the controller will switch itself off when not in use. If your controller is not working, use this switch to turn off and then on again.

**Red 'Brake' button** - this button is used to brake during a race. However, it also has menu functions in RCS64:

- Lights up the 'Ready' box before a race
- Stops car in pits
- 'Select' button in pit menu

# WHO/DIGITAL 2019 Links & Resources



You may have noticed that most of the cars we run at WHO/digital are Scalextric and the basis of our system is Scalextric Sport Digital.

Follow Scalextric on social media or check their website for the latest products, news, tips and support.

RCS64 is the race management software we use at WHO/digital.

On pages eleven & twelve we look at the main features of RCS64 and then look at the Truspeed wireless controller buttons used in RCS64 pit stops.

Every digital event starts with a practice session to get up to speed with RCS64.

The website is: [www.rcs64.com](http://www.rcs64.com)



## SlotForum

A fabulous discussion forum for all digital racers

[www.slotforum.com](http://www.slotforum.com)

## Swapmeets

Look out for fliers at the club or on social media. Swapmeets are great places to buy nice stuff at excellent prices.

# PSR

== PENDLE SLOT RACING ==

Pendles sell a vast range of slot cars, accessories and spares. They offer good prices & service.

WHO/digital racers are also eligible for a 10% online discount on all full price items. Just enter the code **WHO76** at checkout.

[www.pendleslotracing.co.uk](http://www.pendleslotracing.co.uk)



Morris Models in Lancing are our nearest official Scalextric retailer. They always have cars and accessories in stock and offer a discount loyalty scheme for all in-store purchases.

[www.morris-models.co.uk](http://www.morris-models.co.uk)

**The Engine Shed**



The Engine Shed is a wonderful shop next to Ford railway station. Apart from being model railway heaven, Gaugemaster also sell lots of slot cars and slot car spares (just ask if you can't see what you want). They also host the annual AutoFest in October.

[www.scalextric-shop.com](http://www.scalextric-shop.com)



George Turner is a master model maker. For not much more than a Scalextric car, you can buy one of his kits to build as a slot car.

Go on, you know you want to...

[georgeturnermodels.com](http://georgeturnermodels.com)



DiSCA brings together digital racers across the world with shared standards and some amazing events such as the annual oXigen Le Mans 24 hour race.

Our GT4 Trophy is a DiSCA class and our BTCC build guidelines owe everything to the DiSCA touring car standards.

[www.officialdisca.com](http://www.officialdisca.com)

@officialdisca

# SLOT CAR

MAGAZINE

Quite simply the best slot car magazine in the known universe... and a long-time supporter of Worthing HO Racing.

Available as an ebook & paper magazine.  
[slotcarmagazine.co.uk](http://slotcarmagazine.co.uk)

**WHO/DIGITAL website: [www.who-digital.org.uk](http://www.who-digital.org.uk)**

The all-new

# WHO/DIGITAL Shop

There are plenty of places to buy your digital cars - in store at Morris Models and the Engine Shed, online at Pendles and dozens of other webstores. There's also eBay, swapmeets, car boot sales and buying surplus kit from fellow WHO/digital racers.

The same goes for spares. Pendles stock pretty much everything and the Engine Shed have plenty of spares 'upstairs' - just ask a member of staff.

Our WHO/digital shop is fairly small. We'll always keep a stock of Uncle Mike's urethane tyres, bottles of INOX and copper braid. We're also planning to source electronic components to make 'ferrite men', to wire up your car and to add LED highlights, brake lights and WEC position boards.

If we spot digital chips going cheap, we'll snap some up for the shop. Let us know if there's anything else you'd like to see.



## Uncle Mike's Speed Shop

Mike casts his tyres from soft urethane rubber and make ideal racing tyres for our Scalextric Sport track surface.

Price per pair is £3.00

A range of different sizes and profiles suit the following cars:

- Scalextric sidewinder GT
- Scalextric sidewinder Trans-Am
- Scalextric Ford GT40 etc
- Scalextric inline GT
- Scalextric BTCC
- Scalextric AMC Javelin
- Scalextric Ford MkIV
- Slot.it, NSR standard wheels
- Slot.it small front wheels

Keep an eye on the shop for new sizes.

## Aussie INOX - £2 a bottle

INOX is made from sheep and is imported from Australia. INOX has renowned magical properties to keep digital tracks clean - meaning that power and digital signals remain consistent and reliable. If you have a digital layout at home, you need a bottle. A couple of drops on our practice cars' braids at the start of the evening does the job for us.

## Components price list

Copper braid (60cms) - £1.00

Flexible silicone motor wire (1m) - £1.00

Eyelets for guide wire (four) - £1.00

Ferrite Man (capacitor + ferrite filter) - 50p

2 x white or red LEDs + resistor + cable - £2.00

WEC position lights - 2 blocks of 2 LEDs + resistor + cable (choice of red, blue, green or orange) - £4

Connector for C8515 to give working brake lights - 50p

Custom LED kits + fitting service - *please ask*

## WHO Swap Shop

If you have any cars, track or accessories that are surplus to requirements, you are very welcome to offer them for sale to other WHO/digital racers at the Barn.

Our plan is to have a designated table for the shop where you can display your stuff.

If you make a good trade, why not put a pound or two in the club charity collection tin?