



## **Racing Rules**

### **GENERAL Rules**

- 1) The maximum width of any car is 1-5/16 inches (1.3125").
- 2) The maximum allowable lateral movement of the front axle is 1/32 inch.
- 3) After qualifying, and during the race, any part of the car may be replaced except for the body, chassis, and magnets.
- 4) The body shall be a replica of an actual car and must be painted. Bodies for all racing classes must be available through Scale Auto or on their website.
- 5) Any body used must cover the chassis when viewed from above (except through legal openings).
- 6) Any car without a body or with an interfering body will not be allowed to continue to run.
- 7) Race Directors will have jurisdiction over individual races with final decisions (if necessary) made by the G3 Championships Coordinators.
- 8) Cars may be subject to a teardown either before or after a race to satisfy technical inspection.
- 9) Decisions regarding rule interpretations will be made by the G3 Championships Coordinators.

### **G-JET™ Car Class Rules**

- 1) The chassis shall be a stock BSRT G3™ or G3-R™ Flexible chassis with any hardness clip. The chassis cannot be modified except to add body mounts and the front axle holes may be reamed to .052".
- 2) Body mounts shall be located in their stock position.
- 3) The guide pin shall be stock or BSRT stock replacement in the stock position.
- 4) The use of glue shall not be allowed on the chassis or bulkheads except for the body mounts and guide pin.
- 5) Front axle and non-independent G-Jet™ O-ring rims shall be stock and un-modified. Front tires must be stock un-modified and be a minimum tire diameter of .350".
- 6) Rear tires shall be black silicone on black sponge BSRT G-Jet™ AST tires with a minimum diameter of .450" on a stock or BSRT stock replacement axle.
- 7) BSRT G-Jet™ marked handling weights shall be used. Weights shall be used in their stock location. No weights shall be added. Weights shall not be modified. When using the G3™ chassis with the light G3 (.120) traction weights, the traction weight spacers must have a minimum thickness of .045. When using the G3-R™ chassis you must use the G3-R™ traction weights and the traction weight spacers must have a minimum thickness of .055". The G3-R™ traction weights may not be used in the G3 chassis.
- 8) Armature shall be a stock BSRT G-Jet™, narrow gap design, and be a minimum of 9-ohms. BSRT's G-Jet™ 9-ohm "Hot Stock" armature may be substituted for the stock unit.
- 9) All electrical system parts shall be stock or BSRT stock replacement. BSRT Helper Springs may be used.
- 10) Armature bushings shall be stock G-Jet™ or BSRT stock replacement and shall be installed without modification to the chassis and/or bulkhead. Bushings may be reamed and chamfered. Ball bearings may not be used.
- 11) The armature magnets shall be BSRT stock G-Jet™ and cannot be cut. Magnets shall remain in their stock position. No material or method may be used to restrict movement of the magnets. No additional magnets can be used.
- 12) Pinion gear shall be a stock G-Jet™ pinion or BSRT stock replacement.
- 13) Crown gear shall be a stock G-Jet™ or BSRT stock replacement. Gears may be lightened and axle spacers may be used to aid with gear mesh.
- 14) Any scale appearing vacuum-formed body may be used. Bodies shall be painted. Body class (i.e. LeMans, Can-Am, Trans-Am, NASCAR, etc.) will be specified for each event.
- 15) G-Jet™ races shall be run at 12.0 volts +/- .25 volts.

## **SUPER STOCK Car Class Rules**

- 1) Cars eligible to compete in this class include the BSRT G3-R™ and BSRT G3™ car.
- 2) The motor and traction magnets shall be stock and made of a ceramic magnet material.
- 3) Armatures shall be stock or BSRT stock replacement. All arms must be narrow gap design, and be a minimum of 6.1 ohms.
- 4) All electrical system parts shall be stock or BSRT stock replacement. BSRT Helper Springs may be used.
- 5) The chassis shall be stock and cannot be modified in any way except for the following:
  - a) Add body mounts.
  - b) The chassis may be modified to retain the rear axle.
- 6) The axles, gears, gear spacer (optional), guide pin, motor bushings, tires, and wheels shall be stock or BSRT stock replacement (no ball bearings allowed). Gears may be lightened and axle spacers may be used to aid with gear mesh.
- 7) Vacuum-formed bodies may be used provided they meet all General Rules.
- 8) Glues/adhesives are not allowed on the chassis and bulkheads except to attach the body mounting system and retain the guide pin.

## **Neo Modified Car Class Rules**

- 1) Cars eligible to compete in this class include the BSRT G3 and G3-R car.
- 2) The chassis must be stock and cannot be modified except to provide for the following:
  - a) Add body mounts.
  - b) Mount guide pin. The guide pin must remain in the stock position(s).
  - c) Add motor bushings or ball bearings.
  - d) The pickup tabs on the chassis may be shortened, reinforced and/or replaced.
  - e) The chassis may be modified to retain the rear axle.
  - f) The bottom surface of the chassis and traction magnet clip may be sanded flat.
- 3) Any motor and traction magnets may be used as long as they are of BSRT manufacture.
- 4) All magnets must remain in their stock location.
- 5) Glues and adhesives are not allowed on the magnets or chassis surrounding the magnets. Other non-magnetic materials may be used to restrict the movement of the motor and traction magnets.
- 6) Any BSRT armature may be used.
- 7) All electrical system parts must be BSRT stock or stock replacement. Shunt wires and helper springs are allowed. Adjustable brush tension is allowed.
- 8) There are no restrictions on the axles, gears, gear spacer (optional), guide pin, tires, wheels, and motor bushings as long as they are of BSRT manufacture (ball bearings are allowed).

## **Definitions**

General Rules - Rules which are applicable to all car classes.

Stock - Any part or condition that normally comes with a car.

Stock Replacement - A readily available part similar to the part being replaced.

Readily Available – Mass produced for H.O. Slot car racing and commercially available through Scale Auto.

## **The Mission of the G3 Championships**

The mission of the G3 Championships is to promote good, clean, and competitive fun in the hobby/sport of H.O. scale slot racing. We want racers to know that they can come to the G3 Championships and *“Experience the Best Competition in HO Racing!”*

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## ***Best Appearing Race Car***

The G3 National Championships Best Appearing Race Car Competition will be run in conjunction with the G-Jet race. Your Best Appearing Race Car entry must use a BSRT G-Jet as the race chassis and will be the car that you use to compete in the G-Jet race. All of the General Racing Rules and the G-Jet Car Class Rules will apply to this car. The body choice is up to you but must be a Porsche from any era. Please see our list of eligible bodies. As you can see from the points system below this competition is focused on your G-Jet race car and mainly the paint job and over all impression the car makes on the judges. We want you to be able to create a realistic replica of an actual race car and still be able to be competitive in the G-Jet races.

Note that if your body is an open cockpit design your race car will need to have a driver in the cockpit. These cars will be impounded for tech and judging and then you will get them back when racing begins. There are a variety of Porsche bodies available from Scale Auto, Thunderbolt, Parma, and Rothwell Body Shells. If you're not sure about a particular body you'd like to prepare, please check with us before starting on your Best Appearing Race Car.

Cars will be judged according to the points system outlined below. Three judges will be selected to award points to all Best Appearing Race Car entrants and the final Best Appearing Race Car positions and winner will be determined once all the points are tallied. Two plaques will be awarded, one for the first place Amateur car and one for the first place Pro car.

### **Points System used for Best Appearing Race Car Judging**

A) EXTERIOR DETAIL (0-15 points) - Difficulty factor, lettering, numbering, decals, exhaust system, mirrors, and any other exterior detail will be considered.

B) PAINT and FINISH (0-15 points) - Quality of the paint, neatness of application, difficulty of paint scheme, crispness and evenness of paint will be considered.

C) OVERALL IMPRESSION (0-20 points) - General appearance, realism, and the general aesthetic quality of the car will be considered.



## ***Concours d'Elegance***

Concours d'Elegance Competition will be run as a separate event with all entries being submitted on Saturday morning. These cars will be impounded for display and judging purposes for the duration of the weekend and will be returned to the entrants late Sunday afternoon. Therefore do not plan on using your Concours entry or parts from it for your actual G-Jet race car. Your Concours entry must use a BSRT G-Jet as the race chassis and will need to complete at least a lap on the track. Any wheels and tires may be used on your G-Jet provided they are a minimum of .350 in the front and .450 in the rear. The body choice is up to you but must be a Porsche from any era. There are a variety Porsche bodies available from Scale Auto, Thunderbolt, Parma, and Rothwell Body Shells. If you're not sure about a particular body you'd like to prepare, please check with us before starting on your Concours effort.

Cars will be judged according to the points system outlined below. Three judges will be selected to award points to all Concours entrants and the final Concours positions and winner will be determined once all the points are tallied. There will be a Plaque awarded to the winner of the Concours d'Elegance Competition.

### **Points System used for Concours d'Elegance Judging**

- A) INTERIOR DETAIL (0-10 points) - General appearance, neatness, realism of driver, rollcage, rollbar, dashboard, along with any other interior details will be considered.
- B) EXTERIOR DETAIL (0-10 points) - Difficulty factor, lettering, numbering, decals, exhaust system, mirrors, and any other exterior detail will be considered.
- C) PAINT and FINISH (0-10 points) - Quality of the paint, neatness of application, difficulty of paint scheme, crispness and evenness of paint will be considered.
- D) CHASSIS (0-5 points) - General appearance of visible work done and neatness will be considered.
- E) OVERALL IMPRESSION (0-15 points) - General appearance, realism, and the general aesthetic quality of the car will be considered.