Track
1-2 TOP
3-4 MIDDLE
5 BOTTOM
6 DUEL
Use Track Adjustments
doubles:
1-5 Xtra Problem
(beg./end of turn except last turn is beg.)
DUEL (swap same group)
NO DUEL vs. Leader
Start with odd driver MIDDLE/BOTTOM
Roll on Duel Table/voluntary
R < Gas: win & target rolls Problem
Add one PC if win
7 on Duel Table or doubles on M & M
Loser goes to Fuming list
DUEL Charge-IF DUEL IN final turn,
Conduct DUEL normally,
but Leader has brake bonus
Challenge (start with lower)
Swap positions in next group
R ≤ Gas challenger win or R > Gas lose
Modify Brake (max. 5)
* same quality defender / ** if starred
* in TOP
** Leader
starred * quality-gets 2 chances (same group
or next group if 1st challenge succeeds)
triples=no challenge & find Problem
for challenging driver;
then continue challenges
YF on triples=no more challenges

Feuding/Fuming
Check list-roll die for driver
No driver = end of turn
If feud, include driver he is
feuding with; ahead is rabbit,
behind is turtle
M+M on Feud/Fume Results
OUT= out of race
BOTTOM=end of BOTTOM
TROUBLE = for all drivers in
group
If Fuming, that driver chooses any driver/
choose or die for/leading driver=rabbit

Performance Chips (PC)
- win challenge or duel
- avoid Trouble (NOT Problem)
- Leader to maintain status in
  Pit Stop challenge
Both have: Odd=use, Even=retain
One driver has more PC, then use
No pc in BOTTOM/Multiple PCs OK
- add 1 PC if lead 10 turns in row
Fill A Gap – group drivers to front
If YF, then move next group drivers
If no YF, R ≤ Gas top driver=fills gap

Pit Stop
1. M & M – doubles = Pit Violation OR
Switch drivers within TOP & MIDDLE
2. BL
   1-2 TOP & Leader
   3-4 MIDDLE
   5 BOTH & Leader
   6 TV drivers & Leader if TV driver
Fast Pit? (start either end)
M+M Fast Pit get one PC
3. TOP/MIDDLE PC drivers switch with
   highest non-PC drivers in group by PC( or most PCs)
4. BL = one TOP driver challenges Leader (no Brake defense)
   If R > challenger’s Gas = switch positions with Leader, but Leader can use PC

Early Yellow (within 3 turns end of race)- Leader can send field in for early Pit & Leader can roll for Fast Pit no
matter what group / all Pit Turns renumbered from this point (every 10 turns)

Double Fast Pit -If driver won pc on Fast Pit, he can attempt Double Fast Pit;
   M+M 6 or less= add another pc / 7 or more= lose pc earned in Fast Pit

Pit Skip (within 2 turns end of race) –any TOP driver can Skip Pit and swap positions with Leader/give low fuel card/For
multiple low fuel drivers, maintain current order with highest ranked car taking the lead and other low fuel drivers
ranked behind. At end of race, die roll 4or 5 = out of fuel; throw two dice= final position in TOP