

A full guide to

WHO/DIGITAL 2022

Race calendar, formats, build guidelines



Driver
Seedings
Page 5

RC564
RACE CONTROL SYSTEM

- Four Wednesdays & five Saturday events
- New Pioneer Legends class
- New Muscle Car Mondiale class
- Goodwood Revival Saturday

Racing organised by the
Worthing HO Racing Club





2022 CALENDAR

Wednesday 20 April
 Wednesday 18 May
 Saturday 25 June
 Wednesday 20 July
 Wednesday 17 August
 Saturday 24 September
 Saturday 15 October
 Saturday 19 November
 Saturday 17 December

Welcome to...

WHO/DIGITAL 2022

After a long break because of the Covid pandemic, we are back with an exciting 2022 schedule. For those new to WHO/digital, here are the basics...

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, using a selection of the RCS64 features including fuel consumption, tyre wear and weather changes.

Digital Driving School: Don't worry, full training is offered at the start of each event.

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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The Digital Slot Car Association exists to promote digital slot car racing and share best practice for governance of competition and car standards. Website: officialdisca.com

WHO/DIGITAL 2022 Wednesday night format

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 evenings, although you might want your own Pioneer legends car and digital chip.

The four Wednesday events are clustered around the first eight months of the year. All feature a club car team race, followed by a bring-your-own Pioneer Legends pairs race. During the evening we gradually introduce 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 of 15 or 20 minutes that include driver changes every five minutes. Teams swap cars at each break. Total laps are added up and prizes awarded at 8.30.

The Pioneer Legends cars are Digital Plug Ready (DPR) so are easy to convert to digital. To compete, racers must have their own - or the offer to share another driver's car. There are no club cars available. Full build guidelines are explained on the next page.

If there are six cars or fewer, one thirty minute race is held - a 60 second driver change window straddling the half-way point of the race.

If there are between seven and twelve cars, two shorter qualifying heats are held, with the top five cars racing in the feature race and those not qualifying run in a half-distance B final - the winner moving up to the feature race.

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. As usual, 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 a whole day of bring-your-own racing, plus a club car rotation race. The Saturday format and build guidelines start on page 5.

Digital Wednesdays

20 April

18 May

20 July

17 August



2023

Starting in 2023, we will have seven WHO/digital Wednesdays on the calendar.

Five of the evenings - in February, April, May, July & August - will feature the usual Nascar team race and Pioneer Legends format. These remain the ideal introduction to digital racing.

Two evenings - January and March - will be borrowed by the WHO GT Championship for a pair of two-hour endurance races. Note: these won't be aimed at beginners.

WHO/DIGITAL 2022 Pioneer Legends

Pioneer Legends is non-magnet racing using standard components. This class will run at all WHO/digital Wednesday evening events and will run in a pairs format. These guidelines allow little or no modification to standard parts. Built and painted white kits are permitted.

1. Digital Chip

Unmodified Scalextric C8515 EasyFit digital plug (any version).

2. Body

Body shells must be unmodified original equipment from the Pioneer Legends range: Ford, Chevy or Dodge. Windshield must be fitted. Engine and exhaust detail must be fitted. Front grille must be fitted. Hood must be fitted. Side bars and tread plates must be fitted. Other small parts may be omitted. All body components must be authentically decorated and presented. Unpainted or unfinished parts are illegal.

2a. Cockpit/interior

Original driver's cockpit must be fitted with all of the standard fittings - cockpit tray, steering wheel, driver torso & helmet, fire extinguisher and roll cage. All must be authentically decorated and presented.

3. Chassis

The chassis must be Pioneer original equipment, without modification, with one exception: to ensure fit and clearances of components. The body must be mounted to the chassis using the original fixing locations and methods. Screws and washers are free.

4. Motor

Motor must be unmodified Pioneer Typhoon 18,000rpm.

5. Gears, axles, bearings and wheels

Pinion gear must be Pioneer original equipment with 12 teeth. Spur gear must be Pioneer original equipment with 33 teeth. Axles, bearings and wheels must be Pioneer original equipment.

6. Tyres

Front tyres must be original and may be glued or varnished. Rear tyres must be original, may be trued, but cannot be glued to the wheels. No tyre additives that leave residue on the tyres or track may be used.

7. Guides

Guide blade must be original Pioneer part. The guide blade may be trimmed to aid clearances.

8. Braids

Original pick-up braids must 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.

10. Rear track

The rear track - the width of the car across the rear wheels - must be a maximum of 65.0mm.

11. Minimum weight

Minimum overall weight is 82.0g.



Pioneer Legends

Legends Racing is a popular grassroots racing format around the world.

Real Legends cars are 5/8 scale racers based on pre-war Ford, Chevy and Dodge bodies, usually powered by a sealed 1250cc Yamaha engine pumping out 122bhp. They are exciting cars to drive and to watch.

The Pioneer Legends models all share the same chassis and components - only the bodies are different. They are available as ready-to-run cars with a range of liveries - or as white kits to paint and assemble.

We're looking forward to seeing a colourful grid of Pioneer liveries and home-made paint schemes.

Mechanically, the Legends will be as near to stock as possible. Traction magnets will need to be removed and ballast may be added.

We can have some fun with the format in the future, but for 2022 we'll stick to our tried and tested Trans-Am pairs format of qualifying heats, B final and the winner stepping up to the Main.



These guidelines have been based on standards developed by the Digital Slot Car Association. You'll find this logo on other WHO/digital build guidelines based on DiSCA standards

WHO/DIGITAL 2022 Saturday format

Our **WHO/digital Saturdays** are a full day of Scalextric digital delights. We will have five Saturdays in 2022 - four with the a familiar Saturday format, plus a special day in September dedicated entirely to the celebrating the 1948-1966 era of the Goodwood Revival Festival. The **Goodwood section** starts on page 10.

Doors open for our digital Saturdays at 10am - racing starting at 10.30 and finishing by 5pm. Race fees are £3 per session for adults and £2 per session for under-16s - so a full day will cost £6 for adults and £4 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.

Club Car Rotation: The day begins with a club car rotation. In the rotation race, drivers spend 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.

BTCC championship: Scalextric BTCC racing is quick-fire and very exciting. In June, October and November, they'll be qualifying and one race with step-up finals. In December, we simulate a BTCC race weekend with three races through the day. We include BTCC features such as option tyres, success ballast and a reverse grid for race three. There are no club cars available for BTCC.

WHO/digital GT Championship: We aim to simulate a real-life GT championship with different race lengths and pit stop formats. The June event ends with a long one-hour endurance race. Our GT cars run to the DiSCA GT4 Clubman Scalextric regulations - an internationally-agreed digital racing class. In 2022, there are six teams competing over the four races, led by our Gold drivers. Racers will be allocated to the teams on the day.

Slot.it Group C: The wonderful Slot.it Group C cars are back for another season-long competition. These high-powered cars will compete after lunch in a single-driver race. A short qualifying session prepares the grid for step-up heats to the 40 lap feature race. There are no club cars available. From 2023, a longer 80 lap race will be held at the Digital Saturday in October.

Muscle Car Mondiale: This is a new class for 2022 that features a vast and eclectic bunch of Scalextric saloon and production touring cars. These represent cars that raced in every corner of the world before 1990. MCM is a single-driver race format and there are no club cars available. We will use a slightly different format - three parallel heats sending two cars each to the main race. From 2023, this class will feature a longer Bathurst-style pairs race at the October Saturday.

These classes will remain in place for at least the next three years.

Digital Saturdays

25 June
24 September
15 October
19 November
17 December



Driver seedings for 2022

Gold: Gary, Alex S, Mike D, Dean, Jean & Andy

Silver: Ash, Oli A, Ryan, Peter, Simon C & Graham

Bronze: everyone else

Seedings apply to all team and pairs racing.

2023

Starting in 2023, there will be a few changes to the Saturday formats.

The GT Championship will race on Wednesdays in January and March, plus all-day Saturday in November and at the end of the June Saturday.

The remaining Saturday classes will race in June, October and December - with December being BTCC themed. The Goodwood Saturday remains in September.

WHO/DIGITAL 2022 Scalextric BTCC

The Scalextric BTCC class is non-magnet racing using DPR BTCC models (list opposite). New cars for 2022 will be added. See page 5 for BTCC race 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, although vulnerable parts may be rubber-mounted. Body to chassis mountings must not be lowered in any way. Tabs may be removed to aid body roll. 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 be trimmed for the benefit of fit and clearances.

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. Any screws may be used.

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 should 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.



Honda Civic

C1372A Gordon Shedden 2016
C3734 Matt Neal 2015
C3783 Gordon Shedden 2015
C3860 Jeff Smith 2016
C3861 Matt Neal 2016
C3915 Matt Simpson 2017
C3919 Gordon Shedden 2017
C4015 Chris Smiley 2018
C4144 Sam Tordoff 2019
C4210 Jake Hill 2020



MG

C3736 Jack Goff 2015
C3863 Josh Cook 2016
C3863 Rory Butcher 2018
C4143 Sam Osborne 2019



BMW

C1372B Jack Goff 2015
C3694A Colin Turkington 2014
C3735 Sam Tordoff 2015
C3784 Andy Priaux 2015
C3862 Rob Collard 2016
C3914 Andy Jordan 2017
C3920 Colin Turkington 2017
C4018 Andy Jordan 2018
C4188 Colin Turkington 2019
C4194 Andy Jordan 2019
C4225 Colin Turkington 2020



VW

C3737 Jason Plato 2015
C3864 Aron Smith 2016
C3918 Jake Hill 2017
C4016 Bobby Thompson 2018
C4174 Michael Crees 2019

WHO/DIGITAL 2022 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 the DiSCA Group C rules. These guidelines allow little or no modification to standard parts. Eligible models are listed in the right-hand column.

1. Digital chip

Unmodified Slot.it SP15B SSD chip.

2. Body

The body shell must be Slot.it original and unmodified. 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. Body screws must be taped over.

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

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.

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. Magnets & ballast

Traction magnets are illegal and must be removed. Ballast is allowed - lead sheet, tungsten ballast (eg Slot.it SP23) or tungsten putty may be used - provided that it is placed within the confines of the body and chassis and is firmly fixed in place.

8. 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.

9. Guide & braid

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.

10. Lights

Headlights and/or brake lights may be fitted, but are not required.



Group C format

The Slot.it Group C format is a single-driver race. A qualifying session sets the grid, with knock-out heats determining the feature race if there are more than six cars. The feature race is 40 laps.

RCS64 will be used to simulate fuel use and tyre wear.

Points will be awarded to the top twelve finishers: 20-15-12-10-8-7-6-5-4-3-2-1

An extra point is awarded for pole position and for fastest lap in the feature race.

Eligible Slot.it models:

Porsche 956LH - CA02
Porsche 962C - CA03
Sauber C9 - CA06
Jaguar XJR9 - CA07
Lancia LC2 - CA08
Porsche 956KH - CA09
Jaguar XJR12 - CA13
Mazda 787B - CA15
Porsche 962C KH - CA17
Toyota 88C - CA19
Lancia LC2/85 - CA21
Porsche 962 IMSA - CA25
Nissan R89C/R90CK - CA28
Porsche 962LH (late) - CA34
Toyota 86C / 63C - CA41
Jaguar XJR10 - CA42



WHO/DIGITAL GT Championship 2022

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) or Slot.it O201C1 'Type C' universal chip on DPR flap and set up for SSD mode.

2. Body

Must be a high-detail Scalextric model from the list below right. 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. Tabs may be removed to aid body roll. The body must be mounted to the chassis using the original fixing locations and methods. Screws and washers are free.

2a. Cockpit/interior

Original cockpit must be used and include full driver, roll bar and all detailing parts. The cockpit may be trimmed for the benefit of fit and clearances.

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 or FF-050 motor. 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 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 should 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. Lights & wiring

Original headlights and rear lights must be fitted and be working. For cars using a Slot.it Type C chip, the DPR loom may be removed and replaced with cables of your choice. A ferrite man must be fitted.



GT Championship Format

The championship is made up of four races:

- June - 60 minutes
- October, Nov & Dec - 45 minutes

These are team races. Our six Gold drivers act as team managers - aided by a vice-captain from our pool of Silver and Bronze drivers. Different cars can be used during the season.

Other team members will be allocated on the day - every team must have at least one Bronze driver in each race.

There is a 5 minute practice session, a Super Pole shoot-out and then the race..



Eligible cars list:

Aston Martin Vantage V12 GT3
Aston Martin Vantage V8 GT3
Audi R8 GT LM
Bentley Continental GT3
BMW Z4 GT3
Chevrolet Corvette C6R
Chevrolet Corvette C8R
Ferrari F430 GT2
Ford GT GTE
Ford Mustang GT4
Lotus Evora GT4
Maserati Trofeo GT MC (2010)
McLaren MP4 12C GT3
Mercedes AMG GT3
Mercedes AMG GT3 Evo
Porsche 911 RSR

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



WHO/DIGITAL 2022 Muscle Car Mondiale

Muscle Car Mondiale is for DPR-era Scalextric models of pre-1990 touring and production GT cars. A full list of eligible models is provided in the right hand column. New cars for 2022 may be added.

These guidelines allow little or no modification to standard parts.

1. Digital Chip

Unmodified Scalextric C8515 EasyFit digital plug (any version).
Unmodified Scalextric C7005/6 retro-fit chip for non-DPR models.

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. Tabs may be removed to aid body float. The original windscreen and window glass must remain fitted. Bodies may be repainted. All cars should carry at least three racing numbers. The body must be mounted to the chassis using the original fixing locations and methods. Any screws and washers may be used.

2a. Cockpit/interior

Original cockpit must be used and include full driver, roll bar and all detailing parts. The cockpit may be trimmed for the benefit of fit and clearances.

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 one of the following motors:

- **Scalextric** standard 18,000 rpm 'S' can (FC130) motor.
- **FF-050 motor** - original Scalextric slim-can motor may be replaced with lower-revving version.

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

Cars must use the 'quick change' guide supplied with the car. The guide blade may be trimmed to aid clearances.

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 should 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 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.

10. Lights & wiring

Original headlights and rear lights must remain fitted.



Muscle Car Mondiale format

This is a single-driver format with qualifying setting up three parallel heats, each of which provides two cars for the grand final.

Muscle Car Mondiale will race in June, October, November & December.



Eligible cars list:

AMC Javelin
Austin Mini Cooper S
BMW E30 M3
Chevrolet Camaro - 1969, 71 & '79
Chevrolet Camaro IROC-Z
Chevrolet Corvette L88
Chevrolet Monte Carlo Nascar '86
Chrysler Hemicuda
Dodge Challenger
Dodge Charger
Ford Capri MK3
Ford Lotus Cortina
Ford Escort Mk1 & Mk2
Ford Falcon XW, XY, XB, XC
Ford Mustang BOSS
Ford Sierra RS500
Ford Thunderbird Nascar '86
Holden Torana A9X
Jaguar E-Type
Jaguar XJ-S
Mercury Cougar
MGB
Morris Mini Cooper S
Plymouth Barracuda
Porsche Carrera 911 3.0 RSR
VW Beetle

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

WHO/DIGITAL 2022 Goodwood Revival

At our Goodwood Revival Saturday we race models of cars from the 1948-1966 era, when the Goodwood racing circuit in West Sussex held regular national and international race meetings.

The aim of the day is to recreate the atmosphere of the Goodwood Revival historic racing festival that has been held since 1998. Our racing will be digital, using the Scalextric Sport Digital system and RCS64. Cars will be run without traction magnets and may be modern ready-to-run models, kits or scratch-builds. All must be prepared within the guidelines described in the following pages.

The classes scheduled for September 2022 are:

Club Car Rotation: Six race-prepared Goodwood Revival club cars will be driven for three minutes by each driver. The total laps completed will count towards the final result.

St Mary's Trophy (Parts I & II): A two-part pairs race (one 20-minute heat per driver) for 4-seat, hard top saloon cars 1948-1966. The aggregate of the two drivers' scores count towards the final result. RTR models by Scalextric Carrera and Revell with standard S-Can motors or FF as fitted. Also George Turner kits (resin chassis) or other bodies with PCS32 chassis. For example, Cortina MkI, Anglia, Galaxie, Falcon Sprint, Austin A40, '65 Mustang, Mini Cooper S, Austin A30/35, Jaguar MkI, Jaguar Mk7, VW Beetle, MG Midget, Ford Zephyr MkII, Sunbeam Rapier, Morris Minor, Alfa Romeo Giulietta etc. Wheel & tyre width: Minimum 5mm, maximum 10mm.

Richmond Trophy: An individual sprint race for front-engined 2.5-litre Grand Prix cars 1948-1960 to include George Turner kits, Cartrix and Scalextric. For example, Maserati 250F, BRM Type 25, Ferrari 500, Ferrari 801, Lancia-Ferrari D50 etc. Wheels & tyres: minimum diameter 19mm, minimum width 5mm, maximum width 7.5mm. Rear track must not exceed a maximum overall width of 55mm.

Whitsun Trophy: An individual race for Sports Prototype / Can-Am cars to 1966 as per 2019 WHO/digital Goodwood Revival rules. For example, Ford GT40, Ford GT MkII, Ferrari 365 P2, Ferrari 250LM, Cooper T61 Monaco (& Shelby version), Lola T70 Spyder Can-Am, McLaren M1A, McLaren M1B, Porsche 910, Lotus 30, Lotus 40, Chaparral 2A, Chaparral 2E. Maximum tyre width 10mm..

Kinrara Trophy: A one hour team race for 1959-64 closed top GT cars. Must have headlights/taillights fitted and working. Must use Scalextric S-can motor. A 3D-printed chassis with Slot.it pod (inline or Sidewinder) may be used, or suitable George Turner cars with resin chassis. For example, Ferrari 250 GTO, Jaguar E Type, Shelby Cobra (hard top), Cobra Daytona Coupe, Alfa TZ2, Corvette Gran Sport, Corvette C1, Iso Griffo (Bizzarrini), Porsche 356. Wheels & tyres: minimum diameter 19mm, minimum width 5mm, maximum width 7.5mm.

In the future, we plan to tweak, expand and rotate the classes. There will be some overlap - the Kinrara cars will also be eligible for a **RAC TT Celebration** class; pre-1960 saloon cars can also run in the **Jack Sears Memorial Trophy**, but will have a maximum wheel width of 7.5mm; and 1950s World Championship sports cars and production sports racing cars will feature at some point in the **Sussex Trophy**.



Concours d'Elegance

During and after lunch, a Concours d'Elegance competition will be held for all the cars that have been built or re-liveried for the day. Everyone will get to vote on their favourite-looking car and a prize will be presented.

Dressing up

Dressing up in the style of the 1950s or 60s is a fun part of the real Goodwood Revival. Fancy dress is not compulsory, but is encouraged - even an old-fashioned hat or a retro T-shirt would be great.

Classic Slot Car Racing Association

We are basing our Goodwood Revival build guidelines on the superb CSCRA rules. These encourage competitive racing while ensuring some exquisite-looking classic cars - exactly what we're hoping for.

The St Mary's Trophy is a two-part pairs race (one 20-minute heat per driver) for saloon cars 1948-1966. Ready to Run (RTR) cars and kits can be run. All cars must be prepared within these guidelines:

1. Digital Chip

Unmodified Scalextric C8515 EasyFit Digital Plug (any version), C7005/6 Retro-Fit Digital chip or Slot.it SP15B for non-DPR cars.

2. Body

For RTR cars, bodies, windscreens, window glass, interiors and all detailing parts must be used complete and unmodified. Kits must have hard plastic or resin bodies, but may use vacuum-formed windows. All cars should be decorated in a suitable period style and must carry at least three racing numbers.

2a. Cockpit/interior

For RTR cars, 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. Kits may use a vacuum-formed interior, suitably decorated and with a detailed driver head, plus shoulder, arms & steering wheel.

3. Chassis

RTR chassis must be original and 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. George Turner kits must use the supplied resin chassis. Other kits must use the PCS32 chassis.

4. Motors & Motor Mounting

Kit builds must use unmodified Scalextric Mabuchi S 18k motor. RTR cars must use the standard 18k motor as fitted, except cars with FF 'slim-can' motor, where the standard motor can be replaced with a lower-revving version. Motors must be mounted in the original motor mounts. Motors may be glued into place.

5. Gears, axles and bearings

RTR cars should run with the gears, axles and bearings they come with. Kits can use any make of components, but must use a standard Scalextric gear ratio:

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

6. Wheels and tyres

Wheels may be plastic or alloy with suitable wheel inserts fitted. Tyre width: Minimum 5mm, maximum 10mm. The width is measured as the contact area with the track. 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

RTR stock guide as per chassis. Kits may use any standard (not wood track) guide.

8. Braids

Original pick-up braids or 'robust' copper braids may 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 or tungsten putty) 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.



Suggested cars list:

Scalextric

1959 Mini Cooper Mk1
1963 VW Beetle
1963 Ford Lotus Cortina Mk1

Revell-Monogram

1963 Ford Galaxie 500
1963 Lotus Ford Cortina Mk1
1965 Ford Galaxie 500
1965 Ford Mustang GT350

Carrera

1956 Ford Thunderbird 'Blown Bird'
1957 Chevrolet Bel Air Coupé
1960 Plymouth Fury
1965 Ford Mustang GT350

George Turner Models

1953 Ford Popular road car*
1954 Jaguar Mk7
1956 Austin A35 road car (SAL301)*
1957 Jaguar Mk1
1958 Austin A40 Farina (SAL151)*
1963 Ford Galaxie 500
1963 Lotus Ford Cortina Mk1
1964 Ford Falcon Sprint
1965 Ford Mustang GT
1965 Frazer Imp*

**flared wheel arch models not allowed*

Pendles Kits

1953 MG Magnette ZA
1956 Ford Zephyr Mk2
1956 Morris Minor
1956 Morris Oxford
1956 Renault Dauphine
1959 Jaguar Mk2
1960 Ford Anglia road car
1962 Alfa Romeo Giulia
1963 Hillman Imp

OCAR kits

1964 Fiat 500 Abarth

If you are planning to run a car not on this list, please contact us first.

The Richmond Trophy is an individual sprint race for front-engined 2.5-litre Grand Prix cars 1948-1960. Ready to Run (RTR) cars and George Turner kits can be run. All cars must be prepared within these guidelines:

1. Digital Chip

Unmodified Scalextric C8515 EasyFit Digital Plug (any version), C7005/6 Retro-Fit Digital chip or Slot.it SP15B for non-DPR cars.

2. Body

For RTR cars, bodies, windscreens, interiors and all detailing parts must be used complete and unmodified. George Turner kits have resin bodies and vacuum-formed windows. All cars should be decorated in a suitable period style and must carry at least three racing numbers.

2a. Cockpit/interior

The original cockpit must be used - including a full driver and all detailing parts. The cockpit may be trimmed for the benefit of fit and clearances.

3. Chassis

RTR chassis must be original and 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. George Turner kits must use the supplied resin chassis.

4. Motors & Motor Mounting

All cars must use unmodified Scalextric Mabuchi S 18k motor or the standard 18k motor as fitted, except cars with FF 'slim-can' motor, where the standard motor can be replaced with a lower-revving version. Motors must be mounted in the original motor mounts. Motors may be glued into place.

5. Gears, axles and bearings

RTR cars should run with the gears, axles and bearings they come with. Kits can use any make of components, but must use a standard Scalextric inline gear ratio: 9T pinion & 27T crown gear.

6. Wheels and tyres

Wheels may be plastic or alloy with suitable wheel inserts fitted. Tyre width: Minimum 5mm, maximum 7.5mm. The width is measured as the contact area with the track. Minimum diameter: 19mm (front) 21.5mm (rear). 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 may be used.

7. Guides

RTR stock guide as per chassis. Kits may use any standard (not wood track) guide.

8. Braids

Original pick-up braids or 'robust' copper braids may 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 or tungsten putty) 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.

10. Width

Rear track width must not exceed 55mm.



Eligible cars list:

Scalextric

Ferrari 375
Maserati 250F
Vanwall F1

Carrera

Ferrari D50

Cartrix

Alfa Romeo Alfetta
Alfa Romeo 158
Aston Martin DBR4
BRM P-25
Bugatti T351
Ferrari F555
Gordini T32
Lancia-Ferrari D50
Lotus 16
Maserati 250F
Mercedes W196
Scarab F1
Talbot-Lago
Vanwall F1

George Turner Models

Alfa Romeo 8C
Alfa Romeo 12C
Alfa Romeo 158
Austin Twin Cam
BRM T25
Connaught A-Series
Cooper Bristol
ERA
Ferrari 500 F2
Ferrari 801
Gordini T16
Lancia-Ferrari D50
Maserati 4CLT
Maserati 250F
Mercedes W125
Mercedes W196
Talbot Lago

If you are planning to run a car not on this list, please contact us first.

An individual race for Sports Prototype and early Can-Am cars to 1966. Ready to Run (RTR) and kits can be run. All cars must be prepared within these guidelines:

1. Digital Chip

Unmodified Scalextric C8515 EasyFit Digital Plug (any version), C7005/6 Retro-Fit Digital chip or Slot.it SP15B for non-DPR cars.

2. Body

For RTR cars, bodies, windscreens, window glass, interiors and all detailing parts must be used complete and unmodified. Kits must have injection-moulded plastic, fibreglass or resin bodies and may use vacuum-formed windows. All cars should be decorated in a suitable period style and must carry at least three racing numbers.

2a. Cockpit/interior

For RTR cars, original cockpit must be used and include full driver, roll bar and all detailing parts. The cockpit may be trimmed for the benefit of fit and clearances.. Kits may use a vacuum-formed interior, suitably decorated and with a detailed driver head, plus shoulder, arms & steering wheel.

3. Chassis

RTR chassis must be original and 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. George Turner kits must use the supplied resin chassis. Other kits must use the PCS32 chassis.

4. Motors & Motor Mounting

Kit builds must use unmodified Scalextric Mabuchi S 18k motor. RTR cars must use the standard 18k motor as fitted, except cars with FF 'slim-can' motor, where the standard motor can be replaced with a lower-revving version. Motors must be mounted in the original motor mounts. Motors may be glued into place.

5. Gears, axles and bearings

Cars can use any make of components, but must use a standard Scalextric gear ratio:

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

6. Wheels and tyres

Wheels may be plastic or alloy with suitable wheel inserts fitted. Tyre width: Minimum 5mm, maximum 10mm. The width is measured as the contact area with the track. Minimum diameter: 18mm (front) 20mm (rear). 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

RTR stock guide as per chassis. Kits may use any standard (not wood track) guide.

8. Braids

Original pick-up braids or 'robust' copper braids may 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 or tungsten putty) 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.



Suggested cars list:

Scalextric

1964 Ford GT40
1966 Ford GT40 Mk2
1966 Ferrari 412P

Revell-Monogram

1963 Chaparral 2A
1963 Cooper T61 'Monaco'
1965 Lola T70 Mk2 Spyder

Fly

1964 Ford GT40
1965 Ferrari 250LM
1966 Ford GT40 Mk2

MRRRC

1964 Porsche 904
1966 Porsche 910

Carrera

1964 Porsche 904
1965 Ferrari 356 P2

George Turner Models

1963 Chaparral 2A
1964 Lotus 30
1964 McLaren M1A
1965 Lotus 40
1966 Chaparral 2D

Pendles Kits

1965 Lola T70 Mk2 Spyder

Betta & Classic fibreglass bodies*

1963 Zerex Cooper Olds
1966 Ferrari 330 P3
1966 McLaren Elva Mk2

**Detailing parts must be added.*

In 2022, we have limited the Whitsun Trophy field to standard RTR cars (Scalextric, Fly, Revell, MRRRC, Carrera) and kits.

From 2023, a wider range of manufacturers will be available.

The Kinrara is a one hour team race for 1959-64 closed top GT cars. Ready to Run (RTR) and kits can be run, RTR cars may use 3D-printed chassis. All cars must be prepared within these guidelines:

1. Digital Chip

Unmodified Scalextric C8515 EasyFit Digital Plug (any version), C7005/6 Retro-Fit Digital chip or Slot.it SP15B for non-DPR cars.

2. Body

For RTR cars, bodies, windscreens and window glass must be used complete and unmodified. Kits must have injection-moulded plastic or cast resin bodies and may use vacuum-formed windows. All cars should be decorated in a suitable period style and must carry at least three racing numbers.

2a. Cockpit/interior

All cars may use a vacuum-formed interior, suitably decorated and with a detailed driver head, plus shoulders, arms & top of steering wheel.

3. Chassis

RTR cars may use their original chassis. RTR cars may alternatively use a 3D-printed chassis, designed and marketed for the specific model and for a Slot.it motor pod. The chassis must be available for sale on Shapeways. George Turner kits must use the supplied resin chassis.

4. Motors & Motor Mounting

All cars must use unmodified Scalextric Mabuchi S18k motor. 3D-printed chassis must use a genuine Slot.it inline or sidewinder motor pod. Motors may be glued into place. Motor cans in Slot.it pods must be insulated from the circuit rails.

5. Gears, axles, bearings, screws and wires

Cars can use any make of components, but must use a standard Scalextric gear ratio:

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

6. Wheels and tyres

Wheels may be plastic or alloy with suitable wheel inserts fitted. Tyre width: Minimum 5mm, maximum 7.5mm. The width is measured as the contact area with the track. Minimum diameter: 19mm (front) 21mm (rear). 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

Cars may use any standard (not wood track) guide.

8. Braids

Original pick-up braids or 'robust' copper braids may 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 or tungsten putty) 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.

10. Lights

Cars must be fitted with working front and rear lights. The lights must work while the car is under power on the track.



Eligible car list:

Scalextric

1962 Ferrari 250 GTO
1963 Jaguar E Type

Revell-Monogram

1962 Ferrari 250 GTO LM (NR3)*
1963 Jaguar E Type (OFR + NR3)*
1963 Corvette Grand Sport (OFR)*
1964 Shelby Cobra Daytona (OFR)*

Fly

1962 Ferrari 250 GTO (OFR)*
1963 Alfa Romeo TZ2 (OFR)*

MRRC

1962 Shelby Cobra Hardtop (NR3)*

George Turner Models

1959 Austin-Healy 3000
1960 Porsche 356 Coupé
1961 Corvette C1
1961 Jaguar E Type
1962 AC Cobra Hardtop
1963 Corvette Grand Sport
1963 Jaguar Lightweight E Type
1964 Iso Griffo A3C Bizzarrini

***3D-printed chassis available:**

OFR - Olifer chassis
NR3 - National Racers 3D
(Slot.it pod versions only)

Kinrara Trophy entry procedure

Please express your wish to enter a car in the Kinrara Trophy asap. We recommend you discuss the car you wish to enter before buying and building it. The race will have a maximum of six entries. Once the six places are filled, any extra entries will be placed on a reserve list. These Kinrara cars will also be eligible for TT Celebration races at future Goodwood Revival events.

WHO/DIGITAL 2022 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 damp or wet tracks
- 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 2022 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:

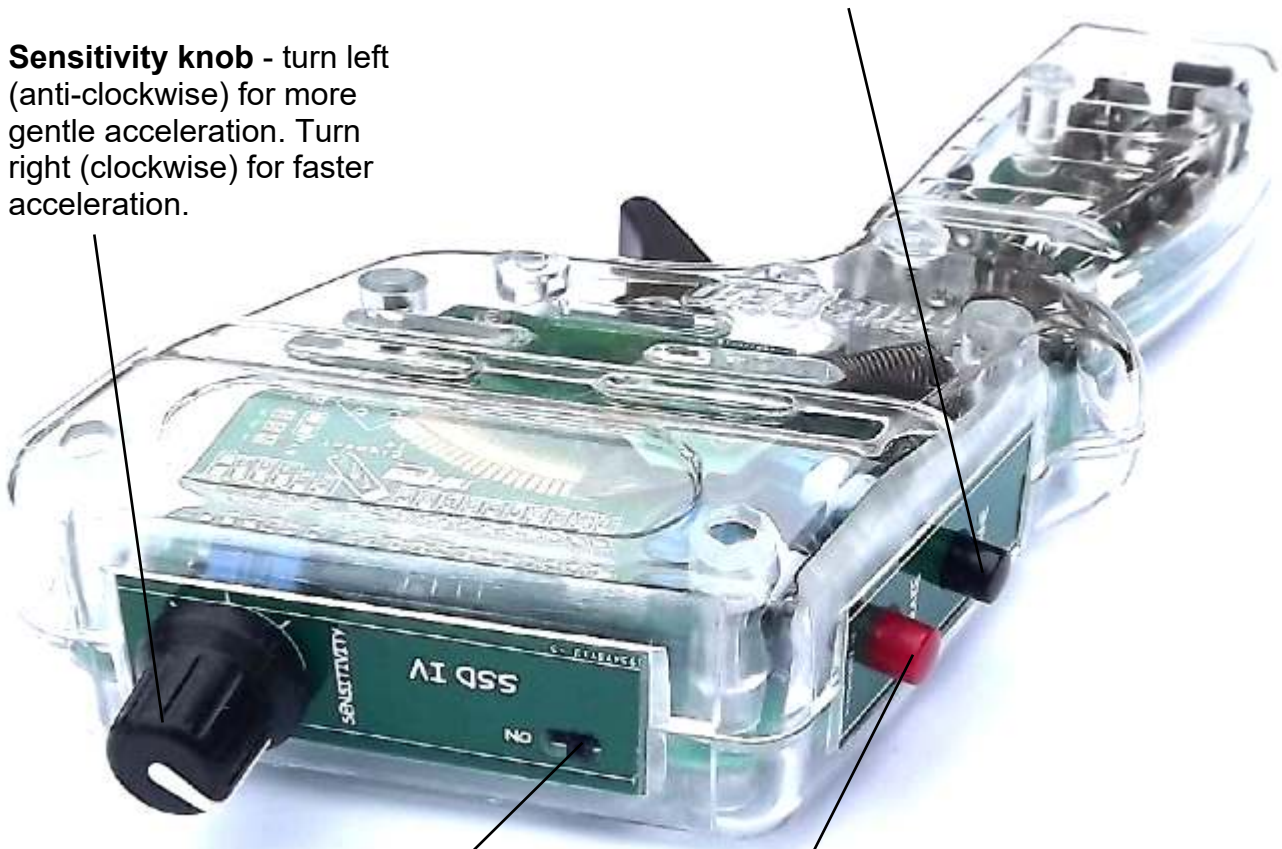
- Tyre choice before a race
- Press & hold brings up pit menu
- Scrolls through options in pit menu

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 2022 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 15 & 16 we summarise 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



We have a 10% discount code for www.jadlamracingmodels.com

Swapmeets

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



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 **WHO19** at checkout.

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

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.gaugemasterretail.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



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

@officialdisca



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

WHO/DIGITAL website: www.who-digital.org.uk

WHO/DIGITAL Shop

Our WHO/digital shop is fairly small. We'll always keep a stock of Uncle Mike's urethane tyres, wire, eyelets and copper braid. We also stock the electronic components to make 'ferrite men'.

- 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

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

His range includes:

- Scalextric sidewinder GT
- Scalextric sidewinder Trans-Am
- Scalextric inline GT
- Scalextric BTCC
- Scalextric AMC Javelin
- Slot.it, NSR standard wheels

Keep an eye on the shop for new sizes.

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?



WHO/digital racers have taken part in a number of Slot.it oXigen events organised by the Digital Slot Car Association (DiSCA). The beauty of oXigen is that more than six cars can be raced and car control is more reliable and refined.

If you're interested in travelling to DiSCA events, please let us know - we'd like to see Worthing Digital teams as a regular fixture on the DiSCA scene.

However, we're also looking at bringing oXigen to the Barn in 2023-4, developing the WHO GT Championship to run with more cars and the new RCS02 software. Don't worry - the rest of our WHO/digital racing will stay using our Scalextric Sport Digital system and RCS64.

Our aim is to make this development as accessible and low-cost as possible. However, because of the extra complexity of oXigen and more cars on track, our WHO oXigen events won't be suitable for those looking for a first taste of club or digital racing.