

Retro Stock Car



A. General Specifications

1. **Wheelbase:** 4.50" (114.3mm) minimum.
2. **Guide Lead:** Maximum of .750" (19.05mm) measured from the center of the front axle or 5.25" (133.35mm) when measured from the center of the rear wheels.
3. **Maximum Overall Chassis Width:** 3.00" (76.02mm), measured across any part of the chassis, as well as across the front and rear axles).
4. **Maximum Body Width:** 3.125" (79.38mm), measured at the front and rear wheel arches.
5. **Maximum Rear Tire Width:** 0.810" (20.57mm).
6. **Minimum Rear Tire Diameter:** 0.8125" (20.64mm).
7. **Minimum Front Tire Width:** 0.375" (9.53mm).
 - 7a. Wheels with O-ring "tires" are prohibited.
 - 7b. The front tire contact patch must touch the track across the full width of the tire (i.e. no coning/angling or knife-edging is allowed).
- 7c. Tire edges may be rounded to a maximum 1/16" radius.
8. **Minimum Front Tire Diameter:** 0.8125" (20.64mm).
9. **Minimum Rear Chassis Clearance:** 0.050" (1.27mm).
 - 9a. The entire motor bracket, rear chassis section, and gear must meet this clearance.
 - 9b. Clearance will be measured with front and rear tires sitting flat on the test block without the guide.
10. **Minimum Front Chassis Clearance:** : 0.050" (1.27mm).
 - 10a. This will be measured at the most forward part of the chassis.
 - 10b. Clearance will be measured with front and rear tires sitting flat on the test block without the guide.
11. **Axles (Front & Rear):** 3/32" (2.38mm) minimum diameter, one-piece, solid steel.
 - 11a. Hollow axles are not allowed.
 - 11b. Axles may only be flattened in the areas where the wheels and gear are secured.
12. **Bushings/Bearings:** Oilite/bronze bushings or ball bearings may be used in the front and/or the rear.
13. **Minimum Weight:** 120 grams ready to race.
14. **Drive Type:** Inline drive only, with the motor shaft at 90° to the rear axle.
 - 14a. The armature shaft of the motor must be located on the longitudinal center line of the chassis, i.e. offset motors are not permitted.
15. **Drive Gears:** Only production gears are allowed. The only modification allowed is the addition of a 1/8" reducing sleeve for use with a 3/32" axle.
16. **Maximum Front Axle Play:** 0.125" (3.18mm), as part of the maximum front track width. At no time can tires extend out past the body.
17. **Minimum Body Height:** Body may not be trimmed above the lower door lines.
 - 17a. Severe raking of the body for aerodynamic effect is not allowed.
18. All chassis parts must be covered by the unmodified body.
19. The wheels shall be located in relation to the wheel arches in the body.

20. **Tires – Rear:** Any commercially-available black natural rubber tire, chemically-treated or untreated, on any size hub.
 - 20a. Speed Rubber is prohibited.
 - 20b. Tires may not be changed during a race. Should a racer encounter a damaged tire/wheel (stripped screw, bent hub or chunked tire), the racer will be afforded the opportunity to make the repair under the green and present the car to the tech inspector at the end of the heat for checking before the racer will be allowed to continue.
 - 20c. For those races where there is a move-up from one main to another, tires can be changed and the car will go through a full tech inspection.
 - 20d. Those racers making a move-up from one main to another and not choosing to change tires will still be subject to tech inspection for legal tire diameter and clearance.
21. **Tires Front:** Must be made of two pieces, i.e. a wheel and a tire.
 - 21a. Front wheels may be made of any material and can have any size hub (as long as the front wheel and tire dimensions listed elsewhere in these rules are observed).
 - 22b. Front tires must be glued to the wheels and be made of black rubber; only SBR, Wonder, and natural rubber type materials are acceptable.
 - 23c. Front tires may be coated with cyanoacrylate adhesive (“Super Glue”) or nail polish.

B. Chassis

1. **Chassis Type:** Any personally-built or commercially-available scratchbuilt chassis in kit form or built conforming to these specifications is allowed.
2. **Chassis Materials:** Brass: sheet, rod, and tube; steel: wire, pin tubing, and commercial guide tongues are allowed. No other materials are allowed. Chassis parts, such as pans, brackets, guide tongues, etc., that are made using EDM, laser, or water-cutting techniques are allowed only if they are individual commercially-available components or components of chassis kits (i.e. these techniques may not be used in the private manufacture of one-off components). Materials such as printed circuit boards are not legal.
3. **Chassis Construction:**
 - 3a. Each car must have a one-piece brass rear bracket consisting of at least three sides (vertical or horizontal), with each connected side having a minimum width or height of at least .200".
 - 3b. The motor bracket must support the motor and extend to touch the rear axle tube.
 - 3c. The axle tube does not need to travel through the motor bracket.
 - 3d. The motor can be screwed to the motor bracket and/or can also be soldered in place.
 - 3e. Floating pin tubes inside another tube are allowed.
 - 3f. Pieces of steel used for guide tongues are limited to a maximum 1" (25.4mm) total width and 1.50" (38.1mm) total length.
 - 3g. The joining of brass sheet, plate, or strip parts via tab and slot or "keyed" construction is not permitted.
 - 3h. Main chassis rails constructed of round steel or brass wire maybe ground or sanded flat on the bottom, but no more than 20% of the rail diameter may be removed.
 - 3i. Wire or tubing rails must connect the front and rear sections of the chassis. Using metal strip for this purpose is not permitted. A rail is defined as that which connects the motor bracket to the front of the chassis.
 - 3j. No part of the chassis, motor, gear, or other component may hang below the main chassis rail(s), which may not be bent or bowed vertically for the purpose of lowering the midsection of the frame below the level dictated by the clearance specifications.
4. **Hinged Movements:** Other than a drop arm, all hinged movements must be oriented in only one direction on any individual chassis.
 - 4a. A chassis may have transverse hinges (examples: Iso-fulcrum hinges and plumber hinges) **OR** it may have longitudinal hinges (example: side pan hinges) but the chassis may not have both types.
 - 4b. The number of individual hinges is not restricted.
 - 4c. Centerline hinges are NOT allowed.
5. **Front axle:** A single straight, 3/32" (2.38mm) minimum diameter, one-piece front axle is required, carrying both front wheels. The axle may be fixed or in a tube. NO hinged front wheel movements are allowed (i.e. no "L" arms). Front wheels may rotate independently.

6. **Guide:** A single guide flag is allowed, centered on the longitudinal axis of the chassis (i.e. no sideways “free float” or offset) and with a blade no larger than .086” (2.20mm) wide x 1.060” (27.18mm) long.

C. Motor

1. **Motor types:** May use any one of the following motors, which must remain unopened and unmodified:
 - **Falcon 7**
 - **Pro Slot Euro Mk 1 4002, Sealed** with Chinese arm. May be refurbished by an approved IRRA Refurbishing Center
 - **TSR D3**
 - **Slick 7 Mini Brute**
2. At designated large IRRA scheduled races, the track owner may elect to utilize a hand-out motor system, using one of the approved motors. This will be announced well in advance and ample time will be allowed on the day of the race for the racer to obtain the motor and install it. If a race for this class is conducted using handout motors then the racer must use the motor(s) assigned to him/her.
3. **Note:** No other motors will be allowed unless approved by the IRRA and added to the approved motor list.
4. **Exclusion Clause:** Clear violation of the motor-tampering rule will result in permanent exclusion from future IRRA events of any kind.
 - 4a. Racers will be required to sign a tech sheet giving permission for the Race Director, at his discretion, to tear their motors down for inspection to prove legality.
 - 4b. If a motor is deemed illegal due to unapproved modifications (including, but not limited to, incorrect armature, bushing alterations, magnet shimming, magnet change, timed brush hoods, etc.), the racer will be disqualified from the event and future events until reinstated by IRRA officials.
 - 4c. Non-refurbishable motors found legal will be replaced at no cost to the racer.
5. A motor may not be changed after tech inspection or during a race except as follows:
 - 5a. For those races where there is a move-up from one main to another, motors can be changed and the car will go through a full tech inspection.

D. Body

1. All approved Retro StockCar bodies are listed in “Approved Body Lists” section. All bodies must be representative of pre-1970 cars and be 1/24 scale bodies with a wheelbase of 4.50 inches minimum.
 - 1a. Bodies may not be any less than .015” thick on the sides. Any body found to be flimsy or a detriment to marshaling will need to be corrected by the racer. Tape or body armor may be used to achieve the desired side thickness.
2. **Body style, Appearance and Trim:** Racers are encouraged to present cars with scale realism.
 - 2a. Front and rear wheel arches must be cut out and not exceed the molded wheel opening.
 - 2b. Bodies must be presentably painted and carry at least three racing numbers, one on each side, and one (large one) on the roof, as in standard Stockcar practice.
 - 2c. No part of the chassis may be seen when looking on the car from its top. Bodies cannot be trimmed above the lower door lines.
 - 2d. The full bumper must remain intact except for trimming to provide clearance for the guide flag.
 - 2e. All bodies must be fully opaque on all sides except for those areas deemed to be windows.
 - 2f. Windows may be tinted.
 - 2g. The term opaque means covered with paint, tape, or other suitable material such that a finger is not visible through the paint or other covering under normal lighting.
 - 2h. No part of the chassis may be seen when viewing the car from above.
3. **Spoilers and Air Control:** No add-on spoilers are allowed.
4. **Cockpit:** All bodies must carry a painted (at least two colors), fully-molded three-dimensional interior comprising a driver (helmet, shoulders, roll bar, and arms), a steering wheel, and cockpit representation.
 - 4a. Interiors must be presentably painted and realistically detailed
 - 4b. No paper interiors.