



2009 Roadrunners R/C Slash Baja 1000

Box Stock Slash, with the following modifications allowed.

- Any Radio and receiver
- Any type of connector from ESC to motor and from ESC to battery
- Any shock oil
- Motor coolers or fans, must be powered off of receiver. No external power sources may be on-board

Teams:

- 20 Teams spots are available on a first come first serve basis
- Must have at least 3 drivers per team, no max limit
- Teams cannot have more then (1) Factory chassis sponsored driver

Battery:

- (1) 7.2" , "Nimh" made up of 6 cell "Sub C" size cells
- (1) 2S 7.4 Volt Lipo hard case battery pack

Chassis:

- No modifications may be made to the chassis system. Vehicle must be raced in its stock form.
- Damaged/worn parts supplied on original truck may be replacement with Original Traxxas parts only.

Suspension:

- Both the front & the rear suspension systems must remain in stock form. Original Traxxas parts only. No aftermarket/Hopup replacement components may be installed

Legal Tuning Parts:

- Original Kit Traxxas Progressive White Shock Springs MUST be used
- TRAXXAS Shock Cap may be replaced with Alum Shock Cap #2667
- TRAXXAS Shock FRONT Shafts #1664T ONLY
- RPM 80372 FRONT BEARING CARRIERS
- RPM 80382 REAR BEARING CARRIERS
- RPM 80712 CASTER BLOCKS

Steering:

- No modifications may be made to the steering system.

Bearings:

- Any manufacturer Bearing may be used

Electronics:

- Original RTR Kit electronics Speed Control (XL-5) & Servo (2075) only
- This class is restricted to a stock Traxxas Titan 12T R/C motor

Tires & Wheels

- Original Traxxas Slash Tire and Foam combination
- Original Traxxas Slash 2.2 or 3.0" wheel





Drive line:

- Only the original Traxxas Drive Train may be used. No aftermarket or Hopups replacement drive components may be installed
- Traxxas Steel Planetary Gear Differential Only, No Diff Locking Device or Fluids Permitted.
- Any of the 3 Traxxas spur gears (4683, 4686, or 4690) are permitted.

Starting positions and driving positions:

- Each team will draw from a hat for car number. That will be your heads up starting position and car number
- Your car number drawn from the hat will determine your driving spot on the stand. Your team must always drive from that location on the drivers stand

Turn marshalling:

- Each team is ONLY responsible for turn marshaling their own team's car
- Feel free, but not obligated to turn marshal other teams cars
- You must be on the driving team to be eligible for turn marshaling
- Designated turn marshaling locations will be identified

Pit Stops:

- Pitting times and frequency are completely up to each team's strategy
- When pitting, cars must come off and on the track from pit lane. You must remove your car from pit lane and carry it to your pit area. The car must re-enter the race via pit lane. Only one warning will be issued for this infraction. If a race official see's a car exiting or entering the track any place but pit lane a second time you will receive a 2 lap penalty for each infraction there after.
- **Example:** If a car breaks on the track outside of pit lane, your team must pick up the car and walk or run it to pit lane, then take the car to your pit area for repair and return it to pit lane to re-enter the race.

Tech:

- Free hand out motors will be drawn for and handed out after the drivers meeting, 10 minutes before the race starts
- A second motor will be available to buy, this motor will stay in tech until needed
- All cars will have to go through tech just before the cars are set down at the beginning of the race
- Once cars are teched, they can not go back to the pit prior the race start
- Random tech inspections will happen all day long. These will only happen during team pit stops
- Each car will have a (non tamper) bracelet attached to the chassis. Each time you car is teched by a race official, the bracelet will receive a hole punch from a special shaped punch. During random inspections, you will receive punched holes
- You must have a minim of 3 hole punches by the end of the race or you will be disqualified
- You must finish with the same car you started with
- If you are found to have swapped cars during the race, you will be disqualified from the race and will not get your entry fee back

On board traction/drift device or Gyro's NOT permitted

All Rules subject to change or modification by the Race Director only

