



***HTK SLOT CAR RACERS***

***HobbyTown USA - Slot Car Rulebook  
2011***

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***Questions?***

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# Schedule

## Series Schedule - Stock Classes

September 15th  
 September 29th  
 October 13th  
 October 27th  
 November 10th

## Series Schedule - Modified Classes

September 22nd  
 October 6th  
 October 20th  
 November 3rd  
 November 17th

# Race Event Format

Registration is \$5.00 per car.

Registration ends when qualifying begins at 5:45pm!

Mandatory vehicle inspections end at 5:45pm!

All race events will have the following format:

Qualifying  
 5 minute race  
 5 minute race  
 5 minute race

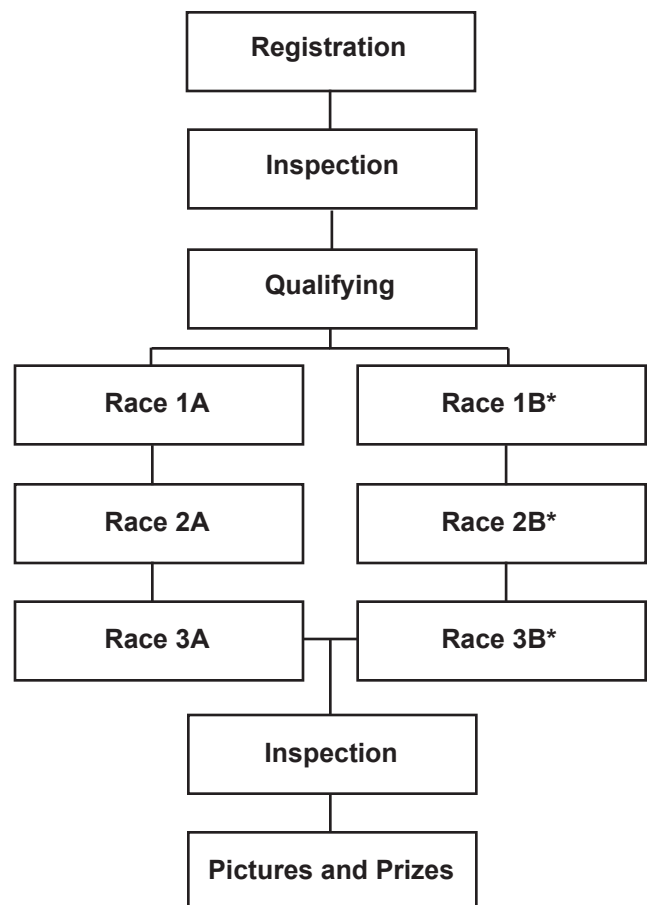
Qualifying determines the starting order for the first five minute race. The finishing ordering in race 1 determines the starting order for race 2. The finishing order for race 2 determines the starting order for race 3. The driver starting in the first position has lane choice for the start of any race. Cars qualifying in 3rd and 5th will line up on the inside lane, 4th and 6th in the outside lane.

The final driver rankings are determined by the number of laps completed by the individuals in the final race(s). If more than 6 drivers are racing, they will be divided into multiple groups. Prizes and points will be given out based on the number of laps completed in the final race out of all groups participating. Drivers will be divided into groups based on their qualifying times.

Drivers must qualify in order to participate in the races, if you miss qualifying you can't race! The winner of last week's race will qualify first.

A five minute interval will occur between races when there is only one group of drivers.

Race format example:



\*B races can only take place if more than 6 drivers are competing. C Races only take place if more than 12 drivers are competing.

# ***Points and Prizes***

## **Point structure:**

First place = 12 points  
Second place = 11 points  
Third place = 10 points  
Fourth place = 9 points  
Fifth place = 8 points  
Sixth place = 7 points  
Seventh place = 6 points  
Eighth place = 5 points  
Ninth place = 4 points  
Tenth place = 3 points  
Eleventh place = 2 points  
Twelfth place = 1 point

Pole qualifier = 1 point

\*Number of pole positions is the tie breaker if needed.  
\*\*The car you qualify with is the only one that can earn points for the entire event so choose your car wisely!  
\*\*\*NO RACES WILL BE DROPPED!

# ***Driver Conduct***

## **Warnings:**

Drivers will be given warnings for aggressive or careless driving. Drivers will be given TWO warnings before being taken off the track if a third warning is given. If a driver is given SIX warnings in an event they will be taken off the track for the remainder of the event. The following actions might constitute warnings:

- Pushing another driver off the track
- Changing lanes to block other drivers
- Changing lanes to knock another driver off the track
- Not watching your own car
- Driving too slow or stopping your car in front of others
- Erratic lane changes
- Trying to distract other drivers
- Verbal intimidation or taunting
- Arguing with other drivers
- Physical contact with fellow drivers
- Blocking another driver's field of vision
- Arguing with turn marshalls
- Arguing with race officials

Drivers can be given warnings applied to their next race if they misbehave during race intervals!

## **Prizes:**

The driver that completes the most amount of laps in the third and final race(s) will be declared the winner and awarded a \$10.00 gift card. If drivers from two separate groups complete the same amount of laps for the final race the tie-breaker will go to the driver that qualified with the quicker time. If more than 6 drivers compete, a second \$5.00 gift card will be awarded to the driver completing the second highest number of laps in the final race(s).

Prizes will also be given to the top finishers of the points standings at the end of a championship season. As of right now these prizes are undetermined but could possibly include hats, cars, and other items. If you would like to donate prizes please do so!

Drivers and spectators are not allowed to make judgement calls. All warnings are given by a race official and are not negotiable. If any driver or spectator is uncooperative they might be asked to leave the racing area and come back the next week.

**Warnings will only be given out if the action is witnessed by a race official. Not all actions will be witnessed by the race official and not all incidents will constitute warnings.**

## **Acceptable Racing Behavior:**

Below is a list of acceptable actions and things to think about on race day:

- Bumping the car in front of you without wrecking them
- Changing lanes to pass slower cars
- Changing lanes to try different racing grooves
- Learning the other driver's braking points
- Not blocking faster vehicles
- Tuning your car's speed and brakes
- Cleaning your car's tires

# ***Car Rules***

## **Vehicle Inspections**

Before qualifying every car will be inspected. Inspections for the kids class will take place from 5:30 to 5:45. Please have your car(s) ready for inspection by this time. The kids modified class will not be inspected.

The cars in the stock classes will need to have the bodies taken off the car during inspection in order to check multiple parts of the vehicle.

No-Mag inspection will take place directly after awards and prizes are given out for the kids races and will last five minutes. In the no-mag modified class a metal rod will be run beneath the car to ensure that no magnets are being used, this will be the only form of inspection for these cars.

The top two finishing drivers will have their cars re-inspected after the final race in the stock classes only.

**It is possible that some or all of the cars used in any class can be re-inspected at any time during the race event to ensure cars have not been tampered with after the first inspection.**

## **Infractions for rules violations:**

A vehicle that fails inspection can be modified before qualifying and re-inspected in order to pass inspection and be allowed to race. There will be no penalty for cars that fail inspection before qualifying other than missing the race event if changes aren't made.

Cars that fail inspections after the first inspection will be penalized severely. Any car that fails an additional inspection will lose 15 championship points and not be allowed to finish the event. They will be placed last and will score ZERO points for that event.

If the car that wins the event fails inspection the driver in second place will be declared the winner as long as they pass inspection. If a winning car fails inspection they will lose any winnings (gift cards and other prizes), be scored as finishing in last place, will score ZERO championship points for this event, and be penalized 15 championship points.

## **All cars must have the following regardless of class:**

- Hard plastic body
- Material covering magnets (kids class only)
- Material covering added weight
- Stock, Silicone, or Urethane tires
- Car must be 1/32 scale

## **Kids stock class has the following restrictions:**

- No extra magnets
- No weight added to vehicle
- No tire compound, water cleaning only
- Stock motor
- Stock wheels
- Stock gearing
- Car interior must be installed
- No physical modifications allowed to chassis or body
- Must use original, unmodified (except paint) body
- Must be made by Carrera, no other brands allowed.
- Tire changes are allowed

## **No-Mag stock class has the following restrictions:**

- No magnets
- No tire compound, water cleaning only
- Stock motor
- Stock wheels (Balancing/Truing allowed)
- Stock gearing
- Car interior must be installed
- No physical modifications allowed to chassis or body
- Must use original, unmodified (except paint) body
- Must be made by Carrera, no other brands allowed
- Weight addition and tire changes are allowed

## **Kids modified class has the following restrictions:**

- None, other than what was stated above.

## **No-Mag mod class has the following restrictions:**

- No magnets

# ***Turn Marshalling***

## **Things to remember when marshalling**

Turn marshalls are the unsung heroes of slot car racing. Their quick or slow actions could determine who finishes where. They do all the work while the drivers have all the fun! Turn marshalls have a great responsibility to help the drivers who have crashed. The following reminders/tips should be considered by new and regular turn marshalls to ensure smooth races.

- 1) Do not wiggle the front end of the car over the track surface when attempting to re-slot the car. If you accidentally allow a single strand of braid to touch both rails of the track surface for too long the track will short out and shut off. This erases all lap/timing data and will force us to re-start the race. Instead, do your best to place the guide of the car directly in the slot of the track.
- 2) Do not feel obligated to put a car back on the track as soon as possible. Instead, use your peripheral vision to check for oncoming traffic. Try your best to not place cars in front of oncoming traffic. Doing so could cause another crash, damage the vehicles, or injure someone.
- 3) Do not push down on the car when it is on the track. Doing so could put a strain on the body or break off parts such as mirrors and wings. Once the car is placed in the slot and on the rails it will move without assistance from a turn marshal.
- 4) If you notice that a de-slotted car has a problem notify the driver and race official immediately. Check for things like damaged braids, loose guide keels, tires that are coming off the wheels, and cars that are giving off an odor of hot electronics. Catching these problems will reduce crashes, damage to vehicles, and reduce the chance of the track being shorted out.
- 5) Pay attention to the cars! Some cars have front ends that look like rear ends! Putting them on backwards can result in lost time or more crashes. Remember the drivers are in the moment of intense competition. Try your best to not make mistakes that could cost them the race.

## **Things to remember when driving**

Emotions run high when you are racing against others, so remember to keep your emotions in check. Turn marshalls are there to put you back on the track if you have a crash. Here's some things to remember if getting back on the track doesn't happen as well as you would like it to:

- 1) You crashed, it's not the turn marshal's fault. The best way to win a race is to stay on the track. Expressing anger towards a turn marshal for any reason is frowned upon and can get you a warning. Plus, it's usually not a good idea to anger the people in charge of helping you back on the track.
- 2) A car that does not have a Carrera guide can cost you time on the track. Carrera guides are thicker and make it easier to "feel" the car being re-slotted. Also, if your guide doesn't center itself that makes it much harder on the turn marshalls to get your car back into the slot in a timely fashion.
- 3) Handling is better than power. It's easier to drive a car that stays planted in the slot than it is a car with tons of speed but little traction. The better your car handles the fewer times a turn marshal will have to put you back on the track. Finding the perfect balance will most likely assure your trip into victory lane.
- 4) Practice practice practice. If you keep coming off the track you are not practicing enough with the cars you are racing. The more you practice the better you will understand what the car needs, how it feels, and how to develop a rhythm for the track layout. It's easy to criticize a turn marshal when you should in fact be criticizing your own driving abilities.
- 5) Turn marshal a race! It's fun to race the cars but everyone should turn marshal too!

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