

MINI 4WD DEALER GUIDE



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TAMIYA MINI 4WD RACING

This Tamiya Mini 4WD Dealer Guide has been designed to familiarize you with Tamiya's exciting Mini 4WD race cars and to help you attract a whole new generation of hobby customers to your store. It provides everything you need to begin your own Mini 4WD Racing program. The lists, rules and information that follow have been proven in use at Tamiya Mini 4WD Races throughout the world.

WHAT ARE THEY? ...AND WHY ARE THEY SO MUCH FUN?

- Tamiya Racing Mini's are 1/32 scale snap-together, four-wheel-drive, action model kits.
- Easy assembly: Just snap the parts together, add the colorful stickers, install batteries, and you are ready to go.
- Build for looks or increase performance by using Tamiya 4WD Tune-Up Parts.
- The versatility of these fun-filled mini models encourages modelers to use their imagination.
- Races are regularly held for those who want to put their Mini 4WD skills to the test.
- Tamiya offers race tracks for home use or in-store promotions.



Imagine the benefits of bringing young, new customers into your store to enjoy the low cost, hands-on fun of Mini 4WD. The skills they use learning to build, customize and race these models are the same skills they will use in scale model building and running R/C cars. We'll explain how you can offer a program to attract new business and how these new modelers can use the cars they buy from you to compete and win in a series of organized, regularly scheduled races. Mini 4WD race cars, in fact, can provide fun for a whole new family of customers!

TAMIYA MINI 4WD GIVES YOU ALL OF THESE ADVANTAGES AND MORE

NEW AND FUTURE HOBBY CUSTOMERS

- Bright colors and creative designs make Mini 4WD Racers extremely attractive to the youth market.
- Mini 4WD builders are the next generation of modelers and radio control vehicle enthusiasts.
- Create future business with these new, hands-on builders.

BRING IN MORE BUSINESS

- Increase store sales with Mini 4WD kits.
- Mini 4WD collectors will want all the latest kits.
- Generate repeat business for Tune-Up Parts, Dress-Up Parts, accessories and home tracks.

LOW COST

- Mini 4WD Racing is economical; the entire family can afford to get in on the fun and excitement.
- No permanent racing site is required for Mini 4WD racing.
- Track layout can be expanded and easily modified.

EDUCATIONAL

- Children learn mechanical skills, how to follow directions, and how to solve problems.

ATTRACTS A WIDE RANGE OF PARTICIPANTS --- BEGINNERS TO ADVANCED

- Beginning racers can compete with basic equipment.
- Racers can be classified by age group (i.e., 6-12 yrs. or 12 yrs. and over).
- Tune-Up Parts will keep tinkerers interested.

GENERATES A WEALTH OF PUBLICITY FOR YOUR STORE

- Promotes great word-of-mouth advertising.
- Kids spread the word to their friends.
- The local press loves new and different events.
- Can be easily promoted through your Facebook, Twitter and other social media accounts.

MAKES YOU THE LOCAL EXPERT

- Your store becomes the hub of Mini 4WD racing in your area.
- You will know the hot set-ups and which parts work best.
- Racers will come to you first for answers, advice, and merchandise.

FUN AND EXCITEMENT KEEPS RACERS INVOLVED

- Try special events like endurance races.
- Concours contests (best looking).
- Parent/child tournaments.

TAMIYA RACING MINI 4WD ATTRACTS NEW HOBBY AND RACING ENTHUSIASTS.

- Tamiya quality products.
- An inexpensive introduction to hobbies.
- Kits come complete and require no glue.
- Easy to assemble.
- High performance, action models.
- Modify for additional fun and increased performance.

ABOUT MINI 4WD

Mini 4WD's were introduced by Tamiya in 1982. Since then, seven series' of Mini 4WD's have launched in the US market: The Super Mini 4WD series, the Fully Cowled Mini 4WD series, the Racing Mini 4WD series, the Aero Mini 4WD series, the Pro Mini 4WD series, the REV Mini 4WD series and the Mechanical Mini 4WD series.

A cement-free snap together kit, Tamiya Mini 4WD's are basically "plastic model kits". Many upgrade parts are available for performance improvement. For example, using optional ball bearings helps to minimize friction loss and utilize motor power more efficiently. By selecting the right Tune-Up Parts, you can enhance the performance of your car or enhance its stability in curves and during acceleration.

Besides enhancing performance, you can customize your Mini 4WD to make it special or unique. Get creative while "tuning up" your car. Try cutting material out of your car to make it lighter or painting it with vivid colors. Tamiya's Mini 4WD's give you the excitement of racing as if you were the car designer, engineer, and the racing driver.

Mini 4WD snap together kits are reasonably priced and can be considered a learning experience for many kids. They are easy to assemble, objects of pride and accomplishment for children and their parents. By assembling their own cars, modifying and racing them, children gain a sense of competitiveness and creativity, lacking in many contemporary pastimes.



MINI 4WD BASIC KNOWLEDGE

You can enhance the performance of your Mini 4WD by using Tamiya's many upgrade parts to provide it with better cornering or faster speed. To do this, you need to know the basic elements of Mini 4WD.



MOTOR

Installation of tune up motors is the best way to increase the speed of your car. There are many kinds of motors available for upgrade. All of them achieve higher performance than the standard motor included in the kit. It is essential to select the right motor since some are designed for top speed, while others are set up for cornering.

GEAR RATIO

At a given output power of the motor, top speed and acceleration is determined by the gear ratio. Comparing a 4:1 gear ratio and a 5:1 gear ratio, the smaller 4:1 ratio is more suitable for speed oriented circuits, while the bigger 5:1 produces quicker acceleration with lower speed.

PERFORMANCE DIFFERENCE AMONG THE VARIOUS GEAR RATIOS

Different gear ratios are available for your choice. Use a small ratio for straightway courses and a big one for technical courses with many curves and track elevations. Set up the gears according to the track you are racing on.

TIRES

Tires are an important part of your car and have a great influence on its performance. Not only the wheels themselves, but their weight, diameter, and width should also be taken into consideration according to the type of course you are running.



DIFFERENCE IN DIAMETER

Small diameter: Good for a quick start, but not for top speed. Small diameter tires lower the center of gravity and help your car corner better.

Large diameter: Good top speed and suitable for long straights. Better shock absorption for bumpy course joints.

DIFFERENCE IN WIDTH

Wide tires: Provides stability during cornering. Good for technical courses with up-hills, curves, and elevation changes.

Narrow tires: Good for straightway courses. Less drag on the motor and may have the advantage of longer run times. They provide less drain on the batteries.

DIFFERENCE IN MATERIAL

Rubber: Included in the kit. Weighs more than the sponge type, but useful for jumps and lowering the center of gravity.

Sponge: Weighs less than rubber, but with lower grip characteristics.

Reston: Lighter than the sponge type and better gripping. These can be used for all kinds of wheels.

TIRE MAINTENANCE

Use transparent tape to clean sponge type tires. Blue 3M masking tape for home painting works well too. Clean rubber type tires with an eraser and remove the eraser pieces with tape.

WHEELS

Wheels, as well as tires, play an important role in tuning your car. There are various types with different diameters and structures. Select the right one for your application.

All of the different sized wheels can be used for the Super Mini 4WD series, however, if you have a Fully Cowled Mini 4WD, body modification will be required if you use anything other than the standard size wheels which fit under the body being used.



TYPES OF WHEELS

Small diameter type: Narrow Wheels (standard for the Fully Cowled Mini 4WD), Wide Super Low-Height Wheels, Wheels for semi-pneumatic tires.

Large diameter type: Included in a Super Mini 4WD, Pro and REV snap together kits. Lots of designs are available.

One Way type: Light One Way Wheels, Wide One Way Wheels, Low-Height One Way Wheels, Narrow One Way Wheels (exclusive for the Fully Cowled Mini 4WD).

NORMAL WHEELS VS ONE-WAY WHEELS

Normal: The speed of the wheels at both sides of a car is the same. This is good for the straights, however the outer wheel tends to be dragged during cornering and this may slow your car down.

One Way: The outer wheel rotates faster than the inner wheel does. This ensures smooth cornering and is preferred for technical courses with many curves.

ROLLERS

Rollers are a must when racing on walled circuits. They help your car negotiate corners smoothly. Key points in using rollers are their size, location, and angle.



HANDLING SETTINGS BY ROLLER SIZE

Same size: Standard setting. Front and rear rollers have the same diameter. This makes your car easier to run straight since rollers are lined parallel when they contact a wall. Also minimizes power loss.

Bigger in front: Front roller diameter is bigger than that of rear roller. Suitable for courses with many corners since this pushes your car towards the inside of the course when rollers contact a wall.

Smaller in front: Rear roller diameter is bigger than that of front roller. This makes your car run along with a wall. Gives stability during cornering, but creates power loss.

RACING WITH MINI 4WDS

The true appeal of Mini 4WD can be found in racing them. Many kids compete in events put on by their local retailer. It can be as exciting as real full size racing. Start your own Mini 4WD racing program and see how it can improve your business. There are formal rules and regulations for Tamiya Mini 4WD Racing which makes the racing consistent and fair. The challenge of Mini 4WD racing is not just making them go fast, but in analyzing and improving your car, expressing your creativity and making new friends. This is what sets Mini 4WD racing apart from many of the other activities available to youngsters today, and what has made Mini 4WD so successful for over 30 years!

HOLDING A MINI 4WD RACE

Racing is the life line of your Mini 4WD business. Races drive the need for racers to improve their cars, get their creative juices flowing and get them interested in adding Tune-Up Parts. Without the support of a regular racing program your Mini 4WD business will never reach its full potential. The cars on the shelf will not sell themselves without a racing program of some kind. The following section will provide you with Rules, Format, Forms, Example Fliers, and Social Media advice to help you set up a racing program that will create excitement and generate greater sales.

RULES

Mini 4WD's come alive on the race track at competitive events held for these cars across the globe. Here are the recommended basic rules for running an official Tamiya Mini 4WD event:

TYPES OF VEHICLES

1. Tamiya cars and official Tamiya made parts only.

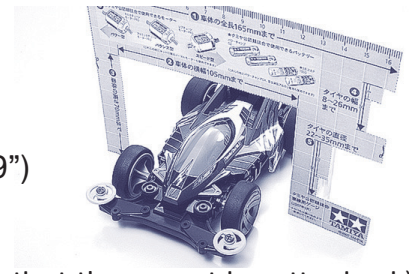
RACING CAR FEATURES

1. All machines must be four-wheel drive. Modifications that result in rear-wheel or front-wheel drive are prohibited.
2. The body must be secured properly to the chassis so that it will not come off during the race. Tamiya stock or Hop-Up bodies are allowed and may be modified by the racer. Unrealistic body modifications or scratch built tube frames are not allowed.

- Race cars that may be a potential hazard to the track or other cars are not allowed to race.
- All cars must be inspected by the race officials. All components must comply with the rules and regulations. Cars that have not passed inspection may not participate.
- All cars must fit in an official Tamiya Mini 4WD Car Dimension Checker.
- Possession of a spare car is permitted on the condition that the features and degree of modification are identical with the approved car. Spare car is also required to pass inspection. Cars cannot be switched during the same heat race.
- Roller requirements: Maximum of 6 rollers total.

SIZE OF CARS

- Maximum width (including rollers, etc.) 105mm (4.13")
- Maximum height (including rear wing) 70mm (2.76")
- Maximum length (including bumper, stabilizer, etc.) 165mm (6.49")
- Minimum ground clearance 1mm (.004")
- Minimum weight, ready to run 90gms
- Front and Rear Tires: Diameter: 22-35mm, Width: 8-26mm (Note that tires must be attached.)



Width	Length	Height	Ground Clearance	Tire Diameter	Tire Width	Weight	Rollers	Drivetrain	Gears
Under 105mm Including all attached parts	Under 165mm Including all attached parts	Under 70mm Including wing	Over 1mm From flat surface	22-35mm Both front & rear	8-26mm Both front & rear	Over 90g w/ motor & batteries	Up to 6 Including front & rear, left & right	Must be 4WD	Must be installed according to the set gear ratio

MOTORS

- Cars must use the stock 130-type motor included in the kit or motors available in the Tamiya Tune-Up Parts range.
- All cars are limited to one motor only.
- Motors cannot be modified, externally or internally.
- Some events may limit the type of motor that may be used depending on the class structure.

POWER SOURCE

- All cars must use two AA batteries of either Zinc/Carbon, Alkaline or Ni-Cad type.
- Batteries that have been tampered with or which have torn coverings will not be allowed.

TUNE-UP OR HOP-UP PARTS

- Tune-Up Parts are limited to Tamiya only.
- Parts may be modified as long as they meet regulation requirements.

MODIFICATIONS

Please use the following guidelines when modifying a car. **Note:** these modifications are not permissible in a "Box Stock" class where the car must be built per the instructions with absolutely no modifications.

- Body and chassis may be trimmed, drilled or sanded to lighten.
- Modifications made to car using Tamiya parts are allowed.
- Scratch built parts are not allowed

4. Scratch built chassis or alteration of the wheelbase is not allowed.
5. Gears may be modified for weight savings, but changing the number of teeth is prohibited.
6. The car must be fitted with stock or Tamiya Tune-Up Part wheels and tires. Wheels and tires can be modified providing they are not potentially damaging to the track, other race cars, or entrants.
7. Stock bodies may be modified as long as they retain their basic appearance.
8. Battery terminals and electronics must be stock or from available Tamiya Tune-Up Parts.
9. Modifying the chassis to expose gear components is prohibited.

DECORATING BODIES

1. All race cars must be individually distinguishable. Paint and apply stickers to your 4WD to suit your liking.

VEHICLE INSPECTION

1. All cars must be inspected by the race official prior to racing.
2. No changes may be made to the car once it has passed inspection.
3. Race officials may randomly inspect any car at any point of the race. Cars found not to be in compliance will lose all previous results. Entrant must bring cars back into compliance with the rules in order to return to the event.

PENALTIES

1. When an entrant is found pushing, throwing or releasing a car prior to the starting signal, the race director may impose a penalty such as additional time or restart the race.

DISQUALIFICATION

The focus for these events is fun. However, racers may be disqualified for the following reasons:

1. If the car is potentially damaging to the track, other cars, or racers.
2. When the car is found to have been intentionally modified to interfere with others during racing.
3. If the racer intentionally disrupts other cars, or the track, while racing is in session.
4. Modifying the car after inspection.
5. Disobeying officials or disrupting the race.
6. Displaying non-sportsman like behavior that is disruptive to others.

RESTRICTIONS

1. A car may be used by only one person (two or more persons may not share a car).
2. Age restrictions may apply to some classes or events.

CONCOURS D'ELEGANCE

Sometimes it's fun to show off your customer's hard creative work. Try a "Best Looking Mini 4WD" contest as part of your event. Use the guidelines below to judge your event.

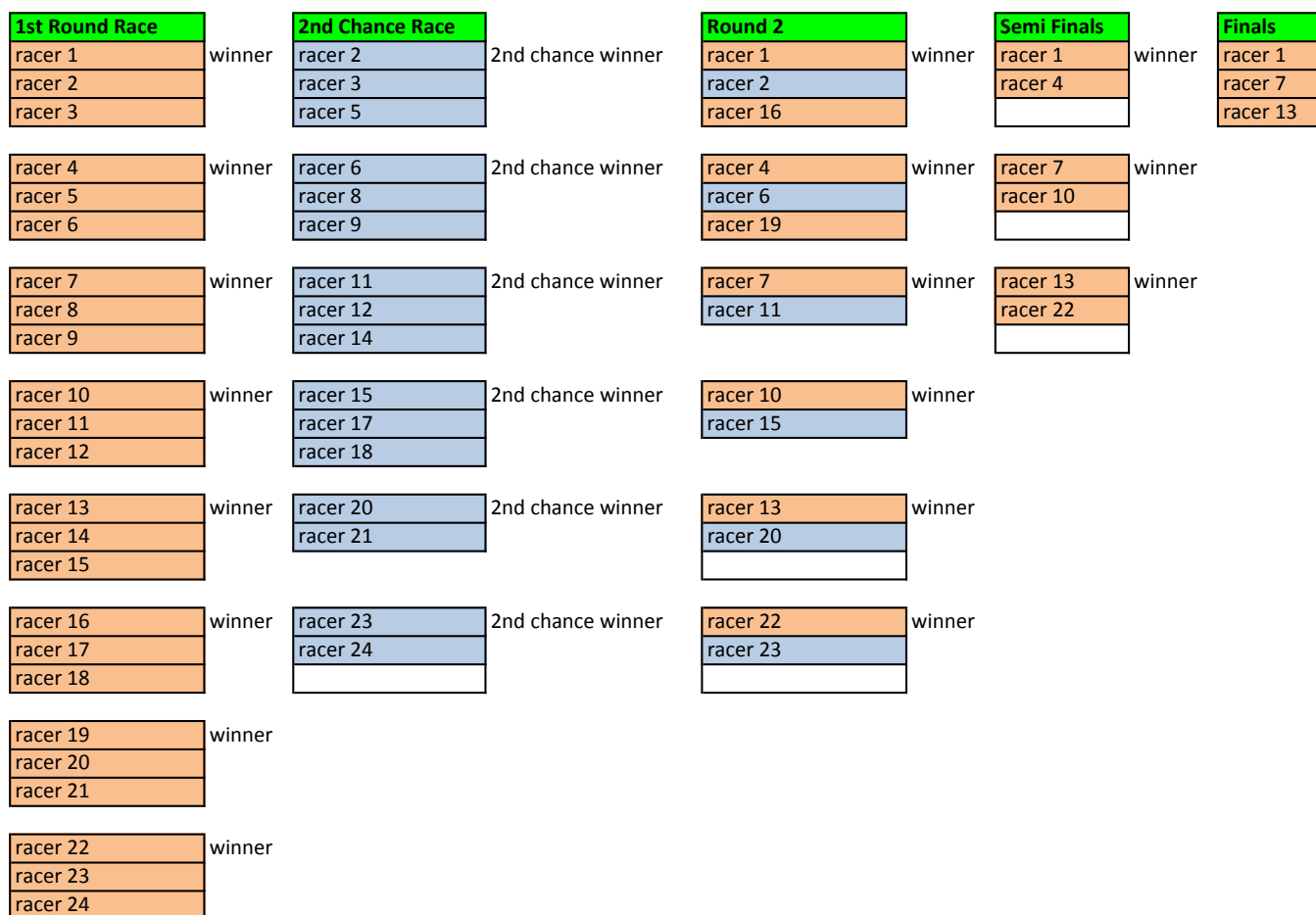
1. Awards will be presented to the cars that display the best finish, workmanship, and overall appearance.
2. Concours entries are not limited to race participants.
3. Concours contests may be held at the discretion of the race director.

RACE FORMAT

Mini 4WD races can be held in your store, outside in your parking lot, or in a shopping mall. The portable nature of the track makes it possible to set up a Mini 4WD track almost anywhere. Wherever you do set up your Mini 4WD race, keep in mind that making the event visible to the general public will create more interest for your store while attracting new customers in the process.

Your Mini 4WD race can be set up in a number of ways. Here is one format that we find popular among many of the dealers running races. It is structured to move quickly without a lot of extra work on the dealer's part.

Follow along using the flowchart to help visualize your event.



DIVIDE YOUR RACERS BY CLASS

Classes can be designed to segregate your racers by age or by level of equipment. Some dealers even bump drivers who repeatedly win a particular class to a more advanced class so that other, newer racers have a better chance. Once your drivers are divided by class, you can enter them into the heat sheet.

Enter your racers into the spaces under "1st Round Race." You can put them in any order that you prefer. Once all of the racers are entered onto the form you may begin your first round.

RECOMMENDED RACE CLASSES

Tamiya recommends the following race classes to keep things simple.

1. **Box Stock (12 and under):** The cars MUST be built per the instructions with ALL the included parts. No car modifications are permitted. No option parts are permitted.
2. **Box Stock (all comers of all ages):** Same as above except any age group is permitted to race. No car modifications are permitted. No option parts are permitted.
3. **Super Stock:** The included stock motor must be used and you may use ANY Tamiya Tune-Up Part available. Chassis and part lightening, cutting and modification are strictly prohibited. You may only tune your car with Tune-Up Parts and Accessories.
4. **Modified:** Anything goes! Make you Mini 4WD car go as fast as possible with any Tamiya motor, and Tune-Up Parts. Modify your car with creative chassis cutting and lightening, but make sure your car abides by the “dimension” rules.

RUN ROUND ONE

Assuming you are using the 3-lane track (the Heat Sheet groups the racers into threes for that reason), you will bring the first group of 3 up to race. Have the racers turn on their cars and hold them above the track in their assigned lane, motors running and the wheels spinning free.

When the starter signals, the racers drop their cars onto the track. At the end of the prescribed number of laps, usually 3, 6, or 9, the first racer to cross the start/finish line in the lane they started is the winner.

Write the winners name in the column marked “Round 2,” the losers names will go into the spaces under “2nd Chance Race.” Continue in this fashion until all of your racers have completed the 1st Round.

BEGIN THE SECOND CHANCE ROUND

The Second Chance Race is next. Proceed with this round just as you did the last, with the exception that only the winner will advance to the next round. Write the winners name in the spaces under “Round 2.” The two losers are now retired.

RUN ROUND 2

Round 2 consists of the winners from round 1 and the winners from 2nd chance. Run this round in the same way that you ran the 1st round and the 2nd chance round. Move the names of the winners into the semi finals column where those racers will perform one more round in order to advance to finals.

RUN THE FINALS ROUND

The Finals round is just a continuation of the Semi Final format. Continue to run finals until you have a winner. The more racers you start out with the more final rounds you will run.

GIVE OUT THE AWARDS

Once all the Finals are completed, it is time to reward your winners. Prizes do not need to be elaborate or expensive, but you should hand out something that the racer can take home and brag about. You would be surprised how much a simple ribbon can mean to a novice racer. Some dealers prefer to use “Race Bucks” which the winner may apply to a purchase at the host store, some use simple plaques or Tamiya Tune-Up Parts. Whatever you choose it is your way of thanking your racers for their business.

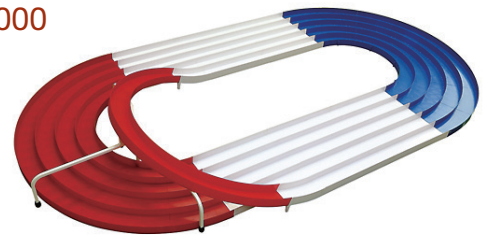
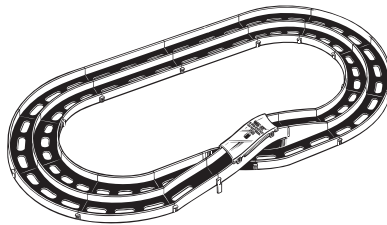
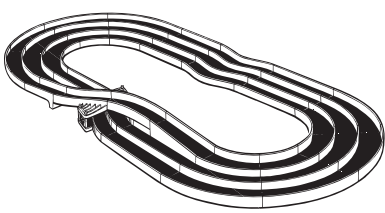
MATERIALS

Here is a list of materials that you will need to run your program.

THE TRACK

Tamiya makes a 3 lane track (Japan Cup Jr. Circuit, part #69506) that is perfect for hobby shop racing programs. A single track will give you a compact racing venue that is easy to set up and break down. By adding another track you can increase the number of layouts that are possible. It is recommended that you change the layout of your race track often (ideally, every race should be on a different track layout). This will encourage the drivers to tune their cars to the specific needs of that particular design, keeping interest high. Tamiya has individual track sections available so you can come up with unique designs, or use the suggested layouts shown in this guide. Whatever layout you decide on we recommend that you set your track on the ground, or very close to the ground. The cars can jump the track and if you have youngsters with their faces very close to the track, there is the possibility that someone may get injured. Having the track at ground level will reduce the risk of injury.

For more information about the different tracks available please visit:
<http://www.tamiyausa.com/items/mini-series-40/racing-circuits-55000>



STANCHIONS

Spectators will want to get right up to the edge of the track, making it difficult for racers to move around the track, so you will need something to keep them back. A stanchion can be as simple as a length of PVC sprinkler pipe in a bucket of concrete or as fancy as those you see at your local movie theater or fast food emporium. The use of ribbon or tape between stanchions will provide a handy way to keep your track area clear and spectators out of harm's way.

REGISTRATION FORMS

Use the forms provided in this guide or create your own.

INSURANCE

Not many people would run a business without some form of liability insurance these days, but even if you do have a policy that you think will cover your event, it is recommended that you check with your agent to ensure that your coverage is sufficient. Be aware that your policy may cover your event within the store but may not cover one in the parking lot; check with your agent. For a race outside your store, your center may require a certificate indicating proof of insurance and may ask to be named as an additionally insured party. Your insurance company will usually provide these at no charge for a specific event.

RELEASE OF LIABILITY

In these litigious times, it is important to protect yourself and your business. We recommend that you have your racers (or the parents of your racers, if they are underage) sign a legal release. We have provided a model for you to use, but we cannot guarantee that it will protect you from litigation or from a judgment against you.

FIRST AID KIT

It is unusual for racers to get injured at a Mini 4WD event, but in the event that someone does, we recommend that you have a first aid kit available just in case.

HEAT BOARD

A dry erase board or a large pad of butcher paper is great for posting the race flow chart. This is completely optional, as you can simply call the racers up when their time to race arrives, but racers will appreciate seeing the progression of the race.

PA SYSTEM OR BULL HORN

Although you will not need one right away, as your race grows and entry lists become bigger, it can be a real challenge to communicate. A Public Address system will allow you to speak to your racers and to your spectators as well.

TABLES

Supplying tables and chairs for your tech inspectors and race director is a good idea for comfort.

PRIZES

Don't forget prizes to award to your winners. Examples: Ribbons, plaques, race bucks, whatever you choose to give out, a prize makes it all worthwhile for the youngsters attending your event. Bragging rights mean a lot, and a racer who has something to show for his/her win is a happy racer.

RAFFLES

A great way to keep attendees and racers interested is to hold raffles every so often during the event. A perfect time to hold the first raffle is between the end of round ONE and round TWO. It's also a good idea to mix up the incentives offered throughout the raffles in order to keep the racers and attendees interested in staying for the award ceremony.

PERSONNEL AND STAFFING

The great thing about a Mini 4WD Race is that it is easy to set-up and easy to run. It will not take a lot of employees to get one going. Track set-up can easily be handled by one person, unless you have a particularly elaborate track. Running the race will require a starter and some volunteer car catchers. A play-by-play announcer will generate much more excitement and attract more spectators. If you are inspecting cars for compliance with the rules, one knowledgeable inspector will suffice.

STARTER

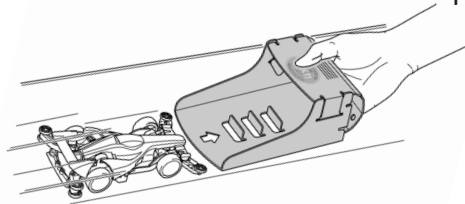
The starter will gather the three racers, bring them to the starting line, and start the race. When the cars have completed the requisite number of laps, he will announce the winner and have the racers pull their cars from the track.

ANNOUNCER

The announcer works in conjunction with the starter to organize the race and keep it running smoothly. He will also provide the spectators with information on the hobby including cost, skill level, variety of kits, etc.

CAR CATCHERS

Since it is possible for the cars to leave the track if they are not set up properly, it will be helpful to have a few racers stationed at strategic places around the track to catch cars as they de-track. The Tamiya Car Catcher is also helpful to use when a faster car catches up to a slower car on the race track.



INSPECTOR

To ensure that everyone is playing by the rules, it is a great help to have a designated inspector to examine each of the cars before they run.

LEGAL RELEASE FORM

To protect yourself from any accidents or problems which may arise during the course of your racing events, you should have all racers complete and sign a Liability Release Form before they put their cars on the track. Racers should sign this form when they check in at every race event. The form which follows is an example of a standard Release Form.

LEGAL RELEASE FORM

In consideration of the acceptance of my application for entry in this event, I hereby waive, release and discharge any and all claims for damages, for death, personal injury or property damage which I may have, or which may hereafter accrue to me, as a result of my participation in said event. This release is intended to discharge in advance the promoters, the sponsors, the promoting clubs, the officials, any involved municipalities, or other public entities (and their respective agents and employees), from and against any and all liability arising out of or connected in any way with my participation in said event, even though that liability may arise out of negligence, or carelessness on the part of the persons or entities mentioned and released above.

I further understand that Mini 4WD Cars may reach high speeds and velocities and that Mini 4WD car races are of a competitive nature, I also understand that serious accidents may occur during Mini 4WD car races, and that participants in these races may sustain mortal, or serious personal injuries, and/or property damage, as a consequence thereof. Knowing the risks of Mini 4WD car racing nevertheless, I agree to release and hold harmless all of the persons, or entities mentioned above who (through negligence or carelessness) might otherwise be liable to me (or my heirs or assigns) for damages. It is further understood and agreed that this waiver, release and assumption of risk is to be binding on my heirs and assigns.

Signature _____	Print Name _____	Date _____
Signature _____	Print Name _____	Date _____
Signature _____	Print Name _____	Date _____
Signature _____	Print Name _____	Date _____
Signature _____	Print Name _____	Date _____
Signature _____	Print Name _____	Date _____
Signature _____	Print Name _____	Date _____
Signature _____	Print Name _____	Date _____
Signature _____	Print Name _____	Date _____

REGISTRATION FORM

Use this example form, or create your own.

1. NAME _____	CLASS _____	AGE _____
2. NAME _____	CLASS _____	AGE _____
3. NAME _____	CLASS _____	AGE _____
4. NAME _____	CLASS _____	AGE _____
5. NAME _____	CLASS _____	AGE _____

ETC.

SAMPLE PRESS RELEASE

Insert information on your event and location where you see the RED parenthesis:

(Hobby Shop Name)

(Address)

(City, State & Zip)

Mini 4WD Racing Comes to (Your Town)

Kids and Adults Alike Compete with These Small Scale Racers

For Immediate Release:

(Today's Date)

Contact: (Your Name)

(Company Name)

(Phone Number)

(City) On (day, date) at (start time), (your store name) will host a Mini 4WD racing event open to all owners of these fast and fun 1:32 scale racers.

Mini 4WD has become one of the world's largest and most popular hobbies. In just a matter of a few years, people from all over the world have discovered the excitement of building and setting up these simple snap together 1:32 scale kits and competing against their friends and neighbors. Tamiya first introduced Mini 4WDs back in 1982, and in the intervening years, Minis have become the most popular racing activity in the world, with literally millions of kits sold every month. The hobby has spawned animated television shows, comic books, and in Japan there is even televised coverage of Mini 4WD racing events.

(Store name) holds Mini 4WD races every (day or interval) and is located at (your location).

Registration is open at (time), and racing starts at (time). Everyone is invited to come and browse or to register for the race. For further information on Mini 4WD please contact (store name) at (phone number) between (store hours), (days open).

SAMPLE MINI 4WD EVENT FLYER WORDING

(Insert store images and product images at your discretion)

GO MINI WITH TAMIYA'S EXCITING MINI 4WD RACERS

WHAT IS MINI 4WD RACING?

- Tamiya Racing Mini's are 1/32 scale snap-together, four-wheel-drive, action model kits.
- Easy to assemble: just snap the parts together, add the colorful stickers, install batteries, and you are ready to go.
- Build for looks, or increased performance by using Tamiya 4WD Tune-Up Parts.
- The versatility of these fun-filled mini models encourages modelers to use their imagination.
- Races are regularly held for those who want to put their Mini 4WD skills to the test.
- Tamiya offers home sized race tracks as well.

HOW DOES IT WORK?

- Each race lasts for a multiple of 3-laps (3, 6 or 9)
- Racers usually compete in at least 2 elimination races to determine a final winner.

HOW CAN I GET IN ON THIS?

Talk to the race director or to the personnel inside the store. They can tell you about the types of cars that may be raced here and help you decide which one will be best for you. You can also walk through the pit area and look at what people are racing. Most racers like to talk about their cars and will give you lots of information.

WHAT EQUIPMENT DO I NEED?

- A Tamiya Mini 4WD kit
- AA Alkaline batteries (8 would be a good start)

WHAT'S ALL THIS GOING TO COST ME?

The suggested retail price of a Tamiya Mini 4WD runs from \$13.00 to \$18.00. Tune-Up Parts range from less than a dollar to \$12.00. All things considered, this is an inexpensive and exciting hobby that you can start enjoying right now.

SAMPLE SOCIAL MEDIA ANNOUNCEMENT (FACEBOOK, TWITTER, INSTAGRAM ETC.)



GO MINI

WITH TAMIYA MINI 4WD RACING

Join in on the Fastest Growing Hobby in the World.

It's Fun, It's Easy, It's For Everyone!

Compete with any Tamiya Mini 4WD racing kit. There are classes for all ages, so everyone can join in on the fun. These simple and inexpensive racers can be customized for looks, or modified for high performance. Either way you have the recipe for fun and excitement!

Come and race or just come to check it out! There is a lot of fun to be had and everyone has a chance to win prizes!

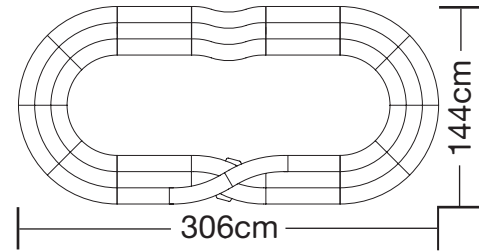
TRACK LAYOUT EXAMPLES

3-LANE CIRCUITS

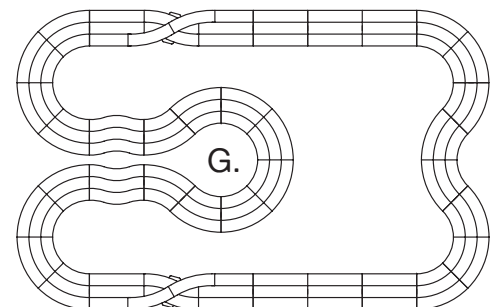
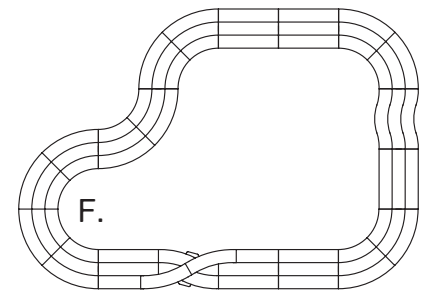
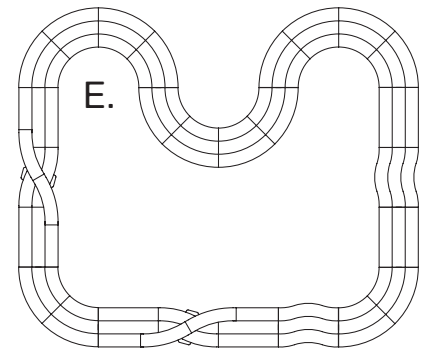
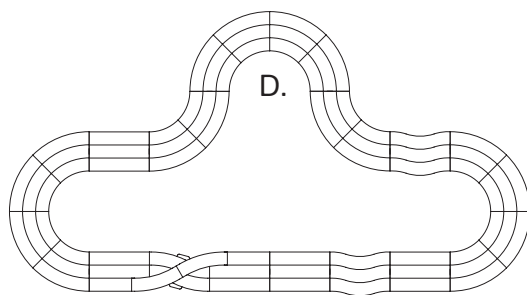
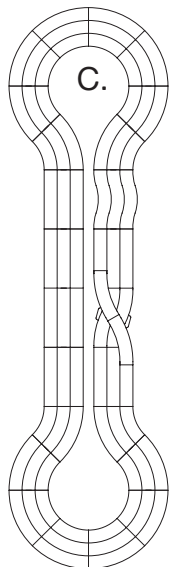
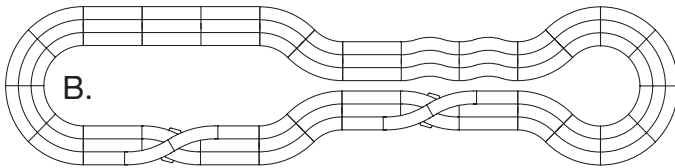
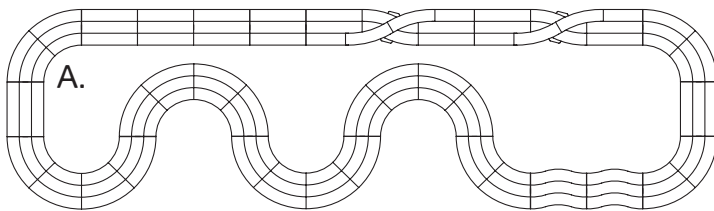
Tamiya racing 3-lane circuits come in a basic oval layout right out of the box. You can expand your track layout by combining multiple tracks and separate sections to come up with fun courses. Furthermore, you can design the larger courses to be high speed or more technical. The diagrams below are examples of what you can create!

Item 69506 JR Racing Mini 4WD Circuit “Japan Cup Junior Circuit” shown consists of the following track section parts:

- 8 curved sections
- 2 bridge supports
- 2 straight sections
- 2 bridge approach sections
- 1 wave section
- 1 under bridge section
- 2 bridge sections

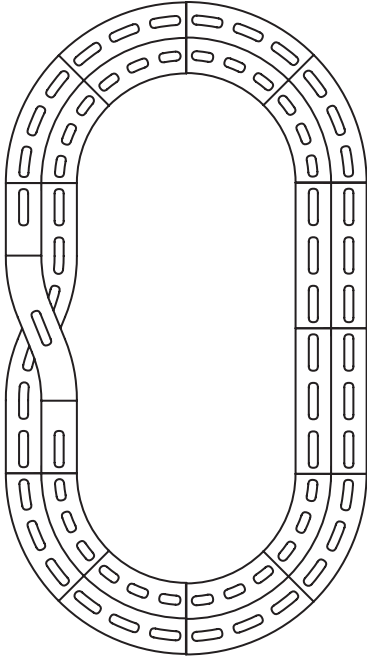


To build course “A” you will need 3 of item 69506 to complete.
To build course “B” you will need 2 of item 69506 to complete.
To build course “C” you will need 2 of item 69506 to complete.
To build course “D” you will need 2 of item 69506 to complete.
To build course “E” you will need 2 of item 69506 to complete.
To build course “F” you will need 2 of item 69506 to complete.
To build course “G” you will need 3 of item 69506 to complete.

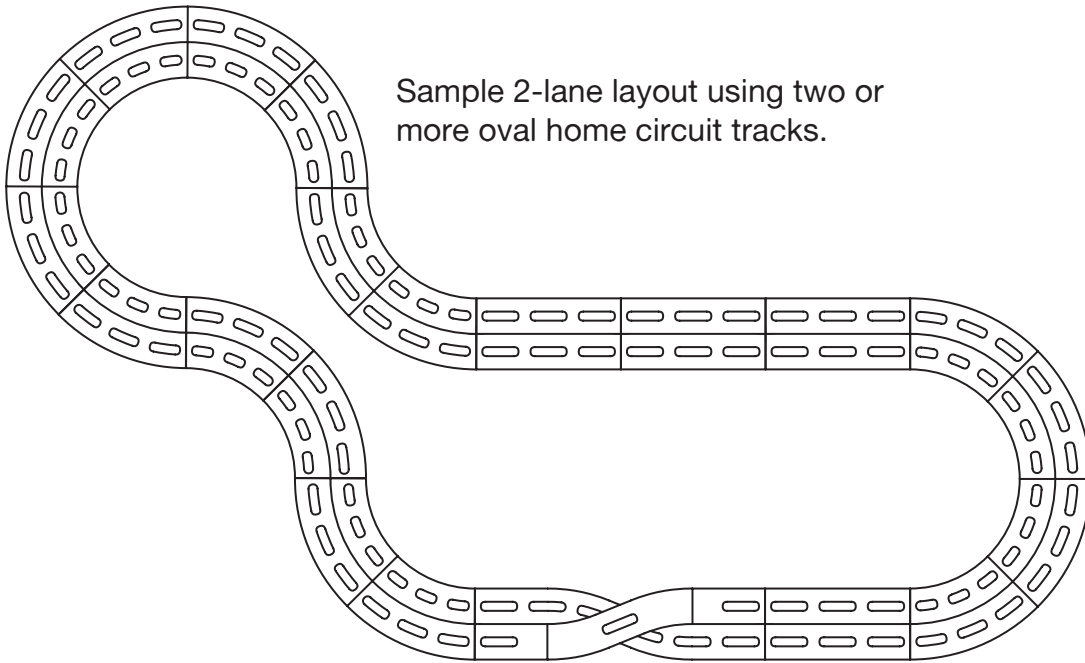


2-LANE CIRCUITS

Tamiya offers a few different versions of the Mini 4WD 2-lane oval track. The difference between them is usually color. Item 95046 JR Oval Home Circuit 2 Level Black and 69569 JR Oval Home Circuit with Lane Change L.Green/Blue are both popular 2-lane circuits.



Out of the box 2-lane circuit layout.



Sample 2-lane layout using two or more oval home circuit tracks.

TAMIYA MINI 4WD CATALOG

During your Mini 4WD racing events, you will attract many spectators new to the hobby. In order to best serve them and ensure the possibility of their future participation, the Mini 4WD catalog will give them more information to take home.

MINI 4WD PARTS MATCHING LIST

Need to know which Tamiya Mini 4WD Tune-Up Parts work with what chassis? Look no further! Featured in back of the Tamiya Mini 4WD Catalog is the Grade-Up parts chart. Listed are: Motor and performance parts, rollers and stabilizing parts, body sets, wheels and tires, dress-up stickers, accessories, and tools.

