Race Program

How to Play

1) There will be three races with six Motorcycles in each race.
2) Three dice are rolled by someone randomly selected from the audience. The Motorcycles progress down the track as their numbers appear on the dice.
3) In any race, rolling triples causes a spinout. Bike must face backward and lose one turn.
4) The first bike to cross the finish line is the winner.
5) In the event of a photo finish (tie) we will move the winning bikes back three spaces and run them from that point as a tiebreaker.
6) If your bike wins, you win raffle tickets. How many depends on which race has been run. If the pole position bike wins in any race, it pays double.
7) We pay only the WINNER. We do not pay 2nd or 3rd.

First Race – Team Competition #1 (1 ticket)
Flat Race...No pit stops – no special moves

Second Race – Team Competition #2 (2 tickets)
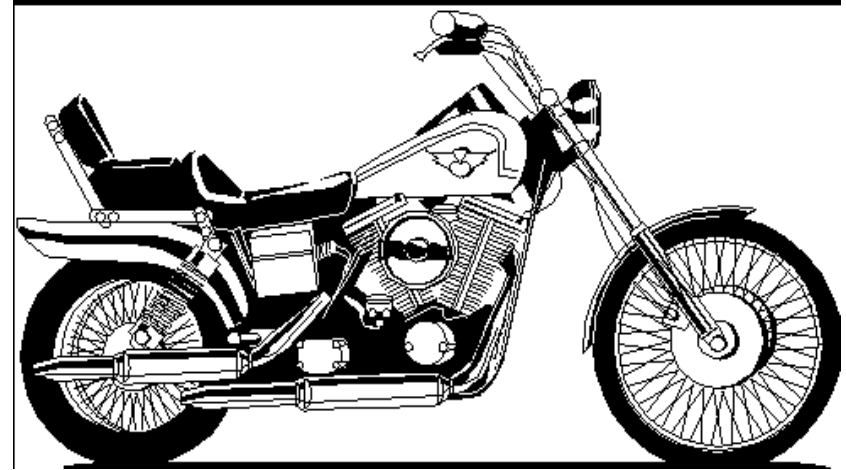Black Flag or "Double Trouble" race
It's illegal to roll doubles. Break this rule and bike moves back one space.

Third Race – Team Competition #3 (3 tickets)
Drag race with no pit stops or special moves, however doubles are required to cross the finish line.

Welcome to

(your name) Speedway

Featuring

All-Star Entertainment's

Tabletop Motorcycle Racing

An Interactive Game