

SPECIFICATIONS

- I. TRACK**
The construction of a R. A. Racer Derby Track is made so that cars are kept in a lane by a lane strip. It is necessary that axles be used as furnished and that car chassis not be lowered below 3/8 inches. Failure to follow these instructions may cause car to drag on lane strip. (See Wheel Instructions)
- II RACING SPECIFICATIONS**
- A. Width - Overall width shall not exceed 2 3/4 inches. (See Wheel Instructions)
 - B. Length - Overall length shall not exceed 7 3/8 inches.
 - C. Weight - Weight shall not exceed 5 ounces. No loose materials of any kind are permitted in the car. The car may be hollowed out and built up to maximum weight by the addition of wood or metal only, provided it is securely built into the body or chassis.
 - D. Wheels - Wheels cannot be larger than 1 1/4" diameter or a radius of 5/8", nor can they be thicker than 1/4". RA Racers "stock wheels" may not be reduced in size or altered in any way, other than to remove casting marks. Wheel bearings, washers and bushings are prohibited.
 - E. Springs - The car shall not ride on any type springs.
 - F. Details - Details such as steering wheel, driver, decals, painting and interior detail are permissible as long as these details do not make the car exceed the maximum weight limit.
 - G. Attachments - The car must be free-wheeling with no starting devices.
 - H. Inspection - Each car must pass inspection by the Official Inspection Committee before it may compete. The Inspectors have the right to disqualify those cars which do not meet specifications as listed here.

MATERIALS NEEDED

1. R. A. Racer Kit
2. Knife or Saw
3. Lead or Other Type of Weight
4. Wood Dough or Plastic Wood
5. Medium and Fine Sandpaper
6. Sanding Sealer
7. Paint
8. .0000 Steel Wool

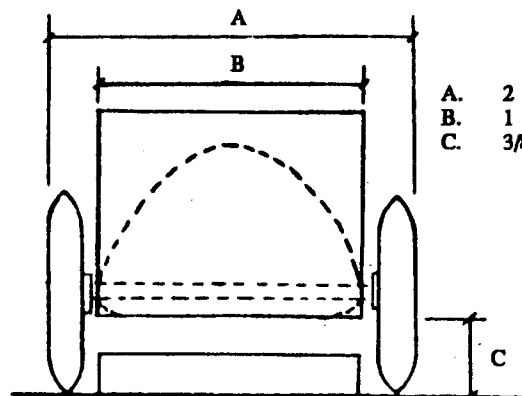
BUILDING HINTS

1. Decide on Racer design.
2. Draw design on Racer.
3. Carve or saw Racer body to desired shape.
4. Add weight to racer by hollowing out racer body and inserting lead or other material. NOTE: (Do not exceed the 5 oz. maximum weight for the entire racer). Seal weight in racer by filling hole with wood dough or plastic wood.
5. Sand entire racer with medium grade sandpaper.
6. Apply 2 coats of sanding sealer.
7. When dry sand with "fine" grade sandpaper.
8. Apply 2 - 4 coats of paint. (Rub racer after each coat of paint dries with .0000 steel wool).
9. When racer is completely dry add decals, numbers and any other details desired.
10. Install wheels and axles. (See Wheel Instructions).

"NOTE": These are General Specifications. Check with your Association or State R. A. Director for any special rules in your state.

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WHEEL INSTRUCTIONS



- A. 2 3/4" Maximum Width
- B. 1 5/8" Minimum Width
- C. 3/8" Minimum Height

FIG. 1

1. When mounting wheels be sure the hub on the wheel is next to the car body as in Fig. 1. See Fig. 2 for location of the hub.
2. Make sure axle slots are clear of any splinters before inserting axles.
3. Insert axles carefully from the sides, and if necessary, remove them for adjustment by pulling straight out.
4. When painting your car insert tooth picks or some other material in the axle slots to prevent clogging.

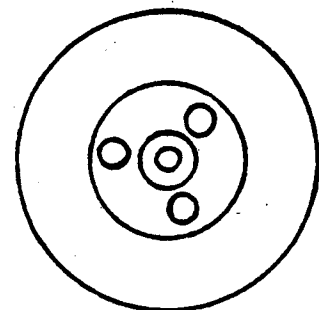


FIG. 2

(as in Fig. 2 the side of the wheel which has 3 round impressions in a triangle around the axle hole has the hub extending from the wheel farther than the other side).