

# Greatest tracks in slot car racing

Fast Track Hobbies features multiple championship quality slot car tracks and a drag strip. Each track offers a unique driving experience.

## 165' Purple Angel

The "Angel" was built by Chris Dadds and is the granddaddy of track designs. This HUGE track combines hill climb and flat track racing into one fantastic experience! Lap times under 5 seconds are common... FAST!

## 115' MTT Teal Track

The "Teal" is a very tight, technical road course. The MTT, built by Chris Dadds, will test the mettle of any racer.

## 105' Grass Valley

The Grass Valley track is a very tight, flat road course. Built by Hasse Nilsson and named for a stretch of Highway 20 near Grass Valley, this track is one of our most challenging! It is an excellent practice course.

## Mini Blue Oval

Something for the younger racers! Built by Cruisin' Bob, this mini-track comes complete with sound effects. We have found that children of *all* ages enjoy this track.

## 1/4 Mile Drag Strip

The drag strip is complete with a timing system and NHRA style "Christmas Tree"



**SLOT CAR RACEWAY • R/C CARS, PLANES, HELIS, BOATS & MORE!**

**A HOBBY SHOP for  
THE WHOLE FAMILY**

**Model Kits and Rocket Ships  
Telescopes and Microscopes  
Craft and Nature Kits  
Games and Toys  
for Girls and Boys.**

Sunday 10 to 5  
Weekdays 10 to 7  
Saturday 10 to 8



6831 Lonetree Blvd / #E102 / Rocklin / CA / 95765

Call: 916.784.1722 We are Open 7 Days a Week  
Visit: FTHobbies.com In The Blue Oaks Marketplace

**Your neighborhood hobby shop, Where YOU are in Control**

## Party & Event Info

Play Party \$99<sup>99</sup>

Great for Six to Eight children

30 minutes on the MTT Slot Car Track  
30 minutes in the Party Room  
"Fast Track Cup" for the Birthday Person  
Fifteen Minute Track Pass for each child

(Track Pass Value: \$5 EACH / No Cash Value. )

(Party duration: 60 minutes. Estimated Value: \$180)

Race Party \$199<sup>99</sup>

Designed for Eight to Fifteen children

(Twelve children is the optimum)  
One race on the Purple Angel Track  
About 30 minutes in the Party Room  
"Fast Track Cup" for the Birthday Person  
Ribbons for 1<sup>st</sup>, 2<sup>nd</sup> & 3<sup>rd</sup> Places  
Fifteen Minute Track Pass for each child

(Track Pass Value: \$5 EACH / No Cash Value. )

(Party duration: 90 minutes. Estimated Value: \$350)

**PARTIES REQUIRE YOUR OWN PIT CREW  
TO MARSHAL OUT OF CONTROL CARS.**

For your convenience the party room is decorated and we have a Refrigerator.\*

Need something different? Talk to us about your event and we will design a special package just for you!

Need an additional trophy? Only \$10 EA  
½ hour extra time in the party room \$25

A 50 percent, non-refundable, deposit is *required* at the time of booking.

\*We recommend bringing Disposable Table Cloths.

Details

## What Else?

Not Just for Slot Car Racers...

Fast Track Hobbies is a full line hobby shop!

We have R/C Cars, Planes, Helis, Boats and just about anything else you can think of.

We have balsa, carbon fiber, hardware, rubber band powered cars, mousetrap powered cars, pinewood derby, paints, rockets, Mission Supplies, learning and teaching kits and toys.

We carry Traxxas, HPI, Team Associated, Team Losi, Electrix and many others!

Various hobby groups meet monthly as well.

## Track Rates

### Slot Car Rentals

(Includes Everything you need)

15 Minutes \$ 5

30 Minutes \$10

45 Minutes \$15

### Track Time Only

(Bring your own car & gear)

15 Minutes \$ 3

2 Hour Card \$20

5 Hour Card \$40

## What is Slot Car Racing?

Slot Car Racing is *Family Fun!*

Slot car racing requires you to drive your car on the edge without pushing it past it's limits.

You can enjoy the fast-paced excitement of these model cars whether you are 2 or 102.

Slot car racing is a great hobby that brings family members and friends closer in friendly, healthy, competition.

This inexpensive hobby is easy to get started in and anyone can participate.

You'll find that slot car racing is easy to do, but difficult to master. As you improve your modeling skills, your hand-eye coordination and your racing skills you will go faster!

Fast Track Hobbies has weekly organized Races and we host special events, parties, clubs and meetings..

You can drive your own car, rent a car or you can just come in and watch!

Slot car racing was extremely popular in the '60s and early '70s and now it's back!

Now, after more than 100 years, slot car racing's popularity is booming with faster and more reliable cars than ever before.

# Slot Car Racing At Fast Track Hobbies

## Rule Number One:

- All racers must have fun or go home!

## Racing:

- If you race you must turn marshal, even if you Do Not Finish
- If you are unable to turn marshal you are responsible for finding a substitute turn marshal *before* you enter.
- Do not yell at the turn marshals
- Do not throw cars
- Do not yank controllers off of the track
- If you are not currently racing on the track your car must be in the impound area or stopped in the starting straight
- Any car not in the impound area when the race resumes without the Director's permission is subject to ejection from the race
- Before returning to the race you must have your car re-teched by the Director

## Race Calls:

- "Track" For car off at drivers panel or an unreachable car only.  
May be initiated by turn marshals only.  
Drivers making this call will face lap penalties and possible ejection for repeat offenses.
- "Rider" For car on incorrect lane.  
May be initiated by anyone  
Rider call must be followed by a lane color as the track will not be shut off
- "Panel" For car off at drivers station.  
May be initiated by anyone
- "Braid" For braid up or track damage.  
May be initiated by anyone.  
Cars will remain on the track or in impound during track repair.  
If you are working on your car you must step away from your station during track repairs.

## Weekly Race Format:

- Standard European Double Round Robin Rotation.
- Each driver will complete eight three minute heats
- One and a half minute intermissions

## Slotto:

- Payouts will be rewarded in the form of "Slotto" (Slot Car Lottery)
- You will receive one ticket for each PAID race fee
- You must be present to win. There will be no do-overs!

## Whiners:

- Everyone is racing on the same track. The conditions are the same for everyone.
- Whining is not allowed and whiners are subject to ejection.

## Clearance:

- All cars must tech to a minimum clearance under rear area of car (including gear) to the leading (front) edge of the rear tires
- The minimum clearance for the Banked Tracks is 1/16"
- The minimum clearance for the Flat Tracks is 1/32"
- All cars must maintain a minimum of 1/64" clearance under the front of the car such that the car does not rub the track in the straightaway and does not make excessive rubbing sounds in the corners.

## Width:

- Cars must be no wider than 3 ¼"

## Other:

- Your name **MUST** be somewhere on your car
- Cars failing to meet the rules at any time during the race will be black flagged
- Cussing, vulgar language or any other inappropriate behavior will not be tolerated. Remember, this is a family environment.
- If you have a question about something not listed please ask

**Fair interpretation of all rules is made by the race director and his word is final.**

# FIRST CLASS RACING (FCR)

# Sealed 16-D

## Chassis:

- Must use 4.5" Parma FCR chassis only

## Chassis Modifications:

- May solder or glue front or rear oilites in place
- May file *only* the highest front or rear bushing hole to level front or rear axle
- May bend chassis to straighten but not to lower car profile
- Ball bearings are NOT allowed
- No other modifications to the chassis are allowed

## Motor:

- Parma # 501 Sealed 16-D Motor ONLY
- Seal must be intact. NO EXCEPTIONS.
- May solder or glue motor in place (recommended)
- Must retain original lead wires supplied with motor
- Parma # 500DK stock brushes and springs ONLY
- Front motor mount chassis brace screw MUST be ground flush with the bottom of the chassis or removed.

## Gears:

- 9T 48P Pinion Gear Only
- 29T 48P or 30T 48P Crown Gears Only

## Axles and Tires:

- Must tech as listed in the General Rules
- Must have at least .062" clearance under entire car front to rear
- Front wheels must stop the chassis from touching the track
- Front and rear axle diameter must be 1/8"
- Front wheel minimum diameter of 13/16"
- Front wheels must rotate together with the front axle
- May use steel drill blank axles front and rear
- Any commercially available rear tire, max wheel width .800"

## Bodies:

- All bodies are subject to the Race Director's approval.
- Any scale appearing 4 1/2" NASCAR body.
- Bodies must have three matching numbers (top and both sides)
- Must have at least 1/4" front and rear bumpers.
- Bodies must be cut to a roof height of no less than 1 -7/8"
- Front wheel well area must be clear or cut out
- Rear wheel well area must be cut out
- Interiors are encouraged but not required.
- No "see through" paint jobs.

## Other:

- You may use any guide available.
- Lead wire clips are allowed.
- You cannot fasten or tape the lead wires in any way to the chassis
- You may tie them in any configuration you can think of
- Weighting the chassis is not allowed.
- Bracing the chassis is not allowed.

## Suggestions:

- If your FCR is properly set-up then your front wheels will barely skim the track surface
- Run a 29T Crown Gear for increased top speed
- Run a 30T Crown Gear for increased take-off and for increased brake

**Fair interpretation of all rules is made by the race director and his word is final.**

# FALCON PURE STOCK (FPS)

# Falcon Motor

## Chassis:

- Must use what is commonly considered a standard "flexi-car" chassis. This *excludes* the newer "drop thru chassis"
- Chassis may be any standard factory production flexi style chassis: i.e. Champion, JK, Mossetti, Parma or Trinity

## Chassis Modifications:

- May solder or glue motor in place
- May file *only* the highest front or rear bushing hole to level front or rear axle
- May add brass or lead weight
- May solder or glue rear oilites in place
- May straighten chassis
- May file holes in motor bracket, but must retain bracket
- Pin tubes are *not* allowed
- Tongue support is allowed
- Ball bearings are not allowed
- You cannot use earing backs on the lead wires
- No other modifications to the chassis are allowed

## Motors:

- Must use a Falcon Motor Only
- You may trim the motor shaft if necessary
- Bushings may be soldered in place if they come out
- Any lead wire is allowed
- No other modifications are allowed

## Gears:

- 9T 48P Pinion Gear Only
- 27T 48P Spur Gear Only

## Axles and Tires:

- Must tech as listed in the General Rules
- Rear axle diameter must be 1/8"
- Front axle must be a diameter of .063" and must remain in stock position

- Front wheel minimum diameter of 1/2"
- Front wheels must be two or more pieces
- May use steel drill blank axles front and rear
- May solder front retainers to front axle
- May solder front axle where it passes through chassis
- Any commercially available rear tire, max wheel width of .800"
- Front tires must be scale appearing

## Bodies:

- All bodies are subject to the Race Director's approval.
- **Purple Angel:** Any 4" scale appearing NASCAR body
- **MTT:** Any 4" scale appearing LMP body
- Front wheel well area must be clear or cut out
- Rear wheel well area must be cut out
- Bodies must have three matching numbers (top and both sides)
- Characteristics of allowed bodies:
  - Must have real bumpers
  - Roof line must be scale appearing - not slammed.
  - Bodies must be cut on the cut-line (if supplied)
  - Bodies with no cut-line must have 1/4" front and rear bumpers
- Car must have a "whole" scale interior (no holes) and three dimensional multi-color (three or more colors) driver that covers mechanical components.
- Paper interiors are allowed but they must be folded to make them three dimensional
- Driver must remain in car at all times. If the driver falls down or out, fix it. No pulling out drivers.
- No "see through" paint jobs.

## Other:

- Lead wire clips are allowed
- Any brand of guide is acceptable
- Wires may be tied, taped or zip tied together or to the chassis

**Fair interpretation of all rules is made by the race director and his word is final.**

# FALCON GT LITE (GTL)

# Falcon Motor

## Chassis:

- Must use what is commonly considered a "flexi-car" chassis. This *includes* the newer "drop thru chassis"
- Chassis may be *any* factory production flexi style chassis including all currently made "drop thru chassis"
- Perimeter, traditional GTP or GT12 and wing car chassis are *not* allowed

## Chassis Modifications:

- May solder or glue motor in place
- May file *only* the highest front or rear bushing hole to level front or rear axle
- May add brass or lead weight
- May solder or glue rear oilites in place
- May straighten chassis
- May file holes in motor bracket, but must retain bracket
- Pin tubes are allowed
- May use lead wire clips and retainers
- Tongue support is allowed
- Ball bearings are *not* allowed
- No other modifications to the chassis are allowed

## Motors:

- Must use a Falcon Motor Only
- You may trim the motor shaft if necessary
- Bushings may be soldered in place if they come out
- Any lead wire is allowed
- May use a motor brace
- No other modifications are allowed

## Gears:

- Any 48P, 64P or 72P gears are allowed
- 80P or any custom pitch gears are not allowed

## Axles and Tires:

- Must tech as listed in the General Rules
- Rear axle diameter must be 1/8" or 3/32"
- 2mm axles may *not* be used
- There *must be* a front axle
- Front wheel minimum diameter of 1/2"
- One piece front wheels are allowed
- May use steel drill blank axles front and rear
- May solder front retainers to front axle
- May solder front axle where it passes through chassis
- Any commercially available rear tire, max wheel width of .800"
- Front tires must be scale appearing

## Bodies:

- All bodies are subject to the Race Director's approval.
- Any 4" scale appearing GTP body
- Front wheel well area must be clear or cut out ( OR You must use front wheel stickers )
- Rear wheel well area must be cut out
- Bodies must have three matching numbers (top and both sides)
- Characteristics of allowed bodies:
  - Must have real bumpers
  - Roof line must be scale appearing - not slammed.
  - Bodies must be cut on the cut-line (if supplied)
  - Bodies with no cut-line must have 1/8" front and rear bumpers
- Car must have a "whole" scale interior (no holes) and three dimensional multi-color (three or more colors) driver that covers mechanical components.
- Paper interiors are allowed but they must be folded to make them three dimensional
- Driver must remain in car at all times. If the driver falls down or out, fix it. No pulling out drivers.
- No "see through" paint jobs.

**Fair interpretation of all rules is made by the race director and his word is final.**

# F1 / INDY (F1I)

# Falcon Motor

## **Chassis:**

- May use JK Cheetah 7 F1/Indy car chassis only

## Chassis Modifications:

- Stock side pans only
- Stock stabilizer bar only
- You may use tape on the pans
- May solder front and rear bushings to chassis
- May file *only* the highest front or rear bushing hole to level front or rear axle
- May add front or rear chassis upright braces
- Pin tubes are allowed
- Tongue support is allowed
- Ball bearings are not allowed
- No other modifications to the chassis are allowed

## **Motors:**

- May use a Falcon Motor, Hawk 7 Motor or Evil 9 Motor Only
- You may trim the motor shaft if necessary
- Bushings may be soldered in place if they come out
- Any lead wire is allowed
- No other modifications are allowed

## **Gears:**

- Any 48P or 64P gears are allowed
- 13T 64P Pinion Gear is a good starting point
- 38T 64P Spur Gear is a good starting point

## **Axles and Tires:**

- Must tech as listed in the General Rules
- Must have at least .031" clearance under entire car front to rear
- 3/32" solid axles only
- May use steel drill blank axles front and rear
- May solder front retainers to front axle
- May solder front axle where it passes through chassis
- Any commercially available rear tire, max wheel width of .800"
- Front tires must be scale appearing

## **Bodies:**

- All bodies are subject to the Race Director's approval.
- Bodies must have three matching numbers (top and both sides)
- Must have a three dimensional multi-color driver (3 or more colors)
- For bodies without a driver a Driver Bust must be used.
- Paper drivers are not allowed
- Driver must remain in car at all times. If the driver falls down or out, fix it. No pulling out drivers.
- JK F1/Indy bodies only
- Bodies must be scale appearing and have a minimum of ¼" drop below the rear wing
- The front of the body may be trimmed but you must retain the entire top of the di-plane
- The sides of the body may be trimmed as necessary to clear the chassis, axles and wheels
- May use body clips or pin tubes
- No "see through" paint jobs.

## **Other:**

- Low profile guides are not allowed
- Lead wire clips are allowed
- Any brand of guide is acceptable
- Wires may be tied, taped or zip tied together or to the chassis

**Fair interpretation of all rules is made by the race director and his word is final.**