Duel Instigator(s)

1. #2 car in TOP group.
2. #3 car in TOP group.
3. #4 car in TOP group.
4. #5 car in TOP group.
5. #6 car in TOP group.

Feud/Fume Results

1. Turtle OUT + TROUBLE.
2. Turtle OUT + TROUBLE.
3. Rabbit OUT + TROUBLE.
4. Rabbit to bottom + TROUBLE
5. Rabbit OUT + YELLOW.
6. Turtle and Rabbit to bottom.
7. Rabbit to bottom.
8. Turtle to bottom.
9. Turtle OUT + YELLOW.
10. Turtle to bottom + YELLOW.
11. Turtle and Rabbit OUT + YELLOW.
12. Turtle and Rabbit OUT + TROUBLE.
SAMPLE driver layout of MIDDLE Group for typical RED WHITE & BLUE RACIN' Race, does not show all drivers...normally, the track card would be set to the side of the game boards...