



Tire chart

www.ultitires.eu

G compound			Shore	Blend
Updated X compound high grade type It is mainly suitable for <u>carpet</u> .	Soft	GS	30	Similar to green
	Medium	GM	35	Similar to bleu
	Hard	GH	40	Similar to double bleu

J compound			Shore	Natural
It is mainly suitable for asphalt, It is also suitable for <u>high grip carpet</u> . These offer the most bite and are great for asphalt and as a <u>carpet front tire</u> . It is the standard foam, used all over the world for some time.	Soft	JS	30	Similar to pink
	Medium	JM	35	similar to magenta - double pink
	Hard	JH	40	Similar to lilac - purple

X compound			Shore	Blend
It is mainly suitable for <u>carpet</u> . Traction in the lateral direction works strongly. * XSS only on rear wheels.	Super soft	XSS *	25	Similar to white
	Soft	XS	30	Similar to green
	Medium	XM	35	Similar to bleu
	Hard	XH	40	Similar to double bleu

V compound			Shore
Two types of hardness are available for front and rear wheels. Suitable for high <u>grip carpets</u> . Even asphalt you can get a stable grip.	Soft	VS	30
	Medium	VM	35

Z compound			Shore
One type of rear soft Ultra high grip rear tire. Asphalt, carpet, you can get both high grip.	Soft	ZS	28

Invincible			Shore
The Ulti tire Invincible, is a high-grade 1/12th scale tyres. RS270 - Is easy to use for carpets. R277 - Is easy to use for asphalt. Developed for all racing conditions that normally use "X" compound tyres. the new foam compound offers exceptional side bite, without disrupting balance in high-grip conditions. The tyre are available pre-mounted on black multi-spoke rims and in different hardnesses. The RS270 compound can also be used in combination with Ulti's R277 rubber for even greater tyre choices.	Soft	R277 S	30
	Medium	R277 M	35
	Medium	RS270 M	35

Y compound			Shore	Blend
It looks like a X compound. It is easy to control. There is less wear than X comp High synthetic blend with lower grip. This is not a very popular variety.	Soft	YS	30	<u>Y compound - Not available at Ulti Tires Europe.</u>
	Medium	YM	35	
	Hard	YH	40	