

Fast 40: The Game of Supercross Racing

I. Game Components

II. Game Setup

III. Game Play

I. Game Components

1. 16 Track Charts (1 for each track)
2. 6 Rider Charts (1 each for Supercross, Supercross Unseeded, Supercross Lites East, Supercross Lites West & Unseeded Lites)
3. Lap Chart
4. Cumulative Time Sheet
5. Action Deck (100 Cards)
6. Qualifying Chart
7. This Rulebook

The Track Charts

Each chart represents one of the Supercross tracks. The name of the track, along with its location, is printed at the top of the chart. The letters A-T running horizontally across the top represent the rider rating. The numbers 1-50 running vertically along the left edge are used in conjunction with the action deck to determine the rider's lap time. The rider rating column which is used will be modified by the action deck.

After each track location is the incident range. There are 2 incident ranges, one for Supercross & one for Supercross Lites. The incident ranges are numbers from 1-100.

The Rider Charts

Riders who participated in at least 4 events during the 2006 season are represented. After the driver's name and his motorcycle, a letter grade from A-T appears. This is the rider's raw ability rating. It is modified by the lap time entry on the action deck.

There are rider charts for both the Supercross & the Supercross Lites classes. These 2 classes are subdivided by seeded and unseeded riders.

The Position Chart

This chart is used to keep a running tab of each rider's position from lap to lap. The rider name is written in the left column and his position for the currently finished lap is written under the appropriate lap number (1, 6, 14, etc). If a rider is lapped during a race, indicate as such with an "L" next to his position number.

The Cumulative Time Sheet

This sheet is where the individual lap times are written. As each lap is written down, it is added to the previous CUM. TIME total, and written in the updated CUM. TIME column. At the end of each lap, the position of each driver is determined and written on the position chart.

The Qualifying Chart

This chart is used to determine which riders advance to the final heats, semis and the main event. See the race setup for details.

The Action Deck

100 cards make up the deck. There are 4 entries on each card. From top to bottom they are:

1. A number from 1-50. This entry is read to determine a rider's lap time on the track chart. The lap time is modified by the LAP TIME entry, discussed below.
2. A modifier, applied to the rider's letter rating (found on the rider chart). The entry will be a negative integer, positive integer, or a "0".
3. A number from 1-100. This entry is read at the beginning of each lap to determine if an incident has occurred.
4. A letter from A-T. This entry is used to determine which driver is involved in an incident during a race.

II. Game Setup

Print out the action cards and shuffle them. Print out the lap chart and the cumulative time sheet. Print out the rider charts. Select a track you wish to run and print its chart.

Qualifying: Afternoon Activity

Select up to 80 riders for the race. Write their names on the qualifying chart. Always use the seeded riders, filling in the remaining 80 with unseeded riders.

Riders go through a rather lengthy qualifying process in Supercross. First, 6 practices are held, with the fastest practice times advancing to qualifying races. From there the fastest riders are pared down to 40 for the evening's heats, semis and main event. To keep game play at a reasonable length, a simple qualifying system is followed:

Draw an action card for each rider listed on the qualifying sheet. Read the top (1-50) entry on the action card. Draw another card and read the middle (modifier) entry. Add or subtract this to/from the riders rating.

Example: A rider is rated a "G". We draw a 34 on the first draw and a -2 on the second. This modifies his rating to an "E" (2 letter grades lower than G".) Find the corresponding time on the track chart under the "E" column for the row numbered "34". Write the time on the qualifying chart and go on to the next rider. After all riders have obtained a time, strike through the names of the riders who failed to finish in the top 40. The remaining riders advance on to the evening events.

III. Game Play

Incidents

At the start of each lap, we will check to see if an incident has occurred. Draw an action card and read the bottom entry (1-100 number.) If the number is within the range of the track's incident rating, (found at the top of each track chart) a rider will be eliminated on the current lap. If an incident occurs, draw an action card and read the bottom (1-100) entry. Use the following scheme to determine who is involved in the incident & the incident type:

Determining the Rider(s) Involved in an Incident:

Draw a 1-100 result and consult the bottom entry. Starting with the last place rider and moving up, find the first rider whose rating matches that of the entry on the action card. If no rider in the race has a rating that matches the card, no incident occurs and the race continues normally. If an incident does occur, draw a card and read the 1-100 entry; apply the result to these charts:

1-30: Mechanical/Engine trouble causes rider to drop out of race

31-50: Rider has mechanical trouble and loses a lap. (Indicate lapped drivers on the lap chart.)

51-90: Rider crashes. Draw another 1-100 result & go to crash chart. (see below)

91-100: Rider collides with the rider who is closest to the active rider. (if more than one rider is equidistant from the active rider, choose one at random.) Draw another 1-100 result & go to collision chart. (see below)

Crash Chart

1-25: Driver's unable to continue due to mechanical failure

26-100: Driver gets his bike started but is lapped by the field. (Indicate lapped drivers on the lap chart.)

Collision Chart

1-20: Both riders unable to continue

21-60: Active rider continues but loses a lap, other rider retires

61-100: Active rider retires, other rider loses a lap

Laps

If no incident occurs, all laps proceed in the following fashion:

Draw an action card for the rider in 1st place, reading the 2nd entry (the modifier). Add or subtract this number from the rider's letter grade. (The maximum letter grade is T and the minimum is A, no matter what the modified result.) Find the modified rating along the top of the track chart and draw another action deck card. Read the top (1-50 number) entry. Cross reference this number with the modified rider rating to obtain a time for the current lap. Write the lap time on the cumulative times sheet.

If this is not the first lap, add the just-completed lap time to the previous cumulative time. Post the updated time under the CUM. TIME column. Once all riders have completed the current lap, consult the cumulative times sheet to determine the rider's positions. Write the appropriate number under the lap column on the position chart for each active rider.

Note that some lap time results will be "<----" (an arrow). These instruct you to move horizontally to the left until you find a lap time.

Lapped Riders

A rider may be lapped by the field as a result of an incident. If this happens, determine his lap time as described above. Then add that lap time to that of the driver directly in front of him.

A rider may also be lapped due to slow lap times. If the leading rider's cumulative time is twice that of any other rider at the end of any lap, the trailing rider is considered lapped.

The Race Format

As stated before, 40 riders advance to the evening events. These consist of 2 heats for each class, 1 last-chance qualifier for each class, 2 semifinals (Supercross only) & 2 main events. Note that the unseeded riders for Supercross Lites may be used in either the East or West Division.

The format for each follows:

SUPERCROSS:

Heats 1 & 2: 8 Laps - 20 Riders (Riders 1 - 4 advance to Main Event, riders 5 - 20 to advance to Semifinal 1)

Supercross Semifinals 1 & 2: 6 Laps - 16 Riders (Riders 1 - 5 Advance to Main Event, riders 6 - 16 Advance to Last Chance Qualifier)

Supercross Last Chance Qualifier: 6 Laps - 22 Riders (Riders 1 & 2 Advance to Main Event)

Supercross Main Event - 20 Laps - 20 Riders

SUPERCROSS LITES:

Supercross Lites Heats 1 & 2: 6 Laps - 20 Riders in each heat; (Riders 1 - 9 advance to Main Event, Riders 10 - 20 advance to Last Chance Qualifier)

Supercross Lites Last Chance Qualifier: 4 Laps - 22 Riders (Riders 1 - 4 to Advance to Main Event)

Supercross Lites Main Event - 15 Laps - 22 riders

Season Schedule

For those wishing to recreate an entire season, the schedule is given below:

Date	Location	Lites Division
01/07/07	Angel Stadium – Anaheim (I)	WEST
01/14/07	Chase Field - Phoenix	WEST
01/21/07	Angel Stadium – Anaheim (II)	WEST
01/28/07	SBC Park - San Francisco	WEST
02/04/07	Angel Stadium – Anaheim (III)	WEST
02/11/07	Qualcomm Stadium - San Diego	WEST
02/18/07	Edward Jones Dome - St. Louis	EAST
02/25/07	Georgia Dome - Atlanta	EAST
03/04/07	RCA Dome - Indianapolis	EAST
03/10/07	Daytona International Speedway - Daytona Beach	EAST
03/18/07	Citrus Bowl - Orlando	EAST
03/25/07	Ford Field - Detroit	EAST
04/01/07	Reliant Park - Houston	EAST
04/22/07	Texas Stadium - Irving	WEST
04/29/07	Qwest Field - Seattle	WEST
05/06/07	Sam Boyd Stadium - Las Vegas	***

Note that there are 3 races in Angel Stadium, and 3 charts are present for the respective races.

*** - The Sam Boyd Shootout features riders from both the East & West divisions.

Point Scoring

After each race is completed, riders are awarded points based on their finishing position:

Finishing Place	Points Earned
1	25
2	22
3	20
4	18
5	16
6	15
7	14
8	13
9	12
10	11
11	10
12	9
13	8
14	7
15	6
16	5
17	4
18	3
19	2
20	1