Slow Velocity Racer: Distance = 1.00 m = 1.00 x 10^3 mm & Time = 23.8 seconds

$$speed = \frac{distance}{time} = \frac{1000\,mm}{23.8\,\sec} = 42.0168 \approx 42\,\frac{mm}{s}$$

$$speed_{bottom\,track} = 42\,\frac{mm}{s} + 42\,\frac{mm}{s} = 84\,\frac{mm}{s}$$

$$speed_{in\,the\,middle} = 42\,\frac{mm}{s} + 0 = 42\,\frac{mm}{s}$$

$$speed_{top\,track} = 42\,\frac{mm}{s} - 42\,\frac{mm}{s} = 0$$

This is Tip-to-Tail (or Tail to Tip) Vector Addition:

Vector: A quantity that has both magnitude and direction.
Vector examples: Displacement, Velocity, Acceleration, Force, Torque, and Momentum

Scalar: A quantity that has magnitude only (no direction).
Scalar examples: Distance, Speed, Time, Volume, Density, and Money

Magnitude: The numerical amount of the quantity.