

## **Tire Preps (often, the shop produced generics have very similar names)**

**Acrysol:** Light Softener in which all comes back out of the tire. Works good to harden the tire with repeated use in the sunlight. Used on dirt and pavement. Works great with all others as a carrier. Drops tires only a few points. Acrysol is a great adhesion type prep. This will provide you bite on hard tracks that need just something to get additional bite. Also works good on marginal tracks with traction preps. Acrysol will get other preps further saturation.

**Atomic Punch:** Mild Softener in which most comes back out of the tire. Used on dirt ovals. Works on wet tracks in Burris and Maxxis tires and some dry tracks. Great mixer with other preps. Will get bite on it's own. The Punch stinks & will not come out of the tire. Great on marginal tracks or when the dew sets in.

**Goat Pee:** Also called Old Yeller. Serious Softener in which all of it stays in the tire. Used on dirt and pavement. Gets heat fast and provides lots of grip. Works great with all others as a carrier. Drops tires many points with repeated usage. Combine with any other prep. You can bake it in or apply on top. Ole Yeller will not come out of the tire. Great on marginal tracks.

**Hot Lap:** Also called HL\_ Mild conditioner and softener in which most comes back out of the tire. Used on dirt and pavement. Gets heat fast and provides adhesion in the middle of the race. Works great with all others as a carrier. Drops tires only a few points. Outstanding treatment just about anywhere in the country. Gets heat in the tires to start and keeps it out at the end. Works great to start off the feature. It will provide some bite from the "get-go" and won't ruin the tire.

**Speedy 500:** Light Softener in which all comes back out of the tire. Used on dirt and pavement. Will work with other chemicals on dusty tracks. Gets heat fast. Works great with all others as a carrier. Drops tires only a few points. Great carrier for all other preps. This Prep works great to start off the feature. Speed mixes great with other preps for situations that require adhesion. Great for shaking down other preps.

**Wintergreen:** Serious Softener in which all of it stays in the tire. Used on dirt and pavement. Gets heat fast and provides lots of grip. Works great with all others as a carrier. Drops tires many points with repeated usage. Not good on a dusty track usually. Combine with any other prep. PURE Wintergreen will give you tons of bite. You can bake it in or apply on top. Wintergreen will not come out of the tire. Great on marginal tracks that are dry slick.

**Top 5 Tire Prep:** Mild Softener in which most comes back out of the tire. Used on dirt and pavement. Gets heat fast and provides adhesion in the middle of the race. Works great with all others as a carrier. Drops tires only a few points. Top 5 is a great adhesion or traction prep. Top 5 will get the tires to come in quick and stay in. Applications will depend on situation. If the track requires a very soft tire, apply up to 8 coats with tire warmers or a Hot Box. If the track is hard and your kart requires a small amount of bite, apply 1 or 2 coats before you go out.

**Qualifying Solution:** Light Softener in which all comes back out of the tire. Used on dirt and pavement. Gets heat fast. Works great with all others as a carrier. Drops tires only a few points. Will make your kart come in quickly and provide one or two fast laps for a better qualifying attempt. Qualifying Solution will not hurt or soften your tires and will be gone after three laps! With only one treatment, your first two laps will be your fastest laps, making your competition very unhappy! You have never had an advantage like Won't hurt your tires.