

World GT (unchanged for 2015)

Any metal, plastic or resin based chassis construction and configuration may be used.

Any Motor and drivetrain configuration may be used.

Motor type is free choice.

Bodies must be 1/32nd Hard construction made from ABS, Plastic or Resin.

Cars should be any car raced from Jan 1990 and in an FIA homologated race. Cars should be closed wheel, closed cockpit. No prototypical cars allowed inc LMP. Road based cars may be used. All cars are encouraged to have a 'race' colour scheme, either real, or fictional. Race numbers should be present. Where wings were featured on the real car, all effort should be made to ensure that they are present.

Cars should have an interior which can be seen from outside the car. All cars must have clear window glass fitted where it appears on the real car. No part of the motor, chassis, gears or tyres shall be visible when viewed through the windscreen or windows.

All cars must have a profiled driver consisting of at least head, shoulder and arms.

Hubs, axles, gears are free choice. Tyres are also free choice but must not be made from silicon, or include silicon in their construction. Cars must have all wheels present, and must touch the track. Tires may not project beyond body when car is at rest on level track.

Tyres may be glued and trued.

Tyre additives may be used, but tyres must be dry to the touch before racing, and leave no residue on the track. FLBT does not encourage the use of additives on tyres.

No part of the chassis or its components including the guide should protrude past the outer profile of the cars body.