



2016 – 2017 Championship Series Rules



Overview

Grand Touring Prototype (GTP) cars were some of the fastest cars raced in America. They competed at tracks like Mid-Ohio, Watkins Glen, and even on the streets of downtown Columbus. The GTP cars are split into 2 divisions, GTP/C and GTP. These divisions are both based on the JK Products #204176 Ready-To-Run car. GTP/C is an excellent choice for the new racer. The two different divisions are raced together but are scored separately.

GTP/C

GTP/C (Challenge) is for the new racer ONLY. The JK #204176 Dyson Mazda RTR car must be raced WITHOUT any modifications other than the following. Tape may be added to reinforce the body, stickers or other decorations may be used to personalize the body, lead weight may be added to aid handling (if desired), and you may use any black rear tire with the exception of “Speed Rubber” tires. No minimum diameter. Stock gear ratio of 10/36 must be retained.

This is the perfect class to learn about racing, tuning, and driving. Obviously once you have learned enough and have out-grown GTP/C you will be encouraged to move up to GTP to make room for the next new racer.

GTP

GTP is the next step up the performance ladder. For very little cost you can make a few changes in your GTP/C car and race in GTP. The car will be significantly faster. You can now use the lighter .010 version of the Dyson Mazda body (JK#7215B), change the guide to a “cut-down” version which lowers the front, and change to any gear ratio as long as you use 64 pitch gears. You may also solder in the rear axle bushings and the motor. GTP cars are between .2 and .3 seconds a lap faster than GTP/C.

The following apply to both classes unless otherwise stated:

1. GENERAL:

1. Maximum width – 3.25” (allowances made for body clips)
2. Maximum height – 1.75” (measured with car on tech block)
3. Minimum clearance - .032” front / .062” rear

2. CHASSIS:

1. You may add lead weight to tune for handling
2. You may add tape to bottom of chassis to “tighten” chassis. Min. clearance applies
3. Motor bracket holes may be slightly opened up to aid motor mounting. Motor may also be soldered in BUT at least one screw must also be used to help retain motor.
(Applies to GTP ONLY)

3. MOTOR:

1. Must use an unmodified JK Retro Hawk motor
2. Motor shaft may NOT be shortened
3. Any lead wire may be used. Guide clips are allowed





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4. **AXLES:**
 1. Must use a solid steel 3/32 rear axle and a 1/16 front axle
5. **GEARS:**
 1. May use any 64 pitch pinion and spur. **(Applies to GTP ONLY)**
 2. Spur gear may be drilled or lightened. **(Applies to GTP ONLY)**
6. **REAR TIRES:**
 1. Black foam, synthetic, or rubber rear tires must be used
 2. Maximum width .800"
 3. No minimum diameter
 4. No drilled or waffled hubs
 5. **NO** "Speed Rubber"
7. **FRONT TIRES:**
 1. Stock fronts ONLY as on RTR car!
8. **BODY:**
 1. Body must be fully painted leaving clear only those areas that were clear on the full size car (i.e. windshield)
 2. Body must be mounted so the front wheel arches are in the proper location in relation to the front tires
 3. Front wheel openings must be cut out or left clear so that at least 90% of the front wheels are visible. Wheel stickers may also be used IN ADDITION to the fronts
 4. Rear wheel area must be cut out and a minimum 0.25" rear clip (or bumper) must be retained
 5. Painted, 3 dimensional drivers, are encouraged but not mandated
 6. All bodies must have 3 properly placed racing numbers. No drawn on numbers allowed
 7. Body must cover entire car when viewed from above. Clear cockpit area without a driver figure exempted

