



## SpeedQuest Rotax Necessary Spares List

The following list is Rotax Specific items that you should have in your trailer when at the track. These are items are generally things that can wear out, require service, or end your day by not having one on hand. This list is a 'work-in-progress', and represents over 2 years of owning Rotax's. If you have a suggestion please let us know. A more general list of standard Karting Spares is available as well.

### 1. EXHAUST ITEMS

- a. Muffler packing - repacking your pipe is probably the single biggest Horsepower loss/gain that you can experience. It's a cheap easy replacement and can make BIG differences. It is recommended at 10 hours of use.
- b. Exhaust Springs (2) – Only one spring can drastically affect performance, noise, and vibration.
- c. Bolts to secure the metal insert when rebuilding pipe.

### 2. POWER VALVE ITEMS

- a. Power Valve O-Ring - easy to lose on the ground.
- b. Power Valve Bellows – these can wear out, and it's never a convenient time.
- c. Power Valve Cover – can get knocked off in contact and broken.
- d. Power Valve Gasket
- e. Power Valve Hose Spring, Power Valve Compression Spring and Spring Clip - easy to lose on the ground.

### 3. RADIATOR ITEMS

- a. Radiator – this one is expensive but if you crack yours or damage it, you can damage the motor very badly if you still run it.
- b. Radiator Hose (2)
- c. Radiator Hose clamps

### 4. ELECTRICAL

- a. Battery – Charged and ready to go.
- b. A/C Adapter - allows you to charge batteries while off of the kart. This works great for generators, and hotel rooms. SpeedQuest has these in stock.
- c. Voltage and Continuity tester
- d. Starter rebuild kit or spare starter
- e. Electrical connectors and electrical pliers
- f. AAA and AA batteries – your datalogger never tells you exactly when the gauge will die.
- g. Spark Plugs – You cannot properly read spark plugs and the lean/rich indication they tell you if you don't start with a new plug, or a CLEAN plug. NGK BR??EG or Nippondenso IW?? Plugs are the **ONLY** plugs you can run. Other plugs will get you DQ'd.

### 5. FUEL SYSTEM

- a. Carburetor filter
- b. Needle and Needle Clip – these are both extremely easy to lose and will put you out of commission.
- c. Fuel Line – 6' will do a whole kart.
- d. Throttle Cable – if it breaks, you are out of luck without a spare.
- e. Main Jets – You should have a full set of Main Jets in your toolbox at **ALL** times. SpeedQuest has in stock down to 140 Main Jets and as high as 225. Call us and we will give you an idea of what sizes you should have based on your altitude, temperature, etc.
- f. Oil – 2 Cycle synthetic kart oil. **NO CASTOR**. It gums things up and the manual says don't use it!

### 6. CLUTCH AND DRIVE SYSTEM

- a. Front Sprockets – Depending on the track and configuration, you almost always need a 12T and 13T front sprocket. For Long Track racing 14T, 15T and 16T sprockets are available.
- b. Clutch drum – having a different drum for each front sprocket cuts change time by 75%.
- c. Clutch drum nut, needle pin, retaining nut, clutch springs, needle bearing and washers – All of these parts are small, easy to misplace or drop, and relatively inexpensive. Not having a replacement will make you a spectator.

7. **BOLTS, NUTS & KEYS** – You should try and keep an assortment of bolts and nuts that would allow you to replace any bolt or nut on the kart at any given time. Keeping a spare set of axle keys would be a good idea as well. We do sell a Bolt Kit and it can definitely save you time and \$\$ at the track.