

RED WHITE AND BLUE RACING - POST RACE INTERVIEW			
Die Roll	"Talkin' To"	POST RACE - INTERVIEW NOTES	ACTION TAKEN - Next Race
11	FUME!	"That really caught me by surprise today. I'll be better prepared next week."	Ignore OUT once
12		"Everything that happened was bad. We got some things to work on for sure."	Gain One DBL Fast Pit
13		"I'm just out there to race, but now I'm feed up with @#\$\$ like that!"	Gain HEAT
14		"Nobody is going to put me in a position like that again! You can bet on that!"	Gain One Brake
15		"The crew and I will be ready next time, period."	One Successful Fast Pit
16		"That crap really held us back today, so I'm going to settle this next week!"	First Duel - Roll on Feud/Fume Chart
21	TOP or MIDDLE	"Had too many guys get pass me today. I've got to do a better job holding'em off."	Gain One Brake
22		"We got close this time no doubt about it! I'm already ready for the next one!"	Gain Performance Chip
23		"Wow! That was pretty exciting! We'll get it done next time"	TV List
24		"Everybody worked so hard and to come up short like that...I just hate it!"	FUME List
25		"I'm happy with where we are, I'm not worried at all."	Lose One Gas Pedal
26		"Well I feel good about this one. I know I can get more out of this car next time."	Gain NEW Quality
31	WRECKED!	"That one's on me. I just didn't see him in time and got tangled up."	Increase Escape by 2
32		"The crew was working pretty hard to get me back out there. Just ran out of time."	Increase Repair by 1
33		"I feel like the car was running really good. Guess we'll get them next time."	Gain One Gas Pedal
34		"Whew! That was a lot of clang'in and bang'in, and some scrub'in and rub'in!"	TV List
35		"Well this stuff happens. We will make some adjustments and get back out there!"	Auto Win One Quality Challenge
36		"The car was perfect! I don't know if we are going to be able to do that again!"	Lose A Quality
41	DNF!	"I know the guys will work hard to keep that from happening again."	Increase Repair by 2
42		"The car felt pretty good, looks like we just need to make a few adjustments."	Gain Performance Chip
43		"It'll be a long night 'cause I know the crew wants to find out what went wrong."	Increase Fast Pit by 1
44		"When I know the crew works that hard, I can't let them down."	Increase Escape by 1
45		"Heck ya I'm disappointed! We just put in too much work to have that happen!"	Gain One Gas Pedal
46		"It has to be the worse luck ever! I'm just really upset right now!"	FUME List
51	WINNER!	"Wow, that was really close! We almost didn't pull that off!"	Lose One Gas Pedal
52		"I got the win, but everyone on this team deserves the credit!"	Gain Performance Chip
53		"Honestly, I'm surprised! Everything seemed to go our way today."	Gain One Brake
54		"The crew did some amazing work in the pits today I'll tell ya that!"	One Successful Fast Pit
55		"That was pretty amaz' racin' right there folks!"	Auto Escape Once
56		"I guess I was just in the right place at the right time!"	Lose A Quality
61	FEUDI!	"I'm going to ignore the non-sense out there and just race."	Star one Quality
62		"I'll see that he get's what's coming to him next week!"	First Duel - Roll on Feud table
63		"When guys race like that it ruins the entire sport you know what I mean!"	Place BOTH on Fume List
64		"I've seen it before. Best thing to do is just concentrate on the next race."	Gain NEW Quality
65		"It was a complete misunderstanding and now it's over."	Feud Ends- remove racers from list
66		"That's what is going to happen when somebody gets in my face!"	Pushing, Shoving, Punches, -Suspensions?

**At end of race, roll two dice. Choose random driver in that category and apply ACTION TAKEN result for next race.  
If category has no applicable racer(s), ignore roll and continue to next race.**

**FUME!** -- Refers to racers that were placed on list THIS race. \* **TOP or MIDDLE** -- Randomly choose ONE racer.  
**Wrecked!** -- A racer who wrecked out of race (Trouble or Problem). \* **DNF!** -- Refers to Non-Wrecked racers only.  
**Winner!** -- Winner of race. \* **Feud!** -- One random racer that will be placed on list for NEXT race.

#### ACTION TAKEN - CLARIFICATIONS

**IGNORE OUT ONCE-** Ignore any OUT result (one time) from the Problem or Feud/Fume chart.

**GAIN ONE DBL FAST PIT-** On first ELIGIBLE pit roll for Fast Pit, Racer automatically succeeds fast pit and double fast pit dice rolls .  
Racer is given 2 Performance chips.

**ONE SUCCESSFUL FAST PIT-** On first ELIGIBLE pit roll for Fast Pit, Racer automatically succeeds fast pit dice roll.

**GAIN ONE BRAKE or GAS PEDAL-** For the first third of the race, Racer is given one extra Brake or Gas Pedal.  
Cannot exceed 5 Gas Pedals or 3 Brakes.

**LOSE ONE GAS PEDAL or QUALITY-** Racer loses one Gas Pedal or a Random Quality.  
Racer cannot have less than one Gas Pedal or less than one quality.

**FIRST DUEL- ROLL ON FEUD/FUME CHART-** One first Duel roll, immediately roll on Feud/Fume Chart for Racers involved.

**TV / FUME List-** Driver is immediately placed on list for next race.

**GAIN NEW QUALITY -** Racer gains one quality he does not already have.

**GAIN HEAT -** Racer gains HEAT quality. If Racer already has HEAT, quality is now Starred.

**INCREASE ESCAPE/ REPAIR/ FAST PIT -** Racer's escape, repair, or fast pit # is increased by 1 or 2.

**AUTO WIN ONE QUALITY CHALLENGE-** Racer automatically wins Quality Challenge. Ignore performance chips.

**AUTO ESCAPE ONCE-** Racer automatically succeeds first escape roll .

**STAR A QUALITY -** One existing racer quality (not starred) is given a star.

**PLACE BOTH ON FUME LIST-** Each of the two feuding racers are removed from the Feud List and placed separately on the Fume List for the next race potentially starting a new feud with other racers.

**PUSHING, SHOVING, PUNCHES- SUSPENSIONS?-** Words and finger pointing turn into action and fisticuffs!

Race Officials (YOU) have to decide if any action needs to be taken before next race- Suspensions? Penalty points? Fines?