

SCALEXTRIC

ELECTRIC MODEL RACING 20th EDITION



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The thrill and excitement of real competitive motor racing is unique. Few of us may have raced competitively but we all understand the fascination the sport holds for drivers and spectators alike. There's the sensation of pure speed, the essential qualities of individual skill, the elation of controlling the immense power which the car possesses, the challenge of defeating the most testing circuits in any weather conditions that nature may bestow, and the thrill of beating all other drivers to win the race or to better existing record times.

It is these elements that Scalextric has harnessed, copied and repeated in its own indoor motor racing system. In designing and manufacturing Scalextric our overriding aim has always been to produce the most authentic and realistic replica of real motor racing that it is possible to have in the home.

But as well as taking great care to make Scalextric like real racing in appearance, we've been even more careful to ensure that it is also like real racing in performance and use. We've studied motor racing very closely and identified those elements which make it so exciting – speed, acceleration, crashes and near crashes, cars which respond sensitively to the driver's commands, competing and winning by being the best driver.

All these elements we have tried to design into Scalextric, and, over the many years that Scalextric has been thrilling generations of children, we have continuously improved upon them and added new and exciting concepts.

Thus we have cars that are true 1:32 scale models of real racing cars. As far as is possible body shells, engine detail, colour and decals are all faithfully reproduced in miniature. Scalextric track includes hump bridges, chicane sets and banked curves to reproduce the drama found on top grand prix circuits (indeed at the back of this catalogue you will find instructions on how to build your own scaled down Scalextric replicas of the leading racing circuits).

Perhaps the most realistic part of Scalextric is how responsive your racing speed is to the degree of your own individual driving skill. You have total and instantaneous control over the speed of your car, and although it is child's play to drive your car round the circuit at a reasonable speed, you need total concentration, lots of skill and nerves of steel to obtain the scale speeds which equate to a Mario Andretti or Niki Lauda. If you take a corner or chicane too fast you will spin off the track and suffer the time penalties of re-entering your car in the race – just as in real motor racing. We have always said Scalextric is more than just a toy. It is. It's a whole exciting experience – a sport in its own right. For you do not play with Scalextric – you actually become part of it. You become the racing driver, your eyes searching the track ahead for other cars – are they as skilful as you or are they likely to crash and take you with them? You're constantly watching for the next tricky section of track, but always remembering that you must ease off on the throttle this time as you take the high hump – but not too much or you might be overtaken.

Scalextric is all about skill, action speed, excitement and fun. But Scalextric is also a hobby. Any track layout can be extended as and when you wish simply by adding more track. Perhaps the most exciting way to extend your layout is to create extra lanes for more cars. Scalextric circuits can be easily extended to four or even six

lane racing. Details of the equipment you need is given later in the catalogue.

There is also a range of superbly detailed and finished cars which are a collectors' item in their own right. There are fifteen different models to choose from, ranging from a B.R.M., the car which Graham Hill drove so successfully to many victories and World Championships, to models of the very latest cars racing today. In addition there is a range of rally cars which includes a Porsche as well as the ever favourite Mini.

On the accessory side there are grandstand and pit stop buildings, moulded in tough durable materials, together with models of spectators and a six man pit crew. With the pit stop also comes a model tool kit, oil drums, spare tyres and a petrol pump – the sort of thing that Scalextric drivers find so fascinating and which create an action-packed world in which they can engross themselves for hours.

SCALEXTRIC



<http://www.SLOT32.de>

INTRODUCTION



Scalextric sets

All Scalextric sets are complete in themselves – each contains a power transformer, two cars and everything that is necessary for instant play (except for mains plug), once the track has been assembled and electrical connections made.

There are five Scalextric sets to choose from – each offering a different length of track layout and different combinations of cars or accessories.

All Scalextric sets can be added to simply by buying additional pieces of track. Extensions can be made to length or the number of racing lanes increased.

Later in the catalogue each of the Scalextric sets is detailed and for each set alternative ways of extending the basic layout are suggested. Any of the suggested layouts given in this catalogue can easily be modified to your own racing needs. Straight sections can be lengthened by adding more track or specialist track pieces can be re-sited as you wish. In addition, any layout can be made to incorporate a lap counter simply by adding it into a straight section of track (it is advisable to allow the equivalent of at least one straight D section between a curve and the lap counter) and compensating for the extra length created by adding a straight C to the other side of the circuit (see diagram).

Each set includes a starting line straight and a special "speed computer" which you can use to calculate your average scale lap speed. Keep a record of your speeds and watch how quickly you improve!

Full detailed instructions for assembling and operating Scalextric are included in every set.

Scalextric track

Track sections clip together and are unassembled easily. All track is made from polyethylene which is flexible and virtually unbreakable in normal use. There is no chance that a careless step may shatter a cherished present.

All track is available separately to enable you to extend any layout or to build up to four or even six lane racing and there are specialist pieces of track which add even more fun and excitement (pages 32–33).

How to extend to four or six lane racing

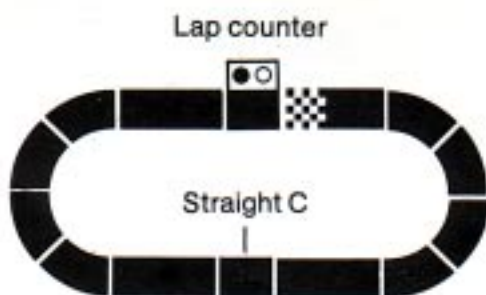
The Scalextric standard curve (C 151) is 45°. To make a 90° bend therefore two of these are used.

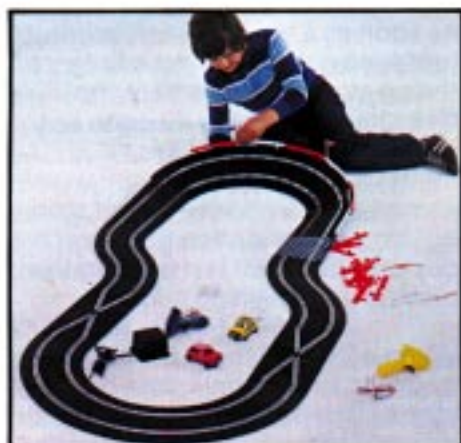


Four will make a 180° return



Extra racing lanes can be added either inside or outside the standard curve, or both.





For two extra racing lanes inside a standard curve use C 152 inner curves 45°. A double inner curve (C 156) is also available which makes a 90° bend with one piece of track, thus corresponding to two standard curves.



△ 2 x C 152 Inner curves
or 1 x C 156 Double inner curve

For two extra racing lanes outside a standard curve the C 153 outer curve is used. This gives a curve of radius $22\frac{1}{2}''$ and therefore two are needed for every one standard curve.



Straight sections are built into 4 or 6 lanes simply by duplicating the straight sections of track.



Scalextric production

Scalextric is manufactured by Hornby Hobbies, makers of the world famous train sets, at our factory in Kent.

We work to high standards of design and production. The products are tested at various stages of production to ensure they reach the public in first class working order.

We have been making Scalextric for twenty years and over this time we have accumulated wide experience and knowledge, and this helps us to produce high quality products which possess all the appeal an indoor racing system needs to offer maximum enjoyment.

Scalextric cars

Each year we select from the real racing world those cars that are the most interesting and successful, and add them to our range of Scalextric models.

Having decided to introduce a model a long period of design and craftsmanship begins. Firstly the new car is hand sculptured in wood and then painted and decorated. From this wooden prototype machine tools are made which produce the bulk production.



Scalextric accessories

Scalextric accessories add even more excitement and realism into a layout.

Scalextric service

One of the many advantages of Scalextric is that we have our own after sales service centre located at our factory and supported by a wide network of appointed service agents covering the whole country.

This service dealer network can repair or replace parts which may have become worn or lost through continued play. A service dealer address list is included in every set.

How Scalextric works

Power is carried from a main socket to the special Scalextric transformer. This totally sealed unit, which is quite safe for children to handle, converts the mains input to an output of only 12 volts. The output is carried to the track via the speed controllers. Depressing the throttle on the hand controllers causes current to flow round the track. The cars pick up this current which operates the car motor which in turn drives both rear wheels. As more throttle is used the cars travel faster.

WAYS TO RACE

Scalextric in use

How to play with Scalextric really needs no instruction – from the moment you start it's hard not to enjoy yourself.

However, there are a wide variety of different ways in which Scalextric can be used and for those who like to try new approaches a selection of these are included here. Most of them have been suggested to us by Scalextric enthusiasts who have used such systems and found them to be great fun.

Lap racing

Decide in advance how many laps you will race for – perhaps 15 on small circuits, 10 on larger circuits – and how many practice laps you will each have before racing begins. Line up equally at the start and at the given signal begin racing. If one car leaves the track the other may continue – it is up to each competitor to replace his/her own car on the track. The first to complete the set number of laps wins.

Lap racing with fixed penalties

a) Lap penalties

As above but with fixed penalties for a car leaving the track. This recognises that by the time a car which has spun off the track is retrieved and replaced, it may have become two or three laps behind,

which some enthusiasts feel is too severe a penalty. These people therefore use a fixed penalty system. Whenever a car leaves the track its driver cries 'Stop' and all the other drivers must stop their cars instantly (any driver that does not suffers the same penalty as the crashed driver). The crashed driver then retrieves his car and replaces it on the track. All other drivers then move their cars forward one lap (or whatever penalty you wish to fix). When this has been done the appropriate signal is given and proper racing recommences.

b) Time penalties

As above but instead of a fixed lap penalty, a fixed time penalty is incurred. For instance, when a car crashes, all other drivers are entitled to race for three seconds at whatever speed they like (but if they crash during the three seconds then their time is counted as finished). After three seconds all cars stop again and proper racing is recommenced by the agreed signal.

Pit stop penalty

This requires the Scalextric pit stop (see page 30) to be included on the layout. When a car crashes it is not allowed to re-enter the race until a call at the pit stop has been made and one tyre changed completed (spare tyres are included with the pit stop).

As soon as a car crashes it is retrieved and taken immediately to the pit stop building where the tyre change is made. As soon as the driver has completed this he re-enters his car in the race immediately opposite the pit stop building. Any distance the driver covered between last passing the pit stop and crashing is lost.

When a Scalextric lap recorder is included in the circuit then the pit stop building should be placed immediately after the lap recorder as one drives round the circuit.

Handicap racing

If an experienced Scalextric enthusiast meets somebody who is still building their Scalextric skill, the better player can agree to a handicap in order to make the racing more competitive. This simply means that the better player gives the other player a start – say ½ lap, one lap or two laps. The handicap can be mutually agreed between the players, or reference made to the official performance ratings on page 19.

Racing against the clock

Instead of racing for a set number of laps some players introduce variety by racing for a set length of time and seeing who can complete the most laps in say 3 minutes of racing. This also allows a fascinating race to be run using different cars at different stages of the race.



Multiple car racing

As you will see from our car section there are three different range types of cars we manufacture, and each of these ranges performs differently on a Scalextric track. In addition the different models within the rally range all handle differently to each other.

There are many Scalextric enthusiasts who may handle a super formula racing car superbly but are not nearly so skilful handling a Mini Clubman or Porsche!! To enable two people to compete against each other over a range of cars to find the supreme champion the following system can be used.

First draw a table similar to the one below but listing down the left hand side the cars with which you will be racing. Both drivers then select one

Example table

Car	Distance completed in 3 minutes			
	Driver A		Driver B	
	Laps	Sections	Laps	Sections
Elf Tyrrell	16	4	17	3
TR7	13	11	12	4
Porsche	12	3	11	0
Ferrari	14	9	15	16
Mini	11	1	10	2
Total	66	28 (a)	65	25 (a)
Total distance raced	67	3	66	0

No of track sections in circuit - 25

of the cars and race against each other for 3 minutes, after which the cars are stopped. The total number of laps each car has completed is written in the table for each contestant against the car he has been racing. When each contestant has raced every car their laps can be totalled and the person with the highest total is the winner.

Laps are measured by counting the number of whole laps completed. Sections are the number of whole track sections completed on incomplete laps.

For these purposes banked curves, standard curves, outer curves, double inner curves, skid chicanes, one piece of changeover track, hump bridge, each piece of a chicane set and straight 'D' all count as one track section. A high hump bridge set is regarded as three track sections. Lap counters, straight 'C' inner curves and half standard curves count as 1/2 track section. The number of track in sections contained in one lap will obviously vary from circuit to circuit. Count the number of track sections in your circuit and use this figure to convert the total number of sections completed ((a) in the above table) to whole laps.



Penalty cards

Scalextric sets now contain special "Scalextric penalty" cards which can be used to create punctures, engine failures, adverse weather conditions, petrol shortages etc. The purpose of these is to make Scalextric even more realistic. In real racing there is always some degree of luck present - cars may break down or rain may come during a race and make it impossible for the other competitors to catch the leader.

Obviously with Scalextric racing these sort of conditions do not arise naturally but now they can be brought about with the Scalextric penalty cards. It does introduce a little element of luck into Scalextric which means the family champion can now be beaten!!



500 SET

The Scalextric 500 is the most exciting of the range of Scalextric sets. Running length totals a fantastic 28 feet, and the track can be laid out in three different ways to offer tremendous variety. Included in the set is the Scalextric lap recorder which automatically records and displays the number of laps each car completes as racing progresses. For excitement on the track the 500 includes both a pair of crossover tracks and the chicane set. The 500 is the ultimate in Scalextric racing sets, but, with so much equipment contained in the set it is also the most economical way to buy a large layout.

Contents: Scalextric 500 (C 538)
Elf Tyrrell 008 formula one racing car
Ferrari 312T3 formula one racing car
Basic track layout
36 Crash barriers with flagpoles and flags
1 Speed calculator
4 Bridge supports
2 Hand throttles
1 Power pack for 220-240 volt AC mains
The Scalextric 500 Export (C 539) does not contain the power pack.

How to extend your Scalextric 500 Set.

Any of the three basic layouts can be easily extended by adding extra straight track to the straight sections of the layout. However, perhaps the best way to extend the set is to purposely buy items which will extend the variety of any layout plan and an ideal extension package consists of

2 x C 248 Hump bridge
2 x C 178 Skid chicane



By placing two hump bridges or two skid chicanes next to each other a very interesting and novel section of track is created which is great fun to drive over and parallels situations which exist in the real motor racing world. Alternatively, you can experiment with the extension package by placing hump bridges and skid chicanes anywhere on the circuits.



Basic track layout

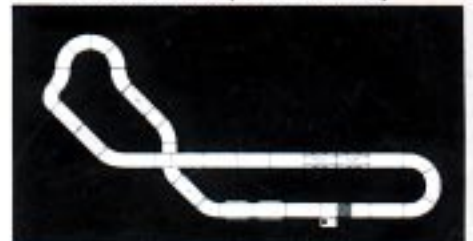
- 10 Standard curves
- 8 Straights D
- 3 Straights C
- 1 Chicane set (2 track pieces)
- 1 Crossover set (2 track pieces)
- 3 'High Speed' banked curves
- 1 Double inner curve
- 1 Starting line straight
- 1 Lap recorder

Basic layout 1

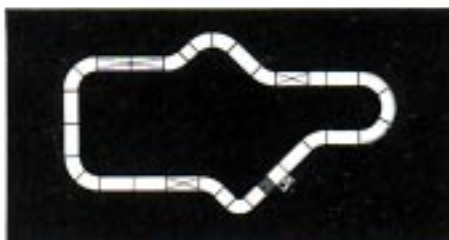
Approximate size:
381 cm x 137 cm (12'6" x 4'6")

Suggested extension

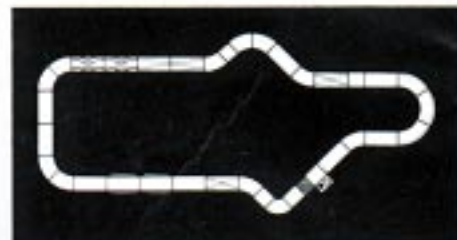
Approximate size:
450 cm x 137 cm (14'9" x 4'6")



500 SET



Basic layout 2
Approximate size:
366 cm x 213 cm (12'0" x 7'0")



Suggested extension
Approximate size:
419 cm x 213 cm (13'9" x 7'0")



500 SET



Basic layout 3

Approximate size:
275 cm x 107 cm (9'0" x 3'6")



Suggested extension

Approximate size:
343 cm x 107 cm (11'3" x 3'6")



400 SET

The Scalextric 400 offers a super length racing circuit of 21 feet with two top class Super Formula Racing Cars. Lotus are perhaps the most successful of all the world championship racing teams and it is fitting that a Lotus model is included in our popular Scalextric 400 set. The second car offers the unique excitement of Scalextric racing on six wheels which has grown tremendously popular since the Scalextric six wheel March Ford was first introduced in 1978. The basic circuit is a figure of 8 shape which gives both cars the advantage of an inside lane at one of the bends. High speed banking curves are included as well as skill testing flat curves and also the fearsome skid chicane to heighten the tension and drama.



Basic layout

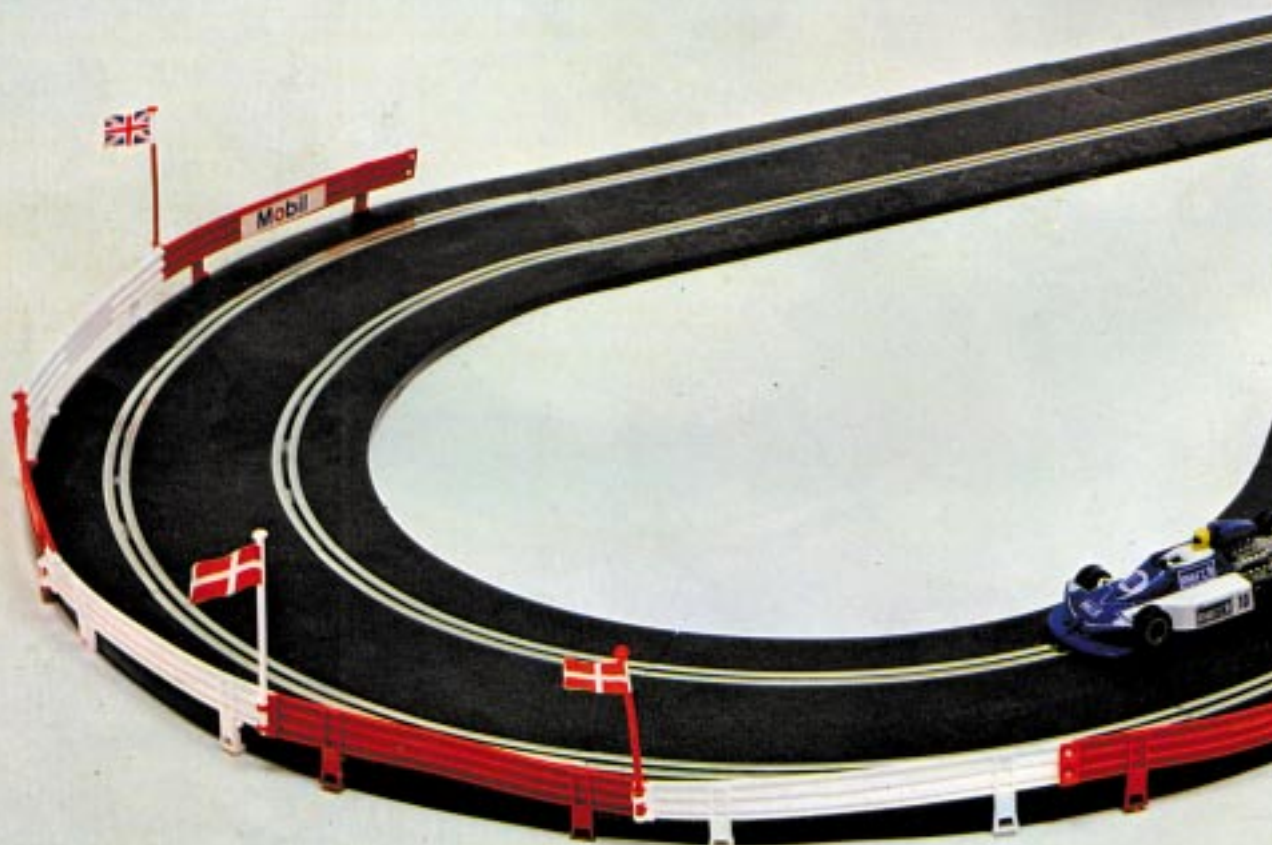
- 9 Straights D
- 2 Straights C
- 1 Starting line straight
- 6 Standard curves
- 3 "High speed" banked curves
- 1 Skid chicane

Approximate size:
297 cm x 100 cm (9'9" x 3'3")



Contents of Scalextric 400 Set (C 536)

- Team Lotus formula one racing car
- Six wheel March Ford formula one racing car
- Basic track layout
- 24 Crash barriers
- 2 Hand throttles
- 4 Bridge supports
- 1 Speed calculator
- 1 Power pack for 220-240 volt AC mains
- Scalextric 400 Set export (C 537) does not contain a power pack.





Suggested extension 1

Add to basic layout:-
 1 x C 174 Chicane set (2 pieces)
 2 x C 187 Banked curve
 1 x C 277 Lap recorder
 1 x C 159 Straight C

Approximate size:
 343 cm x 137 cm (11'3" x 4'6")

A neat way of putting two extra twists to your 400 set. Also included is that essential accessory for a 400 set - the lap recorder.

Suggested extension 2

Add to basic layout:-
 2 x C 151 Standard curves
 1 Pair C 182 Changeovers
 1 x C 248 Hump bridge

Approximate size:
 335 cm x 173 cm (11'0" x 5'8")

Here is just one way of extending your 400 set and laying it out in flat form without bridges. Changeovers are included to maintain equal racing.



300 SET

The Scalextric 300 "Rally Cross" set contains the ever popular racing Minis. The track circuit has high speed banking at one end and skill testing flat curves at the other. Changeover tracks provide action-packed drama on every lap and also allow each car the advantage of an inside lane at one of the bends.



Basic layout

- 8 Standard curves
- 3 "High Speed" banking sections
- 1 Straight D
- 1 Starting line straight
- 1 Changeover Set (2 track pieces)

Approximate size:
213 cm x 100 cm (6'0" x 3'0")

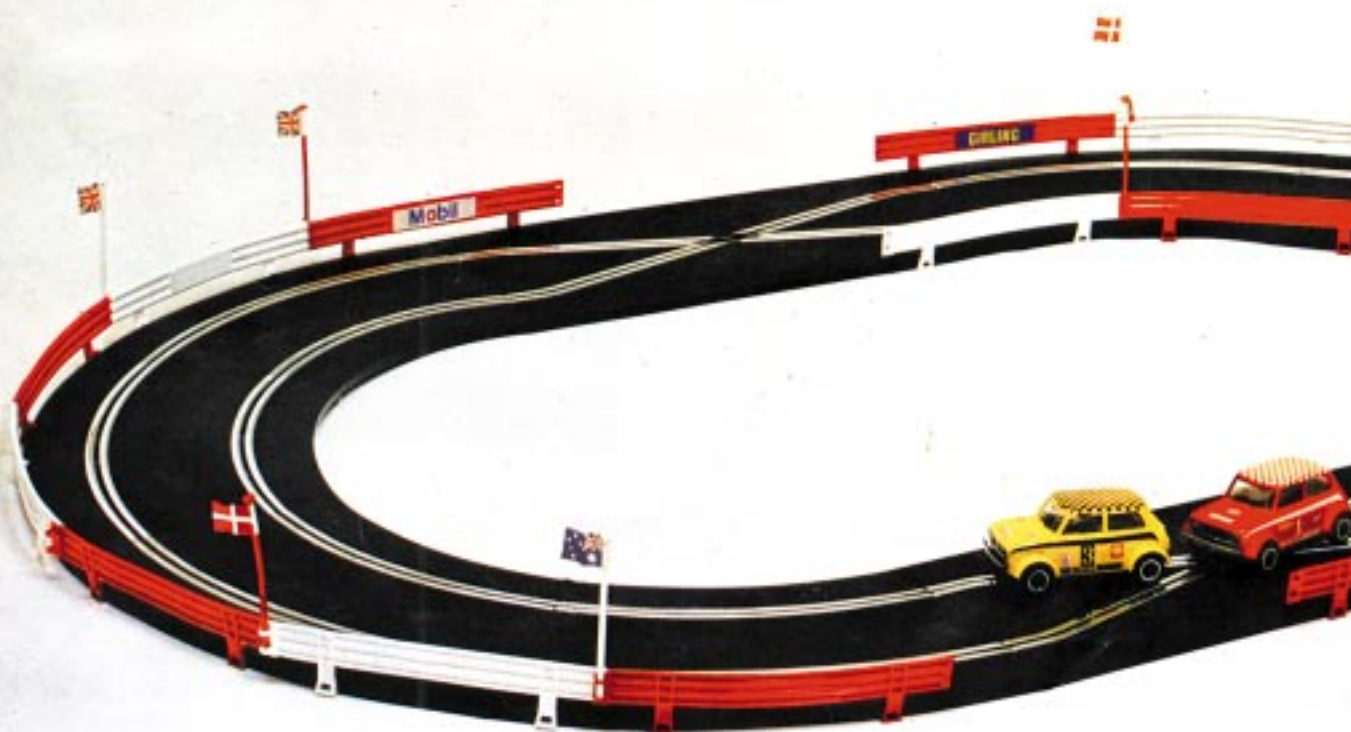


Suggested extension 1

- Add to basic layout:-
- 1 x C 248 Hump bridge
 - 1 x C 174 Chicane set
 - 3 x C 160 Straight D
 - 1 x C 277 Lap recorder
 - 1 x C 159 Straight C

Approximate size:
295 cm x 107 cm (9'8" x 3'6")

This extension considerably increases the racing length of your 300 Set by adding specialist pieces of track which are specially designed to add more excitement and realism to any layout.





Suggested extension 2

Add to basic layout:-

1 x C 111 High hump bridge (3 pieces)

1 x C 178 Skid chicane

3 x C 160 Straight D

1 x C 159 Straight C

Approximate size:

183 cm x 122 cm (9'0" x 4'0")

This extension enables you to convert your basic 300 set into a figure 8 type layout and allows you to include the famous Scalextric High Hump Bridge. The changeovers are used in perhaps their most exciting way - consecutively.

Contents of Scalextric 300 Set (C 534)

2 Mini Clubman Rally Cross cars

Basic track layout

24 Crash barriers

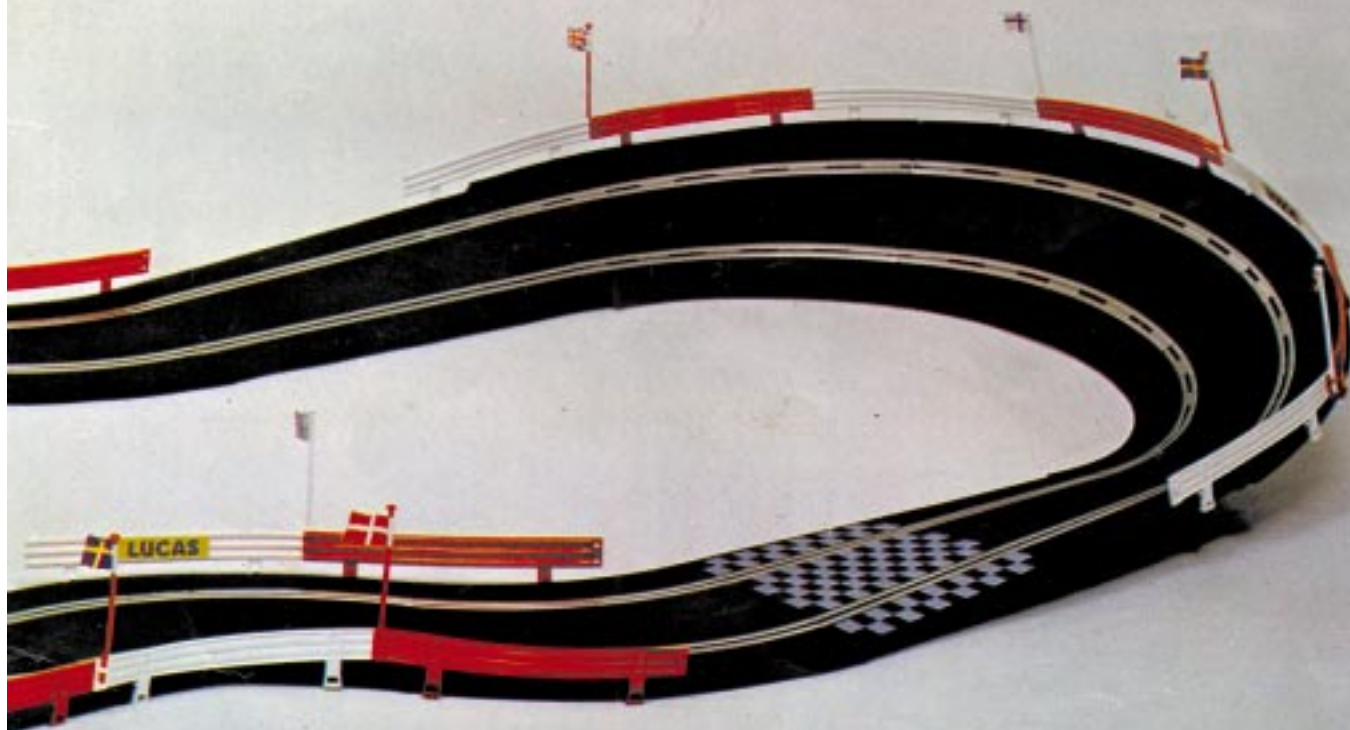
2 Hand throttles

1 Speed calculator

Cars transfer sheet

1 Power pack for 220-240 volt AC mains

Scalextric 300 Set export (C 535) does not contain power pack



200 SET

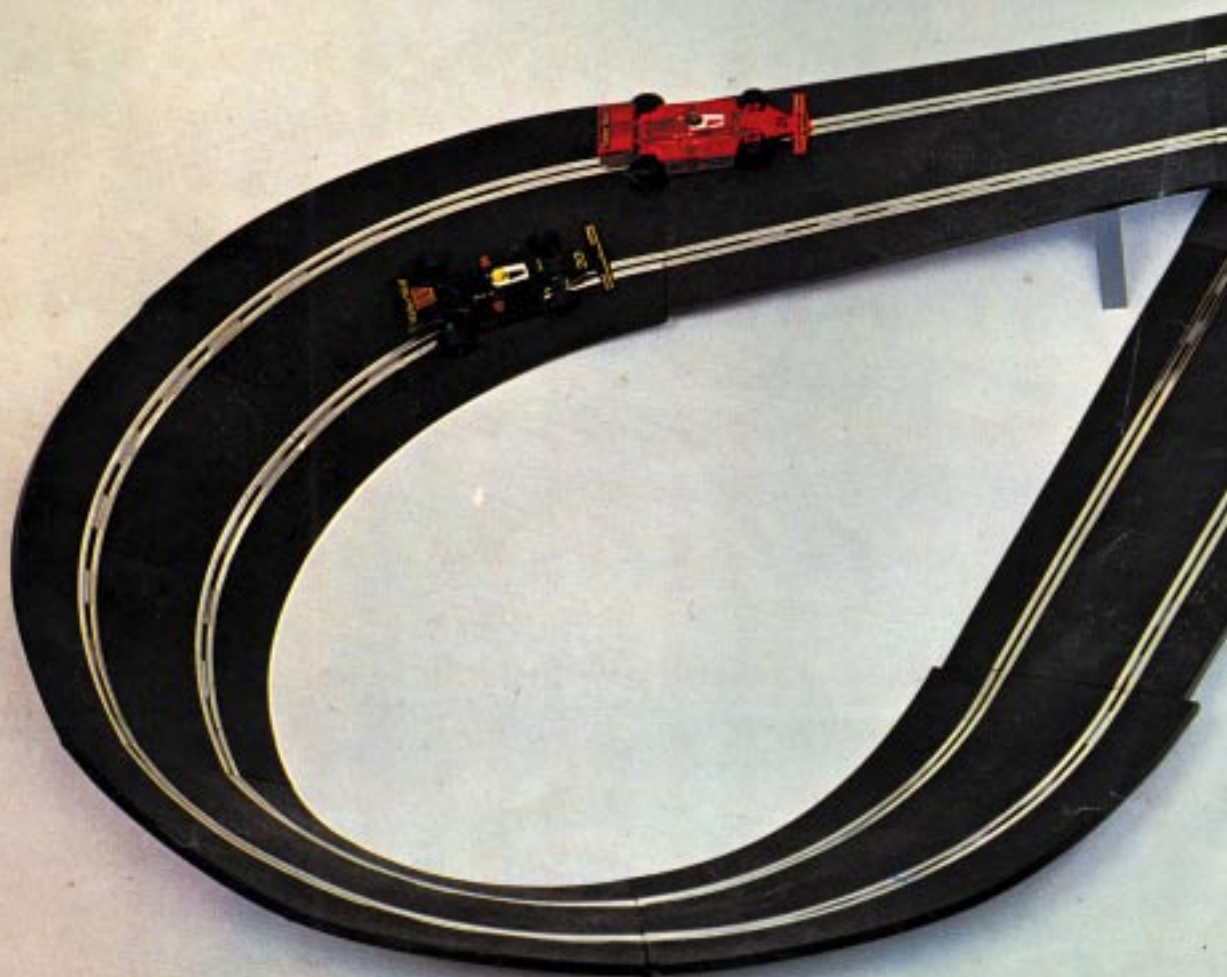
The 200 set contains the latest addition to the Scalextric range of Grand Prix cars – the Wolf WR 5 which is always a strong contender in any World Championship race.

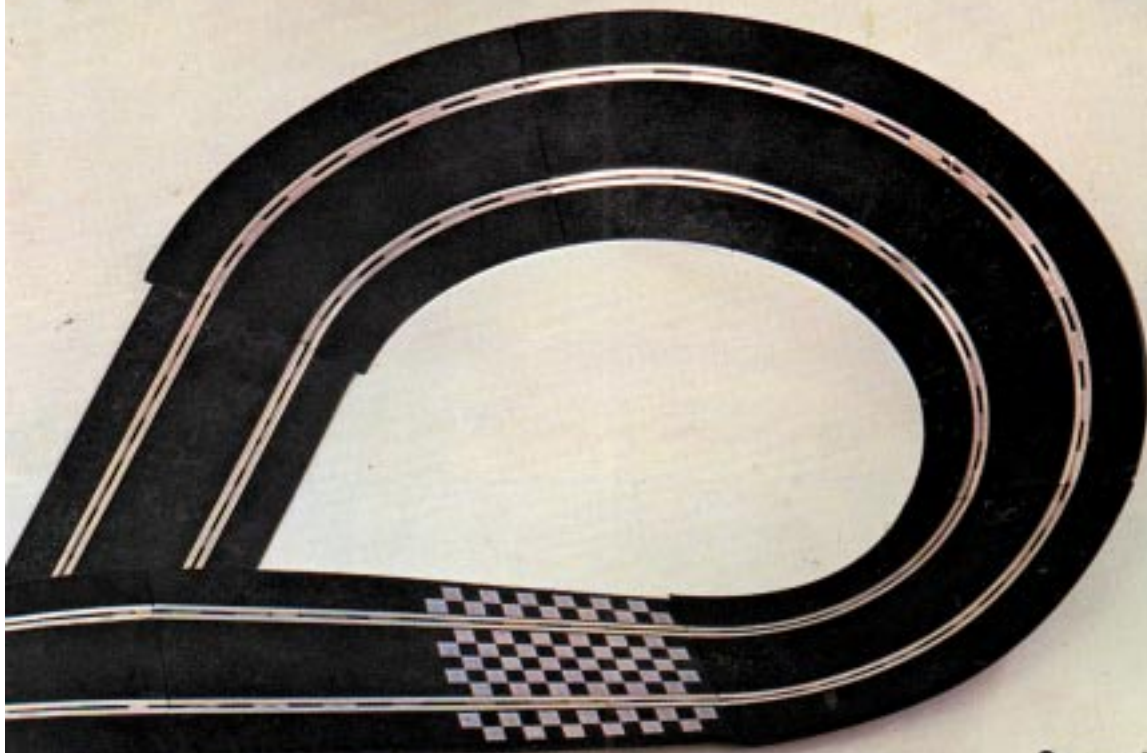
The Scalextric 200 set contains "High Speed" banking at both ends of the track layout for continuous high speed racing. The figure 8 circuit gives both cars equal racing lanes.

Contents of Scalextric 200 Set (C 532)

- 2 Walter Wolf grand prix racing cars
- Basic track layout
- 2 Hand throttles
- 4 Bridge supports
- 1 Speed calculator
- Cars transfer sheet
- 1 Power Pack for 220-240 volt AC Mains

Scalextric 200 Set export (C 533) does not contain power pack.





Suggested extension 2

Add to basic layout:-
 1 Pair C 182 Changeovers
 1 x C 248 Hump bridge
 1 x C 178 Skid chicane
 1 x C 160 Straight D
 6 x C 151 Standard curves

Approximate size:
 183 cm x 152 cm (6'0" x 5'0")

Here is a novel way to extend your 200 Set. It is particularly suited for people who like skilful and intricate driving mixed with sudden bursts of acceleration and high speed. Try experimenting with different sitings for the hump bridge, skid chicane or changeovers to vary the intricacy of various sections of the circuit.

Suggested extension 1

Add to basic layout:-
 1 x C 174 Chicane set (2 pieces)
 2 x C 160 Straight D

Approximate size:
 250 cm x 107 cm (8'3" x 3'6")

This very simple extension adds a whole new dimension to the basic 200 Set. Extra bends are created that increase the skill required to achieve high lap speeds, and the long chicane provides action-packed drama on every lap. Spectacular crashes will result unless the drivers take great care!!

Basic layout

8 "High Speed" banked curves
 3 Straights D
 2 Straights C
 1 Starting line straight

Approximate size:
 172 cm x 73 cm (5'8" x 2'5")



100 SET



The Scalextric 100 set contains high speed banking at both ends of the oval track to give lap after lap of high speed excitement. The ideal starter set, particularly for young drivers.

Contents of Scalextric 100 set (C 530)

- 2 Brabham grand prix cars
- Basic track layout
- 2 Hand throttles
- 1 Speed calculator
- Cars transfer sheet
- 1 Power pack for 220-240 volt AC mains
- Scalextric 100 Set export (C 531) does not contain power pack



Suggested extension 1

- Add to basic layout:-
- 2 x C 187 Banked curves
 - 1 x C 169 Flyover bridge
 - 1 x C 160 Straight D

Approximate size:
172 cm x 73 cm (5' 8" x 2' 5")

This converts your basic layout into a 200 set, which can in turn be extended by following the extension plans of the 200 set.

Suggested extension 2

- Add to basic layout:-
- 4 x C 151 Standard curves
 - 1 Pair C 182 Changeover tracks.

Approximate size:
183 cm x 92 cm (6' 0" x 3' 0")

This layout is very similar to the Scalextric 300 Set except that it has high speed banking at both ends. It adds tremendous variety by increasing its length and adding skill testing flat curves and the excitement of changeover tracks.

Basic layout

- 1 Straight D
- 1 Starting line straight
- 6 "High Speed" banked curves

Approximate size:
109 cm x 73 cm (3' 7" x 2' 5")



SCALEXTRIC CLUB

Skill ratings

Scalextric is designed to give fun and excitement from the moment you start racing. However, most drivers eventually reach a stage where they wish to concentrate more on the skilful aspects of racing to improve their lap times.

The table below enables you to measure your performance and learn just how competitive you are. Time yourself over 10 laps of your Scalextric set and then use the table to see what standard of Scalextric driver you are. (On the 500 set use basic layout 3 and on the 100 set use the outside lane.) If players of different standards meet they may elect to give the less skilful player the appropriate number of seconds start.

Time taken (seconds) to race 10 laps on basic layout		Formula 3 standard	Formula 2 standard	Formula 1 standard
100 set		15	13	12
200 set		22	19	17
300 set		50	40	34
400 set		60	42	36
500 set		68	58	50

Formula one drivers club

Most Scalextric enthusiasts should be able to reach the Formula One standard with practice, skill and patience.

When you have reached this standard you are entitled to apply for membership of the Scalextric Formula One Drivers Club. Entry to the club itself is entirely free but you must enclose postage stamps to the value of 15 pence with your application to cover postage and administrative costs of processing your application. All genuine club applicants will receive the Scalextric Formula One Drivers Club handbook, club badge and club poster/certificate free of charge.

The club handbook contains details of the real motor scene and shows you

how you can use your Scalextric set to actually race against the world champions. All the results of all last years Grands Prix are given with the average speeds of the leading drivers. By timing yourself on your Scalextric set and comparing your scale speed with the times the real racing drivers achieved you can actually imagine yourself racing in each round of the world championship and determining where you would have been placed in every race, and even whether you would have been the supreme world champion.

The club certificate/poster is ideally designed for pinning to a bedroom wall and, as a member of the Scalextric Formula One Drivers Club, you are entitled to place your photograph alongside those of the all time racing greats. The poster incorporates a chart giving this years world championship events and allows you to compare your scalextric racing times against those of the winners of each of this years Grand Prix.

Scalextric racing clubs

Scalextric would like to hear from any organised Scalextric or indoor motor racing club which meets regularly. We hope to offer support to such clubs and perhaps organise a national system of official grading for Scalextric racers whilst not interfering with clubs' own rules and independent running.

Secretaries of clubs or prospective clubs should write to: Scalextric Racing Clubs, Marketing Department, Hornby Hobbies, Westwood, Margate, Kent, for further information.

Scalextric formula one drivers club

Name _____

Address _____

The above has completed 10 laps of a Scalextric _____ set basic layout in a time of _____ seconds and qualifies for membership of the Club.

Signed _____
Parent or Guardian

Date _____

I enclose postage stamps to the value of 15 pence to cover postage and administration costs.

I This offer applies to U.K. and Eire only.

How to apply

1. Your parent or guardian must act as official race referee and time you over ten laps of a basic layout of any Scalextric set.
 2. If you obtain the Formula One standard, complete the application form.
 3. Your parent or guardian must sign the form, stating that you were correctly timed and achieved the qualifying standard.
 4. Timing starts from the moment the command "Go" is given and continues non-stop until your car has completed 10 laps. If your car leaves the track during the 10 laps, the watch is not stopped, but you may replace the car at the point where it left the track and continue racing.
 5. Send your completed and signed application from to:
Scalextric Formula One Drivers Club,
Dept. 684,
The Old Pines,
Epsom,
Surrey.
- You will receive your free poster certificate and badge within 21 days. Enclose postage stamps to the value of 15 pence to cover postage and administration costs only.
6. All applications must be on the official form from the Scalextric Twentieth Edition Catalogue, signed by a parent or guardian, and received by 31st December 1980.
 7. Applications on anything but the official form, those which are not signed by a parent or guardian, or those which do not have postage stamps to the value of 15p will not be acknowledged.
 8. Membership of the club is limited to the first 100,000 genuine applications.

CARS

Cars are the centre of motor racing, for it is from the cars themselves that the excitement and unique fascination of the sport emanates. Motor racing revolves around a number of separate racing cars – Team Lotus, Ferrari, McLaren, and many others. Each team have their own car designers, mechanics and drivers, and produce their own individual racing car which they believe will be better than any other. This creates a tremendous variety

within the sport – differences in designs, shapes, sizes and colour schemes, performance, handling and speeds between the cars. Scalextric believe that it is essential to capture the atmosphere and variety of real racing cars in their models. We take great care to ensure that every car in the Scalextric range is a highly authentic scaled down model. Our models are of a size large enough for us to do this, and also to design the car so

that it has handling characteristics which respond superbly to the driver's commands. Our car range is carefully selected to give all the variety of real motor racing – there's the choice of rally cross with Scalextric Minis or TR7s, saloon racing with Scalextric Porsches or B.M.W.s, or Formula One Grand Prix racing where there are ten models to choose from, including a car from any of the teams which is likely to win the World Championship. Each



car has its own special characteristics and appeals. All Scalextric cars carry smooth treadless tyres or 'slicks'. Slicks are always used in real motor racing unless the track surface is wet. 'Slicks' have a special tyre surface which becomes 'tacky' in use and gives the car better adhesion to the track. In rain, however, a wave of water builds up in front of the 'slicks' causing the car to aquaplane, and treaded tyres must be used which allow the water

to drain away from the tyre. The World Championship itself consists of 16 separate races (Grand Prix) held in various countries of the world between January and October of each year. After each race, the cars are shipped back to their home bases where they are stripped down, thoroughly checked and rebuilt for the next race. The day before each Grand Prix is devoted to practice sessions, where drivers are given the opportunity of learning

the particular circuit with all its intricate bends, subtle bridges and chicanes.



SUPER FORMULA

C135 Elf Tyrrell 008

NEW



This totally new Scalextric car is the latest development from Elf Team Tyrrell who are noted for their Grand Prix innovation and pioneering ideas. Ken Tyrrell began designing and constructing his own racing cars in 1970 and soon proved his skill when Jackie Stewart won the World Championship in 1971 and 1973. After pioneering six wheel racing in

C134 Elf Renault Turbo RS-01

NEW



The recent entry of a Renault team into Formula One motor racing has been welcomed by all areas of the sport. Renault won the first ever Grand Prix in 1906. The Renault is unique in Formula One racing in that it is the only car to be powered by a turbo-charged 1,500 c.c. engine which gives the car the advantage of lower fuel consumption. Totally

C129 March Ford 771



Six wheel racing cars have attracted tremendous attention and interest over the last few seasons and it is fitting that a six wheeler should be included in the Scalextric range. The theory of the six wheel March was that on conventional racing cars the large wheels at the back of the car disturb air flow around the rear of the car and create 'drag'. However,

C136 Ferrari 312 T3

NEW



This new addition to the Scalextric range is the latest in a long line of successful racing cars from the Ferrari team. Until 1978, when they lost the honour to the Lotus team, Ferrari had won more Grands Prix than any other marque of racing car but there is no doubt that they will be fighting hard to regain the title in 1979. Ferrari won the World

C126 Lotus 77



Team Lotus was formed in 1954 by Colin Chapman, a man who has made his name as a trendsetter in Grand Prix design. Chapman produced the Ford V8 powered Lotus 72 car which revolutionised motor racing by removing the water radiators from the front to the sides of the chassis, and brought the terr 'wedge-shape' into motor racing

1976 and 1977, Tyrrell returned to a conventional four wheel design in 1978 with the 008. The Tyrrell Team use computers to help design their cars and the 008 is the first car to carry electronic recording machines during practice sessions. The readings are then analysed by the computer.



different driving skills are needed in the turbo driven car and Renault will be strong contenders for the 1979 World Championship. The Renault RS 01 is a new addition to the Scalextric range for 1979.



to reduce them in size would mean less tyre surface in contact with the track and a corresponding reduction in road holding and car control. March did reduce the wheels in size and compensated for the loss in tyre surface area by having four rear wheels instead of two!



Championship in 1975 and 1977 with the irrepressible Niki Lauda as their driver. In 1978, Ferrari surprised the racing world by switching from Goodyear to Michelin tyres.



design. Lotus totally dominated the 1978 Grand Prix scene with their superbly designed cars which took aerodynamic thinking a stage further by producing downforce through wings on the side of the car.



RALLY CARS

C125 Porsche Turbo 935



The Porsche Turbo 935 is one of the most exciting cars in the Scalextric range. The vivid white, blue and red stripes are the official racing livery of the Martini sponsored Porsches and these colours have been first past the chequered flag in many saloon and endurance races over the last few years. Porsche won the World Championship of Makes in

C122 Mini Clubman



The Mini must be the classic rally car of all time, totally dominating rally car racing throughout the 1960s. The Mini Clubman which is included in the Scalextric range developed from the phenomenally successful Mini Cooper 'S'. Scalextric Minis are moulded in both yellow and red to enable all-Mini Scalextric racing and are still

C052 Escort Mexico



Ford have dominated the British rally scene for the last seven years, having won the RAC Rally every year since 1971. The Ford Escort has always been the centre of this success and is now over ten years old as a rally car, although, of course, there have been continued modifications and improvements to the Escort to keep it in the number

C128 BMW 3.0 CSL



No range of model racing cars would be complete without a representative from BMW's long list of successful racing saloons. Every one of the eleven races in the 1977 European Touring Car Championship was won by a BMW CSL against competition from XJ 5.3C Jaguars. The 3.0 litre CSL BMW in the Scalextric 1978 range follows

C130 Triumph TR7



This highly exciting two-seater sports car has proved a great success for Leyland, who have probably the best rally driver in this country in Tony Pond driving for them. The new red livery Leyland TR7 carries the more powerful 3½ litre V8 engine which has increased the power and speed of the TR7 to place it firmly amongst the main

both 1976 and 1977, after fierce competition against BMW. The 935 has proved one of the most successful to come from the Porsche stable.



the most popular cars in the whole Scalextric range. The British heats and finals of the World Scalextric Championship held in 1977, were all contested with Scalextric Minis.



one spot. The Scalextric Escort is the Mexico version which had bubble arches and carried a 1,598 c.c. engine, producing 98 b.h.p.



the official liveries of the BMW Works teams – white body shell, with red, blue and purple bands. As in the real racing world, a Scalextric BMW is the ideal car to race against a Porsche as both these Scalextric models have similar handling characteristics.



contenders in any rally. The Leyland TR7 V8 made its rally debut in April 1978 and won a hard fought and fiercely competitive race. The Scalextric TR7 is moulded in red to match Leyland's new racing livery.



GRAND PRIX

C133 Wolf WR5



A totally new car from Scalextric for 1979, the Wolf WR5 is the latest car from Walter Wolf Racing who are determined to win the World Championship. The new Wolf team made a dramatic entry into Formula One motor racing by winning their first ever Grand Prix in Argentina in 1977. Driven by Jody Scheckter, the Wolf scored another success at

C120 Brabham BT 44B



In 1966, Jack Brabham, the team's founder, became the first man to win a Grand Prix in a car bearing his own name. Brabham retired at the end of 1970, leaving the team under the control of his partner and designer, Ron Tauranac, who eventually sold his controlling interest to the team's present owner, Bernie Ecclestone.

C051 BRM P160



One of the classic racing cars of a time, the BRM proved a dominant force in Formula One Motor racing. Its most radical features were a V engine and rear-mounted radiator. Jackie Stewart and Graham Hill raced together for the BRM team but it was Graham Hill who brought the World Championship to BRM with wins in four Grands Prix in 1968.

C123 U.O.P. Shadow



The Shadow team under the leadership of Don Nichols entered Formula One in 1973 and quickly established themselves as one of the leading teams. Shadow won the 1975 Race of Champions at Brands Hatch in a DN5, but had to wait until Austria, in 1977, for their first Grand Prix victory. It should be the first of many victories for this

C127 McLaren M23



A successful racing driver in his own right, Bruce McLaren formed his own motor racing team in 1961 and raced the first McLaren Grand Prix car at Monaco in 1966. The New Zealander scored his first Grand Prix win in a car of his own design and construction in Belgium in 1968. Designed by Gordon Coppuck, the M23 took pole position on its

Monaco to lead the field in the early stages of the World Championship but finally surrendered to Nikki Lauda and Ferrari. However, the new Wolf team have proved themselves and are strong contenders in any Grand Prix.



Ecclestone hired the talented South African designer, Gordon Murray, who designed the neat BT 42 ('BT' representing Brabham and Tauranac) and additional improvements and developments led to the BT 44 and BT 44B. The BT 42/44 type featured a triangular-shaped chassis to blend with the sloping edges of the Ford V8 engine



Jackie Stewart later became World Champion driving for Team Tyrrell. The BRM remains a firm favourite with Scalextric enthusiasts and is available either as a white or green model.



highly professional outfit. A feature of the UOP Shadow was its wide monocoque and side radiators. The car possessed a central oil tank and was powered by a Ford Cosworth V8 engine. The UOP Shadow is included in the Scalextric range in either white or black body colour.



maiden outing in South Africa in 1973, and went on to win three Grands Prix that year. In 1974, the M.23, driven by Emerson Fittipaldi, won the World Championship, and again in 1976, but this time, through the hands of James Hunt. In total, the McLaren M23 has won 17 Grands Prix.



AUTOSTART



Warm up

Imagine the confusion and disagreements which would arise if one of the drivers actually in the British Grand Prix had to start the race by shouting "Ready, Steady, Go!" Little surprise then that many Scalextric racers decide they need the auto-



Ready

start unit to start their own indoor races. The autostart ensures that neither driver gains that subtle but distinct advantage of knowing when he is going to say "Go." The autostart gives three phases of lighting, constant red for warm up laps, flashing red for lining up at the

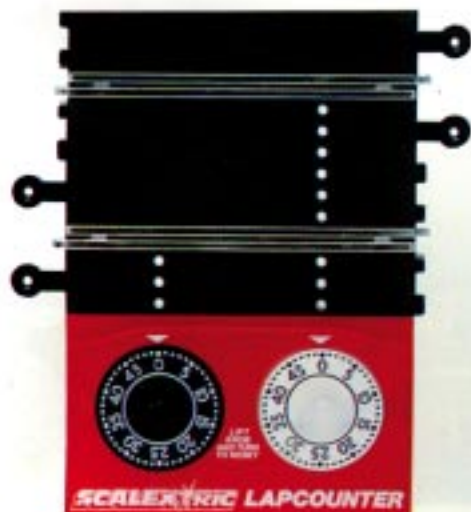
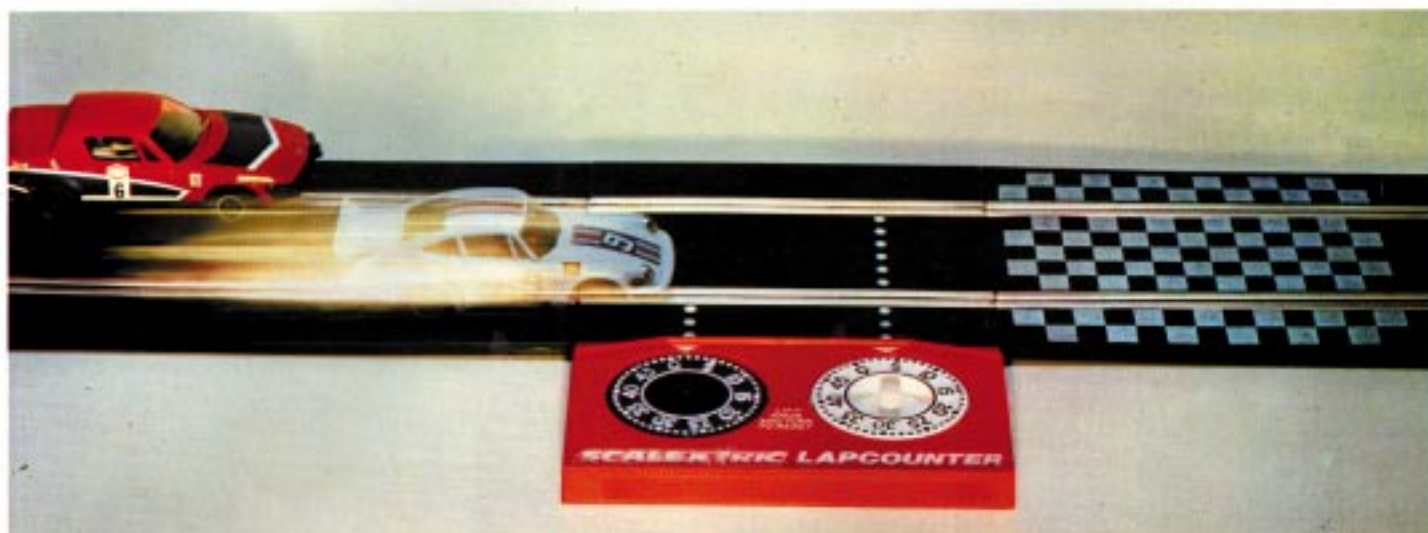


Go

start, and when the lights change automatically to green that is your signal to go.

The autostart ensures that the driver with the quickest reactions gets away first!

LAP COUNTER/SPEED COMPUTER



Lap counter

As you become practised at driving Scalextric cars you will find it can require high levels of skill and concentration to achieve and improve upon your best lap times.

Naturally most people want to give their full concentration to racing and it can disturb your rhythm to keep count of laps as the cars fly past.

Remember also that you will want to count your opponents laps to make sure he is really doing as well as he thinks he is!!

For proper racing then the Scalextric lap counter is a must.

You simply clip your lap counter into your Scalextric layout, set the dials to zero and from then on the laps are counted for you each time a car passes by. There are two easily read dials – one for each racing lane and the dials are easily reset to zero from any point.

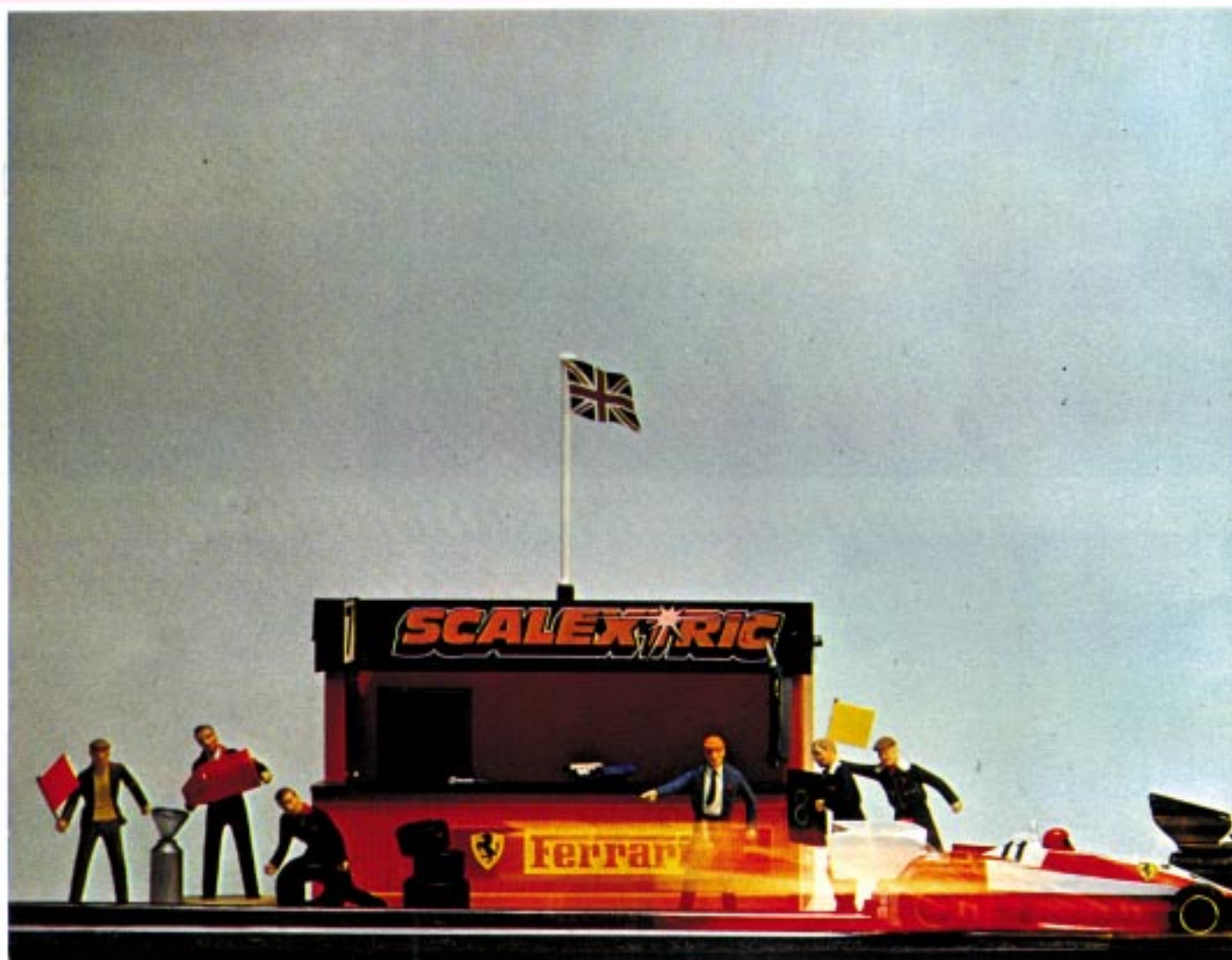
The lap counter also adds an extra dimension to Scalextric by offering you a wide variety of different ways you can play with Scalextric (see pages 6-7 for details).



Speed computer

Included in the lap counter package is the special Scalextric speed computer. It is for use on any circuit and allows you to convert your lap times into lap speeds in either miles or kilometers per hour. Now you can compare your speed with real versions of the cars racing in the World Championship. You may even find you are faster!

PIT STOP



Pit crew mechanics are highly skilled and practised at their job. Before a race starts they have spent many hours preparing the car for the race. A pit stop by the car during a World Championship Grand Prix therefore is a moment of the highest drama for it almost certainly indicates some type of mechanical fault – have the mechanics failed to check something during their hurried preparations or does the fault lie with the driver by causing damage by bad driving or colliding with another car or a crash barrier?? Maybe it's a faulty part or tyre that's causing the trouble.

In any case the fault has to be diagnosed and put right in a matter of seconds – for the other cars are still racing and anything but the

shortest delay will mean that the leading cars are so far away that they will never be caught.

The first time you watch a leading pit crew at work it is difficult to believe your eyes! The car pulls in, the pit crew manager shouts his instructions, the mechanics work at treble pace. Everywhere there is movement noise and action. Then suddenly it's quiet – the car has gone. Wheels are changed in seconds.

The Scalextric pit stop carefully tries to convey this drama to the Scalextric circuit. As well as the pit stop itself there are the mechanics and marshals and a team manager! A special miniature tool kit with tool box, hammer, vice, oil drum and

funnel, and a petrol pump are all included. There is a working jack that can actually be used to raise car wheels clear off the ground. Very useful as well as great fun are the genuine Scalextric spare tyres and braids.

The decal sheet contains a choice of racing pit team labels so that the pit stop can be identified with any car from a Scalextric set.

GRANDSTAND



This new addition to the Scalextric range last year has proved tremendously popular. It is moulded in three colours from tough polystyrene. It comes with a range of spectators and pressmen in realistic poses adding to the motor racing atmosphere – some are carrying cameras, binoculars or racing programmes. Loudspeakers, a sheet of decals, flagpoles and flags are also included with the grandstand.

Cars, track and marshal's flags not included, model figures supplied unpainted.

SPECIALIST TRACK

C248 Hump bridge



C111 High hump bridge



C182 Changeover tracks



C178 Skid chicane



C174 Chicane set



C169 Fly over bridge





This is a most interesting accessory. If positioned on a long straight section it creates a subtle low hump in the track surface which can be taken at a pretty fast speed, but really tests the skill of the fast driver to pass over it without losing momentum. Even more fun is to try

two or even three hump bridges in a row creating a rough bumpy road that will test the skill of any rally car driver.



The high hump is created by specially shaped moulded track and is the ideal way for your tracks to cross on a figure of 8 layout. The fun of the high hump is to take the bridge as fast as you can without losing control of the car. Cars in the hands of the most skilful

drivers will pitch into the air and literally fly over the high hump but land safely and securely in the tracks on the far side of the hump.



The changeover tracks enable cars to actually change lanes whilst they are racing. Changeover tracks are sold in pairs and whether they are joined end to end or placed in different parts of the circuit they provide suspense and high drama as two cars approach the cross over

point together. Changeover tracks also have an additional advantage. By making the cars switch lanes, they can be used on flat circuits to ensure neither car gains an unfair advantage by always having the inside racing lane on every bend.



The skid chicane allows only one car to pass at a time, and is best sited on a long straight section so that cars may approach at speed and jockey for the best position through the chicane. Fast driving may result in a spectacular crash, but too slow on approach can allow another car

through first! The track surface is highly polished to increase the chances of skidding if the throttle is used too heavily!

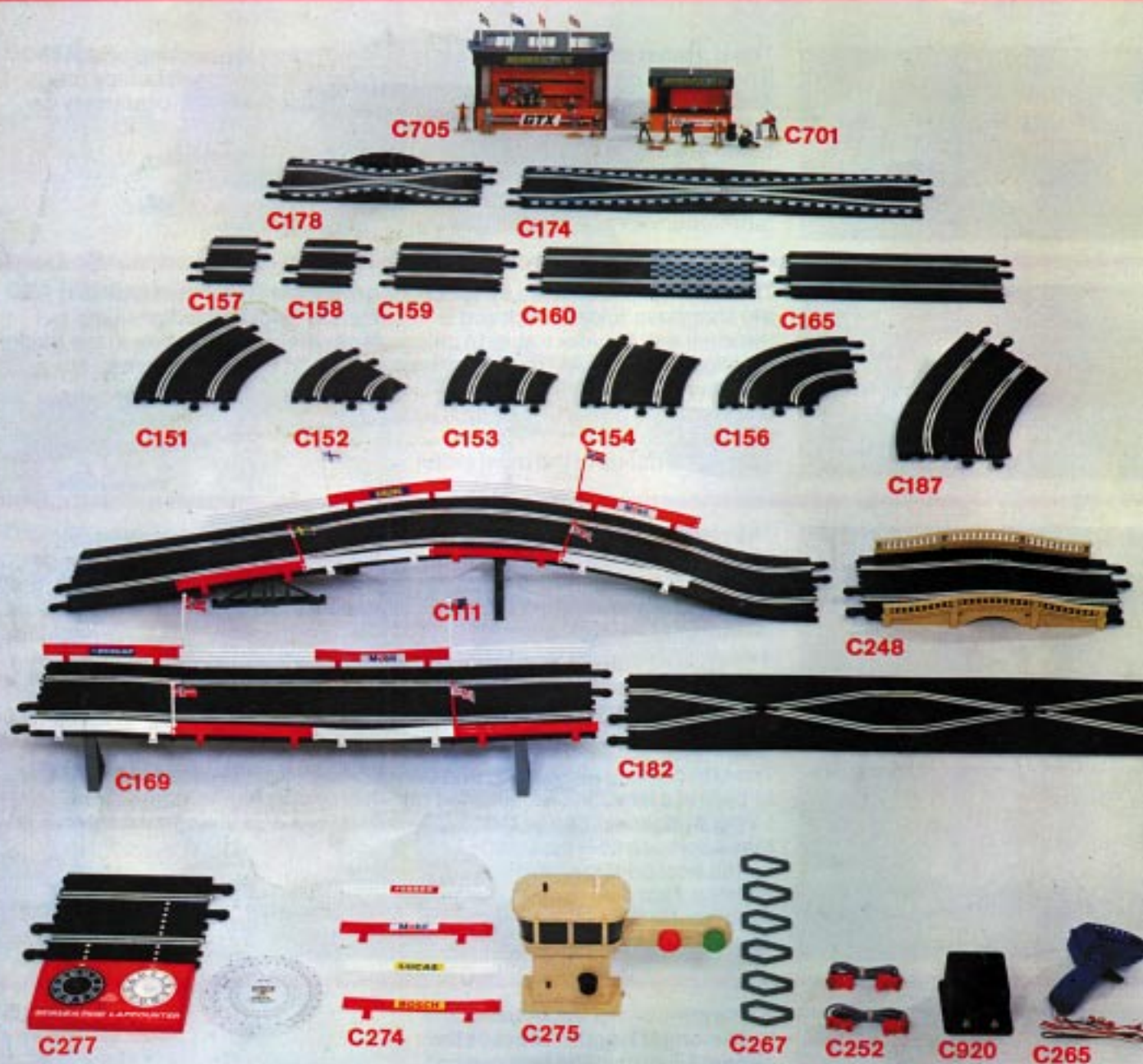


Same principle as the skid chicane but its longer length increases the danger!! Two chicane sets can be easily combined and the inclusion of a hump bridge as well provides a real obstacle course for the cars to manoeuvre around as fast as they can!



For straightforward speed with minimum risks the flyover bridge is the way to cross Scalextric track. Set includes crash barriers, flagpoles, flags and bridge supports.

TRACK AND ACCESSORIES



C111 High hump bridge 103 cm (40½") long

C151 Standard curve 45°

C152 Inner curve 45°

C153 Outer curve 22½°

C154 Half standard curve 22½°

C156 Double inner curve 90°

C157 Straight A 7.8 cm (3⅛") long

C158 Straight B 8.7 cm (3⅞") long

C159 Straight C 17.5 cm (6⅞") long

C160 Straight D 35 cm (13¾") long

C165 Starting line straight 35 cm (13¾") long

C169 Flyover bridge 70 cm (27½") long

C174 Chicane set 70 cm (27½") long with curb markings

C178 Skid chicane 35 cm (13¾") long with curb markings

C182 Changeover tracks A pair each 35 cm (13¾") long

C187 Banked curve 60°

C248 Hump bridge 35 cm (13¾") long

C252 Power boost connectors set of 2 For use on large layouts to avoid a voltage drop on the parts of the layout that are some distance away from the hand throttle track connections

C265 Hand throttle Complete with wires to connect from power pack track

C267 Track supports pack of six

C274 Crash barriers pack of 12

C275 Autostart

C277 Lap counter and speed computer

C701 Pit stop with pit crew and to kit

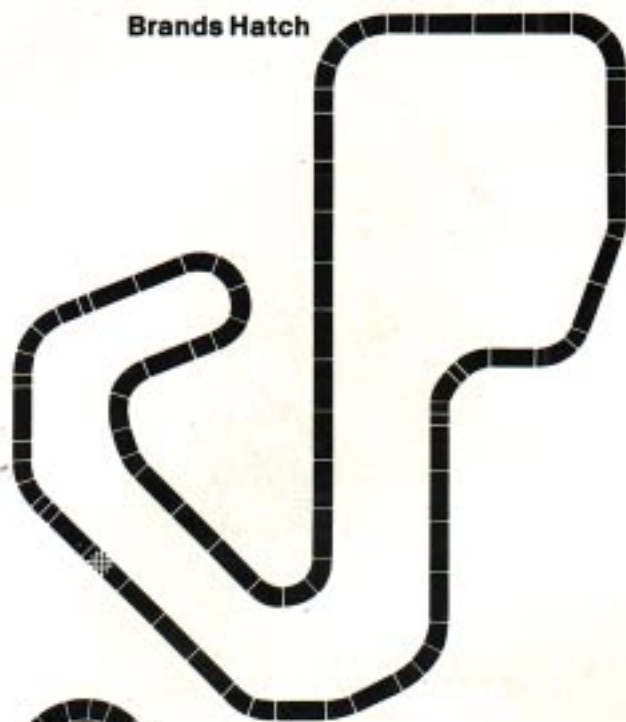
C705 Grandstand with spectator

C920 Power Pack For use from A mains 220-240 volt 50 Hz operate: two cars

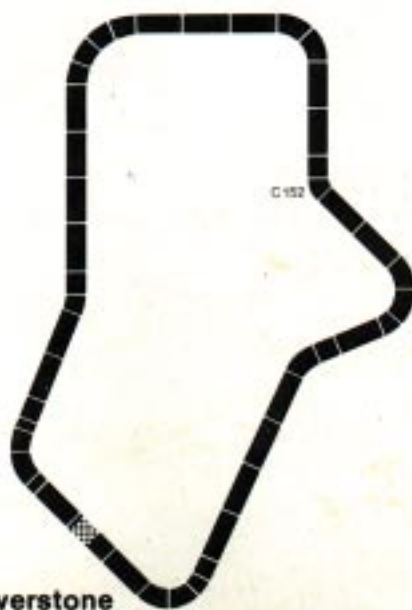
Model figures supplied unpainted.

LAYOUTS

Brands Hatch



Silverstone



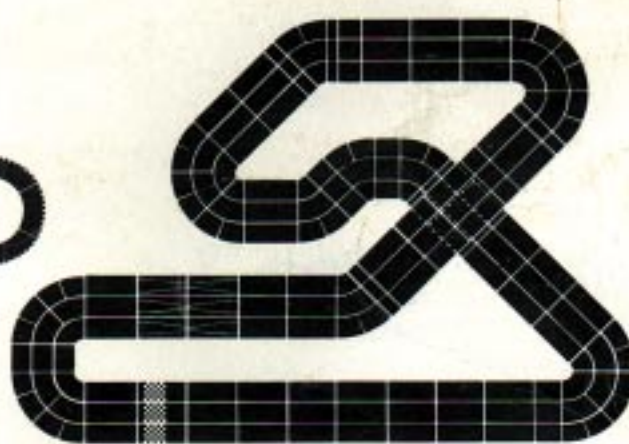
Monza



A



B



C



D

Brands Hatch

Approximate size:
503 cm x 434 cm (16'6" x 14'3")
14 x C151/15 x C153/3 x C154/
9 x C157/5 x C159/35 x C160/
1 x C165

A Approximate size:
295 cm x 142 cm (9'8" x 4'8")
11 x C151/24 x C153/2 x C154/
6 x C157/12 x C160/2 x C165/
2 x C169/2 x C248

B Approximate size:
233 cm x 198 cm (7'9" x 6'6")
4 x C151/6 x C156/2 x C157/
4 x C158/2 x C159/16 x C160/
1 x C165/3 x C187

Silverstone

Approximate size:
442 cm x 297 cm (14'6" x 9'9")
8 x C151/1 x C152/4 x C153/
4 x C154/2 x C157/5 x C159/
20 x C160/1 x C165

Monza

Approximate size:
320 cm x 142 cm (10'6" x 4'8")
3 x C151/3 x C152/16 x C153/
2 x C156/4 x C157/2 x C158/
6 x C159/14 x C160/1 x C165/
1 x C174

C Approximate size:
442 cm x 305 cm (14'6" x 10'0")
18 x C151/8 x C152/36 x C153/
5 x C156/6 x C157/6 x C158/
21 x C159/75 x C160/3 x C165/
3 x C174

D Approximate size:
340 cm x 163 cm (11'2" x 5'4")
16 x C151/16 x C153/10 x C157/
2 x C159/25 x C160/1 x C165



Your Scalextric dealer is:

C 502 Rovex Limited reserves the right to alter designs, specifications and prices without notice.

Manufactured in England by Hornby Hobbies, Rovex Limited, Westwood, Margate, Kent. A member of the Dunbee-Combex-Marx group.

Catalogue designed by Guyatt/Jenkins Limited.
Printed in England by Alabaster Passmore & Sons Limited.

With acknowledgement to Autosport and Martini & Rossi who supplied some of the action photographs.

