



# 1/28 On-Road Racing

## Class Rules and Guidelines

### Race Classes:

2WD Stock, 2WD Super Stock, Open Mod GT.  
(Minimum 3 entries each class)

### 2WD Stock Class

#### **Chassis:**

Any 2WD Production Brand Kyosho Mini-Z Racer MR01, MR015, MR02, MR03, or PN Racing PNR2.5W, 90mm-98mm Wheelbase only.

#### **Body:**

All production brand Mini-Z or 1/28, scale type bodies. i.e. Kyosho Mini-Z, TRP Scale, Jomurema GT01 etc. Le Mans body NOT allowed, full windshield and window must be installed, except for clearance, Lexan window and Lexan Roof allowed.

No Full Lexan Bodies allowed.

**Motor:**

Any production 70T brushed ball bearing motor or 3500kv Brushless motor. The motors are to be run as is and any tampering with the motor will result in disqualification. Open Gear ratio.

**ESC:**

Kyosho AM AD ASF VE VE Pro MR03S RWD, PN DSM2 board and PN 16A ESC, or ESC that came with manufactures OEM car.

**Battery:**

Cars must be powered by four AAA Alkaline, Ni-MH or Ni-Cd only. No LiPo's. Additional battery for transponder allowed.

**Option Parts:**

Any aftermarket brand Mini-Z or 1/28 production parts allowed, any homemade parts, 3D print parts and prototype parts not allowed.

**Wheel:**

All brand Plastic and Aluminum Mini-Z production wheel rims are allowed. All wheel rims must be original design made for 1/28<sup>th</sup>, Mini-Z RACER, any modification is not allowed, any slot-car design wheel and 3D print wheel not allowed.

**Tire:**

Any Brand of Rubber Mini-Z production tire ONLY. Homemade tires, Foam tires, Silicon tires, Urethane tires, Ethyl Carbamate tires NOT allowed. No tire insert use. No traction compounds allowed on tire or on race surface. Tire warmers are allowed. Tires may be cleaned with a 70% alcohol solution. If a driver uses tire cleaner that has been deemed illegal, the driver will be subject to disqualification of races.

## **2WD Super Stock Class**

### **Chassis:**

Any 1/28 2WD Production Brand single, one-piece drive axle chassis available. (No independent suspension).

i.e. Kyosho Mini-Z Racer MR01, MR015, MR02, MR03, Jomurema and PN Racing PNR2.5W, GL Racing (GLR).

98mm Wheelbase only.

### **Body:**

Any 1/28 Production Brand plastic or Lexan 1/28 GT-Sedan Style body.

i.e. Kyosho Mini-Z, TRP Scale, Jomurema GT01 body, GL Racing Lexan body, Le Mans body NOT allowed, full windshield and window must be installed, except for clearance, Lexan window and Lexan Roof allowed.

### **Motor:**

Allowed brushless motor 3500kv motor, 5500kv motor or 50T brushed motor.

The motors are to be run as is (must run stock rotor). Any tampering with the motor will result in disqualification.

Fixed Gear ratio. 64 Pitch 10 Pinion / 53T Spur Gear

### **ESC:**

OPEN

### **Battery:**

3500kv motor allowed to use any battery maximum 8.4 volt

5500kv motor or 50T brushed motor only Nimh Battery x 4pcs.

Additional battery for transponder allowed.

### **Option Parts:**

Any aftermarket brand Mini-Z production parts allowed, any homemade parts, 3D print parts and prototype parts not allowed.

### **Wheel:**

All brand Plastic and Aluminum Mini-Z production wheel rims are allowed. All wheel rims must be original design made for Mini-Z RACER, any modification is not allowed, any slot-car design wheel and 3D print wheel not allowed.

### **Tire:**

Any Brand of Rubber Mini-Z production tire ONLY. Homemade tires, Foam tires, Silicon tires, Urethane tires, Ethyl Carbamate tires NOT allowed. No tire insert use. No traction compounds allowed on tire or on race surface. Tire warmers are allowed. Tires may be cleaned with a 70% alcohol solution. If a driver uses tire cleaner that has been deemed illegal, the driver will be subject to disqualification of races.

## **Open Mod GT**

### **Chassis:**

Open any 2WD or 4WD/AWD chassis, must be 94-102mm Wheelbase.

### **Body:**

Any 1/28 Production Brand plastic or Lexan 1/28 GT-Sedan Style body (No Pan Car Bodies allowed).

i.e. Kyosho Mini-Z, TRP Scale, Jomurema GT01 body, GL Racing Lexan body, Le Mans body NOT allowed, full windshield and window must be installed, except for clearance, Lexan window and Lexan Roof allowed.

**Motor:**

Open

**ESC:**

Open any ESC

**Battery:**

Any battery maximum 8.4 volt

Additional battery for transponder allowed.

**Option Parts:**

Open any parts allowed (including homemade parts, 3D print parts and prototype parts)

**Wheel:**

All brand Plastic and Aluminum rims are allowed.

**Tire:**

Any Brand of Rubber Mini-Z Racer production tire ONLY. Homemade tires, Foam tires, Silicon tires, Urethane tires, Ethyl Carbamate tires NOT allowed. No tire insert use. No traction compounds allowed on tire or on race surface. Tire warmers are allowed. Tires may be cleaned with a 70% alcohol solution. If a driver uses tire cleaner that has been deemed illegal,

**GENERAL RULES****Body Modifications:**

- Bodies may be functionally modified with minimal effect external appearance.

The following non-comprehensive list of body modifications are allowed:

- The rear bumper may be removed up to Maximum 20mm from the ground.
- Wheel wells may be cut forward or backward to accommodate different wheelbase chassis.
- Wheel wells may be cut or chamfered internally for tire clearance.
- Lower portions of the body may be cut for ground clearance in front, sides or rear.
- Body material may be shaved or thinned internally for weight reduction. Technical inspection officials reserve the right to disqualify any modified body deemed to be too fragile due to excessive material removal.
- Body panels may be reinforced or strengthened internally without affecting external appearance.
- Original windshield and windows must be installed but can be modified by cutting unexposed internal areas.
- Original headlight covers must be installed, but headlight buckets may be removed or omitted. In the event that a headlight cover is lost, the hole may be covered with a decal.
- Taillights and taillight cover's may be removed or omitted.
- Small body parts such as mirrors, canards, exhausts may be omitted or removed to prevent racing damage and debris on track.
- All rear wing comes with the body may be installed according to the no height limited. Custom wings allow to

use on the body, according to the height limited 45mm from the ground.

\*The above list is non-comprehensive. The purpose and spirit of the rules is to allow functional performance modifications to the body while preserving the scale appearance and realism. The technical inspector has final authority in the judgment of body modification legality.

If you have modified your body and have questions regarding the legality of the modifications, please submit the body in question to technical inspection PRIOR to racing qualification or main event round. This is in order to prevent any inadvertent disqualifications. The technical inspector will judge the legality of body modifications and photograph the body in its legal state if necessary.

If the body is further modified post-inspection, the modifications may or may not be legal. For the racer's protection, please re-submit the body in question to technical inspection IMMEDIATELY if significant modifications are made. If the body is damaged, the condition of the body may or may not be legal. For the racer's protection, please submit the body in question to technical inspection IMMEDIATELY if significant damage occurs. If the damaged body is judged illegal, it must be repaired or replaced for the next qualification or main event round. Qualification or main event results during which racing damage occurs on track will be allowed, as long as the body is not judged to be intentionally designed to break away to benefit performance.

### **Weight, Width & Height Table:**

	2WD Stock, 2WD Super Stock	Open Mod GT Car
Minimum Weight	160g	160g
Max Wheelbase (A)	*98mm	*102mm
Maximum Car Length (B)	*180mm	*180mm
Maximum Car Width (C)	* 80mm	* 80mm
Maximum Wing Height (D)	* 45mm	* 45mm

### **Sportsmanship:**

Proper manners and good sportsmanship are expected from all drivers at all times. It is important to understand that general bad behavior like cursing, intentional bad driving, etc., will not be accepted and can result in a driver being penalized, disqualified or even asked to leave in extreme cases.

If there is a rules dispute between drivers it must be brought to the attention of the race director. The officials at the track will do their best to resolve any issue to the satisfaction of everyone.

If a racer notices an illegal item on another racer's car. Please report to Racing official after that racer's race, so the car can be inspected without interference.

### **Jumped starts:**

A jumped start is any movement of a vehicle between the time the Starter announces the start time and the starting signal.

### **Penalties:**

If one or more vehicles jump start, a false start will be declared, and the grid will be re-formed. If the same vehicle moves second time, it will be moved back the length of the grid from its original starting position.

If a jumped start is not called by the officials immediately at the start of a race but can be verified afterwards by at least two race officials



using any recording device, a ten second penalty will be added to that offenders' qualifying time or if a main event, a one lap penalty will be assessed.

### **Technical Inspections:**

It is the driver's responsibility to keep their cars within the legal spec of the class rules they are competing in. When in doubt, ASK officials during open practice so that any corrections can be made before the start of competing rounds. Inspections will be run at random before or after race at the Race Directors discretion.

### **Marshaling:**

All drivers are expected marshal your designated race heats. If you cannot marshal a race it is your responsibility to provide a substitute. If a substitute cannot be provided, please discuss with the Race Director prior to the start of the event.

If it is found that you are intentionally skipping your responsibility to marshal, the Race Director can impose a penalty (reduction of laps in qualifying or Mains) at his or her discretion.

Please note: TREAT MARSHALS WITH DIGNITY AND RESPECT. The job of a marshal is to assist in wrecks and remove obstructions that can put the integrity of the race at risk and/or to avoid further wrecks. They are not there to tech your cars or get you back in the race for the sake of further competition. If your car needs to be marshalled *regardless of the circumstance*, expect that you are likely going to lose positioning.