

# HARDBODY STOCKER RACE RULES 2008

## SETUP

1. Chassis may be a Pro-Track Hardbody #412 (brass) or #512 (composite) or H&R Slider Chassis. 48 or 64 Pitch Gears allowed. 3/32" or 1/8" Axles allowed. Ball Bearings allowed. Chassis may NOT be Radically Cut, Bent or Drilled, but may be braced or weighted to improve handling. Chassis must be mounted under body to within ¼ inch of center.
2. Motors, this is an "open can" class. Any 16D can motor from Parma, ProSlot or PlaFit or H&R, etc. Armature ball bearings are allowed. Any armature may be trued and balanced.
3. Front and Rear Tires MUST be a MINIMUM Size of 7/8" diameter required, cut to any width. Overall wheel to wheel width must be no more than 3 1/2 inches front and rear. Car must be reasonable in appearance and must not interfere with adjacent lane. Front tires may be nail polished. Race Director makes final decision.
4. Bodies MUST have a painted 1/24 or 1/25 scale styrene model body. Body style must be American Production Passenger Car built between 1950 thru 1979. No convertibles, 2 seater or sports cars. Body MUST have front and rear bumper area enclosed by either the original bumpers or fabricated push bars. Front and Rear windows must be enclosed by windshields or screen mesh. Side windows may be open. Wheel openings may be opened for tire clearance. Body may not be lowered by removing material from the bottom of car and must retain stock body appearance. Body must have three Matching Numbers properly located.
5. A 1/16" (0.0625" or 1.5875mm) Clearance MUST be maintained under Entire car, excluding guide flag, tires, and tape.
6. Race Director has the Right to disqualify any car he feels bending the Rules or deemed to have an unfair advantage.

**RACING** 7. When the Race Director calls the cars to the Starting Line, they MUST be ready to go. If the car breaks during warm-up, it's the same as breaking during the race.

8. Drivers not in a current Heat Will be assigned Turn Marshal duties. Drivers withdrawing from the race MUST act as Turn Marshals.

9. The Race WILL NOT be stopped to fix cars. The Race WILL be stopped to check or replace a Controller. During track Calls, Turn Marshals WILL be allowed to adjust braids and bodies. If a Driver leaves his station to look at his car during a Track Call, the Race WILL resume when the reason for the Track Call is corrected, whether the Driver has returned to his station or not.

10. Time between runnings of each Lane is 2 minutes. Drivers and Turn Marshals MUST be ready to go when the Power comes on. Turn Marshals NOT at their Stations when Power comes on, WILL be Penalized 5 Laps. Turn Marshals may get a Substitute Turn Marshal, but it MUST be another Driver in the Race and be reported to the Race Director. Any Driver substituting is subject to any and all Penalties, if not doing their Duty.

11. Drivers MUST use a LANE CARD to mark the location of their car, and must be placed VERTICALLY in the slot of their impending lane, if they remove their car from the track during the 2 minute break. A 2 Lap Penalty WILL be assessed, if they do not. Turn Marshals will remove any lane card should the driver not return before the race resumes. Drivers will then start from their controller position.

12. In the event a Driver forgets to change Lane Stickers, he MUST remove his or her car immediately to do so. You may run with NO Sticker, but NOT the Wrong Sticker.

13. The Race Director WILL Black Flag ANY Car deemed to be a Nuisance on the Track.

14. Track Calls will ONLY be for inaccessible Car, Power Failure, Rider on another Lane or any situation deemed Unfair by the Race Director. Cars off the Track between the Yellow Lines are deemed inaccessible.