SLOT CAR CLUBHOUSE

RULES & RACE GUIDE

HAVE FUN • RACE FAIR • GOOD SPORTSMAANSHIP

C.A.R.S. Central Arkansas Racers of Slotcars

Slot Car Club House

WELCOME!

The goal at Slot Car Clubhouse is simple:

Have fun, race fair, show good sportsmanship, and help grow the hobby.

We welcome experienced racers, first-timers, families, and the curious. Winning is great, but enjoying the night and wanting to come back matters more.

AT THE CLUBHOUSE

- Cars, parts, and accessories available for purchase.
- Jim's museum collection is on display.
- Drinks and snacks available.
- Hungry? Feel free to organize food delivery.
- Ask about anything you see - Jim enjoys talking about his toys.

AWARDS

- If 6 or more racers attend, points may be tallied for a nightly podium.
- Box stickers are regularly awarded.
- To encourage hardbody racers, a 1-lap bonus is applied to all 10-lap sprints and 3-minute heat races.

HOUSE RULES

- Track Honey: host only may add or remove it.
- Use the test track for tire sanding and digital coding.
- Track calls are for hazards, debris, unreachable cars, stalled cars, or track faults - not for your own simple deslot.
- One Box call per driver per race, with one minute for repairs unless the Race Director allows more.
- In digital races, no punting, blocking, or intentional stopping on the live track. Use the pit lane only.
- Wings, mirrors, and other fragile parts may be removed before racing.
- 1 mm ride height is recommended even though no minimum is enforced.

WEEKLY RACE SCHEDULE

Weekly races are held whenever Jim is available, so call ahead if you have not received the weekly email announcement.

- Race nights are free of charge. Tips are welcome.
- We have loaner cars for most classes, so everyone is welcome.

TYPICAL FRIDAY SCHEDULE

- 4:00 PM - 6:00 PM: Practice, test, tune, shop, and bench race.
- 6:00 PM onward: Organized racing begins.
- Around 8:00 PM: Finish time.

MARSHALLING RULES

When not driving, racers are expected to help marshal. Good marshals keep races fun and fair.

3	5	9
Turn 3	Turn 5	Turn 9

Analog: driver rotating out moves to Turn 3, then Turn 5. Turn 9 is for drivers rotating in.

Digital: marshals volunteer or are assigned by the Race Director.

TRACK CALLS

Drivers may call Track only for the conditions below; deslotting alone is not a reason to call Track.

- Timing system or track fault.
- Debris on track, especially screws or other metal parts.
- Car crashed out of reach or off the table.
- Marshal overwhelmed or insufficient coverage.
- Stalled car on track, especially in digital races.

BOX CALLS

Box calls pause track power and timing to allow drivers to address technical issues.

- One Box call per driver per race.
- One minute to work on the car unless the Race Director allows more.
- Magnet re-test is required if work could affect downforce or if work is done out of sight.
- Braid liquids and motor spray are permitted.
- No magnet changes or tire liquids at trackside.

OUR TRACKS

We have four tracks in total.

HO DRAG STRIP (SHOP)

Perfect for quick blasts, reaction-time battles, and bragging rights.



HO ROAD COURSE (SHOP)

Fun for casual laps and informal racing. If there is interest, organized events can be arranged.



RALLY TRACK (CLUBHOUSE)

Fully scored and ideal for rally stages, hillclimbs, and time trials.



GRAND PRIX TRACK (CLUBHOUSE)

Our dual-purpose main circuit with race management and scoring for multiple race formats.

We choose to race as many classes as possible depending on what racers bring.

PAGE 2: CAR RULES BY CLASS

All class rules and technical guidelines continue on the next page.

- Carrera Digital 1/32 GT
- Carrera 1/24 Digital
- H&R Hardbody 18K
- H&R 40K
- JK 1/32 Cheetahs
- LMP / Hypercar
- GT Boxer
- GT No Mag
- NSR F1 22/26
- Plastic Fantastic
- GT Open
- Exhibition / Vintage / Scratchbuilt

RESPECT THE TRACK. RESPECT EACH OTHER. HAVE FUN.

SEE YOU AT THE TRACK!

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H&R Hardbody 18K

- Based on approved H&R chassis parts package.
- Any hardbody; no vacuum-formed body.
- Windshield and interior required.
- Full-depth interiors allowed with handicap where announced.
- Max width: 3 1/8 in.
- Alternative body mounts, trimmed front tires, guide trimming, spacers, and any braid allowed.
- No cutting or drilling of chassis.

H&R 40K

- Based on approved H&R chassis parts package.
- Lightweight or vacuum-formed body permitted.
- Driver figure required.
- Max width: 3 1/4 in.
- Alternative body mounts, trimmed front tires, guide trimming, spacers, any braid, any gears, ball bearings, and H&R wheels permitted.
- No cutting or drilling of chassis.

Carrera Digital 1/32 GT

- Any modern 1/32 Carrera digital GT car.
- Rear magnet removed; stock center magnet retained.
- Max downforce: 120 grams.
- Front and rear lights required.
- No body, chassis, or motor modifications.
- Stock interior required. Body screws tight; no body float.
- Any rear tires allowed; no visible liquid transfer to track.

Carrera 1/24 Digital

- Any Carrera 1/24 digital car.
- All traction magnets removed.
- Lights must remain installed.
- RMS motor recommended. Rear chassis, wheel, axle, and gear upgrades permitted.
- Stock interior required. Body screws tight; no body float.
- Any rear tires allowed; no visible liquid transfer to track.

JK 1/32 Cheetahs

- Run box stock except as noted.
- Any braid permitted.
- Axle spacers recommended.
- Body may be trimmed for clearance.
- Any body permitted.
- Anglewinder or direct drive allowed.
- Alternate guide not permitted; guide blade may be trimmed.

LMP / Hypercar

- Any brand plastic chassis LMP or Hypercar.
- No traction magnets.
- Scaleauto SC-2009 Tech 3 tires recommended.
- Ballast may be added.
- Wheels must remain under body.
- Any wheels, motor, gears, guide, spacers, lightweight interior, and suspension permitted.

GT Boxer

- NSR, Scaleauto, Slot.it, and similar cars.
- As delivered only - no modifications.
- Magnet Marshal will confirm magnet equality.
- Spacers will be added for cars with excessive magnet.
- 12 volts.

GT No Mag

- No traction magnets.
- Ballast permitted.
- OEM motor and OEM chassis.
- Any tires and body screws or suspension.
- 12 volts.

NSR F1 22/26

- A Boxer class.
- Other brands of F1 cars permitted at Race Director discretion.
- 12 volts.

Plastic Fantastic

- No specification class.
- Run for track record or short 10-lap crash-and-burn races.
- 14.5 volts.

GT Open

- Production parts permitted.
- Ballast allowed.
- No traction magnet.
- 12 volts.

Exhibition

- Any car - scratchbuilt, vintage, whatever.
- Run for one-minute times, best lap, and track records.
- Show it off!

Race Director may interpret or adjust class details for fairness, safety, turnout, and track conditions. All classes run at 14.5 volts unless otherwise specified.

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