

## PROBLEM CHARTS

### 2-9 ENGINE TROUBLE

add sec's per segment

2	
3	+0.75
4	+0.50
5	+0.25
6	+0.10
7	XXX
8	+0.08
9	+0.06
10	+0.04
11	+0.02
12	+0.01

XXX-

roll 2 die,

**ODD - Out of Race (Blown Engine)**

**EVEN- Roll 2 Dice again**

Add that time in seconds to each segment again and

(If ENGINE TROUBLE occurs in segment 1 then 3 rolls on this chart are required.  
if ENGINE TROUBLE occurs in segment 2, 2 rolls are required.  
And in last segment, 1 roll is required.

#### 4 ROLLS NEEDED PER RACE

1	REACTION TIME	REACTION TIME CHART
2	SEGMENT 1	DRIVER CARD
3	SEGMENT 2	DRIVER CARD
4	SEGMENT 3	DRIVER CARD

**USE EXCEL SCORESHEET FOR RESULTS**

### 10-12 LOSE CONTROL

2	+0.75
3	+1.00
4	+1.50
5	+2.00
6	XXX
7	XXX
8	+0.50
9	+0.25
10	+0.15
11	+0.05
12**	+0.01

XXX-

crash, out of race  
roll again

\*\* -

if roll # is even then driver has regained control.  
Add the time and no other penalty throughout race unless PROBLEM is rolled again.

#### REACTION TIME CHART

11	0.6000	41	0.4941
12	0.5941	42	0.4882
13	0.5882	43	0.4824
14	0.5824	44	0.4765
15	0.5765	45	0.4706
16	0.5706	46	0.4647
21	0.5647	51	0.4588
22	0.5588	52	0.4529
23	0.5529	53	0.4471
24	0.5471	54	0.4412
25	0.5412	55	0.4353
26	0.5353	56	0.4294
31	0.5294	61	0.4235
32	0.5235	62	0.4176
33	0.5176	63	0.4118
34	0.5118	64	0.4059
35	0.5059	65	0.4000

RED LIGHT!  
DISQ !!!

36 0.5000 66  
add this time to all 3 race (segments) rolls