

ISRA GROUP 10

Will run on the Red Lightning
Wednesday about 8:45

Chassis: Kelly/Pro-Slot: FX chassis (all varieties).

Parma: Flexi 1, Flexi 2 (may interchange pans and use Parma hot-wing), Flexi 3 (with any flexi 3 pan), Flexi-4, and Flexi 5. Champion: Turbo Flex, Astro Flex, (may use aluminum pans). JK- Cheetah (may use light weight pans), Cheetah 7(may mix & match pans & center sections; may reverse pans), Scorpion 1,2, & 3, Cheetah 11 (C and D-can versions), Cheetah X24, Cheetah X21, Cheetah X25 (may mix & match pans)

Mossetti: Titan & Titan SS The chassis may not be cut and cannot be bent from its original shape.

Exceptions: May grind motor bracket for gear clearance.

Pan movement may be increased or restricted.

Front wheel towers may be trimmed.

Rear axle vertical location may be changed.

Nothing may be added to the chassis if not mentioned in the list below:

Lead may be taped or glued to the chassis.

Pin tubes may be added in the original body mounting holes and can be floating or fixed to the chassis.

Rear bushings may be soldered to the chassis (no ball bearings).

Motor may be soldered to the chassis (screws are optional).

Chassis may be braced with no more than 3" of up to .062" diameter piano wire.

May add commercially available guide tongue reinforcement.

Tape may be applied.

Lead wire retainer may be added.

Bodies: Any GTP style body is legal. Bodies with air control are specifically illegal.

No air control devices allowed. Body bulletproofing that extends the side dams will be considered air control. The body must cover the whole chassis including the rear axle & guide flag with the exception that the ears at front of chassis may extend out past the body. The body must be fixed to the chassis with only pins or original manufacture body clips. Windows must be clear and all 4 wheels must be completely visible from the side. A number must be displayed in at least 3 different positions. Numbers must be a minimum .25" high and be decals, vinyl, or painted from the inside

All cars must contain a painted and detailed (3 different colors) 3 dimensional driver with helmet, shoulders, arms and steering wheel mounted in the original cockpit position. Interior must cover the entire cockpit opening.

The body must not deviate from its original form as produced by the manufacturer.

The body must be opaque when viewed from the top and sides except for wheel openings or other openings which represent actual openings on the real car.

Wheel openings may be cut out +.063 (i.e. 1/2" front wheels can have 9/16" opening).

Diaplanes may be trimmed off the front of the body.

Tires: Front: metal single o-ring 5/8" diameter or sticker fronts

Rear: any black foam or rubber

Axels: front axel 1/16"(if using front wheels), rear axel 3/32" or 1/8" both must be steel

Front Wheels: Sticker front wheels are legal Minimum diameter .500" (13mm).

If sticker fronts are not used front wheels must turn on their centers at 90 degrees to the tracks surface and have black rubber / plastic perimeter. The loss of front wheel(s) during the course of a race will not be considered an infraction.

Gears: any pitch gears

Motor: Any D-Can based motor with any single piece, full high D-Can magnet. Any commercially available, balanced or unbalanced, 16-D armature. (Super 16-D arms are specifically illegal).

May interchange manufacturer parts

May notch can and/or magnet for axle clearance.

May drill 1 small hole per side to ease magnet installation.

May use ball bearing in can end of motor only..

Minimum stack length .600".

No shunt wire or spring insulation may be used.

NO Track clearance tech

1/24 scale cars may not exceed 3.269 width
motors, lead wire, front axles, bushings, and
legal bracing may be soldered in
tape and lead weight on chassis ok
you may tape body clips in
pin tubing is ok
independent front wheels are permitted
may change lead wire

**Be the best racer you can be
support the sport by being the best
corner marshal you can be
without marshals we have no races
everyone needs to help
thanks**