944-SPEC - 944SPEC - low cost wheel to wheel racing

Generated: 5 September, 2025, 19:20

Rule	Change	Reguests	for 2016

Posted by Sterling Doc - 12 Oct 2015 19:03

OK guys, time to hear out RCR's for next years rules. We'll keep this open through the end of the month, and then get the new rules, if any, hashed out.

As always, please bear in mind that rules changes need to be cost effective to existing cars, as well as new builds, and the burden of proof is on why the new rule is needed, not justifying the existing rule - rules stability is key here!

Stay tuned for a big announcement in about a week, as well!

Re: Rule Change Requests for 2016
Posted by JUSTMERACING - 22 Nov 2015 19:51

Yeah. Great.

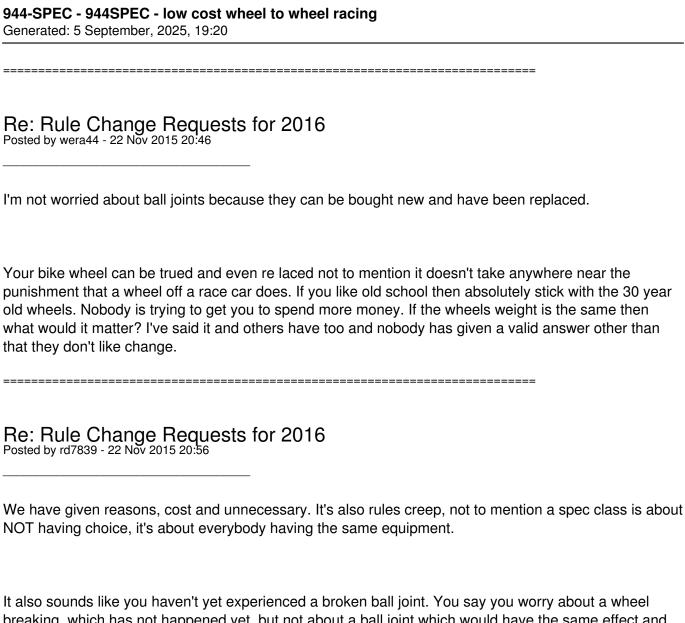
Re: Rule Change Requests for 2016
Posted by wera44 - 22 Nov 2015 20:14

All the parts you mentioned can still be found new. I'm just giving you my perspective.

Re: Rule Change Requests for 2016
Posted by rd7839 - 22 Nov 2015 20:28

I wonder what it says that my road bike is old school and made of metal(titanium) and that my wheelset is geared towards crappy roads instead of light weight? My everyday bike has 15ish year old Ksyrium Elite's and I don't think twice about bombing downhill at 40+ mph. My old school Pinarello has 30+ year old Mavic Open Pro's and again no worries! Heck, I don't even have a newfangled compact crankset and still have fun and climb everything. I think that's why I always vote to stay old school.

BTW, if you drive a late offset car you should be more worried about balljoint failures and not wheels. They absolutely have and will fail with bad results, I've seen it before many times.



It also sounds like you haven't yet experienced a broken ball joint. You say you worry about a wheel breaking, which has not happened yet, but not about a ball joint which would have the same effect and happens regularly. Plus, those "new" ball joints are pressed into the old aluminum arm, usually with a cheezy plastic cup. I personally would never run a late car, or at least change to early offset.
