



# TECHNICAL REGULATIONS

**version 8.3**

04/06/2022

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## **Preamble**

These regulations are applicable to 1/32 scale models of group GT3 racing cars. This formulae is based on using readily available ready-to-run (RTR) slot cars and components that can be ordered from any slot car retailer.

The standard allows cars from slot car manufacturers such as NSR, Scaleauto and Racer Sideways, as well as kit and upgrade builds using aftermarket and 3D printed chassis. Any independently designed commercially available chassis is eligible for homologation providing that it conforms with the technical regulations.

GT3 Euroseries employs Balance of Performance (BOP) to ensure as equal competition as possible between different manufacturers, technologies and design philosophies. The trim of BOP is to ensure variety on the grid while maintaining compatible levels of performance and competitiveness across brands.

## 1. Body

- 1.1. The body may be any from the list of approved models in section 7
- 1.2. The exterior of the body shell must appear original and unmodified from the manufacturer's design when placed on the circuit and viewed from any angle
- 1.3. Body must be painted in an authentic racing livery
  - 1.3.1. Unpainted bodies are illegal
- 1.4. The original driver's cockpit may be replaced with a polycarbonate (a.k.a. lexan) copy, with clearly defined dash, driver's head, shoulders/bust and steering wheel
  - 1.4.1. All drivers cockpits must be decorated. Unfinished cockpits are illegal
- 1.5. All lenses and glazing must be original and present, unless otherwise permitted by BOP
  - 1.5.1. Excess material may be removed from non-visible areas of glazing pieces
  - 1.5.2. BOP glazing adjustments are detailed on the Homologation sheet linked in section 7
- 1.6. Spoilers, wings and mirrors must be fitted
  - 1.6.1. Wings must be fitted at all times
  - 1.6.2. Mirrors must be fitted at the start of the race
  - 1.6.3. Vulnerable parts may be rubber-mounted. Modifications must be sympathetic to the final appearance of the model
- 1.7. Any part of the real car that does not include bodywork, but is visible when the car is placed on the circuit and viewed from any angle, must be present on the model at all times. Examples include, but are not limited to;
  - 1.7.1. Splitter or diffuser
  - 1.7.2. Rocker panel
  - 1.7.3. Strakes and ailerons
  - 1.7.4. Radiators and grills
  - 1.7.5. Exhaust pipe
  - 1.7.6. Such features may be cut from either body or chassis and replaced or re-fixed on either, as long as they remain fitted to the model as a whole. The race organiser reserves the right to request any damaged or missing part be replaced
- 1.8. The minimum allowed mass for the body, excluding screws, is 19.0g
- 1.9. The organizers reserve the right to declare any unsuitable body illegal for contravening the spirit of the event

## 2. Chassis

- 2.1. Chassis may be any from the list of homologated chassis in section 7, including those supplied as original equipment where the required motor installation is achieved
- 2.2. Chassis modifications to aid the fitment of digital chip and/or light kit are allowed
- 2.3. Chassis modifications for fit and clearances of components are allowed
- 2.4. Removing material from the chassis for lightening purposes is illegal
- 2.5. Other non-specified modifications to the chassis are illegal
- 2.6. Motor orientation is limited to an anglewinder configuration of between 15 and 20 degrees to the rear axel
- 2.7. The motor mount may be any commercially available item from any of the manufacturers listed in the approved bodies and / or chassis lists
  - 2.7.1. An independent motor mount is not considered a separate component to the chassis for the purposes of rule making
  - 2.7.2. Only plastic motor mounts are allowed
- 2.8. Sprung suspension kits are allowed. Magnetic suspension kits are illegal
- 2.9. The body must be mounted to the chassis using the original fixing locations and methods
- 2.10. Screws and washers are free

## 3. Motor & Transmission

- 3.1. Motor must be of one of the following only, per race event;
  - 3.1.1. Scaleauto 0027b 18,000rpm "Junior Sprinter"
  - 3.1.2. NSR 3024 17,000rpm "Baby King"
  - 3.1.3. Racer Sideways 17,000rpm "Baby Raptor"
- 3.2. Motor cans must be insulated from the circuit rails
- 3.3. Motor shafts may be shortened under the supervision of a race official
- 3.4. Any other motor modification is illegal
- 3.5. Maximum number of teeth on the pinion gear is 14 teeth
- 3.6. Spur gear is free
- 3.7. AWD systems are illegal

## 4. Wheels & Tyres

- 4.1. Front wheels are free, but must be of 17.3mm diameter or larger
- 4.2. Front tyre compound is free, but must be rubber
  - 4.2.1. Front tyres may be glued or varnished
  - 4.2.2. Minimum diameter for front tyres is 18.5mm
  - 4.2.3. Minimum width for front tyres is 8.0mm
- 4.3. Rear wheel & tyre must be one of the following only, per race event;
  - 4.3.1. Scaleauto SC2018 ProComp-3 20.5 x 9mm
  - 4.3.2. Scaleauto SC2020 ProComp-4 20.8 x 9mm
    - 4.3.2.1. The original printed coloured ring must be present on the sidewall
  - 4.3.3. Rear wheel of 17.3mm diameter or larger with rubber tyre;
    - 4.3.3.1. Slot.it PT1323G25 20.2 x 10.6mm
    - 4.3.3.2. NSR 5214 20.5 x 11.5mm "Supergrip"
    - 4.3.3.3. NSR 5215 20.5 x 11.5mm "Ultragrip"
- 4.4. Wheels must have either a moulded, machined, or 2D colour printed face appropriate to the model. Plastic inserts are considered to be a moulded face
- 4.5. The surface of any tyre may be cleaned with tape or lighter petrol only

## 5. Light installation

- 5.1. Cars must start the race with two (2) working headlights.
- 5.2. Taillights are optional, but recommended in order to enhance visibility of cars on circuit
- 5.3. LEDs fitted to the car for identification purposes are allowed
  - 5.3.1. ID LEDs may be any colour
  - 5.3.2. A single LED 3mm in diameter or smaller may be fitted inside the driver's cockpit
- 5.4. Any manufactured lighting kit is allowed
- 5.5. Custom lighting circuits are allowed
- 5.6. LEDs do not effect the eligibility of the chassis or body in any way and are not considered illegal when considering regulations that govern either
- 5.7. The organizers reserve the right to declare any light installation illegal on the basis that it is not installed in a manner which is sympathetic to it's purpose

## 6. General

- 6.1. Maximum track width is 63.0mm
- 6.2. Minimum overall mass is 85.0g
- 6.3. Minimum ground clearance requirements at the start of the race will be measured as follows;
  - 6.3.1. 0.5mm ahead of the guide blade
  - 6.3.2. 1.8mm beneath the centre of the motor
- 6.4. Traction magnets are illegal
- 6.5. Ballast is allowed, but subject to the following criteria;
  - 6.5.1. Ballast must not be visible from any view of the car, including when viewed from the bottom
  - 6.5.2. Ballast must be securely fixed in place at all times
  - 6.5.3. All ballast must be contained within the boundaries of the chassis
  - 6.5.4. Ballast may not be used in the manner that it acts as a structural component
- 6.6. Axels and bearings are free
- 6.7. When viewed from above, tyre edges must be contained within the widest point of the wheel arch
- 6.8. Guide blade is free, but must be compatible with the circuit and lane changing mechanism
- 6.9. Cables, braid and connectors are free
  - 6.9.1. Braid must be trimmed to a length shorter than the guide flag
- 6.10. No mechanical parts of the car, except for the guide flag, wheels and tyres, should be visible from any angle when the car is placed on the circuit
  - 6.10.1. The guide flag must not extend beyond the front of the car. In other words, the guide flag must not be visible in plan view
  - 6.10.2. Wireless antenna may be visible
  - 6.10.3. It is not necessary to cover gear teeth protruding from the bottom of the chassis

## 7. List of approved models and homologated chassis

Homologation information can be found by visiting the [google sheet](#).