



The Stock Car Championship Racing Card Game



Introduction

Stock Car Championship Racing is an exciting game for 2 to 12 players that puts you in the driver's seat. Unlike ordinary games, there are no game boards or dice to worry about. In our game, you just line your cars up to form the lead draft and you're ready to race! A **TRACK DECK** determines the number of laps for each turn and any major events such as accidents and car problems. Each player uses a **DRIVER DECK** to perform actions and respond to events during the race. The game begins by dealing each player a hand of cards from the **DRIVER DECKS** and qualifying for starting positions. A card from the **TRACK DECK** is turned over at the beginning of each turn to determine the number of laps gone by. The cards in your hand are then used to make the lap count and perform various actions, such as passing and pulling away from the pack. After everyone has moved, players refill their hands by drawing cards from the **DRIVER DECKS**. It's that simple! Once the total laps for the race are reached, the race is over and the driver in the lead wins, just like a real stock car race! A race can be any number of laps you'd like to run.

The **TRACK DECK** included with your game has been developed to statistically simulate actual stock car racing tracks. The SuperSpeedway deck allows you to race on large, high speed tracks, while the One Mile Oval and Short Track decks recreate all the action found on the shorter tracks. With all three decks, you can easily create a championship season that follows actual stock car events.

The rules may look complicated at first, but the game is really easy to play. Please be sure to look at the example diagrams. We recommend running heat races of 100-150 laps using the basic rules when first learning to play the game. Once you get the hang of it, try using the house rules for added realism and excitement. There are also advanced rules that add even more detail to the game.

Thank you for buying Stock Car Championship Racing. We hope you have fun playing it. Our primary goal is to provide you with the best racing game on the market. If there is anything you would like to see added or changed please feel free to send us your comments and suggestions.

BASIC RULES OF PLAY

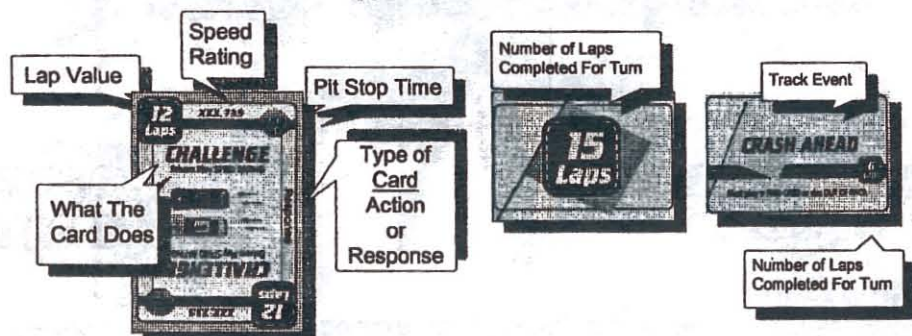
1. Components and Card Examples

One set of rules

One track deck (60 cards)

Four driver decks (60 cards each)

Typical Cards



Driver Deck Card

Track Deck Cards

2. Game Setup

Please refer to the game setup diagram on the next page while reading this section. The **GAME SETUP TABLE** is used to determine hand size, the number of cards you can play and how many cards to draw during each turn. To begin a race, shuffle the **TRACK DECK** (the cards with a race track printed on the back) and place it face down in the middle of the playing area. Each player selects a **DRIVER DECK** and shuffles it. Most players use their favorite 1/64 die-cast stock car as playing pieces. If you are not using die cast cars, remove the **FAST PIT** card from the deck and use the back of it as your car. Shuffle the **DRIVER DECK** and deal yourself 7, 8 or 9 cards, depending on the **TRACK DECK** you intend to use. (SuperSpeedway = 7, One Mile Oval = 8, Short Track = 9). This forms your **DRIVER HAND** and may be viewed at any time. Place the remaining cards face down in front of you. This forms a **DRAW PILE** that will be used to refill your **DRIVER HAND** at the end of each turn. Select one player to record the laps completed for each turn and other important track events on the **RACE DATA SHEET**.

3. Qualifying

All drivers play one card from their **DRIVER HANDS**. Look at the Speed Ratings located on the top, center of the cards (i.e. xxx.735). The driver with the highest speed rating wins the pole position. Place the card face up next to your **DRAW PILE**. This becomes your **DISCARD PILE**. Line the cars up single file according to these qualifying speeds, highest numbers go first. This forms the lead draft for the race. If there is a tie, each player involved continues drawing cards from his/her **DRAW PILE** until resolved. All players refill their **DRIVER HANDS** before beginning the race. You're now ready to start racing!

Game Setup Table

SETUP TABLE	Hand Size	Cards to Play	Cards to Refill	Size of Draw Pile	Heat Race Laps	Full Race Laps
SuperSpeedway	7	3	3	20	100	160-328
One Mile Oval	8	4	4	25	125	250-400
Short Track	9	5	5	30	150	300-500

 = Used in Advanced Rules Only

Game Setup Diagram

The game should look like this when you're ready for the first turn.

Player 3
Draw Pile
(Face Down)

Player 3
Discard Pile
(Face Up)

Player 4
Draw Pile
(Face Down)

Player 4
Discard Pile
(Face Up)

Track Deck
Draw Pile

Track Deck
Discard Pile

Line up cars to form the Lead Draft



Pole Position

2nd

3rd

4th

Try using your favorite 1/64 or 1/24 scale die cast cars for added realism!

Player 1
Discard Pile
(Face Up)

Player 1
Draw Pile
(Face Down)

Player 2
Discard Pile
(Face Up)

Player 2
Draw Pile
(Face Down)

4. Sequence Of Play

The game is played in turns which simulate 3 to 30 laps of the race. Each turn is divided into three phases: **TRACK PHASE**, **ACTION PHASE** and **REFILL PHASE**. The number of cards you can play during a turn depends on the type of track you are racing on. (Refer to the GAME SETUP TABLE above). This is the total number of cards you can play during a turn to make the lap count and perform actions. You can always play cards that have "response" printed on the side to counter other drivers actions against you. Response cards are free and do not count towards your card limit for a turn.

TRACK PHASE

Determines the number of laps for the turn and any track events. The race leader turns over the top card on the *TRACK DECK*. Mark off the appropriate number of laps on the *RACE DATA SHEET* and apply any events that may come up. If an event card with no lap number comes up, apply the event and turn over another card. Keep following this sequence until a card with a lap number is played.

If there are no events or yellow flags, all players must now make the lap count. Look at the lap values on the cards in your *DRIVER HAND* (disregard all other information). All players must simultaneously discard one or more cards to equal or exceed the lap count for the turn. You may have to combine the lap values on 2 or more cards or play 1 card with a higher lap value. For example, the lap count for the turn is 15 and you don't have any cards with a lap value of 15. You could play three 6 lap cards, a 24 lap card or even five 3 lap cards to make the lap count. Remember, you have a limited number of cards to play. For instance, if you are racing on a SuperSpeedway, you can only play 3 action cards per turn. If you play three 6 lap cards to make the lap count, you will not be able to play any action cards during the ACTION PHASE (You can still play response cards because they don't count towards this limit). You can also play a single *DRAFT* card to make the lap count. This has the same effect as playing too many cards and you lose your chance to move in the ACTION PHASE. Remember, response cards (*CHALLENGE*, *BLOCK* and *DRAFT*) are free! You can always play them against other drivers during the ACTION PHASE, regardless of how you made the lap count.

When an event occurs, read the description on the card and refer to the *TRACK DECK* descriptions beginning on page 9. Events can apply to one or all drivers. *CRASH AHEAD* and *SLOW TRAFFIC* events apply to all drivers and are placed in front of the race leader. If an event needs to be applied to a single player, all drivers turn over the top card on their *DRAW PILES* and compare speed ratings. The driver with the lowest speed rating receives the effects of the event. There may be cases where no one has a speed rating low enough to receive an event. There are four cards that say "Driver with *SPEED RATING* less than *OUT RATING* is *OUT OF RACE*." In the basic game, everyone has an out rating of .200. In this case, any driver that turns over a card with a speed rating less than .200 is out of the race. If all cards are .200 or greater, there is no effect and play continues by turning over another *TRACK DECK* card.

ACTION PHASE

Now it's time to make your move! Determine which driver goes first by looking at the speed ratings on the top card showing in each driver's *DISCARD PILE*. The driver with the highest speed rating gets to move first, regardless of track position. Ties go to the driver in front.

You move your car by playing action cards from your *DRIVER HAND*. The number of actions you can perform depends on how many cards were used to

make the lap count (see Setup Table). Action cards are played one at a time and may be countered by response cards. You do not have to move and, in some cases, you may not be able to. In either case, your action phase is over and you cannot move again during the turn. You can still play response cards to counter other drivers actions because response cards don't count as actions.

Only a player affected by an action can respond to it (assuming they have an applicable response card in hand). There is no limit to the number of response cards played in a turn but, you can only respond once to each action against you with a single response card. Once a response card is played, it cannot be used again to counter another action.

A new order of movement is determined after each player finishes all of his/her moves. Look at the top card in the *DISCARD PILE* for each player that has not had a chance to move. Compare the speed ratings just like before. The player with the highest speed rating goes next. Play continues in this manner until all drivers have had an opportunity to move.

REFILL PHASE

All players refill their DRIVER HANDS' by drawing cards from their *DRAW PILES*'. The number of cards drawn depends on which track deck you are using. Draw 3 cards if you are using the SuperSpeedway Track Deck, 4 cards for the One Mile Oval Track Deck and 5 cards for the Short Track Deck. Do not exceed your hand limit (Note: Playing a GOOD CAR SETUP card will permanently increase your hand size by 1 card). Remove all remaining event cards from play except for SLOW TRAFFIC, which remains on the track until all cars have passed it. This marks the end of the turn and play resumes with a new TRACK PHASE. If you run out of cards, just reshuffle your *DISCARD PILE* or the *TRACK DECK*.

5. Track Occurrences

PASSING - Stock cars race in a counter-clockwise direction and all turns are made to the left. The only exception is on road courses similar to what formula one cars race on. The SuperSpeedway, One Mile Oval and Short Track decks depict left turn race tracks. When cards refer to the "inside" it means on the left side. That's why it is more advantageous to pass on the inside (left). Cars exchange positions whenever a pass is successful. In the example below, Car #2 plays a PASS INSIDE card and successfully passes Car #1. Notice that they change positions and there is no gap between any of the cars.



YELLOW FLAGS - No passing is allowed and all gaps are closed. You do not have to make the lap count and there is no ACTION PHASE. Record the number of laps on the card and begin a new TRACK PHASE by turning over a

TRACK DECK card. Players can choose to make pitstops under the yellow.

PIT STOPS - Pitstops are voluntary and are the only way to remove certain event cards. To make a pitstop, each driver, beginning with the lead car and moving down the line, removes his/her car from the line. You must decide in order. If you change your mind and decide to pit after a car behind you enters the pits, you automatically come out in the last position. Cars remaining on the track move up to close all gaps. Once in the pits, you can discard any number of cards in your **DRIVER HAND** and refill your hand to the maximum size allowed. You do not have to discard and the effects of any bad event cards you may have accumulated are removed. Good cards, such as **LEARN THE TRACK**, **GOOD CAR SETUP** and **GOOD ENGINE SETTING**, are permanent and are not removed from play. To exit the pits, each driver plays a card out of his/her driver hand and compares the pitstop times. The driver with the lowest pit time comes out first. If there is a tie, the driver who lead into the pits leads out. Cars that make pitstops come out behind any cars that remained on the track. No gaps can occur, so make sure all cars are lined up nose to tail again. Cars that pit under a yellow flag remain on the lead lap. Cars that pit under a green flag come out in the last position and are 1 lap down for a SuperSpeedway, 2 laps down for a One Mile Oval, and 3 Laps down for a Short Track race.

GAPS - A gap is considered to be one car length in size and can only be formed by playing a **PULL AWAY** card. Any driver directly behind a car attempting to pull away can respond with a **DRAFT** card and follow. Other drivers may also respond down the line with a **DRAFT** card and pull away with the car in front of them. There must be a car directly in front of you in order to play a **DRAFT** card. A gap is formed in front of the first driver that fails to play a **DRAFT** card. Move your car one car length ahead of the others to make a gap. A gap can only be closed by a yellow flag, playing a **PULL AWAY** card and moving forward one car length, or by passing another car unchallenged and moving into the open space. You cannot fill a gap by passing a car that is **HIGH IN TURN** or a **SLOW TRAFFIC** card. You can play several **PULL AWAY** cards to create more gaps. Note: A **PASS 2** card can only fill one gap.

PULL AWAY TO CREATE A GAP

Before: Car #1 plays a **PULL AWAY** card and creates a gap.

After: Car #2 responds with a **DRAFT** card and Car #3 does not. Car #4 does not get the option to draft.



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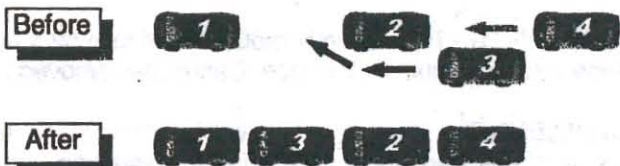
PULL AWAY TO FILL A GAP

Now Car #3 plays a PULL AWAY card to fill the gap and catch Car #2. Car #4 does not play a DRAFT card and remains behind.



PASS TO FILL A GAP

Many times a PULL AWAY card is not available to close a gap. In this case, you may want to let a car behind you pass to fill the gap. Assume you are in Car #2 and Car #3 plays a PASS card. You decide not to play a CHALLENGE card and let him pass. Notice that Car #4 gets to move up behind you. That's because a PULL AWAY card is the only way to create a gap!



6. Keeping Track of Races

The Race Data Sheet is used to track the progress of a race. Each turn record the laps completed, cumulative laps and the race leader. You always finish a race on the exact count. If the laps completed for a 200 lap race are at 196 and you turn over a 30 lap card, the lap count to make would only be 4.

When you race using the Short Track Deck you must double the lap count. This does not effect the laps you have to make in the Track Phase. For instance, if the lap count is 30, you would record 60 on the Race Data Sheet but you would only have to make a lap count of 30 during the Track Phase. When doubling the lap count puts you over the race length you count the laps normally. Example: The race length is 250 laps and the total laps is at 210. The lap count for the turn is 30. You would add 30 to 210 (240 total) rather than finish the race. This keeps the game length to reasonable amount of time.

LET'S RACE!!!

You're now ready to play the basic game! Be sure to look at the Track Deck card descriptions on page 9 and the Driver Deck card descriptions on page 12. As various cards are played, read their descriptions to learn what they do. Examples are provided to help you understand some of the moves. We recommend you play a few short races using just the basic game rules. Concentrate on the sequence of play and learn what the various cards do. Once you are comfortable with the game, try using the Optional House Rules in section 7. It is also helpful to refer to the Outline of Game Play on the back cover.

7. Optional House Rules

We recommend using any or all of these optional rules in the basic game. They are not necessary, but they do add realism and excitement to the races.

USING PASS CARD STATISTICS - Each pass card has a time modifier printed on it. These are used to adjust speed ratings when resolving challenges. The modifiers represent the advantage, or disadvantage a particular pass card gives you. Just add or subtract the modifiers to your speed rating when resolving challenges. All modifiers are cumulative. Below are the modifiers printed on the pass cards.

PASS INSIDE (+.100)

PASS OUTSIDE (-.100)

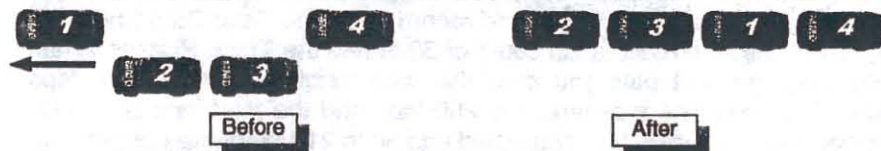
INSIDE ADVANTAGE (+.200)

PASS 2 (1st Car: +.100 / 2nd Car: +.000)

OUT OF RACE RESULTS - Permanently reduce hand size by 1 and move to the rear of the line instead of quitting the race. Cannot be removed by a pitstop.

ADVANCED CHALLENGES - When the car directly in front of you tries to pass another car and is challenged (by a CHALLENGE response card), you can choose to follow one of them by playing a DRAFT card from your driver hand. You must choose a driver to follow before the challenge is resolved. The car you choose to draft with gets a +.100 added to its speed rating. If the driver you chose to follow wins the challenge you also get to pass the losing driver.

EXAMPLES: Car #2 tries to pass Car #1 with a PASS INSIDE and is challenged. Car #3 plays a DRAFT card and decides to follow Car #2. Car #2 gets an additional +.100 added to its speed rating and wins the challenge. Car #3 also gets to pass Car #1. Note that Car #4 is not allowed to draft.



Now lets assume Car #3 chose to draft Car #1 instead and Car #1 won the challenge. Car #3 would automatically get to pass Car #2. Note that Car #4 still doesn't get a chance to pass.



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THE TRACK DECK CARDS

The **TRACK DECK** is used to count off laps and initiate events during a race. It contains various lap and event cards that simulate racing on actual stock car tracks. The results of actual stock car races have been analyzed to create them.

When an event occurs, read the description on the card and refer to the **TRACK DECK** descriptions. If an event needs to be applied to a single player, all drivers turn over the top card on their **DRAW PILES** and compare speed ratings. The unlucky driver with the lowest speed rating receives the effects of the event. There may be cases where no one has a speed rating low enough to receive an event. There are four type of cards that say "Driver with **SPEED RATING** less than **OUT RATING** is **OUT OF RACE**." If you were the slowest driver and your speed rating was less than .200, you're out of the race. If it's .200 or greater, there is no effect and play continues by turning over another **TRACK DECK** card. **CRASH AHEAD** and **SLOW TRAFFIC** events apply to all drivers and are placed in front of the race leader. Everyone has an out rating of .200 in the basic game. Events that apply to all drivers will be designated by (All) and events that apply to a single driver will be designated by (Single Driver) in the descriptions.

LAP CARDS

XX LAPS - (All) The number of laps completed that turn. Laps are marked off on the *Race Data Sheet*.

YELLOW FLAG EVENT CARDS

CRASH AHEAD - (All) Place card in front of the lead car. All drivers must play any pass card (**PASS INSIDE**, **PASS OUTSIDE**, **PASS 2** or **INSIDE ADVANTAGE**) to get by. Drivers unable to pass are involved in the crash and are out of the race (See also the optional house rules)

OVER HEATING, TRANSMISSION, BLOWN ENGINE - (Single Driver) All drivers turn over the top card from their **DRAW PILES**. If the speed rating on the card is less than your out rating, you are out of the race. All players have an out rating of .200 in the basic game. If no one draws a speed rating below .200 there is no effect. These events only apply to the driver with the lowest speed rating below .200 in the basic game.

GREEN FLAG EVENT CARDS

HIGH IN TURN - (Single Driver) Pull your car out to the right side of the line and turn over another **TRACK DECK** card. If another event card comes up, apply the event and keep drawing until a normal lap card is played. Any driver that maneuvers to a position directly behind you during their move automatically passes without having to play any cards. This is a free pass that cannot be challenged or blocked. A driver may have to pass other cars to get into this

HIGH IN TURN (Continued)

free pass position. A driver high in turn cannot play any action or response cards for the rest of the turn and falls back into line after everyone has had a chance to move.

Assume Car #1 is HIGH IN TURN and everyone made the lap count in the TRACK PHASE. Car #2 is in the free pass position. Any driver that maneuvers to Car #2's position during their ACTION PHASE automatically passes Car #1. So, if Car #2 gets the first move in the ACTION PHASE, it would automatically pass Car #1 without having to play any cards. Car #3 now moves up into the free pass position. Lets assume Car #4 is next and can only play one card. Car #4 must get into the free pass position in order to pass Car #1. Car #4 successfully plays a PASS INSIDE against Car #3. Car #4's gets to pass Car #1 and is done moving for the turn. Car #3 ends up in the free pass position and also blows by Car #1.



1. Car #1 goes HIGH IN TURN



2. Car #2 moves first and gets a free pass on car #1



3. Car #4 passes Car #3 and also gets a free pass on car #1



4. Car #3 goes last and decides not to play any cards. Car #3 also gets a free pass on car #1

Now assume Car #1 is HIGH IN TURN and the sequence of movement is 4,2,3. Car #4 tries to pass Car #3 but loses the challenge. Car #2 does nothing and automatically passes Car #1. Car #3 is in the free pass position and gets to pass Car #1. Car #3 then plays a PASS INSIDE on Car #2 and wins the challenge. Car #4 never made it to the free pass position behind Car #1 and does not get a free pass. Car #1 falls back in line at the end of the ACTION PHASE.



1. Car #1 goes HIGH IN TURN and Car #4 fails to pass Car #3



2. Car #2 moves next and gets a free pass on car #1



3. Car #3 gets a free pass on Car #1 and passes Car #2 with a PASS INSIDE card



4. Car #4 did not get to the free pass position during his/her turn and Car #1 falls back into line

HIGH IN TURN (Continued)

Assume Car #1 is HIGH IN TURN again and the sequence of movement is 2, 4, 3. Car #2 gets to pass Car #1 first and then plays a PULL AWAY card to create a gap. Note that Car #3 cannot play a DRAFT card. Car #4 tries to pass Car #3 and loses the challenge. Car #3 keeps the position behind Car #1 and gets a free pass. Car #3 does not have a PULL AWAY card to play and can't move anymore. Car #4 did not move up behind Car #1 during the ACTION PHASE and does not get a free pass. Car #1 falls back in line and the ACTION PHASE is over.



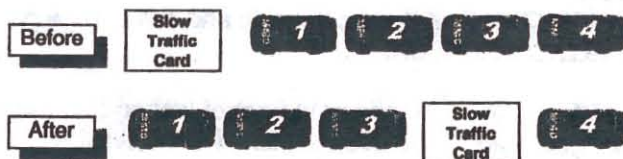
1. Car #1 goes HIGH IN TURN. Car #2 gets a free pass and plays a PULL AWAY card. Car #4 fails to pass Car #3



2. Car #3 moves next and gets a free pass on Car #1. Car #1 falls back in line behind Car #3.

SLOW TRAFFIC - (All) Place card in front of the leader. Slow traffic acts like another car on the track and must be passed using any type of pass card. It remains on the track until all cars have passed it or a yellow flag occurs. It does not respond to actions. You cannot use a pass card (including PASS 2) to fill a gap in front of slow traffic. If you pass slow traffic and there was a gap in front of it, the gap remains.

Assume that Cars #1, #2 and #3 each play a PASS INSIDE and Car #4 doesn't have any pass cards. The slow traffic card remains on the track until Car #4 passes it.



LOSE TRACTION - (Single Driver) In the basic game, your car is placed at the end of the lead draft and play continues normally. Under the advanced rules, the car falls behind the designated number of seconds from the lead draft. You still get to move normally during the ACTION PHASE.

ENGINE TROUBLE - (Single Driver) Play one less card per turn. Place card in front of your DRAW PILE and remove when a pit stop is made.

CAR TOO TIGHT - (Single Driver) Reduce *DRIVER HAND* size by one card. Adjust hand size during the *REFILL PHASE*. A player does not have to discard in order to reduce the hand. Place card in front of *DRAW PILE* and remove when a pit stop is made.

BODY DAMAGE - (Single Driver) Draw one less card to refill your hand. Place card in front of your *DRAW PILE* and remove when a pit stop is made.

TIRES WORN - (Single Driver) Driver is unable to play or respond to a *CHALLENGE* card. You may still use all other action cards, including *PASS* and *BLOCK*. Remove when a pit stop is made.

BRAKES - (Single Driver) Brake problems have occurred. All players turn over the top card on their respective *DRAW pile's* and compare speed ratings. Any player with a speed rating below .200 is out of the race. All players have an out rating of .200 in the basic game and there is no effect if no one draws a speed rating below .200.

OUTSIDE GROOVE FORMED - (All) Applies to all drivers. All *PASS OUTSIDE* cards have a zero (.000) modifier for that turn.

THE DRIVER DECK CARDS

The *DRIVER DECK* is composed of various cards representing actions and responses a driver performs during a race. Each card can be used only once and for a single purpose. For example: If a card is used as a *CHALLENGE*, the speed rating on that card cannot be used to determine the result. Another card would have to be played. All cards are placed face up in the driver's *DISCARD PILE* when used. Other important information on the cards include lap count values, pit stop times, and speed ratings. Note: Use the car graphic on the back of a the *FAST PIT* card if you're not using die cast cars.

ACTIONS CARDS

Have the word "ACTION" printed on the side and can only be played during your turn in the *ACTION PHASE*.

PASS INSIDE - Attempt to pass the car in front of you on the inside. May be blocked or challenged. Cannot be used to pass a *TWO WIDE* card.

PASS OUTSIDE - Attempt to pass the car in front of you on the outside. May be blocked or challenged. This is the only card that can be used to pass a car protected by a *TWO WIDE* card.

INSIDE ADVANTAGE - Attempt to aggressively pass one car in front of your position on the inside. The opposing driver can only counter with a *CHALLENGE* card. A *BLOCK* card has no effect.

PASS 2 - Attempt to pass two cars in front of your position. There must be no gaps between the cars being passed and both attempts may be blocked or challenged. If you fail to pass the first car, the second attempt is lost. It cannot be used to pass a TWO WIDE card. You do not have to pass 2 cars, It can also be used to pass only a single car. It can only be used to fill one gap.



1. Car #3 plays a PASS 2 card.
Cars #1 and #2 do not BLOCK or CHALLENGE

2. Car #3 takes the lead!



1. Car #4 plays a PASS 2 card.
Cars #3 does not BLOCK or CHALLENGE

2. Car #4 cannot pass Car #2 because of the gap.

TWO WIDE - This is an action card played during your ACTION PHASE. It is a defensive measure that forces opponents to play a PASS OUTSIDE card to get by. Place it on the track next to your car (on the left) and remove during the REFILL PHASE. It is not a response card and cannot be used to stop other drivers pass attempts. If you play any response cards such as a BLOCK or CHALLENGE to prevent an opponent's PASS OUTSIDE, or a DRAFT card in response to a PULL AWAY, the benefit of the TWO WIDE card is lost and it is immediately removed from play.



PULL AWAY - Attempt to pull away from the pack and create a gap. The driver directly behind you can immediately respond with a DRAFT card to go with you. The driver directly behind him may also do the same. This continues down the line until a driver fails to play a DRAFT card. If this happens, subsequent cars cannot draft and a gap is formed. Move your car ahead one car length to make the gap. If a gap already exists, then it is increased even more. It is possible to play 2 or more gap cards in a row to pull far ahead. Just remember, any drivers directly behind you always have a chance to respond with a DRAFT card for each PULL AWAY card you play.

GOOD ENGINE SETTING - Draw one extra card per turn for the rest of the race. Place card next to your DRAW PILE. Lasts for the duration of the race.

GOOD CAR SETUP - Increase hand size by one card for the rest of the race. Place card next to your DRAW PILE. Lasts for the duration of the race.

DRAFT - The DRAFT card is both an action and a response card. As an action card, you can use a single DRAFT card during the TRACK PHASE to make the lap count, regardless of the lap number on the card. This uses up all your actions for the turn and you cannot play any more action cards. You can still respond with BLOCK, CHALLENGE or even other DRAFT cards during the ACTION PHASE. It also allows you to keep up with a car in front of you when used in response to a PULL AWAY. See Response Cards below.

LEARN THE TRACK - Play one extra card per turn for the rest of the race. Place card next to your DRAW PILE to show increased ability. Lasts for the duration of the race.

FAST PIT - Used to get out of the pits quickly. (Advanced Rules only)

RESPONSE CARDS

Have the word "RESPONSE" printed on the side and can only be played in response to another player's action card. You can only respond once to each action against you.

BLOCK - A response card used to prevent a pass. It has no effect against an INSIDE ADVANTAGE card.

CHALLENGE - A response card used to prevent a pass. A challenge only involves two drivers and may be played against any pass attempt. Once a challenge card is played, both players draw one card from either their DRIVER HAND or their DRAW PILE. The driver with the highest speed rating wins the challenge. A player does not have to respond to a challenge but automatically loses by doing so. Once played, a challenge card must be discarded, even if the challenge was not accepted. (See ADVANCED CHALLENGES in section 6. Optional House Rules)

DRAFT - Used in response to a PULL AWAY. Allows you to keep up with the car directly in front of you. You cannot draft if there is a gap in front of you. See draft card description in Action Cards above. It is also used to draft in advanced challenges (See Advanced Challenges in section 6. Optional House Rules).

OTHER EXAMPLES OF PLAY

YELLOW FLAG PITSTOPS (Basic and Advanced Rules)

Car #1 and Car #3 make pitstops under the yellow. Car #1 plays a 16.3 second pit time and Car #3 plays a 16.1 second pit time. Any ties go to the car that lead into the pits. After they pit the new order will be as follows:

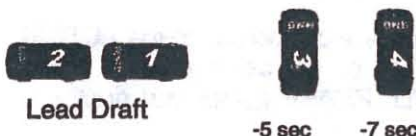


GREEN FLAG PITSTOP (Advanced Rules)

Car #1 and Car #2 are on the lead draft and decide to pit. Car #3 is already -4 seconds behind the lead draft and Car #4 is -6 seconds behind the lead draft. Car #1 plays a 16.8 second pit time and Car #2 a 16.2. After the pitstops, Car #3 is now the only car in lead draft. Car #4 is -2 seconds behind, and Cars #1 and #2 are 12 seconds behind. Car #2 had the lowest pit time and exits the pits ahead of Car #1. Both pit times are then rounded down to 16 seconds. Subtract Car #3 time (4 seconds) from other drivers times.



Now assume Car #3 and Car #4 pit on the next turn during a green flag. Car #3 plays a 17.3 second pit time and Car #4 plays a 17.7 second time. Car #2 and Car #1 become the new lead lead draft. Car #3 falls -5 seconds behind and Car #4 falls -7 seconds behind (-5 plus the original 2 seconds).



HOW TO RACE A SEASON

Players select a series of tracks to race on for a season. Points are awarded at the end of each race based upon finishing position, and laps lead. Use the driver data sheets to record the points awarded (Please feel free to make copies of the race and driver data sheets).

Points for finishing:

1st	60	11th	30	21st	20	31st	10
2nd	56	12th	29	22nd	19	32nd	9
3rd	52	13th	28	23rd	18	33rd	8
4th	48	14th	27	24th	17	34th	7
5th	44	15th	26	25th	16	35th	6
6th	40	16th	25	26th	15	36th	5
7th	38	17th	24	27th	14	37th	4
8th	36	18th	23	28th	13	38th	3
9th	34	19th	22	29th	12	39th	2
10th	32	20th	21	30th	11	40th	1

- The driver that qualifies in pole position gets 1 bonus point.
 - Each driver that leads at least one lap gets 1 bonus point.
 - The driver who leads the most laps during the race gets 2 bonus points.
- If there is a tie, the driver with the best finish gets the points.

Example: You finished 2nd in a 300 lap race and you lead the most laps. You would receive 56+1+2 for 59 points. 56 for finishing second, 1 for leading a lap and 2 more for leading the most laps in the race.

If a driver is knocked out of the race before the last turn, the finishing position is equal to 40 less the turn number. For example, suppose you blew your engine on turn 12. Your finishing position would be 40-12 or 28th and you would receive 13 championship points.

Use the following advanced rules in addition to all basic and house rules.

Pitstops

The size of the *DRAW PILE* is adjusted to require pitstops in the advanced game. All pitstops are voluntary and must be made to refill the your *DRAW PILE*. Refer to the Set Up Table to determine how many cards to use. Drivers may pit at any time during a race. Let's say your racing on a SuperSpeedway track. During game set up, deal yourself 7 *DRIVER DECK* cards to form your *DRIVER HAND*. Deal out 20 more cards, face down, to form your *DRAW PILE*. Place the remaining cards face down, behind the *DRAW PILE*. This becomes your *RESERVE DECK* and will be used to refill your *DRAW PILE* during pitstops. When your *DRAW PILE* becomes depleted, you must make a pitstop to refill it. You can race until all *DRIVER HAND* and *DRAW PILE* cards have been used. If you run out of cards and cannot make the lap count, you are out of gas and removed from the race.

Use the following steps for all pitstops:

1. Declare a pitstop. Each driver must declare a pitstop during the ACTION PHASE and cannot take any other moves. If you are pitting under a yellow flag, you must declare it during the REFILL PHASE before you draw any cards.
2. Place your car to the side and form a pit line.
3. Discard any cards you don't want to keep from your *DRIVER HAND*.
4. Combine all remaining cards and shuffle.
5. Refill *DRIVER HAND* to maximum hand size.
6. Refill *DRAW PILE* to the appropriate number of cards (20, 25 or 30).
7. Play one card from your *DRIVER HAND* during the REFILL PHASE to exit the pits. The driver with the lowest pit time leaves the pits first and so on. If there is a tie, the driver leading into the pits leads out.
8. Follow the additional rules for Yellow or Green Flag Pitstops.

Yellow Flag Pitstops

Basic rules apply with the exception of the steps outlined above.

Green Flag Pitstops

Drivers that pit under a green flag will fall behind cars which remain on the track. If a car pits and others remain on the track, round the pit time down to the nearest whole second to calculate how far a driver falls behind the lead draft.

Example: A driver that plays a 17.4 second pit time during the REFILL PHASE will be 17 seconds behind the lead draft.

A driver that enters the pits while out of the lead draft (making up time) must add that time to make up to the pit time.

Example: You are 11 seconds behind the lead draft and you have to make another pitstop. You play a card with a 17.8 second pit time. You are now 28 seconds behind the lead draft (17.8 rounded to $17 + 11 = 28$).

A driver making up time that remains on the track can pass cars making pitstops.

Example: You are 11 seconds off the lead draft and decides not to pit. Driver B makes an 18.6 second pitstop. You are now 7 seconds ahead of driver B (18.6 rounded down to $18 - 11 = 7$). If a car in the lead draft remained on the track, you would still be 11 seconds down and driver B would now be 18 seconds off the lead draft. If all the drivers in front of pit, it is possible for you to become the new lead draft. If that were to happen, driver B would exit the pits 7 seconds behind you and you would become the new lead draft.

Note: The lead draft, could be composed of only one car until time is made up and the others catch up.

If all the cars pit on the same turn, take the following steps:

1. Ensure Step 7 was accomplished.
2. Round the fastest pit time down to the whole second (16.9 becomes 16 seconds).
3. Round all the remaining times the same way.
4. All cars with the same times leave the pits together. Place these cars on the track according to their actual pit times. This is the new lead draft.
5. The remaining cars are considered behind the lead draft and remain off the track until they make up the time. Subtract the fastest truncated pit time (found in step 2) from the other drivers truncated pit times to determine how far back they are.

Making Up Time

Any cars that fall off the lead draft, due to pitstops or a *LOSE TRACTION* event card, are removed to the side and aren't involved in the action of the lead draft until they catch up. On a scratch piece of paper keep track of seconds behind. You still take your turn in the normal order of play as determined by the speed ratings. You will still have to make the lap count and each additional card you play during the ACTION PHASE makes up one second (Note: These cards are limited the same as if they were played as action cards). Continue this until the lead draft is caught. When the time differential is 0, place your car at the rear of the lead draft. You cannot perform any actions on the turn you catch the lead draft. A yellow flag will also make up all the time.

Event Checks

When an event occurs, each player turns over the top card from his/her *RESERVE PILE* instead of the *DRAW PILE*.

RACE DATA SHEET

Winner:

[illegible][illegible]

Driver Data Sheet

Driver Name:

Team Owner:

Car Number:

Sponsor:

Race Modifiers

Hand Size	
Speed Modifier	
Pole Modifier	
Out Rating	

[illegible]

Super Speedway = SS One Mile Oval = OM Short Track = ST

OUTLINE OF GAME

GENERAL

- 1 **Set up game according to type of race (see Setup Table)**
All drivers have an Out Rating of .200 in basic game
- 2 **Qualify for starting positions**
All players simultaneously discard 1 card from driver hand
Line cars up single file according to speed ratings (Highest speed rating goes first)
Turn over top card on DRAW PILE to resolve ties
All players refill driver hands

TRACK PHASE

- 1 **Turn over a TRACK DECK card**
- 2 **Record laps on Race Data Sheet**
If yellow flag comes up: record laps, resolve events and begin a new turn
If an event with no lap count comes up, resolve event and turn over another TRACK DECK card
- 3 **Make the lap count**
All players simultaneously discard cards from driver hand with lap values that equal or exceed lap count or play a single DRAFT card



ACTION PHASE

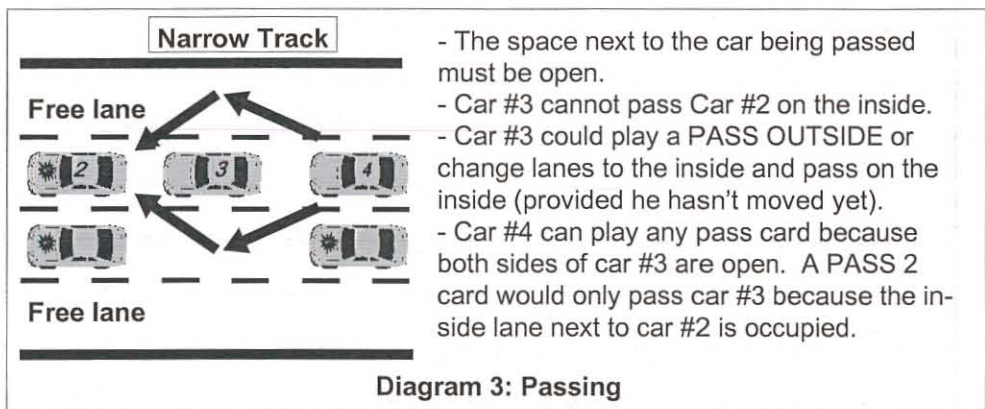
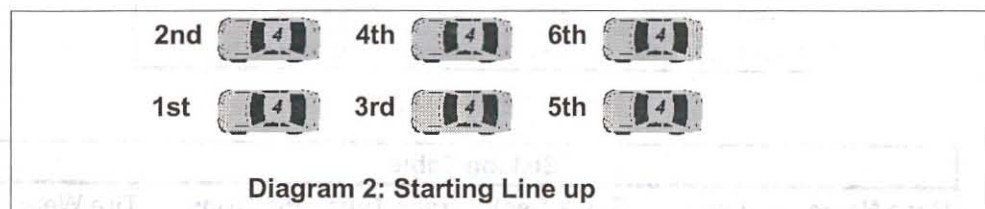
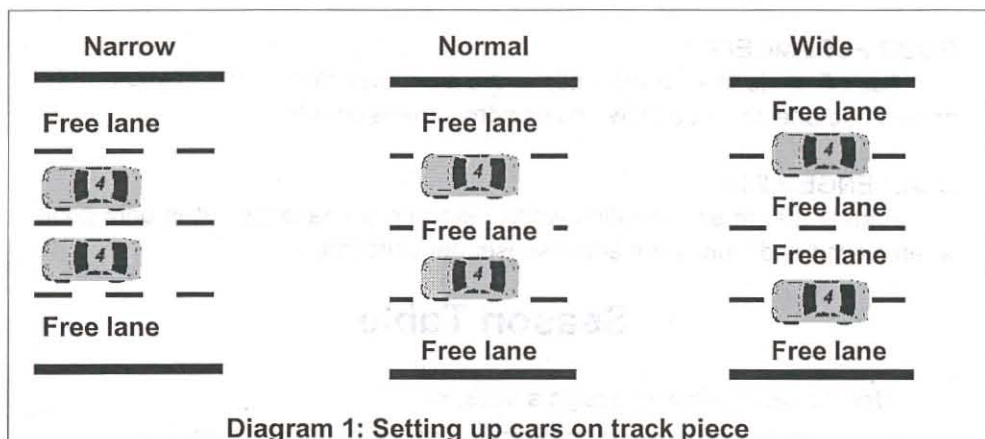
- 1 **Determine which player gets to move**
Check speed ratings on top card showing in discard piles (Only look at players that have not had a turn)
Highest speed rating gets to move or declare a pitstop
Ties go to the driver in front
- 2 **Play "ACTION" cards**
You may not have any moves if you used too many cards to make lap count (see Set Up Table)
Other drivers can play "RESPONSE" cards against each "ACTION" card you play
- 3 **Repeat step 1 until all players have a chance to move**



REFILL PHASE

- 1 **All players draw cards to refill driver hands**
See Set Up Table for number of cards to draw
- 2 **Remove Track Events**
- 3 **Drivers exit pits**
- 4 **Go back to TRACK PHASE and repeat until race is over**

Diagrams and Tables For Stock Car Championship Racing



Chase Cards

There are three chase cards to add to the driver decks. The cards in this package are for the second edition colors (pink, dark blue, red and olive). Unfortunately, there are no cards available for the original colors (blue, green, yellow and purple) at this time. You can write the chase card descriptions on the three extra cards contained in the original color driver decks. The following are descriptions for the cards:

NUDGE PASS

This card says it all. You are bumping the car in front of you to get by. This can be a dangerous move if the other driver decides to challenge. It can not be blocked. If a challenge is issued, both drivers play a speed rating (from driver hand or top of driver deck). The highest speed rating wins the challenge. If the difference between the two speed ratings is less than or equal to .100, each driver turns over the top card on his/her draw pile. Each driver compares the speed rating to the table below and takes the appropriate action.

Speed Rating	Effect
> .700	None
.400 to .700	High In Turn
> .100 to .399	Crash

The results are independent of the other driver. This means it is possible for one or both players to crash. If a player crashes, turn over another card from the draw pile and consult the table below to determine the outcome.

	Effect		
Speed Rating	SuperSpeedway	One Mile Oval	Short Track
.100 to .400	Out of Race	Out of Race	Body Damage. Permanently reduce hand size by 1 and make immediate pit stop.
> .400	Out of Race	Body Damage. Permanently reduce hand size by 1 and make immediate pit stop.	Body Damage. Permanently reduce hand size by 1 and make immediate pit stop.

All cars behind an accident must play a pass card to get by the crash. Any player that does not have a pass must turn over a draw pile card and consult the crash table. If two lane rules are in effect, both lanes must play a pass card to get by a crash.

Adds 5 cards to your draw pile in the advanced rules. Allows you to refill driver hand one time in a pit window under expansion rules.

Adds +.200 to speed rating when resolving a challenge. It is only good when played and it does not effect subsequent challenges.

Use the table below to design a season.

Sample Season Table

[illegible]

	SuperSpeedway	One Mile Oval	Short Track
Make Normal Pit Stops Every	75 Laps	100 Laps	125 laps
With Good Fuel Mileage Card	Refill Hand Once In Pit Window	Refill Hand Once In Pit Window	Refill Hand Once In Pit Window
Green Flag Pit Stop puts you	-1 Lap Down	-2 Laps Down	-3 Laps Down

Table 1: Pit Windows

Lap Count	SuperSpeedway	One Mile Oval	Short Track	Champion Driver
3 - 12	2	3	4	+1
12 - 24	1	2	3	+1
30	0	1	2	+1
Responses	1	1	1	+1

Table 2: NPD Action/Responses

Attribute	0 points	1 point	2 points	3 points
Hand Size	-1 card	+0 cards	+1 card	+2 cards
Pole Modifier	-.100	.000	+.100	+.150
Speed Modifier	-.100	.000	+.100	+.150
Out Rating	.350	.250	.200	.175

Table 3: Driver Creation

Winning a race	1/2 point
Leading a lap	1/4 point
Top half finish	1/4 point
Out of race	Increase out rating by +.015

Table 4: Season Point Awards



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Stock Car Championship Racing *Expansion Pack*

Introduction

The expansion rules are designed to add realism to the original Stock Car Championship Racing game. Any or all of the rules may be used and it is highly recommended players agree to them before beginning a game or season. You must own the original Stock Car Championship Racing Card Game in order to use these rules. Inside you will find the following:

- 1 Track Piece
- 1 Set Expansion Rules
- 1 Pad Race Sheets
- 12 Chase Cards

Contents

- 1.0 General Rules
- 2.0 Qualifying
- 3.0 Two Lane Racing
- 4.0 Tire Wear
- 5.0 Pit Stops
- 6.0 Non Player Drivers
- 7.0 Creating Drivers
- 8.0 Rules for Large Races



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1.0 General Rules

FILLING GAPS - You can only fill a gap with a PULL AWAY if the car in front of you is more than 3 spaces away. Cooperative passing will not work because the car is too far ahead of you to pick up any draft benefits.

TWO WIDE CARD - The Two Wide card can be placed on either side of your car.

DRAFTING A PASS TWO ACTION - If a driver is challenged while attempting to pass the second car on a PASS TWO action, the first driver passed may play a DRAFT card and choose a car to follow, provided that no other car is already drafting. The car being drafted gets a +.100 added to its speed rating when resolving any challenge. Remember, only one car can draft a challenge.

2.0 Qualifying

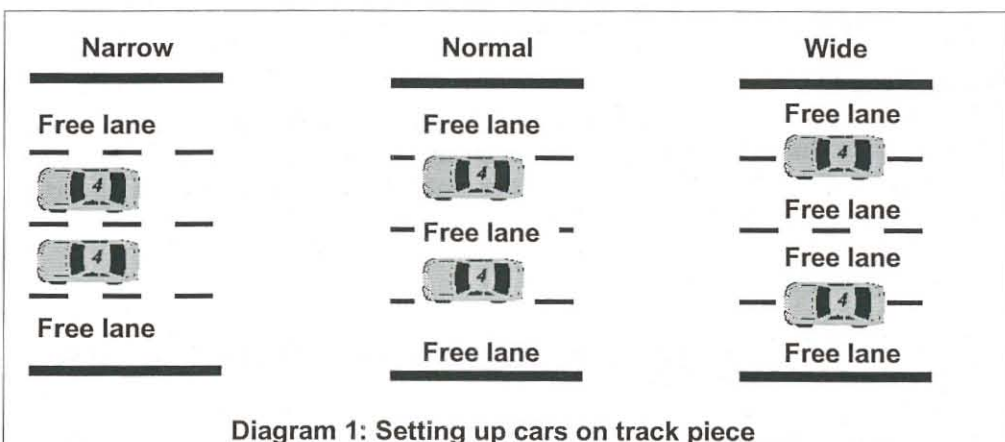
The objective is to be the first driver to move ahead 5 car lengths. Cars are lined up side by side similar to a drag race and drivers move ahead by making the lap count and then playing 1 card. The driver with the highest speed rating moves ahead 1 space. Follow the steps below to qualify.

1. Line up all cars side-by side.
2. Shuffle the Driver Decks and deal out a 5 card hand to each player. Each player requires their own Driver Deck.
3. Turn over a card from the Track Deck to get a lap count. Qualifying cannot begin on an event card, so continue turning track cards until a normal lap card comes up.

4. Make the lap count just like a normal game turn.
5. Players move by simultaneously playing 1 card. The driver with the highest speed rating wins and moves ahead 1 car length. All drivers tied for the fastest time move ahead. A "Pull Away" card moves any car ahead 1 car length regardless of the speed rating. If a "Pull away" card is also the highest speed rating played that driver moves ahead 2 car lengths.
6. Refill hands by drawing 2 cards from the Driver Decks.
7. Turn over another Track Deck card and repeat the process until 1 or more cars move ahead at least 5 car lengths. All event cards are now applied.
8. Qualifying is complete at the end of the turn in which 1 or more cars move ahead at least 5 car lengths. The driver in the lead at the end of the turn wins the pole position. Second place goes to the next car in line and so on. Any drivers tied for position continue by playing speed ratings from the cards remaining in their hands'. Do not refill the hands.
9. 6 spaces is the most a car can move ahead (by playing a "Pull Away" card with the highest speed rating on the last turn).
10. If an event card comes up, all drivers turn over the top card on the their Driver Decks'. The player(s) with the lowest speed rating receives the effects of the event. All drivers must play a pass card to avoid a "Crash Ahead" event. Do not make the lap count for a yellow or green flag events and do not reset the car positions or refill driver hands. Drivers eliminated by an out of race event go to the back of the qualifying order and are considered provisional starters. If more than one car is eliminated, the first car out gets the first available position. If 2 or more cars are eliminated, resolve the tie as per step 8 above by playing speed ratings. All green flag events (High in Turn, Tires Worn, Lose Traction etc.) result in moving back 1 car length and have no further effect.

3.0 Two Lane Racing

Real racetracks are varied in shape and size and have unique characteristics. The two lane racing rules add variation to the game by introducing track width. This will allow you to add variation to the Track Decks. Tracks are now divided into three types: Narrow, Normal and Wide. Narrow tracks have the least amount of passing opportunities with no lane between the cars to pass in. Normal tracks have enough room for one car to go between lanes and wide tracks have room for two cars between lanes. You will always be limited to two lanes but passing opportunities and placement of two wide cards are different for each type of track. Diagram 1 below shows how to line the cars up on the track.



3.1 General Rules for All Tracks

There are now two racing lanes on the track, one high and one low. You are not allowed to respond to an action in the other lane. This includes drafting a car from the other lane.

CHANGING LANES - You are allowed to change lanes once per turn at the beginning or end of your Action Phase. You cannot change lanes during the middle of your turn and you can only move into the other racing lane, not a free lane.

STARTING THE RACE - Line the cars up in two lanes, facing to the left as shown in diagram 2 below. Pole position (1st) is on the inside of the front row.

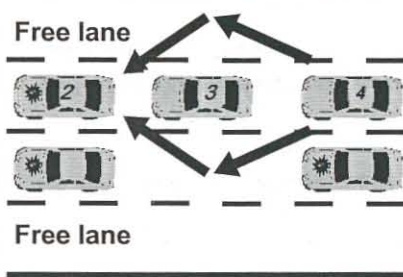


Diagram 2: Starting Line up

RESTARTS - Cars are lined up single file on the inside lane if there are no lapped cars. Lapped cars are lined up single file on the inside lane and cars on the lead lap are lined up in the outside lane if there are more than 10 laps remaining in the race.

PASSING - You must be able to move your car diagonally into an open lane next to the car being passed (see diagram #3). If a free lane is blocked by a 2 Wide card or a high in turn driver, you cannot pass there. In the example below, car #3 cannot use a PASS INSIDE against car #2 because there is a car on the inside lane next to car #2. Car #4 can PASS INSIDE because there is a space next to car #3. On a narrow track you can only play a PASS INSIDE, PASS TWO or INSIDE ADVANTAGE from the outside lane if there are no cars next to the car being passed. A PASS TWO action would require the space next each car being passed to be free. The same rules apply to PASS OUTSIDE actions from the inside lane.

Narrow Track



- The space next to the car being passed must be open.
- Car #3 cannot pass Car #2 on the inside.
- Car #3 could play a PASS OUTSIDE or change lanes to the inside and pass on the inside (provided he hasn't moved yet).
- Car #4 can play any pass card because both sides of car #3 are open. A PASS 2 card would only pass car #3 because the inside lane next to car #2 is occupied.

Diagram 3: Passing

FINISHING THE RACE - No lane has an advantage in resolving ties at the end of a race. If two drivers are tied, they must each play a card from their driver hands. The player with the highest speed rating wins the race. If you do not have any cards left, your speed rating is zero and you do not draw from the top of your deck.

GAPS - Normal gap rules apply. There are no gaps in front a car leading a lane. You cannot cooperative pass to get ahead or move up on cars in the other lane.

PASS TWO CARD - Does not put you ahead of the other lane if you used it to only pass 1 car.

TWO WIDE CARD - The two wide action card can be placed on either side of your car in any free lane (see diagram #1). Any response card played by any car next to a two wide will immediately remove it from play on narrow or normal tracks. On a wide track, the two wide goes away only if the player who placed it responds to an action.

3.2 SuperSpeedway Rules

- Any car running alone at the end of a turn is moved back one car length during the Refill Phase, regardless of which lane it is in.
- Any driver with Good Car Setup, Learn The Track and Good Engine Setting in play does not fall back.
- SLOW TRAFFIC is placed on the inside lane.

3.3 One Mile Oval Rules

- Any cars running alone in the outside lane at the end of the Action Phase move back one car length during the Refill Phase, unless an OUTSIDE GROOVE is formed. In which case, no cars fall back.
- Any driver with Good Car Setup, Learn The Track and Good Engine Setting in play does not fall back.
- SLOW TRAFFIC is placed on the inside lane unless an OUTSIDE GROOVE is formed on the next Lap Card turned over.

3.4 Short Track Rules

- Do not fall back a space when running alone.
- Slow Traffic goes in both lanes

4.0 Tire Wear

You have 4 wear points for tires. You lose 1 point every time you lose a challenge. Once all wear points are used up you cannot issue or respond to a challenge (same as Tires Worn event). You can still use all other action cards including PASS and BLOCK. Keep track of wear points on paper or use 4 coins. A normal pit stop will restore all wear points (See Pit Stops section for variations to normal pit stops). You cannot save extra wear points and the tires worn event card is still played normally.

5.0 Pit Stops

These rules add more realism and strategy to pit stops and are best used with the tire wear rules above. They are used with the basic rules for pit stops. It is recommended that players write down the type of pit stop before playing pit times in order to conceal pit strategies.

2 TIRE PIT STOP - Subtract 6 seconds from pit time played for a 2 tire change and restore 2 wear points. It does not remove tires worn, body damage or engine trouble event cards.

SPLASH N' GO - A splash n' go is a quick stop for fuel only. Subtract 10 seconds from pit time and do not restore any wear points. It does not remove tires worn, body damage or engine trouble event cards.

BODY DAMAGE and ENGINE TROUBLE - each add 10 seconds to your pit time.

PIT WINDOWS - Pit stops are made in the pit windows shown in table 1. When the pit window opens you do not refill your driver hand starting on that turn. You can stay on the track but, if you cannot make the lap count you are out of gas and out of the race. You must pit at the beginning of your Action Phase by pulling your car from the track. You can always make a pit stop regardless of the number of actions you have remaining. This is the only action you can perform for the turn. In other words, you cannot play a PASS INSIDE card and then decide to go into the pits. If you have the Good Fuel Mileage card you are allowed to refill your driver hand once after the pit window opens.

Example: You are in a 200 lap race using the SuperSpeedway deck. The total lap count is at 57. The next track deck card turned is for 30 laps, bringing the total lap count to 87. The first pit window is at 75 laps so everyone must pit for fuel. The next pit window will be at 162 laps (87+75).

	SuperSpeedway	One Mile Oval	Short Track
Make Normal Pit Stops Every	75 Laps	100 Laps	125 laps
With Good Fuel Mileage Card	Refill Hand Once In Pit Window	Refill Hand Once In Pit Window	Refill Hand Once In Pit Window
Green Flag Pit Stop puts you	-1 Lap Down	-2 Laps Down	-3 Laps Down

Table 1: Pit Windows

6.0 Non Player Drivers (NPD's)

Non player drivers add action and uncertainty to the races and are a good way to add more cars to a race. Only one driver deck is required to run all NPD's but you may use more if you so desire. You must decide whether a NPD is a normal or championship driver before running it. NPD's are treated just like any other driver and they get to perform actions and responses just like normal players. This includes challenges and drafting. NPD's always make the lap count and pit when the race leader does. Table #2 shows how many actions and responses NPD's get to play. Draw cards from the NPD driver deck one at a time and perform the action if it is applicable. If a card is drawn and it has no usable action, it cannot be used again later in the turn. Draw a card for each response and to resolve challenges. NPD's always get to respond to actions and they always draft with the player performing the action. The response row indicates the number of cards a NPD gets to turn each time a response is required. Champion drivers draw 2 cards for each response and use the better of the 2 cards. NPD's do not get any benefits from the Good Engine Setting, Learn the Track and Good Car Set Up cards. They can change lanes if the first card drawn will only work in the other lane or if they are running alone and falling back. A Two Wide card is normally placed on the left side (inside) unless it is occupied, in which case, it goes on the right. Reshuffle the NPD deck as required during game play.

Lap Count	SuperSpeedway	One Mile Oval	Short Track	Champion Driver
3 - 12	2	3	4	+1
12 - 24	1	2	3	+1
30	0	1	2	+1
Responses	1	1	1	+1

Table 2: NPD Action/Responses

7.0 Creating Drivers

These rules allow you to create a driver and improve his/her performance during a race season. At the beginning of a season, you have 4 points to allocate to your driver (see table 3). You can distribute the points in any manner you wish, but you can't go above 3 total points in a category. Each attribute costs 1 point to improve. Use a driver data sheet to create a driver for each season.

Attribute	0 points	1 point	2 points	3 points
Hand Size	-1 card	+0 cards	+1 card	+2 cards
Pole Modifier	-.100	.000	+.100	+.150
Speed Modifier	-.100	.000	+.100	+.150
Out Rating	.350	.250	.200	.175

Table 3: Driver Creation

During the season, points are awarded based on how well you finished. Use them to increase the attributes of your driver. Point awards are shown in table 4.

Winning a race	1/2 point
Leading a lap	1/4 point
Top half finish	1/4 point
Out of race	Increase out rating by +.015

Table 4: Season Point Awards

Points are not cumulative during a race. You only get the highest point award. For example, if you win the race, you only get 1/2 point. You do not get the additional 1/4 point for leading a lap or a top half finish.

Out of race results always decrease your out rating but you can still be awarded points. For example, if you were in the lead when you were forced out of the race, you would increase your out rating by +.015 and earn 1/4 point for leading a lap. If you are using the house rule of reducing hand size by 1 for out of race events, you still get the penalty. If you get another out of race event later on, you do not get another penalty.

Points are cumulative between races. In other words, you have to win 2 races to earn a point to spend on an attribute. Once you accumulate a full point, you can increase an attribute. Points cannot be reallocated once they are spent. This means you cannot readjust your points from race to race.

MODIFIERS - The following is a description of how to apply modifiers:

Hand Size - Add or subtract the modifier from the standard hand size as shown in the game setup table.

Pole Modifier - Add or subtract the modifier from the card played when qualifying.

Speed Modifier - Applies only to Challenges. Add or subtract the modifier from speed ratings played when resolving a challenge. Does not apply to any other use of speed ratings.

Out Rating - Use this number instead of the standard out rating of .200 whenever an out rating check is required.

8.0 Rules for Large Races

SET UP - Two lane rules are in effect. Make a race deck by putting the car number and driver name for each player on an index card. This will be used to determine the order of movement. It is shuffled at the end of each turn.

LAP COUNT PHASE - Turn over a track deck card and apply any results if required. If an event card comes up apply using basic rules.

PIT STOP PHASE - All players wishing to make a green flag pit stop must declare so at this time. This must be done before the first race deck card is turned over.

ACTION PHASE - Turn over the top race deck card to determine order of movement. That player then makes the lap count and plays any actions. Play continues until all race deck cards have been played.

REFILL PHASE - All players refill hands. Reshuffle the race deck and proceed with another LAP COUNT PHASE.