

JDS NDRC National N/FC Rules
UPDATED 8-12

BODY:

1967-1980 American model kit or resin Funny Car bodies only in 1/24 or 1/25 scale.
Lexan, 3D printed, and Styrene vacuum formed bodies are not allowed
Altered wheelbase (AWB) A/FX style bodies are okay

BODY MODIFICATIONS:

No modification to body, other than grinding inside of body to lightening.
No "wedge" cutting to lower body.
Enlarging rear wheel wells is not allowed
No cutting of any kind allowed on the bodies
Maximum wheelie bar opening is 1.125"

WINGS-REAR SPOILERS:

Wings, and spoilers allowed but must be representative of era of body used.
Flat-angle spoilers with spill plates not allowed
Spoilers and wings are not permitted on AWB-A/FX style bodies

ENGINE DETAIL:

Must have scale engine detail mounted atop (or through) body at firewall
Blower with or without injector hat okay
Injector stacks okay

WINDOWS/GLASS:

Must have clear, or lightly tinted windows.
Lexan replacement allowed.
Optional Clear or slightly tinted Lexan or styrene may be used for passenger, and driver windows
No "blacked out" windows.

INTERIOR:

3D driver and full interior card mandatory
Interior card must be painted
Detailing of driver optional but highly encouraged.

CHASSIS:

Inline Chassis only
Axle bearings allowed

FRONT WHEELS/TIRES:

5/8" (.625) minimum, 3/4" (.750) maximum diameter rims.
Front plastic, resin or 3D printed wheels allowed
Wheels must be painted, or chrome plated
MINIMUM front tire diameter is .800 tall.

REAR WHEELS/TIRES:

True scale diameter wheels only.
"Pencil hub" wheels are not allowed.
Plastic, resin, 3D printed, and non-metallic rear wheels are not allowed.
Rear tires. Height: 1 1/8" (1.125) minimum height. Width: 1/2" (.500) minimum.

WHEELIE BARS:

Total length may not exceed five (5) inches from the centerline of the rear axle to the centerline of the wheelie bar axle.

MOTOR

Mid America #610 Phoenix Supra Box Stock Included with Entry

Must use motor received with entry

Comm Drops Okay

Freezing permitted

WEIGHT

Minimum weight 120 grams

RACE PROCEDURE:

Heads-up on a .400 Pro Tree

Single elimination

First is worse

NOTE: In the case of a red light and the competitor in the other lane must cross the finish line.

In the case of a red light and a DNF, the race will be re-run.

The DNF racer will be given five minutes to repair their car. The re-run will be made as soon as possible upon the conclusion of the five minute repair period. If the DNF racer cannot make repairs in time for the re-run, the red light car will be given the win and move to the next round

Qualifying

One pass in each lane

Upon completion of the first qualifying pass racers will return to the starting line, switch lanes, and make their second pass.

Fastest of the two runs will be their qualifying time.

If a racer is unable to make the second pass the first pass will be their qualifying time.

ENTRIES:

Minimum eight car field, Maximum 50 car field

Maximum of two cars per entrant

One entry per car-no double entries

NOTE:

All NDRC general rules apply. Rules are subject to change by NDRC with seven-day advance notice. If it doesn't say it's legal, it's not.