Ultimate GT Series:

Inspired by the very popular Ultimate F1 Series, the Ultimate GT Series is organized for motorsport enthusiasts who want to race realistic looking GT cars for enjoyment and without having to spend too much money on the latest and greatest RC products to be competitive. The main goal of this series is to promote any racers from various skill levels to compete as if in the realistic and regulated racing environment.

Driver and Race Car:

1. Before the first start of the race, photograph will be taken for each driver with his/her race car. A short biography is recommended.
2. The UGT events and scoring will be shown at http://www.facebook.com/ugtseries.

Body, Mirror, and Wing:

1. Please see the list below. Once the racer picks a body, he or she **must finish the series with the same body**. In the event of damage, the same type of body must be used as replacement.
2. Any **realistic GT racing car body**.
3. Body must be trimmed along the factory trim line. No intentional cutting and lowering of body for better air-flow (including side and rear).
4. Any realistic wing is allowed. **No high down-force (scoop) wing** as seen on the race body.
5. Only if the body comes in package with apparent high down-force wing, the total height of the wing cannot exceed **15 mm** and the main wing foil cannot be thicker than **10 mm**.

Body Paint, Lighting and Scheme:

1. **Realistic GT paint style only**. No flame, skeleton, etc. style allowed.
2. Minimum **5 different non-RC sponsors** on the body. Sponsors **must be clearly visible** from a reasonable distance (see the reference page for examples).
3. Headlight and tail-light must be present.
4. Windows must be clear or transparent smoked.
5. Wing must be painted.

Battery:

1. Any 6-cell NiCd/NiMh battery. Or,
2. 2 cell LiPo battery.

Chassis and Weight:

1. Any 1/10 scale 4WD chassis is allowed.
2. 1400g race-ready weight.
3. Any drive configuration (spool, one-ways, gear differential, ball differential, etc.).
4. Maximum width limited to 190mm.

Motor, ESC and Gearing:

1. Handout Team Powers brushed motor only.
2. No motor zapping is allowed.

3. No commutator drop is allowed.
4. Cleaning brush using motor cleaner is allowed.
5. Any brushed ESC is allowed.
6. **Final Drive Ratio of 7.0** or higher only (Absolutely no exception, not even 6.999).
7. Top 3 drivers of each main will be inspected for compliance.
8. Any other driver will be inspected at race director's discretion for fairness.
9. Racer is advised to finish the entire series with the handout motor. **Any motor damaged can be replaced, but will incur a 5-position penalty** on that particular race day for replacement.

Wheel, Tire and Insert:

1. **24mm tires on 24 mm spoke wheels only**. No dish rim allowed.
2. Open tire and insert.

Race Format:

1. 2 minute qualifying for single fastest lap.
2. 3 10-minute mains. Points are calculated by best finish, not by which main the racer is in.
3. 10-12 foot single file starting grid.
4. **Top 3 drivers finishing** the first race of the day will receive "performance ballasts" for the subsequent race, at **180g, 120g, and 60g respectively**.
5. **Top 3 drivers finishing the subsequent race** will receive "performance ballasts" (or in addition to the first race), at **180g, 120g, and 60g respectively**.
6. The total weight of the winning cars will be recorded and weighted before race start. Performance ballasts can only be removed at the end of the race event.
7. **Two mandatory pit stops**, one in first 5 minutes and second after.
8. No dropped races. All races count for points.

Race organizers and directors reserve the rights to seal and ban any loophole found to be unfair and non-sportsmanship.

Race Scoring:

1. **10 points for racing the main**. No point for DNS.
2. **Additional ranking points**. For example, if there are 20 racers in a main, the first scored 20 more points and the last 1 more point.
3. **Additional podium points** for top 3 drivers at 5, 3 and 1 respectively.

Example: A race with 25 entries, the winner receives 10+25+5=40 points. The last receives 10+1=11 points.

See example in the next page 30 registered racers in a main.

Position	Race Point	Ranking Point	Podium Points	Total
1	10	30	5	45
2	10	29	3	42
3	10	28	1	39
4	10	27	0	37
5	10	26	0	36
6	10	25	0	35
7	10	24	0	34
8	10	23	0	33
9	10	22	0	32
10	10	21	0	31
11	10	20	0	30
12	10	19	0	29
13	10	18	0	28
14	10	17	0	27
15	10	16	0	26
16	10	15	0	25
17	10	14	0	24
18	10	13	0	23
19	10	12	0	22
20	10	11	0	21
21	10	10	0	20
22	10	9	0	19
23	10	8	0	18
24	10	7	0	17
25	10	6	0	16
26	10	5	0	15
27	10	4	0	14
28	DNS	3	0	3
29	DNS	2	0	2
30	DNS	1	0	1

Body Paint Examples: