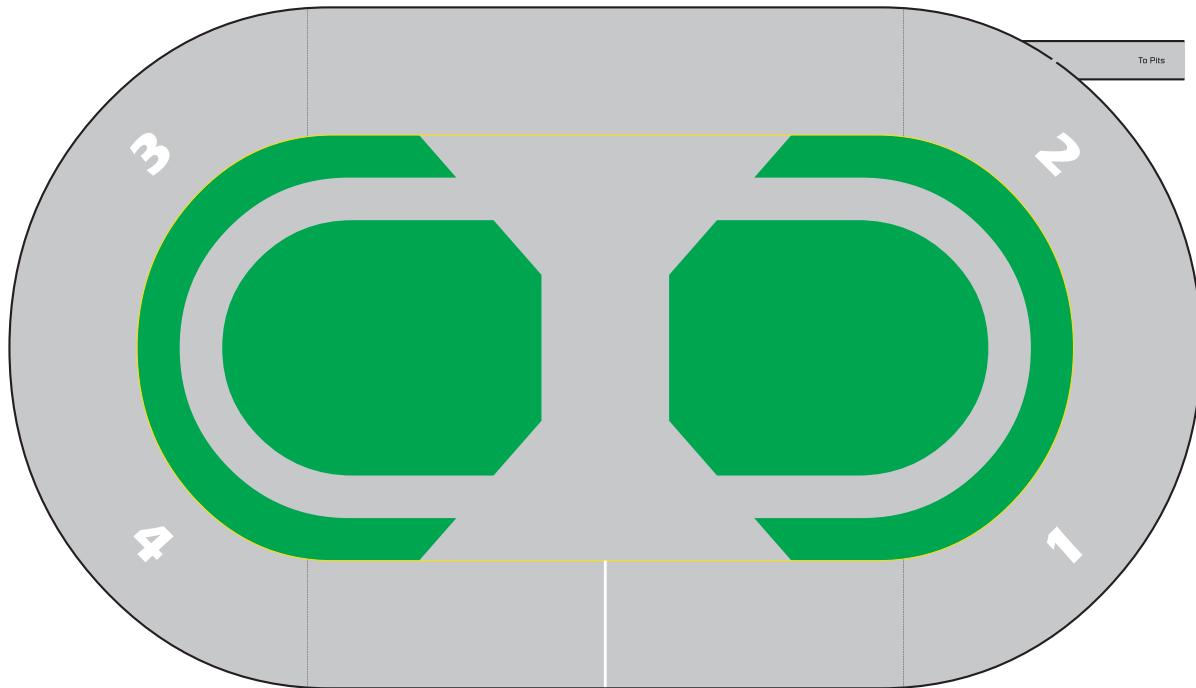


Elko Dueltrack Info

Elko, MN



Grandstands

Created by Michael Miller
of the St. Paul Area Road Knights
(parody@autoduel.org)

For arenas, counters, vehicles, and all sorts of fun stuff, visit:



<http://www.autoduel.org/>

Elko Dueltrack

Elko Dueltrack is based on the real-life Elko Speedway, where SPARK sponsored Tim Graff in the Street Stock (aka Bombers) division. It's a 3/8 mile oval with banked corners and a flat infield with grassy sections. The start/finish line is halfway down the grandstand side of the track. (The side opposite of the pits.) The pits are below the track to the east; the grandstands are on the south side of the track.

The outside walls have infinite DP except for the pit gate, each half of which has 50 DP. The corners have normal banking (-1D when turning inward, +1D when turning out) and the banking is effective when you reach the dotted lines. The entryway to the pits is in Turn 2; the two wall segments shown slide away and a ramp leads down to the pit area east of the track.

Elko runs a standard weekly dueling program on Saturday nights as well as special Eves of Destruction throughout the year, where many of the special events are run.

Special Events

Figure 8 Race

In this dueling race, the vehicles start at the end of turn 4. They must turn left and head across the asphalt to turn 2, go around to turn 1, then cross the middle to turn 3 and back to turn 4. The official finish line is halfway through the center.

Trailer Race

Each vehicle is required to have a trailer and hitch. Vehicles start spaced out around the track and drive around in the figure 8 directions. The last unkillable vehicle with its trailer attached wins. Vehicles that lose their trailer must exit via the pit doors or park in the grassy section of the track and may not fire or ram other vehicles.

Flagpole Race

In this dueling race, two farm tractor tires are placed centered on the outside grassy sections and the center of the track. Vehicles must circle the tires as they go around the track. (So a lap goes: circle South tire, go through turns 1 and 2, circle North tire, go through turns 3 and 4.) Intentionally ramming the tires is a no-no.

Flagpole Tires: indestructible hard rubber, 1/2cl x 1/2cl, 1/4 cl tall. Has a 1/2 damage modifier, takes only 1/2 speed change from collisions, and slows down at 30 mph per turn.

Cruisers

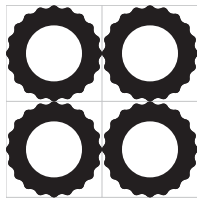
Cruisers are vehicles with Cruiser Controls. They run dueling races in the normal way. Cruisers may enter the Figure 8 and Flagpole races.

Cruiser Controls: Cost \$500, wgt 25, spc. 0. Cruiser Controls split the controls between two crew: one gets the accelerator and the other gets the steering wheel and brakes. This drops your base HC by 1, and the crew's effective Driver skill is their average, rounded down. If the accelerator crew member dies, the other crew member may continue but the vehicle may no longer accelerate. If the wheel/brakes crew member dies, HC drops by another 1 and the vehicle may no longer decelerate.

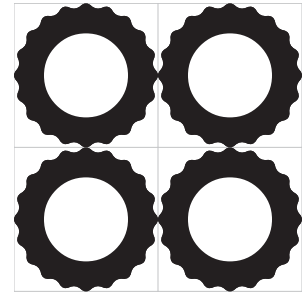
Printing Elko Dueltrack

I take the files to our local FedexKinko's®, but any largish print shop should do. What you need to find is an oversize roll printer capable of printing at least 32" wide. The PDF pages are usually 31.5" by however long they need to be, so they'll fit just fine on that printer. Prices at Kinko's are based on square footage; \$5 per sheet is the high end for black and white at ours. They've varied quite a bit, so it's all about getting the right person doing the math.

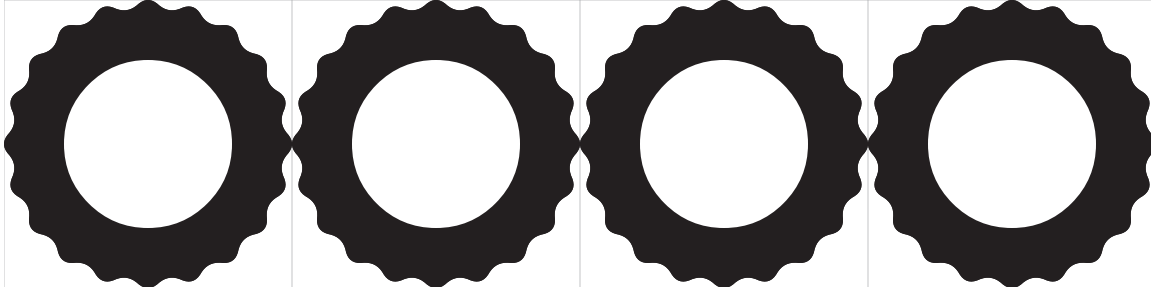
Flagpole Tire Counters



1x (1/3x)



1.5x (1/2x)



3x (1x)

Legal Notes

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Elko Speedway can be found at <http://www.elkospeedway.com/>

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