

Veterans Day Slot Car Championship

Racer Rulebook and Event Handout

Saturday, November 14, 2026 | Doors open at 9:00 AM

Scale Auto Racing

11303 Jones Rd West, Ste 11303, Houston, TX 77095

Turn off Jones Rd onto Jones Rd West, near FM 1960.

(806) 606-6710 | www.HoustonScaleAutoRacing.com

Registration and Entry Fees

Register online by November 13 at 5:00 PM, or at the track beginning at 9:00 AM on race day. Spectators and supporters are free.

Driver	Online in advance	Race day
Regular	\$10	\$15
Veteran	\$5	\$7.50
First responder	\$5	\$7.50

Race Day Schedule

Activity	Time
Doors open; novice registration and practice	9:00-9:30 AM
Novice Enduro; awards	9:30-11:30 AM; 11:35 AM
Practice; intermediate registration closes	11:30 AM-noon; noon
Intermediate Enduro; awards	Noon-2:00 PM; 2:05 PM
Practice; advanced registration closes	2:00-2:30 PM; 3:00 PM
Advanced Enduro; awards	2:30-4:30 PM; 4:35 PM
Practice; NASCAR novice registration closes	4:30-5:00 PM; 5:00 PM
NASCAR Novice; awards	5:00-7:00 PM; 7:05 PM

Schedule note: The source lists advanced registration closing at 3:00 PM, after the 2:30 PM race start. Confirm the cutoff with the organizers.

Participation and Race Procedures

Who Can Race

This event honors veterans and first responders with races on both raceway tracks using 1/32- and 1/24-scale cars. Races are grouped by experience level, giving everyone an opportunity to win prizes. The Novice races require little or no prior experience. There is no minimum age, although children under 10 may find this style of racing challenging. Because this is an endurance event, drivers must complete all scheduled heats. Please do not enter a race if you do not think you can complete all heats. The number and length of heats will depend on the number of entries.

Driver Names and Results

Registered drivers will be recorded in the race management software program. Drivers' names will be displayed on the race results. As these are likely to be published online, drivers will have the option to add in a nickname. If you want to use a nickname, please make sure to let us know. Once a race starts, names cannot be changed.

Starting and Lane Rotation

The first four drivers are assigned starting lanes. The next driver is called "on deck". The on-deck driver must be in the assigned area at the end of the track close to lane 1. Once all drivers and their cars are in place, the race software will give a countdown and a go command. The power does not come on until you hear that go command but be ready!

Track Calls HAZARD and RIDER

We use a "crash and replace" process. If your car de-slots during a race, you must immediately call out "HAZARD" in a loud and clear voice. A track marshal or even a spectator may also call the hazard, but it is the driver's primary responsibility. The power will stop and a marshal will re-slot your car at the last sector marker you passed. Likewise, if your car jumps lane, and is now out of your control, you must call out "RIDER". Again, the power stops and your car will be re-slotted at the last sector marker.

Multiple Car Crashes

If the crash involves multiple cars, no attempt will be made to determine fault. All de-slotted cars will be re-slotted at the last marker passed. It doesn't matter how you pass the sector line; in the slot, upside down or by any other means.

Restarting

Once all the cars are safely back in the correct lane, the power comes on with a countdown just like the start sequence.

Ending a Heat

The race software announces remaining time, fastest laps and personal bests. At "heat over," unplug your own controller or place the club controller in its holder. Move quickly and carefully to your next lane or leave the drivers' area so the next heat can begin.

Live Timing

You can see on-screen your lap count, and where you stand at any moment. You can also see your best lap. Lap times only count towards your best time if there was no track call during that lap.

Final Results

After all heats, the final results show position, lap count and best time. Results are not printed; take a picture if you want a copy before they are published online.

Novice Enduro

1/32 Carrera GT | Road course | 8 volts

Eligibility

Only for drivers with little or no slot car racing experience. No current or prior HSARC league racer will be permitted to enter.

Format

8 heats of 2 minutes (2 rotations through each lane) on the road course. The number of heats and length of heats may vary depending on how many drivers are entered. The track will run at 8v. Cars and controllers stay in assigned lanes as drivers rotate through.

Equipment

Club-supplied 1/32 Carrera GT cars, club-supplied controllers. Drivers need only their wits!

Scoring

Total combined laps from each heat, plus partial laps assessed by track computer.

Prizes

Place	Awards
1st	Trophy \$50 Cash Voucher for 20% off your first race-car purchase Voucher for one hour of Saturday track time
2nd	\$30 Cash Voucher for 20% off your first race-car purchase Voucher for one hour of Saturday track time
3rd	\$20 Cash Voucher for 20% off your first race-car purchase Voucher for one hour of Saturday track time

Race Up Option

Top 3 Racers will have the option to race in the Intermediate Enduro. Additional race entry fee is required, but at the advance-purchase rate.

Awards

Winners are announced and prizes and trophies awarded at the end of each race. If you finish in the top three of Novice Enduro or Intermediate Enduro and wish to race up, notify the organizers as soon as possible.

Intermediate Enduro

1/32 SlotIt Group C | Road course | 10 volts

Eligibility

For drivers with prior league experience, and race-ups from the prior Novice Enduro. No current or prior HSARC A Division league racer will be permitted to enter.

Format

8 heats of 2.5 minutes (2 rotations through each lane) on the road course. The number of heats and length of heats may vary depending on how many drivers are entered. The track will run at 10v. Cars stay in assigned lanes as drivers rotate through.

Equipment

Club-supplied 1/32 SlotIt Group C cars. Drivers may use their own controller, or a club-supplied controller.

Scoring

Total combined laps from each heat, plus partial laps assessed by track computer.

Prizes

Place	Awards
1st	Trophy \$50 Cash Voucher for 20% off a race car purchase Voucher for one hour of Saturday track time
2nd	\$30 Cash Voucher for 20% off a race car purchase Voucher for one hour of Saturday track time
3rd	\$20 Cash Voucher for 20% off a race-car purchase Voucher for one hour of Saturday track time

Race Up Option

Top 3 Racers will have the option to race in the Advanced Enduro. Additional race entry fee is required, but at the advance-purchase rate.

Awards

Winners are announced and prizes and trophies awarded at the end of each race. If you finish in the top three of Novice Enduro or Intermediate Enduro and wish to race up, notify the organizers as soon as possible.

Advanced Enduro

1/32 SlotIt Group C | Road course | 10 volts

Eligibility

For drivers who are current or prior HSARC A-Division racers, and race-ups from the prior Intermediate Enduro.

Format

8 heats of 3 minutes (2 rotations through each lane) on the road course. The number of heats and length of heats may vary depending on how many drivers are entered. The track will run at 10v. Cars stay in assigned lanes as drivers rotate through.

Equipment

Club-supplied 1/32 SlotIt Group C cars. Drivers may use their own controller, or a club-supplied controller.

Scoring

Total combined laps from each heat, plus partial laps assessed by track computer.

Prizes

Place	Awards
1st	Trophy \$50 Cash Voucher for one hour of Saturday track time
2nd	\$30 Cash Voucher for one hour of Saturday track time
3rd	\$20 Cash Voucher for one hour of Saturday track time

Awards

Winners are announced and prizes and trophies awarded at the end of each race. If you finish in the top three of Novice Enduro or Intermediate Enduro and wish to race up, notify the organizers as soon as possible.

Novice NASCAR

1/24 Hard-body NASCAR | Sidewinder Lazy 8 | 8 volts

Eligibility

Only for drivers with little or no slot car racing experience. No current or prior HSARC league racer will be permitted to enter.

Format

8 heats of 2 minutes (2 rotations through each lane) on the “Sidewinder Lazy 8” course. The number of heats and length of heats may vary depending on how many drivers are entered. Track will run at 8v. Cars stay in assigned lanes as drivers rotate through.

Equipment

Club-supplied 1/24 “hard-body” NASCAR cars. Drivers will use a club-supplied controller.

Scoring

Total combined laps from each heat, plus partial laps assessed by track computer.

Prizes

Place	Awards
1st	Trophy \$50 Cash Ex-race NASCAR Voucher for your first league race entry fee
2nd	Ex-race NASCAR \$30 Cash
3rd	Ex-race NASCAR \$20 Cash
4th	Ex-race NASCAR

Keeping the NASCAR Cars

Top 4 drivers will keep the cars used in this race, with the winner taking the first pick, then runner-up etc.

Awards

Winners are announced and prizes and trophies awarded at the end of each race. If you finish in the top three of Novice Enduro or Intermediate Enduro and wish to race up, notify the organizers as soon as possible.