



TRACK TEST:

Dandy MR30

When the flag drops, the snickering stops.

Crashing is as casual as cornering

"My life passed slowly before me."

DANDY MR30

Importer: Ken Dee Distributing Company
16011 Dalton Avenue
Gardena, California 90247

Category	roadrace
Suggested retail price	\$599.95
Engine type	two-stroke single
Displacement	30.5cc
Carburetion	12mm Mikuni slide/needle
Gearbox	one-speed, centrifugal clutch
Front fork/wheel travel	yes/no
Rear shocks/wheel travel	no/no
Wheelbase	25.6 in. (650mm)
Weight	32 lbs. (15kg)
Top speed (calculated)	35 mph
Top speed (observed)	Not quite eye-watering
Fuel consumption (approximate)	1.8 liter/hr.
Available colors	white, red, yellow

• The MR30 engine was working hard in first—which is also top—gear. And I was hunched over the tank and fairing, approaching the dogleg left-hander on the front straight with apprehension. After all, the 30.5cc engine was, by now, fully extended and 1.98 horsepower kicked wildly at the rear wheel. The pocketbike and I were nearing top speed of 35 mph. Even so, my race-seasoned vision remained sharp and focused.

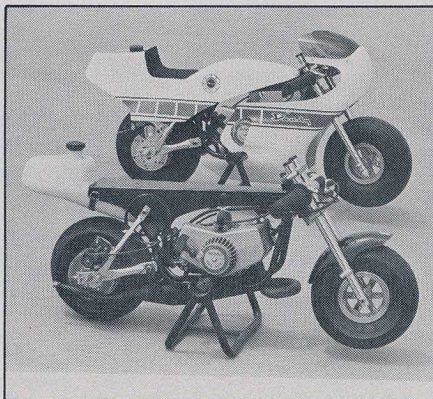
Suddenly the bike twitched beneath me. The hump in the pavement, barely visible from trackside, put the Dandy MR30 into a horrendous low-speed wobble. I lost the line through the dogleg and headed out of control for the dirt. *Oh, no, out of control; can't stop, no front brake, sideways. Crash, boom, slide—ground, sky, ground, sky, ground, sky—stop.* I saw my life pass in front of me; in slow motion.

Then the dust settled and all was quiet. Except for David Dewhurst, who at trackside, where he had positioned himself to take pictures, was laughing loudly. I lay face up, viewing the sky through the dust that the MR30 and I had, only moments before, scattered. I turned to look at Dewhurst. He was on his back, too—laughing. "Gingerelli, Gingerelli," was all he could manage between guffaws. Then he would laugh some more. Gingerelli, Gingerelli, all I heard was Gingerelli—and laughing.

Such was the chain of events for one of my

crashes, er roll-overs, during the Dandy MR30 test session at Ascot Grand Prix. Crashing, you understand, is a misconception for this bike. You actually roll off a pocketracer and slide merrily to a stop. Then laugh about it. It's about as hazardous as bending over to tie your shoelaces, losing your balance in the process.

I crashed, er, rolled often because I tried to ride the pocketbike like a regular motorcycle. You don't do that, as I slowly learned, because the MR30 behaves differently and feels like a toy. It steers quickly, and if you lean it over too far too suddenly, the tiny ribbed tires



Dandy little racers: stripped and striped

Just add gas, and enjoy the fun.

slip out from under you. Life for an MR30 is all fun and games. Ditto for the rider.

Essentially, a pocketbike is a downsized minibike. The single-cylinder two-stroke engine is positioned in a double-cradle frame that has no suspension. The single-speed transmission has a centrifugal clutch, so all you do is twist the right throttle grip and go. A 12mm Mikuni slide/needle carburetor feeds through a case-induction reed valve to produce the brutish 1.98 horsepower at 8500 rpm.

But don't be fooled by these micro figures. The MR30 is a real racebike. Those doughnut-sized tires have a recommended pressure of 40 to 50 psi, and the fiberglass body and fairing give the pocket racer a genuine TZ appearance. There's even a mechanically actuated rear disc brake.

Ken Dee Distributing, importer for the Dandy racer, offers several performance options, too. There's a hydraulic clutch and an expansion chamber available for the engine, as well as race-compound Bridgestone tires and a fiberglass front fender. Standard colors for all Dandy pocketbikes are white, red or yellow.

Also standard is the fun you'll have. For once you've mastered the art of pocketbike racing, you'll be able to go knees-out around any pocket track. Just don't let people like Dewhurst get too close to the racing. They just don't seem to understand true talent.

—Dain Gingerelli