

CLASS 5 Unlimited

OPEN WHEEL – Unlimited Baja Bugs

DEFINITION

Vehicle must be a VW Sedan Type 1 Hardtop or Convertible. 181 Safari, 900 Series Porsche and Karmann Ghia are included

Revised – 02/20/2016



GENERAL REGULATIONS

Entrants in this class shall comply with all applicable general regulations.

COMPETITION REGULATIONS

This class is an open class and all components will be considered open unless restricted herein. Vehicles must have the external appearance of a "Baja Bug".

NOTE: The CR abbreviations listed under this class (I.E. CR1 HELMETS) refer to cross reference listings in the front of this book. These cross-referenced listings are part of the class rules. Where a conflict occurs between the cross-referenced listing and a rule contained under this class, the rule contained under this class has precedence.

SAFETY EQUIPMENT

CR1 HELMETS
CR2 PROTECTIVE CLOTHING
CR3 EYE PROTECTION and DENTURES
CR4 FIRST AID KIT
CR5 EMERGENCY SIGNALING DEVICES
CR6 HORNS
CR7 REFLECTORS
CR8 FIRE SUPPRESSION EQUIPMENT
CR9 SURVIVAL SUPPLIES

SUSPENSION COMPONENTS

Front and rear suspension system may be modified or replaced as long as stock concept (Trailing arms, Swing-axes, IRS, etc.) is retained and wheelbase limit is not exceeded. Stock concept suspension may be substituted for open trailing arm type suspension but wheelbase limit may not be exceeded. Torsion bars and/or leaf springs are optional.

CR10 SHOCK ABSORBERS and BUMP STOPS
CR11 SECONDARY SUSPENSION
CR12 WHEELS and TIRES
CR13 FASTENERS

STEERING and BRAKE COMPONENTS

CR14 STEERING
No center steering wheel is allowed.
CR15 BRAKES

ELECTRICAL SYSTEM

CR16 IGNITION
CR17 BATTERIES
CR18 LIGHTS
CR19 STARTERS

FUEL SYSTEM

CR20 FUEL
CR21 FUEL TANKS
CR22 FUEL FILLER LINES, VENTS, and CAPS

ENGINE, TRANSMISSIONS and DRIVELINES

CR23 ENGINE and ENGINE DISPLACEMENT
Any manufacturer air-cooled, 4 cylinder, single cam, push rod, VW concept engine is allowed. VW 4 cylinder water-cooled engines may also be used. Displacement is open.

CLASS 5 Unlimited

OPEN WHEEL – Unlimited Baja Bugs

DEFINITION

Vehicle must be a VW Sedan Type 1 Hardtop or Convertible. 181 Safari, 900 Series Porsche and Karmann Ghia are included

Revised – 02/20/2016

CR24 ENGINE REPLACEMENT
CR25 TRANSMISSIONS
CR26 THROTTLES
CR27 EXHAUST
CR30 FLUID COOLERS
CR31 AUXILIARY EQUIPMENT
CR32 SUPERCHARGERS AND TURBOCHARGERS

VEHICLE SAFETY EQUIPMENT

CR33 ROLL CAGES
CR34 SAFETY HARNESS
CR35 SAFETY NETS
CR36 SEATING

One or two seats may be used. Position is optional within confines of main cage. No center seating allowed.

GENERAL VEHICLE COMPONENTS

CR37 DRIVER'S COMPARTMENT

Sheet metal front and rear firewalls are required and may be attached to the roll cage. Pedals may be of any manufacture, and location is optional on left side of car.

CR38 DOORS and LATCHES

Doors must remain in original stock location and maintain stock shape and size. Doors may be welded or fastened closed.

CR39 FIREWALLS

CR40 BALLAST

CR42 FLOORBOARDS

CR43 BUMPERS and HAZARDOUS PROTRUSIONS

CR44 MIRRORS

CR45 SKID PLATES

CR46 STORAGE

CR47 FENDERS

Front fenders must be used.

Rear fenders when measured at top center must not measure less than 6" from body. Mounting height is optional. Rear fenders may be made of metal or fiberglass but must have rolled edges. Fenders must resemble a VW Baja bug rearfender.

CR48 CHASSIS and BODY

Single piece front ends allowed. Any body, made of metal or fiberglass may be used as long as Baja Bug appearance is maintained

If convertible body is used, windshield framework must be retained and rear crossover piece forward of engine cover may be removed.

Windshield and window glass is optional but must be shatterproof if retained.

Wheelbase may be altered to a maximum of 105" as measured from front wheel centerline to rear wheel centerline. Combined measurement of both sides cannot exceed a maximum total of 211". This measurement will be taken at ride height.

CR49 HOSES

CR50 IDENTIFICATION MARKINGS

CR51 ADVERTISING on VEHICLES

CR52 RADIO EQUIPMENT

CR53 WORKMANSHIP

CR54 TRACKING DEVICE