QUALIFYING SCORESHEET

CAR	DRIVER	1	2	3	Best	CAR	DRIVER	1	2	3	Best

NOTES

Qualifying

4 ROLLS IS 200+ MPH
5 ROLLS IS 190+ MPH
6 ROLLS IS 180+ MPH
7 ROLLS IS 170+ MPH

HOW TO COMPUTE TIMETRIAL SPEED

1) The number of dice rolls it took to cross the finish line determines the basic speed (above).
2) Note the number printed on the space your car finished up on—then add that number to the basic speed.
3) Roll dice again. Consult **Time Fraction** chart printed on Playing Board—then add the respective fraction to get final time trial speed.
EXAMPLE: Car crossed finish line on 5th dice roll and ends up on space "3". Player rolls an "8". So—five rolls means basic speed of 190. Add "3" plus ".1" fraction—final speed comes to 193.1 MPH.