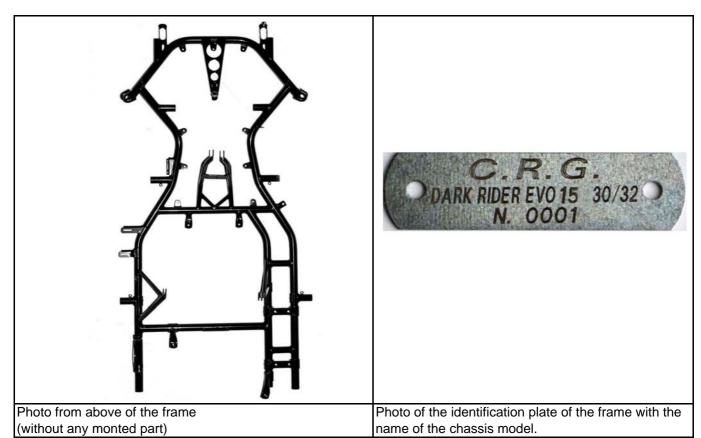




MANUFACTURER	CRG
CHASSIS MODEL	DARK RIDER EVO15 30-32
CATEGORY	Rotax MAX Challenge, 125 MAX DD2 class
VALITITY OF APPROVAL	without limitation
DATE OF APPROVAL (by BRP-Powertrain)	24.11.2015

Technical definiton of the frame		
Built according to CIK regualtions for short circuits karts		

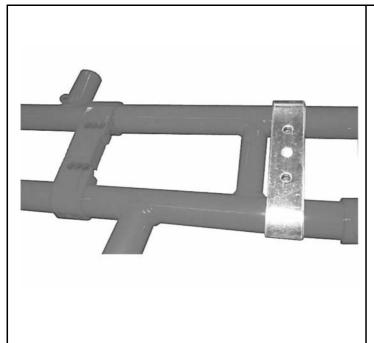
Technical definition of the components of the chassis			
Brake system:	Designed according to CIK rules for shifter classes.		
	A brake system with a valid CIK Homologation must be used.		
Bodywork:	Designed according to CIK rules for short circuit karts.		
	A bodywork with a valid CIK Homologation must be used.		
Rear Tire Protection System:	For the participation at national or international ROTAX MAX		
	Challenge race, the BRP-Powertrain Rear Tire Protection System must be used.		



Technical description	Dimensions	Tolerance
Outer diameter of the main tubes (without painting)	mm 30/32	+/- 0,5 mm
Rear width of main tubes (center line to center line)	mm 620	+/- 5,0 mm
Distance of the rear two main tubes on the right side (center	mm 105	+/- 0,5 mm
line to center line)		
Wheelbase	mm 1050	+/- 5.0 mm

Technical description	Figure
Number of adjustable/removeable stabilizers at the frame	2

BRP-POWERTRAIN CHASSIS APPROVAL FORM



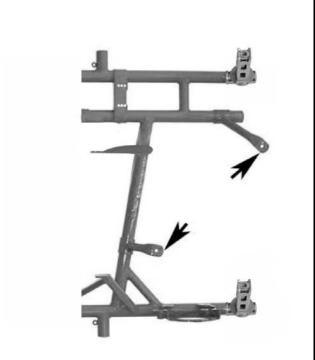
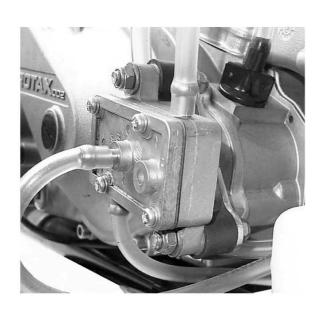


Photo from above of the frame with the section of the engine mount

Photo from above of the frame with the section of the two supports for the exhaust system



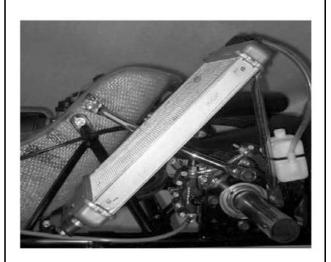


Foto of the frame with the section of the support for the fuel pump (fuel pump mounted)

Foto of the frame from the side with the section of the supports for the radiator (radiator mounted)

BRP-POWERTRAIN CHASSIS APPROVAL FORM



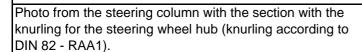




Photo from above of the frame with the section of the two supports for the RTPS (Rear Tire Protection System)



Photo of the frame from the side with the section of the support for the RTPS (Rear Tire Protection System)



Photo of the frame from the back with the section of the support for the RTPS (Rear Tire Protection System)