

World of Slotcars

Asgaard Games Racing Club

Just Like Real Racing, Only Smaller!

Introduktion

Welcome to the Asgaard Games Slot Car Racing Club. You are about to step into a wondrous and fantastic world. Slot car racing is not only beautiful to look at but it's also a very fun hobby with many different aspects. So if you are interested in fast cars, intense contests or if you just like to have fun with a group of friends and share a common hobby! You have come to the right place. Slot Car Racing! Just like real racing, only smaller!

Before you begin to get serious I would recommend that you take a look at the tips and tricks below, this way you are sure to get your new hobby started on the best way possible.

Pay Attention:

Slot car racing is a lot faster than you imagine. So keep an eye out for lane changes, crossover sections and other obstacles on the track. Cars that have had a crash and is stationary on the track is also a potential danger.



Speed:

If you crash you will lose time, meaning that you might lose the race. If you can stay on the track without any accidents you can win the race even though some of the other drivers race faster than you.

Learn the track and gradually increase your speed, learn where you can drive at top speed and where you will have to slow down.

Remember to brake before the turns and don't expect that your car can drive the whole track with full throttle

Learn the track and the car:

There are not two cars that react the same. Learn your car and the track, give yourself time to find the material (and your own) limitations. Which turns does your car handle well, where are your breaking points and how fast can you run on the straights. It is important to practice on the track before each race so you know exactly how to get the best result.

Maintain your car:

Like in a real race the setup of the car is really important. A slot car has a lot of mechanical parts. Make sure that the car is properly maintained. Remove dirt and grease the gears, then the car will perform its best. Make sure that you prepare and adjust your car correctly before each race. Remember that your car can break if it falls off the track so take good care of it.



Be prepared and focused:

Make sure that everything is in order before the race, that way you can focus on the contest itself. When the race starts you need to keep you cool and stay focused during the whole race, it is easy to lose a lot of time if the concentration fails.

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Official Racing Regulations

§1 – Race Start

- a) A race is started by the activation of 5 red lamps. The race starts when they turn off.
- b) False start is punished with a 5 seconds time penalty (The track does this automatically and instantaneously)

§2 – Crashes, car failures and fuel

- a) If a car crash or for some reason isn't able to continue the driver must push the yellow flag button immediatly.
- b) Each contestant has a limited number of yellow flags available during each race (depending on the race type). When the flags are used the driver is disqualified from the individual race and receive 0 points. (You are not disqualified from the contest, only the individual race)
- c) If a car breaks during a race and the error can't be fixed within 2 minutes the driver is disqualified from the active heat. After this the driver can attempt to fix the problem before the next heat.
- d) If a car is broken by the start of a new heat it is disqualified, the opponent will drive the heat alone.
- e) If a car runs out of fuel during the race it won't count laps until it is refueled
- f) If one or more cars can't start after a yellow flag incident the official must stop the race. There is not awarded any yellow flags.
- g) If a car leaves the track due to a collision with an opponent the responsible car's driver must push on the yellow flag button.

§3 – Restart after yellow flag

- a) When a race must be restartet after a yellow flag all cars must be positioned correctly in the track as close to the crashsite as possible
- b) If a car can't start after a yellow flag a official must push on the yellow flag and the problem resolved before the race i restarted
- c) If there is a known problem with the track all cars must be repositioned on a safe spot after yellow flag.

§4 – Contact between cars:

- a) All contact between cars is strictly forbidden.

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- b) All contestants are obligated to do their best to avoid contact between cars. If a contestant repeatedly breaks this rule it will result in disqualification from the racing event.
- c) Crashes which happen without intent is not punished. This could be due to a collision with a crashed car in an area with low visibility or a sudden situation where the driver couldn't react in time.
- d) At intersections and narrow sections of the track the car in front always have the right to drive, in case of a crash in these areas it is always the last car's driver which must activate the yellow flag.
- e) It is not allowed to push a car on the track to get past it. Drivers are expected to stop before there is any contact between the cars. It is allowed to pass a derailed car if there is room enough for it and it can be done responsibly.

§4 – Contact between cars (Digital Track)

- a) *Car A is not allowed to break test Car B. This counts as contact.*
- b) *Car A is not allowed to crash deliberately so car B hits it. This counts as contact.*
- c) *Car A is not allowed to make a lane change so it hits car B. This counts as contact.*
- d) *Car A is not allowed to leave the pitlane so it hits another car. This counts as contact.*
- e) *Car A is not allowed to force car B into an area it can't leave. This counts as contact.*

§5 – Technical Rules

- a) Cars are only allowed to use their standard magnets. If possible it is allowed to adjust this to suit your own driving style.
- b) It is allowed to add and remove weight from the car. The chassis must be correctly mounted after the change.
- c) It is not allowed to change a car's engine. All cars must use their standard powerunit.
- d) It is allowed to change tires and mechanical parts.
- e) It is allowed to make small adjustments on the car during a heat if it can be done within 2 minutes.

§6 - Breakdown (Including power shortage)

- a) If there is a power shortage or any other system failure of the racing computer. The race or the event must be restarted another day if it is not possible to complete the event within the available timeframe.

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§7 - Offrace activity

- a) Participants must be ready to drive within reasonably time from the call out.
- b) If you are not driving yourself it is appreciated if you stay around the track as marshal or spectator. This is great for the mood around the track.
- c) All participants which is not racing or acting as marshalls is adviced to use the waiting time to have as much fun as possible. Airhockey, arcade machines, board games and so on is great for the mood.

§8 – Clubspirit and Good Behavior

- a) It must be fun for everyone to spend time in the club and the events. Therefor common good behavior is expectet from all participants.
- b) It is perfectly fine to compete and do you best to win. But make sure that you are always a good winner and loser.
- c) Make sure that new club members (and old) always feel welcome. Help them learn the ropes if they need it and support them as much as possible. This will help us make a better club for everyone, and we will get some more exciting contests.
- d) Clean up after yourself and make sure that garbage is thrown in the garbage can.
- e) Some of the club events cost a little fee. Typical the income from these events will be used to prizes and maintenance of the track and the clubs facilities. So by participating in the clubs events you give us the best support you can and you get a good experience at the same time.
- f) Spread the word. If you know anyone who could be interested in the fantastic slot car racing hobby please let them know about the club, and bring them along so they can see why the hobby is so great themselves. We are always happy to meet new people in the club.

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Race Specific Rules - Standard Race

Description

During a standard race all participants get to race against each other in an intense duel to score the most points. This is a very fair contest which sets the stage for a lot of excitement and drama.

This event takes around 4 hours to run.

Standard Race (2 Lanes)

- In a standard race contest each driver must compete against 5 different opponents. If there isn't enough opponents each driver must race against as many as possible.
- Each driver must meet each other on both tracks.
- Before the race all drivers is randomized so their order is random.
- One race is 3 minuttes

Allocation of Points

- 3 point for an victory
- 1 point for an defeat
- 1 point for the fastest lap time during the event.
- 0 point for an disqualification.

The Winner

- The winner of the event is the driver with the most points after all heats are finished.
- I case of two or more drivers has the same points the winner is found by looking at who has completed the most laps. In case of equal laps the winner is the driver with the fastest lap time.

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Race Specific Rules – Endurance Race

Description

The endurance race is an event which is based on a timelimit. The challenge is not only to complete the race but also complete the most laps within the given time limit. The contest is open for individual drivers or as a team contest.

The event will take about 30 minutes for each two participant.

Endurance Race (2 Lanes)

- All drivers race against a random opponent.
- You must compete against your opponent on both lanes.
- The race is 2 times 12 minutes (One race on each lane)

The Winner

- The race winner is the driver with the most completed laps after the 2X12 minutes race.
- In case of two or more drivers with the same number of laps. The driver with the fastest lap time wins.

Endurance Race - Team (2 Lanes)

- All teams race against an random opponent team
- You must compete against your opponent on both lanes.
- The race is 2 times 24 minutes (One race on each lane)
- Each team must change driver 3 times during each of the 12 minutes.
- Driver change is allowed when the car is in the pit.

The Winner

- The race winner is the team with the most completed laps after the 2X12 minutes race.
- In case of two or more drivers with the same number of laps. The driver with the fastest lap time wins.

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Race Specific Rules – Relay Race

Description

A relay race is an entertaining contest where the drivers participate as teams. During the contest each team must complete 100 laps in the shortest time possible. Each team must also change driver and car during the race.

The event will take about 30 minutes for each two teams

Relay Race (2 Lanes)

- Before race start an area of the track is marked as the car exchange zone.
- Each team must complete 2 times 100 laps
- All teams race against an random opponent team
- You must compete against your opponent on both lanes.
- The team must change driver and car after 25 laps, 50 laps, 75 laps
- When a team is swapping cars the driver on the track must stop his car in the exchange zone. The team then removes the car and position the new car and the new driver takes control.

The Winner

- The race winner is the team which completes the 100 laps fastest.
- In case of two or more drivers with the same number of laps. The driver with the fastest lap time wins.

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Race Specific Rules – Time Trial (Short)

Description

The time trial is a lot like the endurance race. The event is based on a specific time limit and each driver must complete as many laps as possible within the given time. The main difference is that the drivers have unlimited number of yellow flags and they race alone on the track on an optional lane.

The event will take about 10 minutes for each participant.

Time Trial (2 Lanes)

- All drivers race alone on the track.
- The driver decides which lane he/she wants to race on.
- The race is 6 minutes.

The Winner

- The race winner is the driver with the most completed laps after the given time limit.
- In case of two or more drivers with the same number of laps. The driver with the fastest lap time wins.