

SHORT TRACK

Qualifying Round

2-3 The Track is wet, Add "2" to each Driver's DEFENSIVE DRIVING Rating.

4-9 The Track is dry. There are no changes necessary.

10-12 The Temperature of the Track (Too Hot or Too Cold depending on time of year) is making it difficult for the tires to gain needed traction. Add "1" to each Driver's DEFENSIVE DRIVING Rating.

2 Car FAILS Inspection! Roll 2d6 again. A Roll of "2-11", the Driver loses 6 Starting Position Places! A Roll of "12", The Driver must start Race in the last Row regardless of their Qualifying Round!

3-12 Car Passes Inspection. Position is what Qualifying Round suggests.

RACING SKILLS CHART

Each Driver has a "White Flag" Rating (WF). The White Flag comes out during the last lap of the Race (in our game, the last stage). The WF Rating correlates to how well the Driver was able to finish the Races for this particular Season. On the LAST Stage of this Race, the Drivers in the TOP TEN ONLY have a chance to make a final push to the Checkered Flag! When you make the Final Roll for the last stage, ALSO subtract the Driver's WF to determine the Driver's Final stage score.

IE: If the Driver is already at -2 and you Roll -1, that means the Driver would finish with -3. However, if the Driver is in the Top 10 as the last stage begins, subtract the Driver's WF Rating from their final total. If the WF is "4" subtract "4" from the -3 to equal -7 as the final score.

AT THE END OF THE RACE, CHECK THE TOP 5 CARS FOR THE POST RACE INSPECTION!!