

In this sample race, 2002 Tony Stewart and 2002 Mark Martin will compete at 2002 Daytona 500 (Daytona Race #1), using 10 turns (25 laps per turn).

Qualifying:

Stewart (Qualify = C)

roll 1 = 81 under C result = 13

roll 2 = 73 under C result = 11

Stewart Qualifying Total = 24

Martin (Qualify = C)

roll 1 = 13 under C result = 4

roll 2 = 66 under C result = 9

Martin Qualifying Total = 13

Mark Martin takes Pole.

Refer to START GRID for starting point values. (Positions 1 and 2 are both worth 100)

	Qual	1	2	3	4	5	6	7	8	9	0
Martin	100										
Stewart	100										

For the Sample game, there will be 2 Pit Stops, one on Turn 4 and one on Turn 8.

Turn 1

Roll for Mark Martin

roll = 70. On Martin card, 70 under SUPER speedway = -5. Compute Martin score.

	Qual	1	2	3	4	5	6	7	8	9	10
Martin	100	95									
Stewart	100										

Roll for Stewart

roll = 59. On Stewart card, 59 under SUPER = -5.

	Qual	1	2	3	4	5	6	7	8	9	10
Martin	100	95									
Stewart	100	95									

They're running door-to-door!

Turn 2

Martin roll = 52 (0)

Stewart roll = 98 (Possible Mechanical Failure)

2002 Daytona Race #1 Mech rating is 34, Stewart rolls 49, outside Mech range, treat as (0) result.

	Qual	1	2	3	4	5	6	7	8	9	10
Martin	100	95	95								
Stewart	100	95	95								

Still door to door!

Turn 3

Martin roll = 05 (+10)

Stewart roll = 67 (-10)

	Qual	1	2	3	4	5	6	7	8	9	10
Martin	100	95	95	105							
Stewart	100	95	95	85							

Martin opens up a big lead!

Turn 4

PIT STOP TURN - Roll on PIT STOP Chart

Martin roll = 02, on PIT STOP chart, Crew rating = B, Great Stop (+10)

Stewart roll = 51, on PIT STOP chart, Crew rating = C, Clean Stop (0)

	Qual	1	2	3	4	5	6	7	8	9	10
Martin	100	95	95	105	115						
Stewart	100	95	95	85	85						

Martin's lead increases as his crew works the pits more efficiently.

Turn 5

Martin roll = 77 (-5)

Stewart roll = 03 (+10)

	Qual	1	2	3	4	5	6	7	8	9	10
Martin	100	95	95	105	115	110					
Stewart	100	95	95	85	85	95					

Stewart manages to gain some ground on Martin back out on the track.

Turn 6

Martin roll = 52 (0)

Stewart roll = 54 (-5)

	Qual	1	2	3	4	5	6	7	8	9	10
Martin	100	95	95	105	115	110	110				
Stewart	100	95	95	85	85	95	90				

Martin edges out front once again.

Turn 7

Martin roll = 81 (-10)

Stewart roll = 04 (+10)

	Qual	1	2	3	4	5	6	7	8	9	10
Martin	100	95	95	105	115	110	110	100			
Stewart	100	95	95	85	85	95	90	100			

Stewart catches Martin on the inside to come neck and neck again in a daring move!
(NOTE: Since Martin went first on the previous turn, he is STILL ahead at this point.)

turn 8

PIT STOP TURN

Martin roll = 71, Crew B on PIT STOP Chart (Tire changer drops a tire! -5)

Stewart roll = 54, Crew C on PIT STOP Chart (Clean Stop, 0)

	Qual	1	2	3	4	5	6	7	8	9	10
Martin	100	95	95	105	115	110	110	100	95		
Stewart	100	95	95	85	85	95	90	100	100		

Trouble in the Pit Area drops Martin behind Stewart for the first time!

Turn 9

Martin roll = 85 (-10)

Stewart roll = 63 (-10)

	Qual	1	2	3	4	5	6	7	8	9	10
Martin	100	95	95	105	115	110	110	100	95	85	
Stewart	100	95	95	85	85	95	90	100	100	90	

Both men lose ground to the rest of the pack, but Stewart still ahead of Martin.

Turn 10

Martin roll = 17 (+5)

Stewart roll = 95, Possible Mechanical Trouble again, could he falter on the last lap group???

Stewart rolls 42 against Daytona Race #1 Mech rating of 34, whew, misses by just 8!! Just a (0) for the win!!!

	Qual	1	2	3	4	5	6	7	8	9	10
Martin	100	95	95	105	115	110	110	100	95	85	90
Stewart	100	95	95	85	85	95	90	100	100	90	90

Stewart holds on to win in a Photo Finish!!

(Note Stewart wins because he had the race lead on the previous two turns which is the tie breaker.)