

Jack

200

-1t 60

120

0s 40

O 180

-2es
P1

Tim

180

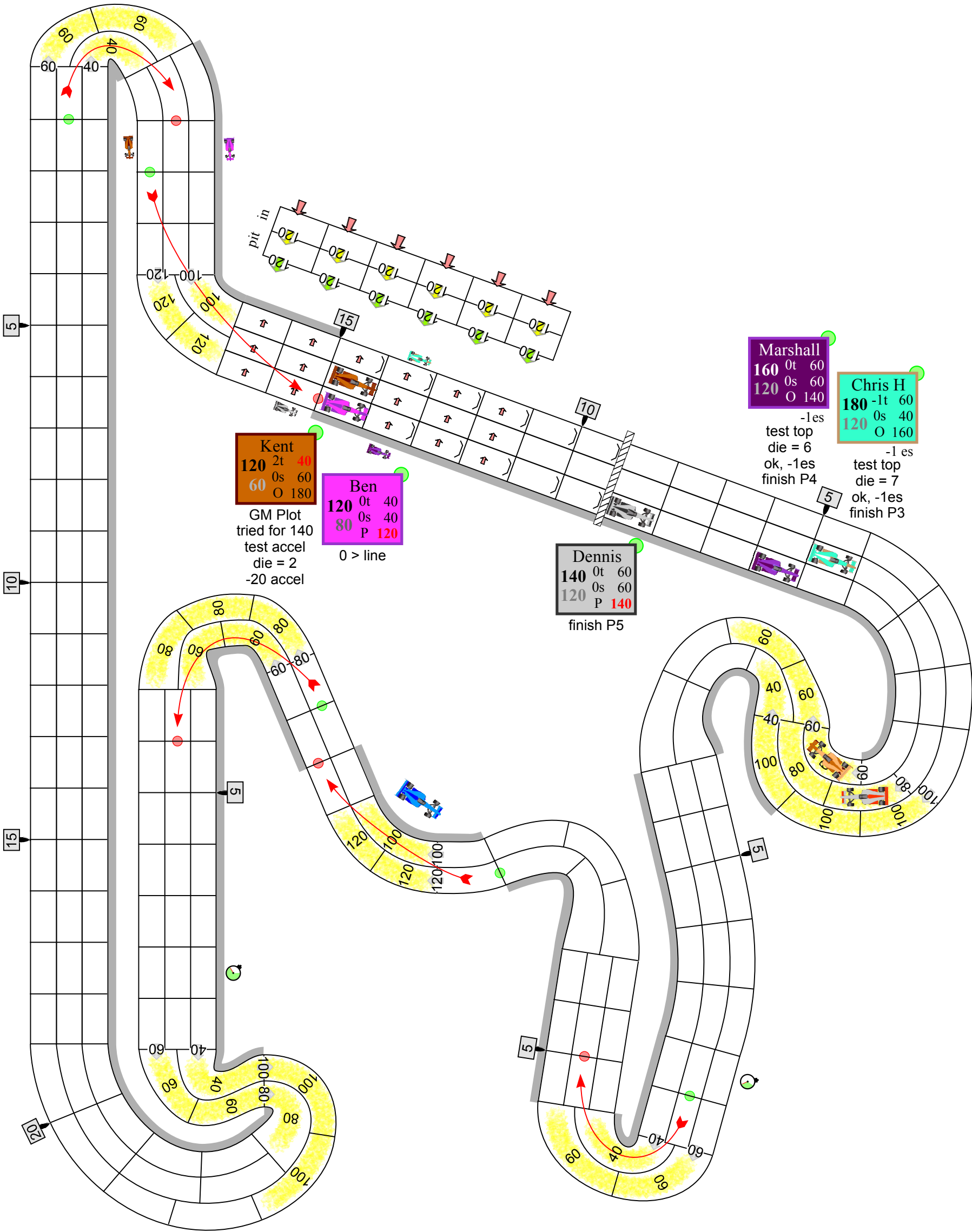
0t 60

120

0s 60

P 160

-1 es
P2



Kent

120

2t 40

60

0s 60

O 180

GM Plot
tried for 140
test accel
die = 2
-20 accel

Ben

120

0t 40

80

0s 40

P 120

0 > line

Dennis

140

0t 60

120

0s 60

P 140

finish P5

Marshall

160

0t 60

120

0s 60

O 140

-1es
test top
die = 6
ok, -1es
finish P4

Chris H

180

-1t 60

120

0s 40

O 160

-1 es
test top
die = 7
ok, -1es
finish P3

Jack

200

-1t 60

0s 40

120

O 180

P1

Tim

180

0t 60

0s 60

120

P 160

P2

Chris H

180

-1t 60

0s 40

120

O 160

P3

Marshall

160

0t 60

0s 60

120

O 140

P4

Dennis

140

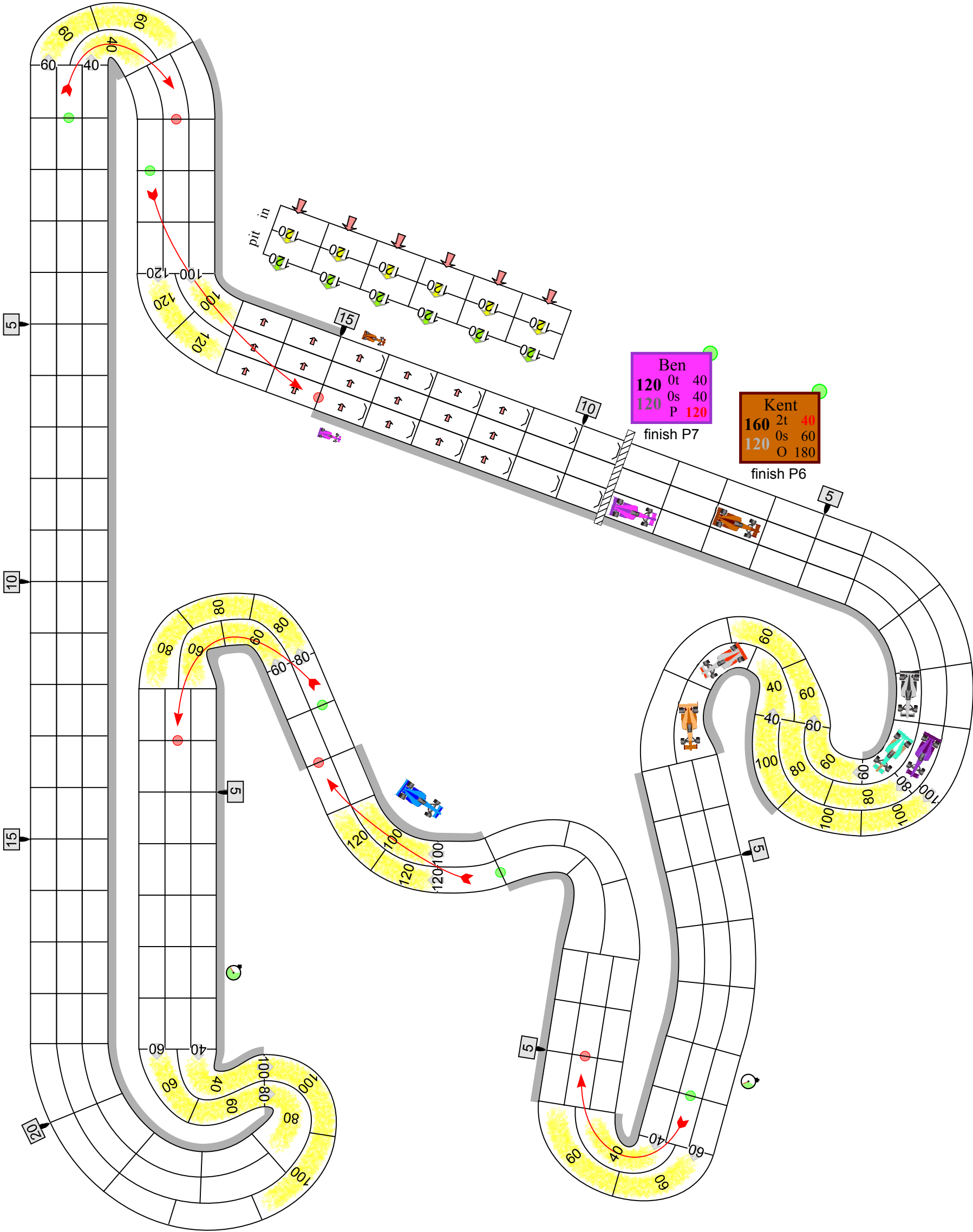
0t 60

0s 60

120

P 140

P5



Ben

120

0t 40

0s 40

120

P 120

finish P7

Kent

160

2t 40

0s 60

120

O 180

finish P6

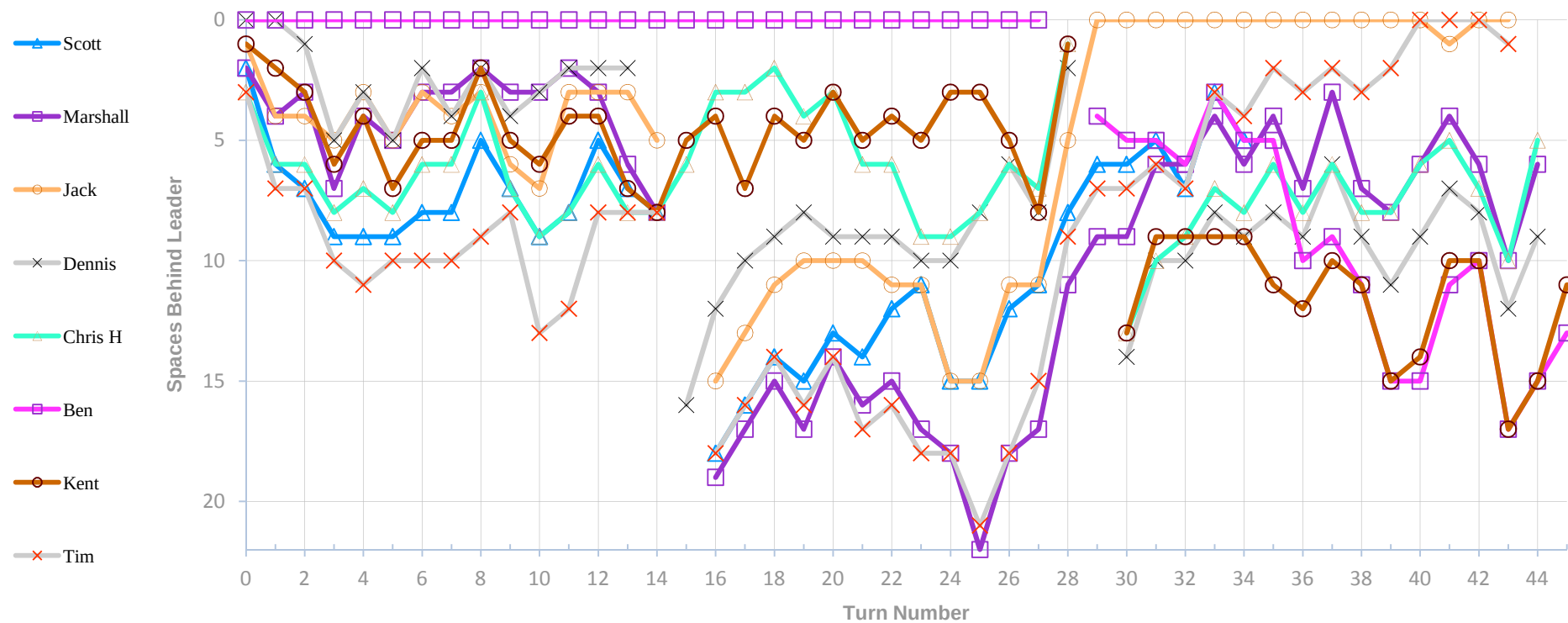
Shanghai 3 laps; F2 Aug-2010+	plots and splits are written as turns +/- spaces										@ / >			race best split				sector/lap's best			2nd best	3rd best			pts now
driver, team	Turn 45	Turn 44	current es	t s	acc brk top	damage prm opt	Fin Q skl	t+s bid tire	aSpd aPos aGap	top acc brk	passes passed net	c1 turn split	S1 turn split	S2 turn split	S3 turn split	lap 1 pit ? tire	S1 turn split	S2 turn split	S3 turn split	lap 2 pit ? tire	S1 turn split	S2 turn split	lap 3 S3 trn split	pts now season team	
Jack Spyker	spd		-1 t	60	40	40	P1	2+1	120.5	3/1	4	P3	P3	P5	P5	15+7	P5	P5	P1	12-5	P1	P1	14+4	7	
	t+s		0 s	40	10t	10t	Q4	2.583	3.3	7/1	3	3+5	4+1	8+1	17+6	yes	20+5	23+1	29+1	no	32+0	36+1	43+5	7	
	p/gap		-2es	180	12t	15s	P	P	4.8	10/4	1	3+6	4+2	4+0	7+5	O	3-1	3-4	6+0		3-1	4+1	7+4	7	
Tim McClaren	spd		0 t	60	40	40	P2	1+0	122.8	7/4	0	P8	P8	P8	P7	15+6	P7	P8	P4	13-1	P4	P2	13+2	5	
	t+s		0 s	60	16t	16t	Q7	1	5.8	9/1	0	4+4	5+0	9+1	17+3	yes	20+0	24+1	30+2	no	33+1	37+2	43+4	5	
	p/gap		-1es	160	9t	9s	O	O	9.1	7/0	0	4+7	5+3	4-2	6+2	P	3-3	4+1	6+1		3-1	4+1	6+2	6	
Chris H Benetton	spd	180	-1 t	60	60	60	P3	0+1	120.0	7/1	2	P6	P6	P6	P3	15+6	P2	P3	P7	14+1	P6	P4	13+1	3	
	t+s		0 s	40	16t	16t	Q8	0.5	4.6	4/0	1	3+2	5+2	8+0	15+3	no	18+1	22+0	31+4	yes	34+2	38+3	44+5	3	
	p/gap	3-5	-1es	160	9t	9s	P	P	6.5	9/0	1	3+5	5+5	3-2	7+3		3-2	4-1	7+4	O	3-2	4+1	6+2	3	
Marshall Force Egypt	spd	160	0 t	60	60	60	P4	2+1	118.2	8/8	4	P5	P5	P2	P8	15+4	P8	P7	P5	13-2	P5	P3	14+4	2	
	t+s		0 s	60	10t	10t	Q5	2.572	4.8	6/2	3	3+3	4+0	8+2	17+2	yes	20+0	24+1	30+0	no	33+0	37+1	44+4	2	
	p/gap	4-6	-1es	140	12t	15s	P	P	8.5	5/1	1	3+5	4+2	4+2	7+0	O	3-2	4+1	6+1		3+0	4+1	7+3	2	
Dennis McClaren	spd	140	0 t	60	100	100	P5	3+3	120.9	7/0	1	P2	P2	P4	P4	14+1	P4	P4	P8	13+3	P7	P5	13-3	1	
	t+s		0 s	60	10t	10t	Q2	4.5	4.2	5/0	1	2+0	4+1	8+1	16+1	yes	19+0	23+2	31+4	yes	34+1	38+2	44+1	1	
	p/gap	5-9		160	-20	9t	9s	P	7.0	5/0	0	2+0	4+1	4+0	6+0	O	3-1	4+2	6+2	P	3-3	4+1	6-1	6	
Kent Spyker	spd	160	2 t	60	-20	100	P6	3+0	114.7	5/0	1	P4	P4	P3	P2	15+5	P3	P2	P6	14+1	P8	P7	14-2	0	
	t+s		0 s	60	13t	13t	Q3	3	4.6	12/0	4	3+4	4+0	8+1	15+4	no	19+4	22+2	31+5	yes	34+1	38+1	45+3	0	
	p/gap	6-11	7-15	180	6t	3s	P	P	6.9	10/1	-3	3+5	4+1	4+2	7+3		4+0	3-2	7+3	O	3-4	4+0	7+2	7	
Ben Force Egypt	spd	120	0 t	40	100	100	P7	0+14	111.6	9/2	0	P1	P1	P1	P1	14+3	P1	P1	P2	14+2	P3	P6	15-4	0	
	t+s		0 s	40	7t	7t	Q1	7	2.4	14/0	0	2+2	4+4	7+0	14+3	no	18+3	21+1	30+5	yes	33+1	38+1	45+1	0	
	p/gap	7-13	6-15	140	-20	15t	21s	O	3.3	13/1	0	2+2	4+4	3-4	7+3		4+0	3-2	7+4	P	3-4	5+0	7+0	2	
Scott Benetton	spd		-1 t	40	40	40	DNF	2+1	120.6	5/0	1	P7	P7	P7	P6	15+5	P6	P6	P3	13-1	P2			0	
	t+s		1 s	60	13t	13t	Q6	2.556	5.7	6/3	1	3+1	5+1	9+2	17+3	yes	20+1	23+1	30+2	no	33+1			0	
	p/gap			160	12t	15s	P	P	9.2	3/0	0	3+3	5+3	4-1	6+1	O	3-2	3+0	7+2		3-1			3	

Positions by Turn

The graph displays the positions of 10 players over 45 turns. The y-axis represents the Position (1-8) and the x-axis represents the Turn Number (0-45). The players and their corresponding markers are: Scott (blue line with triangles), Marshall (purple line with squares), Kent (brown line with circles), Jack (orange line with circles), Dennis (grey line with crosses), Chris H (teal line with triangles), Ben (magenta line with squares), and Tim (red line with crosses). The graph shows a complex pattern of position changes over time, with some players remaining in the same position for long periods and others moving frequently.

[illegible]

Gaps by Turn (spaces behind leader)



	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44
Scott	2	6	7	9	9	9	8	8	5	7	9	8	5	7	8		18	16	14	15	13	14	12	11	15	15	12	11	8	6	6	5	7	3	5										
Marshall	2	4	3	7	4	5	3	3	2	3	3	2	3	6	8		19	17	15	17	14	16	15	17	18	22	18	17	11	9	9	6	6	4	6	4	7	3	7	8	6	4	6	10	6
Jack	1	4	4	5	3	5	3	4	3	6	7	3	3	3	5		15	13	11	10	10	10	11	11	15	15	11	11	5	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0
Dennis	0	0	1	5	3	5	2	4	2	4	3	2	2	2		16	12	10	9	8	9	9	9	10	10	8	6	8	2		14	10	10	8	9	8	9	6	9	11	9	7	8	12	9
Chris H	3	6	6	8	7	8	6	6	3	7	9	8	6	8	8	6	3	3	2	4	3	6	6	9	9	8	6	7	1		13	10	9	7	8	6	8	6	8	8	6	5	7	10	5
Ben	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0		4	5	5	6	3	5	5	10	9	11	15	15	11	10	17	15
Kent	1	2	3	6	4	7	5	5	2	5	6	4	4	7	8	5	4	7	4	5	3	5	4	5	3	3	5	8	1		13	9	9	9	9	11	12	10	11	15	14	10	10	17	15
Tim	3	7	7	10	11	10	10	10	9	8	13	12	8	8	8		18	16	14	16	14	17	16	18	18	21	18	15	9		7	7	6	7	3	4	2	3	2	3	2	0	0	0	1

Tire Test	
die roll *	result
1 or less	crash on course, out of race
2-5	spin, -2 T
6 or more	success, -1 T
* modify die roll with any - T .	

Engine Test	
<i>or spend 1S for +20 to tested stat for this plot</i>	
<i>or spend 1T for +20 accel if on option tires</i>	
die roll *	result
3 or less	engine damage: -20 mph to tested stat
4 or more	success: +20 to tested stat for this plot, -1 ES
* modify die roll with engine stress and with - T if testing accel	

Grid Speed Test	
<i>or spend 2S for +20 grid speed</i>	
<i>or spend 1T for +20 grid speed if on option tires</i>	
die roll	result
2 or less	engine damage: -20 accel
3-4	fail but no damage: -1 ES
5 or more	+20 grid speed, -1 ES

Forced Pass Test	
<i>or spend 2S for success</i>	
die roll	result
5 or less	fail
6 or more	success
* modify die roll with any - T .	

Pit Crew Test	
die roll *	result
1-3	move back 1 space
4-8	no change
9-12	move ahead 1 space
* optionally add 2 to this die roll is 1 S is spent	

Car Set-Up	Sum = 3			
	-1	0	1	2
Accel	20	40	60	80
Brakes	20	40	60	80
Top Speed	140	160	180	200
Grid Speed	40	60	100	120
Prime Tire	7 T	10 T	13 T	16 T
Option Tire	6 T	9 T	12 T	15 T
Driver Skill	3 S	9 S	15 S	21 S

Brakes Chart	
exceed brakes + late braking	Spend *
by 20 mph	1 T or 1 S
by 40 mph	2 T or 1 T + 1 S
by 60 mph	2 T + 1 S or 2 T + Tire Test
by 60 mph (on option tires)	3 T or 2 T + 1 S
by 80+ mph	same as 60 + spin
* A Tire Test can always be used instead of spending 1 T .	

Exceeding Cornering Speeds	
exceed speed	Spend *
by 20 mph	1 T or 2 S
by 40 mph	2 T or 1 T + 2 S
by 60 mph	2 T + 2 S or 2 T + Test Tires
by 60 mph (on option tires)	3 T or 2 T + 2 S
by 80+ mph	crash off course
* A Tire Test can always be used instead of spending 1 T .	

Drafting Conditions		
Lead car	Your car	You may gain
initial speed > 160	Initial speed ≤ lead car AND Previous turn's speed > 0	up to 2 spaces
Initial speed > 160	Initial speed > lead car	1 space
Initial speed > 100	Initial speed ≤ lead car AND Previous turn's speed > 0	1 space
Initial speed > 100	Initial speed > lead car OR Previous turn's speed = 0	No draft

Crash Avoidance	
Roll on a Tire Test applying the below modifiers. Do not acquire negative T for successes.	
condition	modifier
End your move 0-2 spaces after the crash row	+3
End your move 3 or more spaces after the crash row	+2
Crash row is 3 lanes wide	+2