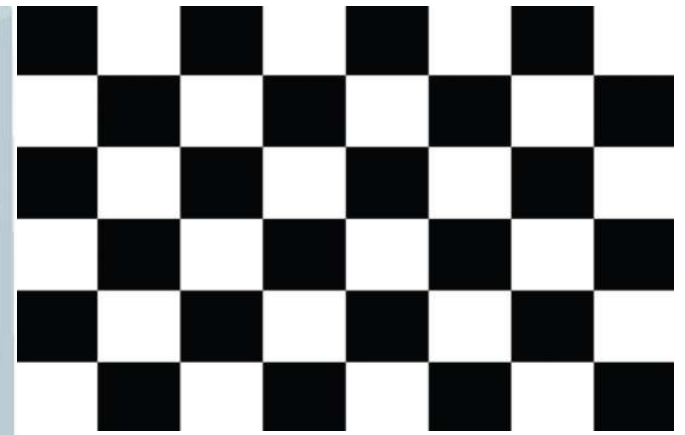
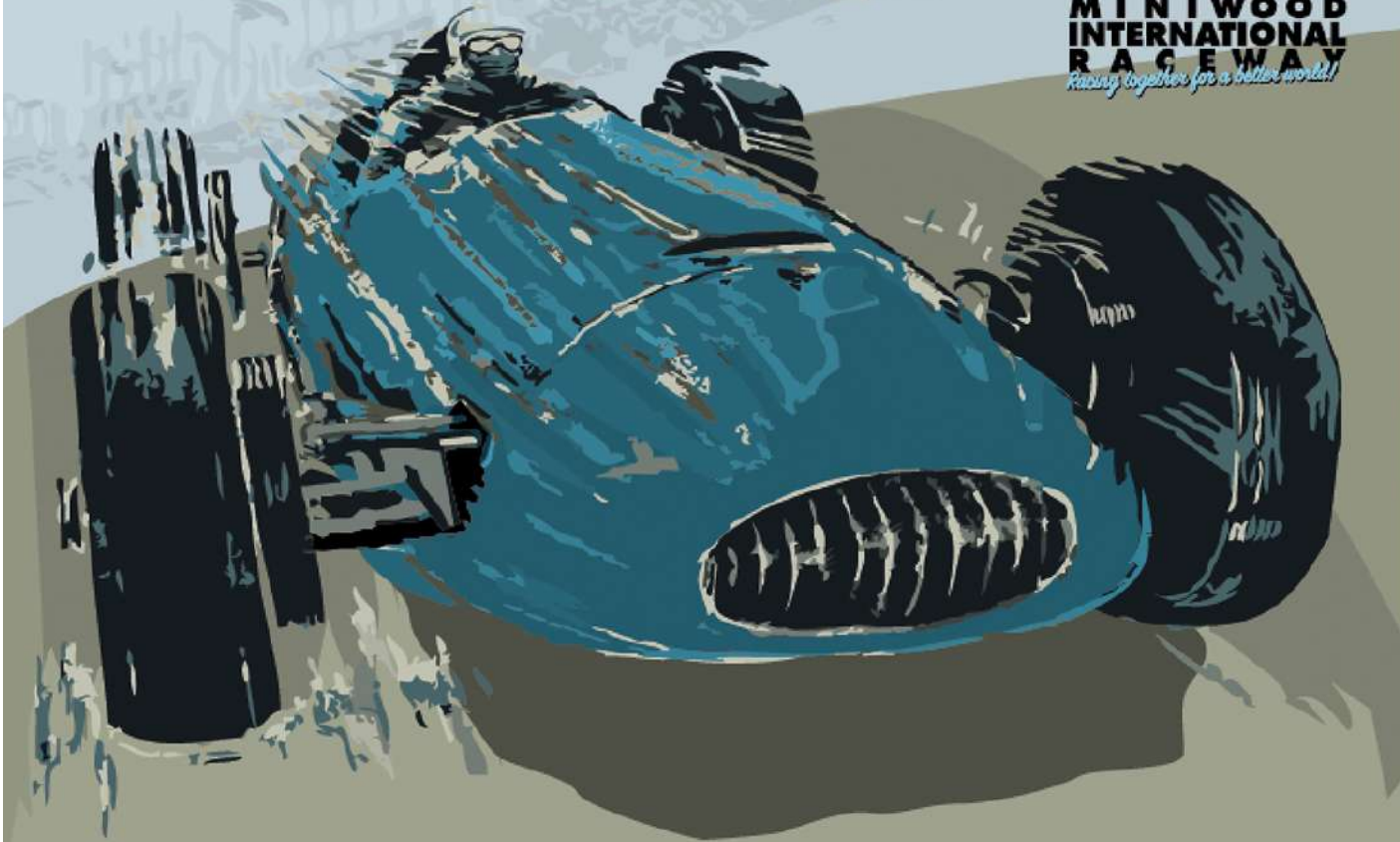


# VINTAGE GRAND PRIX DE MINIATURE

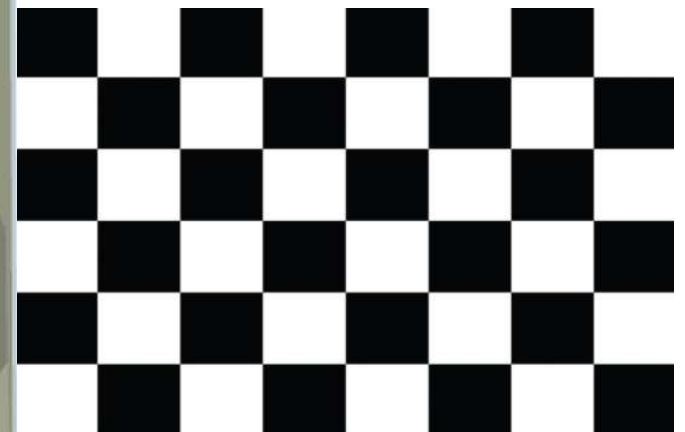
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MINIWOOD  
INTERNATIONAL  
RACEWAY  
*Racing together for a better world!*



**MOTORSLOT**

**OFFICIAL RACE  
INFORMATION**



# ***VINTAGE GRAND PRIX DE MINIATURE***

**April-23-2022**

The logo for MOTORSLLOT, featuring the word "MOTORSLLOT" in white, bold, uppercase letters inside a blue rounded rectangle with a black border.

## **Race Information**

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## ***VINTAGE GRAND PRIX DE MINIATURE***

*Welcome!*

Welcome to the *VINTAGE GRAND PRIX DE MINIATURE* for historic slot cars.

The *VINTAGE GP* is eligible for original models, some of which are more than 60 years old, as well as authentic replicas, all of which have classic technology.

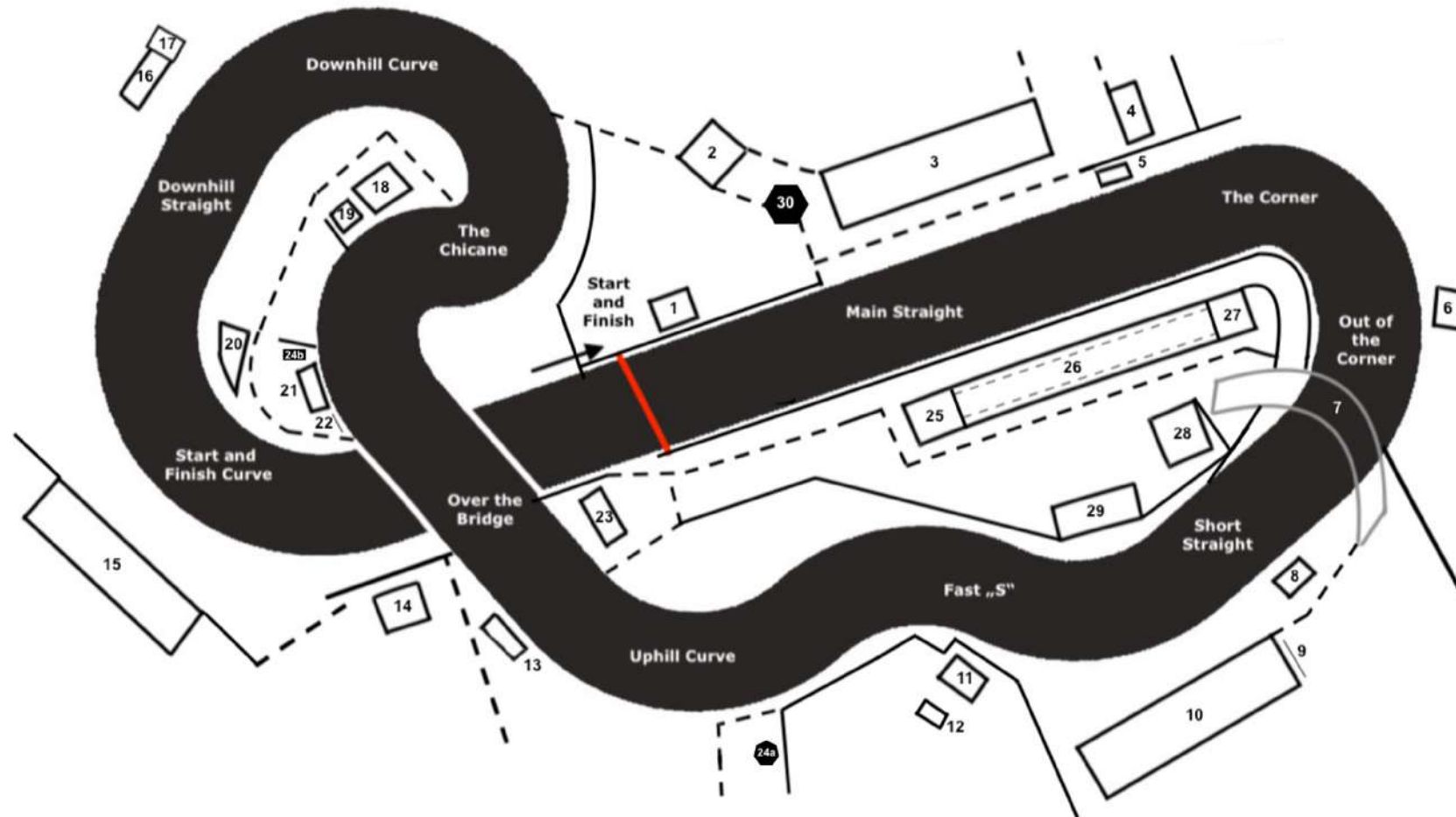
Like the original vehicles, the vintage slot car models also compete in various racing classes in order to revive the golden era of motorsport.

Let's look forward to almost 90 years of automotive history and many standard-size classic models that are making their way back onto the racing track. All in miniature, but the action is real...

***Ladies and gentlemen, start your engines!***

With sportive greetings,  
*Kurt Chr. Petri*

More racing information under *FANTASTIC CLASSIC RACING* at [www.rennbahn-treff.de](http://www.rennbahn-treff.de)



**1** Race Control Office **2** Entrance Building **3** Grandstand A **4** Cafe Restaurant **5** Track Marshal's Post #1 **6** TV Camera Crew #1 **7** Pedestrian Bridge **8** Track Marshal's Post #2 **9** Entrance Underpass & Restrooms **10** Grandstand B **11** TV Camera Crew #2 **12** Track Marshal's Tent **13** Track Marshal's Post #3 **14** Photographers & Press Box **15** Grandstand C **16** Marshal's Post #5 **17** TV Camera Crew #4 **18** Marshal's Hut & Post #4 **19** TV Camera Crew #3 **20** Marshal's Post #6 **21** Refreshments Stand **22** Entrance Underpass & Restrooms **23** Refreshments Stand **24a** Hot Dog Stand **24b** Popcorn Stand **25** Main Office **26** Pits with spectators balcony **27** Timekeepers Hut **28** First Aid Hut **29** Restrooms **30** Candy Shop - - - Spectators Area

**Event** VINTAGE GRAND PRIX DE MINIATURE. Competition race meeting for historic slot cars in standard size according to 1/32 scale. Date: 04/23/2022. Organizer and location: Kurt Chr. Petri, 64291 Darmstadt, Germany. In concern to Covid19, the race will be run as a 2G Plus event. The currently valid Corona rules do apply.

**Circuit** MINIWOOD race track. Operating system: Analogue/International. Track: Sport (Hornby). Layout: 4-lane, lap length 11.08m. Speed controller connection: Connection boxes (DS Stop & Go Pro) with international cable assignment and Ø4mm banana plugs. Power supply: Transformers (DS Power 5) 4-20V/5A. A separate transformer is used for each lane. The operating voltage used is 9V. Lap timing and counting: Racing Computer (DS 300 Pro Series).

**Vehicles** Historic slot cars according to VMRO, i.e. old original models and their authentic reproductions, whereby re-iterations from the original molds are also referred to as replica. Standard vehicles with unpainted hard plastic bodies, classic technology and engines are driven. Like the original vehicles, the miniatures also start in different racing classes according to category and technology, with the vehicles in each class being equipped with engines of the same design/specification and RK-Vintage reproduction tires. Information on this and on the model year, i.e. the release year of the models, can be found in the vehicle listing. The vehicles are controlled by a uniform speed controller (DS Basic-3) with 25Ω and electrodynamic braking function, without additional driving aids or setting options. Hand controllers and slot cars will be provided.

**Competition** The event is raced over 10 races with 8 races in valuation. All starters will drive the same time distance on each lane.

**Classification** By points awarded per race according to the position of the vehicles at the finish line. Vehicles that go off track get the highest score. Points will be added-up at the end. In the overall result, instead of positions (1st place, 2nd place, etc.), drivers do compete for classification in competition ranking classes (class 1 - gold, class 2 - silver etc.) according to the points scoring key.

**Ranking Classes** The ranking classes result from the type of competition, participation and points scoring key as follows:

1. Number of starters x number of races driven + 1 additional point for each race driven.
2. The award of points in a race corresponds to the arrival of the vehicle at the finish, i.e. 1st place = 1 point, 2nd place = 2 points, etc.
3. If a vehicle came off the slot or does not start, the points awarded correspond to the number of vehicles started + 1 additional point.
4. The ranking classes for the overall result are calculated as follows:
  - Ranking class 1 - Gold = maximum points divided by 46%
  - Ranking class 2 - Silver = maximum points divided by 66%
  - Ranking class 3 - Bronze = maximum points divided by 86%
  - Ranking class 4 - Blue = number of points higher than ranking class 3
5. Penalty points for rule violations depend on the valid maximum number of points in ranking class 1. For the first violation, 10% of the points, for the second violation again 50%, and for the third violation, an additional 100% of the number of points of ranking class 1 will be awarded as penalty points. The penalty points are additional points, i.e. will be added on the points achieved.
6. If the calculated number of points after the decimal point is between 0 and 4, it is rounded down. From 5 after the decimal point, it is always rounded up.

**Overall Classification** The competition will be held on a 4-lane racing track. There are 8 races in valuation. With 4 participants, all starters drive twice on each lane. From this, the following ranking classes for the overall classification are calculated as below:

Up to 18 points	=	Gold
19-26 points	=	Silver
27-34 points	=	Bronze
From 35 points	=	Blue

## **§1 Participation**

All participants must take part in the competition in such a way that others are neither disadvantaged nor otherwise restricted in their participation (on and off the racetrack). The recognition of the racing rules takes place through participation.

## **§2 Realistic**

In terms of realistic racing, the "out-is-out" rule applies during practice and racing, i.e. every vehicle that gets off the slot while driving is automatically considered to have had an accident. After leaving the lane the time-out begins, i.e. the participant of an affected vehicle can no longer actively drive on the race track in the remaining driving time.

## **§3 Proper Driving**

Correct driving means handling the model vehicle like an original vehicle, i.e. the driving style must be adapted to the driving ability. Even on the model race track, anticipatory driving applies. Accidents are to be avoided if possible.

## **§4 Improper Driving**

An indication of improper driving is when the duration of the time out exceeds the active driving time. Racers who are slower but consistently fast do not drive improperly.

## **§5 Races**

As usual in racing, overtaking maneuvers and defending the position are permitted in direct position battles. The associated risk always lies with those involved. Anyone who drives "side-by-side" to other vehicles in the middle of a bunch of cars or wants to overtake an inside vehicle in a curve on the outside lane must be aware of the possible consequences. A mishap resulting from this is rated as a typical racing accident.

**§6 Fair Play First**

Everything that is permitted in a direct battle for position is not permitted when lapping. If a vehicle is lapped, it has to let the faster pass without resistance. To reduce risk, such an overtaking maneuver must always be made possible on the next straight. To do this, the vehicle to be lapped had briefly to slow down in the middle of the straight so that the faster vehicle can overtake without any problems.

**§7 What Isn't Allowed**

Under no circumstances should the speed controller be placed on top of the race track or track surface. In addition, it must be ensured that your own vehicle does not become a dangerous obstacle for others. The following is not permitted:

- a. Stopping on the track for no reason.
- b. The reduction of the racing speed for no reason, especially the sudden slow driving in corners or corner areas, i.e. in front of, in and out of corners.
- c. Driving on the racetrack in the opposite direction of travel.

**§8 Technicals**

Only vehicles that comply with the valid regulations of the vehicle class can start a race and be classified. Technical scrutineering and controls are possible at any time. A possible technical problem must be reported to the race directors immediately. If the problem is with the race track, or with provided vehicles or speed controllers and cannot be remedied in short term, the warm-up, practice or race concerned must be repeated.

**§9 Disregard**

The violation of the racing rules leads to penalty points according to the scoring key. After the third violation, a disqualification takes place and the exclusion from further participation.

**§10 Race Directors**

The race directors or the person in charge are responsible for the proper implementation of the event. They have the right to take final decisions. If a responsible person is also involved in a case, the function is to be transferred to another independent person. The race directors have to be available to the participants as a contact person at all times. The instructions of the race management are to be followed.



10.00 a.m. **Begin Of The Event**

10.30 a.m. **Drivers Briefing**

*Welcome of the participants with information on the course of the event.*

Afterwards

*The race track is driven over for control with the marshal's car (in each case by the participants on the lane chosen by determine lot) and opened for the competition. This is followed by a general free practise over a timed distance of 3 x 3 minutes, using the cars from race 1 to familiarize with the track.*

### **Warm-Up**

*Before each training session, a warm-up takes place over a driving time of 2 x 3 minutes (Warm-Up 1: slow running in to bring the vehicles up to operating temperature. Warm-Up 2: free Driving). Driving is always on the same track as in the following race. The warm-up serves for running in and for technical checking. Work on the track, or on provided controllers and vehicles, have to be carried out by the race directors only. For this purpose, the warm-up is interrupted and the affected session is repeated. If a vehicle has an accident, all others must stop immediately and can only continue once the track has been cleared by the race director.*

### **Practise**

*After the warm-up and before each race, a free practice session will be held. Driving is always on the same track as in the following race. The training lasts 1 x 3 minutes. In training, as in races, the "out is out" rule applies. In the case of vehicles involved in an accident, the power supply is interrupted and the driving time stopped. When the track is cleared, the driving time continues with automatic power switching. Vehicles involved in an accident then drive to the start and finish line to stop.*

11.00 a.m. **Race 1**

*The participants drive in the same lane as before. At the start, all vehicles have to drive to the start and finish line, whereby the car body must be positioned in front of the line. The current is then switched off, i.e. the race will be started by power switching on. As before, the race time is over a distance of 3 minutes. At the end of the race, the positions are assigned according to the distance each vehicle travelled. Race 1 serves to familiarize oneself with the process and therefore does NOT count towards the competition classification.*

11.20 a.m. **Race 2**

*The participants start on the track as before. Same race procedure as before. First race counting for classification.*

## Time Schedule

## VINTAGE GRAND PRIX DE MINIATURE

- 11.40 a.m. **Race 3**  
*The participants start on the track as before. Same race procedure as before.*
- 12.00 p.m. **Race 4**  
*Change to the next lane according to the lane change mode 1-2-3-4-1. Same race procedure as before.*
- 12.20 p.m. **Race 5**  
*The participants start on the track as before. Same race procedure as before.*
- 12.40 p.m. **Break**  
*Snack & Drink racing break for refreshment.*
- 2.00 p.m. **Race 6**  
*Special support race with extraordinary vehicles. Change to the next lane according to the lane change mode 1-2-3-4-1. Same race procedure as before. Race 6 serves as re-entry after the break and does NOT count towards the competition classification.*
- 2.20 p.m. **Race 7**  
*The participants start on the track as before. Same race procedure as before.*
- 2.40 p.m. **Race 8**  
*The participants start on the track as before. Same race procedure as before.*
- 3.00 p.m. **Race 9**  
*Change to the next lane according to the lane change mode 1-2-3-4-1. Same race procedure as before.*
- 3.20 p.m. **Race 10**  
*The participants start on the track as before. Same race procedure as before.*
- Afterwards **Awarding Ceremony**  
*Award of certificates and driver stickers with group photo.*
- 4.00 p.m. **End Of The Event**

# VINTAGE GRAND PRIX DE MINIATURE

## Vehicle Listing

### Race 1 **Formula 2 Race Cars 1956-1960**

*Historic slot cars with classic open-frame motors according to racing class 7PH-TGR00/B:*

<i>Start Number</i>	<i>Vehicle</i>	<i>Color</i>	<i>Model Year</i>	<i>Model Version</i>
1	Cooper T45	green	1965	Replica
2	Cooper T45	red	1965	Replica
3	Cooper T45	blue	1965	Replica
4	Cooper T45	yellow	1965	Replica

### Race 2 **Racing Sports Cars 1956-1960**

*Historic slot cars with classic open-frame motors according to racing class 7KH-TGR00/B:*

<i>Start Number</i>	<i>Vehicle</i>	<i>Color</i>	<i>Model Year</i>	<i>Model Version</i>
1	Aston Martin DBR1	green	1960	Original
2	Porsche 550 Spyder	red	1961	Original
3	Jaguar D Type	yellow	1961	Original
4	Lister Costin	blue	1960	Original

### Race 3 **Grand Prix Race Cars 1956-1960**

*Historic slot cars with classic open-frame motors according to racing class 7RH-TGR00/B:*

<i>Start Number</i>	<i>Vehicle</i>	<i>Color</i>	<i>Model Year</i>	<i>Model Version</i>
1	BRM P25	yellow	1961	Original
2	Cooper T51	red	1961	Original
3	Vanwall VW4	green	1960	Original
4	Lotus 16	blue	1960	Original

**Race 4 Grand Prix Race Cars 1962**

*Historic slot cars with classic open-frame motors according to racing class 8RH-TGF00/C:*

<i>Start Number</i>	<i>Vehicle</i>	<i>Color</i>	<i>Model Year</i>	<i>Model Version</i>
1	Porsche 804	red/white	1964	Original
2	Porsche 804	yellow/white	1964	Original
3	BRM P57	green/white	1964	Original
4	BRM P57	blue/white	1964	Original

**Race 5 Sports Cars 1956-1960**

*Historic slot cars with classic open-frame motors according to racing class 7FH-TGR00/E:*

<i>Start Number</i>	<i>Vehicle</i>	<i>Color</i>	<i>Model Year</i>	<i>Model Version</i>
1	Austin Healey 3000	red	1964	Original
2	Mercedes-Benz 190SL	blue	1964	Original
3	Austin Healey 3000	green	1964	Replica
4	Mercedes-Benz 190SL	white	1964	Original

**Race 6 Grand Prix Cars 1935-1937**

*Historic slot cars with classic open-frame motors according to racing class 4RH-TGR00/C:*

<i>Start Number</i>	<i>Vehicle</i>	<i>Color</i>	<i>Model Year</i>	<i>Model Version</i>
1	Bugatti Type 59	red	1963	Replica
2	Auto Union Typ C	yellow	1963	Replica
3	Bugatti Type 59	blue	1963	Replica
4	Auto Union Typ C	white	1963	Replica

# VINTAGE GRAND PRIX DE MINIATURE

## Vehicle Listing

### Race 7 **Grand Touring Cars 1966-1970**

*Historic slot cars with classic open-frame motors according to racing class 9GH-TGR00/G:*

<i>Start Number</i>	<i>Vehicle</i>	<i>Color</i>	<i>Model Year</i>	<i>Model Version</i>
1	Mercedes Benz 250SL	red/black	1967	Replica
2	Jaguar E Type	green	1968	Replica
3	Mercedes Benz 250SL	beige/schwarz	1967	Replica
4	Jaguar E Type	blue	1968	Replica

### Race 8 **Racing Sports Cars 1966-1970**

*Historic slot cars with classic open-frame motors according to racing class 9LH-TGR00/F:*

<i>Start Number</i>	<i>Vehicle</i>	<i>Color</i>	<i>Model Year</i>	<i>Model Version</i>
1	Alpine A210	blue	1968	Original
2	Matra Jet	yellow	1968	Original
3	Alpine A210	white/black	1968	Original
4	Matra Jet	red	1968	Original

### Race 9 **Grand Prix Race Cars 1971-1975**

*Historic slot cars with classic open-frame motors according to racing class 10RH-TGR00/G:*

<i>Start Number</i>	<i>Vehicle</i>	<i>Color</i>	<i>Model Year</i>	<i>Model Version</i>
1	Ferrari 312B2	red/white	1973	Original
5	Lotus 72D	black/gold	1973	Original
6	Lotus 72D	black/gold	1973	Original
8	March 721	red	1972	Original

**Race 10      *Cars Mini Challenge Cup 1974***

*Historic slot cars with classic open-frame motors according to racing class 10BH-TGR00/X:*

<i>Start Number</i>	<i>Vehicle</i>	<i>Color</i>	<i>Model Year</i>	<i>Model Version</i>
1	Mini Cooper	red	1974	Original
2	Mini Cooper	green	1974	Replica Original Chassis
3	Mini Cooper	yellow	1974	Original
4	Mini Cooper	blue	1974	Replica Original Chassis

***Replacement Vehicles***

*Reserve vehicles correspond to the racing class permitted for the race:*

<i>Race Start No.</i>	<i>Vehicle</i>	<i>Color</i>	<i>Model Year</i>	<i>Model Version</i>
1	5 Cooper T45	red	1965	Original
2	5 Jaguar D Type	green	1961	Original
3	5 BRM P25	blue	1961	Original
4	5 BRM P57	yellow/white	1964	Original
5	5 Austin Healey 3000	yellow	1964	Replica
6	5 Bugatti Type 59	black	1963	Replica
7	5 Mercedes Benz 250SL	white/black	1967	Original
8	5 Matra Jet	white	1968	Original
9	7 Ferrari 312B2	red/white	1973	Original
10	5 Mini Cooper	black	1974	Replica Original Chassis

*Race management vehicle:*

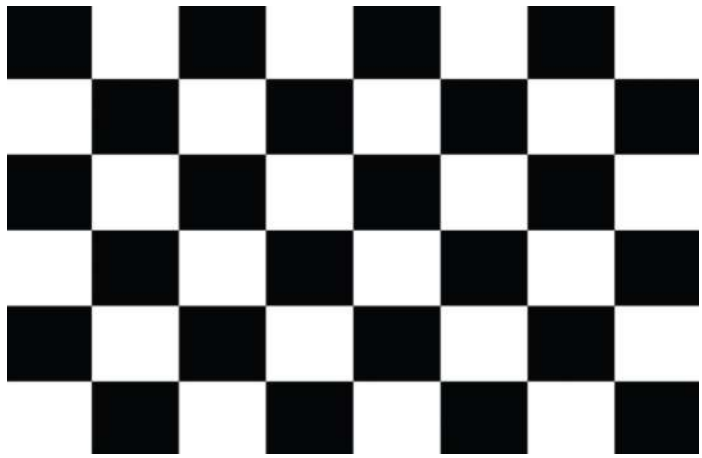
	Aston Martin DB4 GT Marshal's Car	black	1964	Original
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## *VINTAGE GRAND PRIX DE MINIATURE*

*The Best for Last*

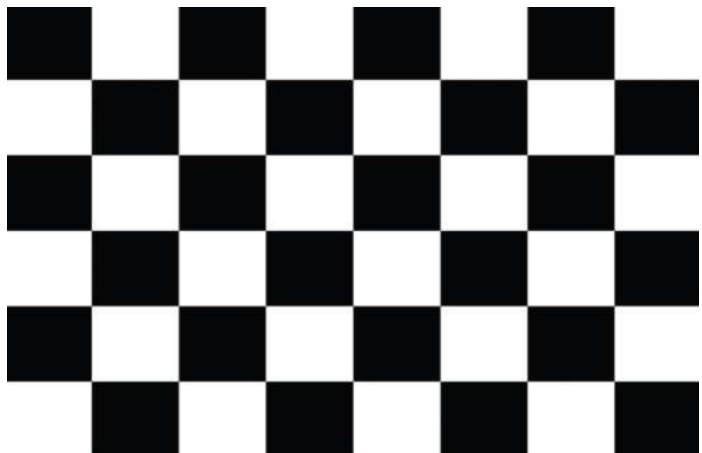
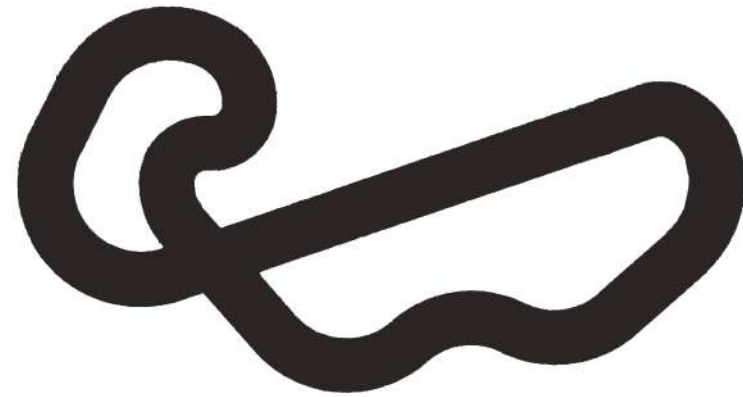
Hurricane Sidecar at „The Corner“ ...





# MINIWOOD INTERNATIONAL RACEWAY

*Racing together for a better world!*



VINTAGE MODEL RACING ORGANISATION

**H+T MOTOR RACING**