

# **RED, WHITE & BLUE Racin'**

## **Super Speedway Drafting**



### **Concept:**

Drafting is a tactic used on high speed tracks, where cars racing Tail-to-Nose can reduce drag (both friction and pressure) to increase their maximum speed by up to 5 mph. The longer the draft line the faster the cars in the draft can go. Drafting does, however, have increased risks, as reaction time has been substantially reduced by the increased speed and the extremely close proximity of the cars in the draft. Any kind of trouble becomes much more dangerous.

### **Goals:**

1. Bring a key stock car racing tactic into the R, W & B Racin' game.
2. Add additional strategy, but not at the expense of fun, excessive record keeping or significantly altering the core mechanics of the game.

### **Implementation:**

1. Drafting is only allowed on the Super Speedway tracks.
2. Drafting will be limited by a die roll to approximately 17% of the Super Speedway turns. Assuming most Super Speedway races are 40-50 turns in length Drafting should occur in about 5 to 7 turns.
3. A Draft must always have at least 2 cars in the draft.
4. Drafts are not possible on Pit or Yellow Flag turns.
5. A draft can form across groups. (TG & MG, MG & BG). Lap down Cars cannot join a Draft.
6. When forming a draft in the Top Group the Race Leader is included as a potential Draft Leader.
7. Draft formation in the Middle Group is only on the Odd or Even groove. When forming a draft in the Middle Group roll 1d6 for determining Odd Groove or Even Groove. Testing then would be for only drivers in the selected Groove.

### **Checking for a Draft:**

1. Roll Race Cam Die with an extra d6. If extra die is a 6 you have the possibility of a draft.

### **Initiating a Draft:**

1. Test each driver in group (Race Cam Black die) front to back – for a Gas Pedal Check.  
If they Driver Passes and Driver's Gas Pedal rating is at least 3 they are the Potential Draft Leader.  
If the driver fails then test next driver to see if he will be the potential draft leader.
2. Once you have a potential draft leader continue to test each driver following draft leader.
  - a. If they pass Gas Pedal check and have a min of a 3 gas pedal rating they may join the draft.
  - b. A Performance Chip can be used to join a draft, but a Performance Chip cannot be used to become a draft leader.
  - c. If a driver fails his Draft Gas Pedal checks or he chooses to not join the draft you stop checking for more drivers to join the draft.
  - d. The maximum length of a draft is 7 cars. (This is an arbitrary number to keep the game moving)
  - e. Once the full draft has been formed between 2 and 7 cars, return to normal turn processing with the following exceptions.

### **Choosing Not to Join a Draft:**

1. Drivers always have a choice to join a draft.
2. If the driver is a teammate of Race leader & the draft starts in the top group, you do not join the draft.  
Otherwise roll 1d6.
3. If the driver has the turn's challenge quality with a \* - Result 1 attempt to join draft 2-6 do not join the draft.
4. If the driver has the turn's challenge quality only – Results 1-5 attempt to join the draft, 6 do not join.
5. If the driver does not have the turn's quality you will always attempt to join the draft.

### Changes to Normal Turn Processing:

1. Any cars in the draft will not participate in any Quality checks or duels either as the challenger or the target.
2. If a Driver in the draft is designated as then instigator of a duel, ignore the duel on that turn.
3. A driver in the draft cannot be designated as the target of a duel.
4. If the normal turn processing includes TROUBLE, the draft cars are potentially involved. The COLLECTED cars in the draft will have to role for ESCAPE using a +2 modifier. TROUBLE that collects a Draft car will terminate the Draft from that point backward. If there are 2 or more remaining cars in the draft then that portion of the draft continues.
5. If the normal turn processing includes Problem, the draft cars are potentially involved. If a draft car has a PROBLEM the draft will terminate at that point.
6. After normal turn processing has been completed and grid adjustment made, you will return to draft processing and determine draft movement.
7. Anytime a car drops out of the draft all the draft cars following the dropping out car are also dropped from the draft. If the second car in the draft is forced out of the draft, the draft fails.

### Draft Blocking:

1. Only a Race Leader can block draft movement and only by expending Performance Chip.
2. If the Draft Leader expends a Performance Chip to Block the draft, the draft movement will stop behind the leader, even if the movement would normal go past the Race Leader.

### Draft Slingshot:

1. During the draft movement any driver in the draft, except the draft leader, can expend a Performance Chip to slingshot past the car in front of them in the draft. Make the slingshot decisions from back to front.
2. If you are using the draft slingshot option, swap the slingshot cars before moving the whole draft line forward.

### Draft Car Movement:

The number of cars remaining in the draft after normal turn processing, will determine how far the draft cars will move up. Drafting Movement:

- |                      |                                |
|----------------------|--------------------------------|
| <b>2 Car Draft</b>   | drafting cars move up 2 places |
| <b>3 Car Draft</b>   | drafting cars move up 3 places |
| <b>4-5 Car Draft</b> | drafting cars move up 4 places |
| <b>6-7 Car Draft</b> | drafting cars move up 5 places |

1. Draft car movement can cross groups. (BG to MG, MG to TP including the Race Leader).
2. On Draft Movement from the Bottom Group into the Middle Group you will need to roll 1d6 to determine if the draft cars are moving into the Odd or the Even groove. Draft movement into the Middle Group will only displace drivers from the selected track groove (Odd or Even).
3. Any cars displaced by draft bonus movement, move to behind the draft cars on the grid. If the Draft leader is also the Race Leader than additional movement is not possible, so instead each of the drafting drivers receives a Performance Chip.



Mike Haley & Bruce Peckham  
E-Z Pass Racing Association [EZRA]  
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