

track: Nürburgring  
lead lap: 3

date started: 28-Aug


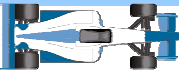



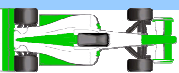
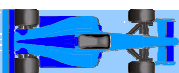
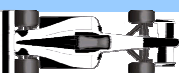

next plot due:

date completed:

pbe rules: <http://lucidphoenix.com/sc/rules/pbe/>

noon

plots and splits are written as p+/-s; number of plots +/-  
spaces across the line in relation to the last lap  
the half lap mark for this track is exiting corner 6

car	driver	plot 37	plot 36	this plot notes	remaining skill   wear	wear skill	acc dec top	ss	Q w bid s bid	½ lap plot split	lap 1 plot split	lap split w used s used	½ lap plot split	lap 2 plot split	lap s w u s u	½ lap plot split	lap 3 plot split	lap s w u s u
	Doug Schulz	--	spd 120	spd wear 0 skill 0 <b>Finished P2</b>	0	21	40	100	p1	p3	p3	12+5	p1	p1	11-5	p2	p2	13+2
					0	18	40		3	6+2	12+5	11	17+2	23+0	6	30+3	36+2	1
							140		10	6+2	6+3	5	5-3	6-2	2	7+3	6-1	1
	Rob Latorre	140	spd 100	spd 0 wear 0 0 skill 0 GM plotted for no expense	1	21	40	100	p2	p2	p2	12+6	p3	p4	12-4	p4	p6	13+3
					1	12	40		5	6+3	12+6	11	18+4	24+2	3	30+1	37+5	1
							160		2	6+3	6+3	2	6-2	6-2	4	6+1	7+4	3
	Darin Morley	140	spd 100	spd 0 wear 0 0 skill 0	0	21	40	100	p6	p4	p6	13+8	p6	p6	12+0	p6	p4	12+0
					1	18	40		2	6+2	13+6	9	18+1	25+6	5	30+0	37+6	5
							140		3	6+4	7+4	5	5-5	7+5	3	5-6	7+6	6
	Chris Hancock	140	spd 100	spd 0 wear 0 0 skill 0 plus slip	0	18	60	100	p5	p5	p7	13+8	p7	p5	11-5	p3	p5	13+4
					1	18	40		3	6+0	13+6	6	18+0	24+1	6	30+2	37+6	3
							140		1	6+2	7+6	2	5-6	6+1	8	6+1	7+4	6
	Tim Mossman	--	spd --	spd wear skill <b>Finished P1</b>	0	21	40	100	p4	p1	p1	12+8	p2	p2	12+0	p1	p1	11-3
					0	18	40		3	6+3	12+7	13	17+0	24+7	2	29+1	35+4	3
							140		1	6+4	6+4	3	5-7	7+7	5	5-6	6+3	9
	Jack Cameron	120	spd 140	spd 0 wear 0 3 skill 3 auto-pilot plot	0	18	60	60	p3	p6	p5	13+8	p5	p7	12-2	p8	p8	13+2
					0	18	40		2	7+5	13+7	11	18+2	25+5	5	31+0	38+7	0
							160		4	7+6	6+2	3	5-5	7+3	5	6-5	7+7	6
	Scott Nerney	160	spd 120	spd 0 wear 0 0 skill 3 and swerve a lot !!!	0	24	40	20	p7	p8	p4	12+3	p4	p3	12+4	p5	p3	13+3
					0	18	40		0	7+1	12+0	17	18+3	24+4	6	30+0	37+7	1
							160		0	7+4	5-1	5	6+3	6+1	9	6-4	7+7	4
	Kent Lewellen	--	spd --	spd wear skill <b>DNF -- Crash</b>	15	21	60	60	p8	p7	dnf							
					12	12	40		0	7+3	crash	6						
							160		0	7+6		0						
	Marshall Collins	160	spd 100	spd 0 wear 1 skill 1s for top	0	18	60	20	p9	p9	p8	14+11	p8	p8	11-2	p7	p7	12+0
					1	18	60		0	8+4	14+7	10	19+1	25+5	14	31+3	37+5	
							140		0	8+8	6+3	2	5-6	6+4	5	6-2	6+2	

#### Fastest Lap Classifications

Marshall	11-2	lap 2
Tim	11-3	lap 3
Doug	11-5	lap 2
Chris	11-5	lap 2
Tim	12+8	lap 1

#### Sector 1 Classifications

Doug	5-3	lap 2
Jack	5-5	lap 2
Darin	5-5	lap 2
Chris	5-6	lap 2
Marshall	5-6	lap 2
Tim	5-6	lap 3
Darin	5-6	lap 3

#### Sector 2 Classifications

Scott	5-1	lap 1
Tim	6+4	lap 2
Marshall	6+4	lap 2
Rob	6+3	lap 1
Doug	6+3	lap 1
Marshall	6+3	lap 1
Tim	6+3	lap 3

# PBE Rules

## Deceleration Chart

Over by	Penalty
20mph	Use 1 wear, or 1 driver skill
40mph	Use 2 wear, or use 1 wear and 1 driver skill
60mph	Use 2 wear and 1 driver skill
80mph +	Use 3 wear and 1 driver skill and spin

## Cornering Chart

Over by	Penalty
20mph	Use 1 wear, or consult chance chart
40mph	Use 2 wear, or use 1 wear and consult chance chart
60mph	Use 2 wear and consult chance chart
80mph +	Crash off course: out of race

## Acceleration/Top Speed Test Chart

Driver Skill Spent	Result
1	Gain 20 mph this turn only
0	Fail, replot 20 mph below attempted speed; Engine Damage, -20 mph to tested category; Engine Failure if second damage, out of race

## Start Speed Test Chart

Driver Skill Spent	Result
2	Gain 20 mph this turn only
1	Mis-shift, replot 40 mph below attempted speed
0	Stall, replot at 0 mph; Engine Damage, -20 mph to acceleration; Engine Failure if second damage, out of race

## Chance Chart

Driver Skill Spent	Result
3	Safely driven
2	Spin
less than 2	Crash on course: out of race

## Passing Chart

Driver Skill Spent	Result
3	Pass Successful
less than 3	Pass Unsuccessful, burn off excess speed