



# SLOT CAR CLUBHOUSE



## RULES & RACE GUIDE

HAVE FUN • RACE FAIR • GOOD SPORTSMANSHIP

### 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.
- For scheduled paid-entry events,

### 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.
- Arriving late is fine - organized

### 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

Turn 3

5

Turn 5

9

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

- 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.

Drivers may call Track only for the above conditions. Deslotting alone is not a reason to call track.

### 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.

applied to tires 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's 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 (3 types of races).



**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 in the same poster format.

- 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

• To encourage and reward those who run hardbodies, a 1 lap bonus is applied to all 10 lap sprints and to all 3 minute heat races.

**RESPECT THE TRACK. RESPECT EACH OTHER. HAVE FUN. SEE YOU AT THE TRACK!**

[www.slotcarclubhouse.com](http://www.slotcarclubhouse.com)



# SLOT CAR CLUBHOUSE



## RULES & RACE GUIDE

HAVE FUN • RACE FAIR • GOOD SPORTSMANSHIP

**CAR RULES BY CLASS - We race as many classes as possible depending on what racers bring.**

### 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 nut 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-bum 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.

• To encourage and reward those who run hardbodies, a 1 lap bonus is applied to all 10 lap sprints and to all 3 minute heat races.

**RESPECT THE TRACK. RESPECT EACH OTHER. HAVE FUN.  
SEE YOU AT THE TRACK!**

[www.slotcarclubhouse.com](http://www.slotcarclubhouse.com)