

BASE CAR STAMINA CHART

NUMBER	CONDITION	CAR STRENGTH
1-35	FRESH CAR	8
36-60	FRESH CAR, A LITTLE RUST	7
61-75	PRE-RAN CAR, NO RUST	6
76-90	PRE-RAN CAR, A LITTLE RUST	5
91-100	PRE-RAN CAR, QUITE RUSTY	4

DRIVER POINTS COSTS

IGNORE A WARNING	3
IGNORE A DQ	5
START A STALLED CAR	2
AVOID A SHOT WITH A 1-50 (MUST NOT HAVE REDUCED SPEED)	2
AVOID A TRACK SHOT (MUST NOT HAVE REDUCED SPEED)	5
GET OUT OF MUD	3
BREAK OUT OF A HANGUP	4

PIT CREW

1-60	HAVE PART AVAILABLE, FIXED; CAR IN ORIGINAL -1 CONDITION
61-80	PART NOT ON HAND, WITHDRAW
81-90	BORROW PART FROM OTHER CREW; CAR IN ORIGINAL -2 CONDITION
91-100	BOTCHED REPAIR, CAR REVERTS TO PREVIOUS CONDITION

PRE-DERBY INSPECTION

1-82	PASSED
83-85	TOO MUCH PLATING
86-88	BUMPERS ILLEGAL
89-91	TIRES ILLEGAL
92-94	TOO MANY WELD SPOTS
95-97	TOO MANY BOLTS THROUGH HOOD
98-100	CEMENT FOUND IN BODY

INSPECTION REMEDY

1-90	COMPLIES, BRINGS CAR INTO TECH REQUIREMENTS
91-100	REFUSES TO COMPLY, LOADS CAR ON TRAILER

TRACK CONDITION

1-10	DRY & DUSTY	ONLY SCORE A SHOT ON A DRAW OF 1-60
11-20	FAST	+1 TO ALL SHOT DAMAGE (NORMAL SPEED SHOTS ONLY)
21-60	NORMAL	NO MODIFIERS
61-100	MUDDY	DRAW ON STUCK IN MUD CHART ON A WEATHER ACTION, TOP SPEED IS SLOW

STUCK IN MUD

1-50	DRIVER ESCAPES MUD, PROCEED NORMALLY NEXT TURN
61-75	STUCK, TRY AGAIN NEXT TURN
76-100	STUCK, IF AT LEAST 3 ATTEMPTS HAVE BEEN MADE TO ESCAPE THE MUD, CAR IS DUG IN DEEP, DRIVER BREAKS HIS FLAG

DQ CHART

	OFFICIALS TYPE		
	STRICT	NORMAL	LENIENT
DRIVER DOOR SHOT	1-75	1-50	1-25
SANDBAGGING	1-65	1-50	1-20
TEAM DRIVING*	1-35	1-20	1-10
STALLED CAR	1-60	1-45	1-20
OTHER DQ'S	1-70	1-50	01/20/07

*WARNING
ONLY, NO DQ

FIRE CREW

	PRO	NORMAL
FIRE OUT, DRIVER MAY PROCEED	1-80	1-65
FIRE OUT, CAR DAMAGED, CANNOT CONTINUE	81-100	66-100

HANGUP CHART

OFFICIALS DQ CARS AFTER 1 TURN	1-15
OFFICIALS DQ CARS AFTER 2 TURNS	16-30
OFFICIALS DQ CARS AFTER 3 TURNS	35-50
OFFICIALS STOP THE DERBY, SEPARATE SUCK CARS, DERBY CONTINUES	51-75
ANOTHER DRIVER BUMPS THE CARS, SEPARATING THEM	76-98
DRIVE SHAFT PULLS OUT OF ACTIVE CAR WHEN TRYING TO GET UNHUNG	99-100

START OF DERBY CHART

CLEAN START	1-85
A DRIVER IS NOT READY, CANNOT START UNTIL NEXT TURN	86-90
A CAR WILL NOT START, 2 MORE CHANCES TO GET IT STARTED	91-98
IF THIS IS NOT THE FIRST EVENT OF THE DAY, A STORM BLOWS IN, CANCELLING THE REST OF THE DERBY	99-100

POST-RACE CHART

A DRIVER PROTESTS THE RESULTS, 2ND PLACE DRIVER GETS THE WIN	1-2
A FIGHT BREAKS OUT BETWEEN 2 DRIVERS, BOTH ARE DISQUALIFIED	3-7
WINNING CAR DOES NOT PASS POST-RACE INSPECTION, DQ'd	8-11
NO EVENTS, RESULTS STAND	12-100

ROLLOVERS

CAR IS UPRIGHTED BY OFFICIALS, CONTINUE	1-33
CAR IS UPRIGHTED BY OFFICIALS, CONTINUE AT SLOW SPEED DUE TO CRUSHED ROOF	34-67
CAR IS LEFT AS IS, DRIVER DQ'd	68-100

TEAM DRIVING CHART

HOLDING	1-33
FREE FOR ALL	34-100

JUNK CHART

PIECES OF JUNK ON TRACK	CAR HUNG UP BY JUNK ON:
1	1-10
2	1-25
3	1-40
4	1-50
5	1-70

IF ANY JUNK DRAW ENDS IN A "9", THE OIL PAN HAS BEEN
TORN OFF BY THE JUNK; DRIVER BREAKS HIS FLAG

OFFICIALS CHART	
1-25	STRICT
26-75	NORMAL
76-100	LENIENT

TRACK MAINTENANCE		
ORIGINAL TRACK CONDITION	1-100 DRAW	NEW TRACK <u>CONDITION</u>
DRY & DUSTY	1-70	MUDDY
FAST	1-70	MUDDY
NORMAL	1-50	MUDDY
MUDDY	1-25	NORMAL