

JCONCEPTS

Tire selection guide -

Tire selection should be based on track conditions and will greatly affect your car's performance. In general, tires with large spikes should be chosen for tracks with loamy, fluffy, or wet dirt. Soft compound tires with small pins should be used for hard-packed, dusty, or slick tracks. Hard-packed, high-bite, abrasive (blue groove) tracks require tires with small pins and a slightly harder compound. Front tire selection and wear can dramatically affect steering and performance on hard-packed tracks.

Check driver setup sheets for recommended tires before attending large events. Always be prepared for changing surfaces and conditions with your tires. Typically, most handling problems can be tracked to worn-out or the wrong tires.

Although it is impossible to classify every track type and surface, the following guide can be used to give you some direction and help in tire selection. Most tracks have either hard or soft surfaces and one or more of the various conditions noted.

Soft surfaces:

Sand/Soil:	Loose sand or topsoil covers part of the surface.
Loamy:	Wet, loose dirt covers most of the surface.
Ruts:	Potholes and wavy sections develop.
Wet:	Condition where the surface has moisture in it.
Dry:	Dry, loose dirt covers most of the surface.

Hard surfaces:

Wet:	Condition where the surface has moisture on it or in it.
Hard Slick:	Surface packs but does not take rubber. Usually dry looking.
Abrasive:	Natural abrasion also accelerates wear.
Blue Groove:	Rubber has been laid down creating a dark groove. Usually has some dust on it.
Black Groove:	Heavy amounts of rubber have been laid down. Usually has minimal dust.
Broken:	Holes, ridges, or scaling of the track.

Tire construction:

The combination of the tread/carcass design and the rubber compound strongly affect how well tires work on different track conditions. The construction/tread affects the way the tire reacts to directional loading and how it presents the compound to the track surface. The compound affects the way a tire handles surface irregularities, as well as the friction or bite as it contacts the surface.

JConcepts Tire Compound Key:

Yellow = Medium – all conditions
White = Medium – groove conditions
Blue = Soft – all conditions
Gold = Indoor Soft – indoor conditions
Green = Super Soft – all conditions

How to read the tire guide:

Tire Grading: A = Excellent B = Good C = Fair (-) either not recommended or available in that compound

Looking at the chart for 3008 Goose Bumps, for Ruts from left to right; it is rated A in Yellow compound and B in Blue compound. It is either not recommended or available in White, Orange or Green compound.

If a tire pattern has five (-----) under a surface, it is not recommended for that surface in any compound.



JConcepts Tire Application Chart **Compound Key - Y = Yellow, W= White, B = Blue, Go = Gold, Gr = Green**

FIT	PART#	TIRE	SOFT SURFACE					HARD SURFACE							Indoor
			Sand Soil	Loamy	Ruts	Wet	Dry	Wet	Hard Slick	Abras.	Blu. Groove	Blk. Groove	Broken	Clay	
			Y, W, B, Go, Gr												
1/10th Buggy Front	3000	Groovy - J82	A --- B	A --- B	A --- B	A --- B	A --- A	A --- A	A --- A	A --- B	A --- B	A --- B	A --- A	-----	
	3004	Groovy	----- B	----- B	----- B	----- B	----- A	----- A	----- A	----- B	----- B	----- B	----- A	-----	
	3005	Rounder	-----	-----	-----	-----	-----	----- B	----- B	----- A	----- A	----- A	----- B	-----	
	3017	Bar Codes	-----	-----	-----	-----	-----	-----	-----	--- A -	--- A -	--- A -	-----	-- B A -	
1/10th 4WD Front	3003	Double Dee's	----- B	----- B	----- B	----- B	----- A	----- A	----- A	----- A	----- B	----- B	----- A	----- B	
	3019	Goose Bumps	----- A	----- B	-----										
	3020	Bar Codes	-----	-----	-----	-----	-----	-----	-----	--- A -	--- A -	--- A -	-----	-- B A -	
1/10th Buggy Rear	3002	Double Dee's	----- B	----- B	----- B	----- B	----- A	----- A	----- A	----- A	----- B	----- B	----- A	----- B	
	3016	Bar Codes	-----	-----	-----	-----	-----	-----	-----	-- B A -	-- B A -	-- B A -	-----	-- B A -	
	3018	Goose Bumps	----- A	----- B	-----										
1/10th Truck Front	3028	Carvers	----- A	----- B	----- B	----- B	----- A	-- B --							
1/10th Truck Rear	3006	Double Dee's	----- B	----- B	----- B	----- B	----- A	----- A	----- A	----- A	----- B	----- B	----- A	----- B	
	3023	Goose Bumps	----- A	----- B	-----										
	3021	Bar Codes	-----	-----	-----	-----	-----	-----	-----	- A - A -	- A - A -	- A - A -	-----	-- B A -	
1/8th Buggy	3007	Double Dee's	-----	-----	-----	B - B --	A - A --	A - B --	A - B --	A - A --	-- A --				
	3008	Goose Bumps	A - B --	A - A --	B - B --	A - B --	-----								
	3009	Hit Men	A - B --	A - A --	A - B --	A - B --	A - A --	-----							
	3010	Cross Hairs	A - B --	A - A --	A - B --	A - B --	A - A --	-----							
	3026	Double Cross	A - B --	A - A --	A - B --	A - B --	A - A --	-----							
	3029	Sevens	-----	-----	-----	B - B --	A - A --	A - B --	A - B --	A - A --	-- A --				
	3031	Crowbars	A - B --	A - A --	A - B --	A - B --	A - A --	-- A --							
1/8th Truck Std.	3011	Double Dee's	-----	-----	-----	B - B --	A - A --	A - B --	A - B --	A - A --	-----				
	3012	Goose Bumps	A - B --	A - A --	B - B --	A - B --	-----								
1/8th Truck Half-Ups	3024	Double Dee's	-----	-----	-----	B - B --	A - A --	A - B --	A - B --	A - A --	-- A --				
	3025	Cross Hairs	A - B --	A - B --	A - B --	A - A --	A - B --	A - B --	A - A --	-- A --					

Yellow = Medium - all conditions
White = Medium - groove conditions
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Gold = Soft - Indoor conditions
Green = Super Soft - all conditions