## 50 increasing race numbers. Or 500... (read opening post) Posted by Dinky Boy - 01 Apr 2010 05:57

I bet nearly everybody with racing cars in his collection at least once has been observing the array of numbers on doors, bonnets, roofs, windscreens, etc., counting from 1 to... 15? 26? Or even 40 if he had a vast collection?

I have an Alfa Romeo Tipo 33 TT 12 Coupe 'Giro d'Italia' in my collection, number 518. But if I start to count from 1 the first missing number is in the thirties.

Can we do it together? Do we have all numbers from 1 to 100 and beyond? Will I ever be able to put a picture of that Alfa 33 number 518 here?

Please add your pics, but pay attention to a few guidelines:

Do not skip numbers! Just wait untill another member has posted the next number.

One number at a time.

Numbers should be from competition cars (race or rally) that actually raced or from fantasy liveries.

All scales, makes, materials welcome.

A little information on the model, its maker of how it got into your collection will make this topic even more interesting.

OK then, gentlemen start your little engines! Count down to counting, 3, 2, 1, GO!

### **CAR '00'**

Hot Wheels 2003 issue of the 1996Chevy 1500. Called an S-10 on Canada.



And we're off with number '1':





ho's going to put number '2' here?

# Re: 50 increasing race numbers. Or 500... (read opening post) Posted by Nobleco - 23 Dec 2021 17:23

We can think of a different approach to the game. Any suggestions??? like Equipment on Trailers or Vehicles that tow trailers or other things but I think we did that one. Any more suggestions? Code three's are hard as many of use to original paint schemes and details. I may have half a dozen out our 400 to 500 models I have done in Code 3

## Re: 50 increasing race numbers. Or 500... (read opening post) Posted by GunnerJim - 24 Dec 2021 20:24

So what happens to this forum post, will it be archived and frozen in time or be deleted. The other is, if you want to start another forum post site for those who wish to participate can do so under a slightly different name, then do so, and just leave this one continuing, just incase someone wishes to post or even just browse, to see what was out there over the past decade

#### What do you think?

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### Re: 50 increasing race numbers. Or 500... (read opening post) Posted by Nobleco - 25 Dec 2021 16:35

#### GunnerJim wrote:

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#### **Planet Diecast Forums - Planetdiecast**

Generated: 17 April, 2024, 08:43

James, as far as I know no topics have ever been deleted. This will stay until the site dies which I hope is long after me. We just need to come up with another game is all.

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## Re: 50 increasing race numbers. Or 500... (read opening post)

Theo, I think that going my toy number is okay but with the variations it could be hard to make work. How many #1 MB are there out there and do you only count the original series or do we go all the way up to today with Mattel producing them in Huge quantities. The same for other makes of toys and then you get the renumbering of Dinky toys from one number system to another with not much change between them in most cases. There has to be another good game we all can play regardless of what we collect.

### Re: 50 increasing race numbers. Or 500... (read opening post) Posted by RoutemasterNL - 26 Dec 2021 10:33

Thanks Jim. I considered the large quantities of variations in the numbers. But we have to start somewhere. I'll think about it a few more days