

Picking a car to start the build

Posted by Dolfan - 07 Jul 2011 05:49

I've read different accounts here on the forum of the car builds and I'm curious what item would rank highest with picking a car to begin the build?

It seem like all builds recommend to rebuild the bottom end of the engine for reliability so how important is the running condition of the motor?

A smooth shifting transmission would seem to be ranked high on the list of wants?

I know body should not be a big consideration but what are the thing you don't want to see?

Interior I would think is mostly about recouping as much value out of the project car through selling parts?

Good functioning brakes wanted but the entire system would be gone through in the build process?

Suspension need to be decent with no major binding or knocks in the operation, most of this would also be gone through during the build?

So would it be safe to rank these major areas like this?

1 Engine

2 Transmission

3 Suspension

4 Brakes

5 Body

6 Interior

Are there key things to look for and with run away from a project car or factor in extra expense?

Re: Picking a car to start the build

Posted by 944Racer72 - 07 Jul 2011 15:04

I personally think the 85.5/86 model is the ideal car to start with. It is the only "late" car with early offsets. Backdate the front control arms to steel and you have IMHO the best suspension starting point.

As long as the tub is straight, the rest is not that important like others said. An LSD gearbox is going to be a rare find in a cheap car and the engine will likely need at least a budget rebuild for track duty anyway.

Use a very nice cage and build the rest as budget allows.

Re: Picking a car to start the build

Posted by Dolfan - 07 Jul 2011 19:32

I'm new to the 944 world, but is there a place where I can look up build codes or VIN number to determine what a car would have as original equipment?

Re: Picking a car to start the build

Posted by 944Racer72 - 07 Jul 2011 20:40

The VIN doesn't mean much but there is a build sticker under the "trunk" mat by the spare tire with option codes.

Here's a good list and shows the location:

www.944online.com/cgi-bin/ASI_Store.cgi?...age_optioncodes.html

Re: Picking a car to start the build

Posted by Sterling Doc - 07 Jul 2011 20:44

Clark's Garage

^^^ Look here

I like the mid year cars for their early offset suspension, and late electronics, and bigger, plastic gas tank. That said, it's more personal preference than anything. I've raced successfully in an early cars, mid year cars, and late cars. Nothing between them on the track.

Re: Picking a car to start the build

Posted by Big Dog - 07 Jul 2011 22:07

Use a very nice cage and build the rest as budget allows.[/quote]

I agree with this. The first, and most important thing in any build, is safety items. All else should be secondary.

A great cage, full containment halo seat, top line belts, proper seat mounting (not on the floor pan), fire system and practice in exiting the car in a simulated emergency situation.

Life is short, get the best safety equipment first and then deal with the rest.

Big Dog
