

BANDIT RACING LEAGUE

FRANCHISE SYSTEM CONFIGURATION & COST BREAKDOWN

Introduction & League Structure

Welcome to the official Bandit Racing League Franchise Team Configuration manual. This document details the complete financial mechanics, team rosters, travel costs, sponsorship values, and fleet maintenance rules governing the league's franchise economics. Every franchise operates as an independent financial entity, starting with a base capital balance and utilizing dynamic income/expense tracking across the season.

1. Franchise Teams & Roster Configurations

Each team in the league is configured with a set of active drivers, a home base, and specific trucks:

- **Roster Structure:** Each franchise has 4 Primary Driver slots (for full-time drivers) and 2 Backup Driver slots (for part-time/reserve drivers). All rostered drivers (both full-time and part-time) are assigned a dedicated Craftsman Truck matched to their roster number.
- **Roster Participation & Calculations:** All active full-time primary drivers participate in the race simulation. Backup drivers are also fully simulated if they show up in the real-world race. There is no active slot cap: if backups show up, they are calculated exactly like full-time primary drivers—earning points/revenue, generating prep and travel expenses, and accumulating wear directly on their own dedicated trucks. Absent backup drivers remain benched with zero costs.
- **Driver Signings & Truck Assignment:** Signing a driver incurs a flat **\$50,000 signing bonus**. The team must also purchase or assign them their own dedicated truck: if a spare truck (identified by '#TBD' in its name) is available, it is reclaimed and renamed for free; if no spares are available, a new truck is purchased for **\$185,000** (total sign cost: \$235,000). Signings require the owner's passcode and are locked if the team has an active emergency loan.
- **Driver Releases & Fleet Reversion:** Team owners can release any driver from their roster at no cost (\$0 fee). Upon release, the driver's dedicated truck is renamed back to include '#TBD' (reverting to a spare) to be reclaimed by future signees.
- **Passcode Protection:** All franchise transactions (repairs, signings, releases, fines, declines) are secured by owner-specific passcodes. For example, Title Town Racing uses passcode **3582** (derived from owners Fuller and Gonzales' racing numbers #35 and #82).

2. Weekly Financial Mechanics

During each weekly race simulation update, the system processes a series of automated expense deductions and income credits for every franchise team based on active driver participation and race finishes.

Weekly Revenue Tiers

- **Sponsor Start Bonus:** Every participating driver earns their franchise a flat **\$15,000** sponsor start bonus just for starting the race, representing basic sponsorship payout.
- **Race Prize Money:** Earnings are credited based on the official finish position of each driver:

Finish Position	Prize Payout	Finish Position	Prize Payout
P1 (Winner)	\$75,000	P6 – P10	\$25,000
P2	\$55,000	P11 – P15	\$20,000
P3	\$45,000	P16 – P20	\$15,000
P4	\$35,000	P21 – DNF	\$12,000
P5	\$30,000	DNS (No Sub)	\$0

Weekly Expense Tiers

- **Standard Race Prep:** Charged at **\$2,000** per participating truck/driver per race to cover crew labor, tires, fuel, and race-day setup costs.
- **Hauler Logistics:** Calculated as a round-trip distance cost from the franchise's home base coordinates to the track coordinates. The rate is **\$5.00 per mile round-trip** (e.g., a 200-mile distance to the track costs $200 * 2 * \$5 = \$2,000$).
- **Quarterly Hauler Maintenance:** Charged every 4 races, costing a flat **\$2,000** per team.
- **Driver Travel & Lodging Tiers:** Based on the distance from the driver's specific hometown coordinates to the track coordinates, travel expenses fall into three tiers:

Travel Tier	Distance Trigger	Weekly Cost Payout & Logic
Local Commute	0 – 50 miles	\$20 flat fee. Represents local drive/fuel only. No flight or lodging required.
Drive & Lodging	51 – 250 miles	\$100 flat fee. Represents standard regional driving commute and lodging near the speedway.
Flight & Lodging	> 250 miles	Dynamic Flight Rate. Uses standard airport prices (e.g., Cleveland is \$220, Roanoke is \$380, West Plains is \$420) or distance formula: $\$250 + \0.20 per mile . Includes seasonal multipliers (1.3 in Summer/Holidays; 0.8 in Winter off-season) and random fluctuation of +/-15%.

3. Truck fleet Wear, Damage & Repairs

Each driver (both full-time and part-time) races in their own dedicated fleet truck. During the race, trucks suffer wear and tear and/or collision damage, which degrades their condition rating. During updates, the simulation locates each participating driver's truck by matching their roster number to the truck's name, applying all wear and damage directly to their actual truck. Condition loss must be repaired using franchise capital.

Condition Wear Calculations

The total condition degradation per race is calculated as follows:

- **Natural Wear:** A random deduction between **2% and 5%**, representing typical chassis fatigue, tire wear, and minor aerodynamic degradation.
- **Incident Damage:** Proportional to driver performance, calculated as **driver incident points * 4%** (e.g., a driver with 5 incidents suffers a 20% condition deduction).
- **Extra Damage:** Optional manual deductions inputted by league admins for severe off-track contact or reckless driving.
- **Total Wear:** *Natural Wear + Incident Damage + Extra Damage*. Truck condition cannot drop below 0%.

Special Race Incident Costs

If a severe crash or failure occurs, specific expenses and resets are triggered during the update:

Incident Type	Financial Cost	Immediate Effect on Truck
Engine Blown DNF	\$45,000	Blown motor is replaced. Condition is reset to 100% .

Fast Repair DNF (Totaled)	\$185,000	Truck is completely totaled in a crash. Replaced by a new truck. Condition is reset to 100% .
Fast Repair used (Finished)	\$83,250	A fast repair is used to finish the race. Charged a flat fee (45% of truck value). Condition is reset to 100% .

Manual Chassis Repairs (Web Interface)

Franchises can perform manual chassis repairs between races in the Garage tab. Repairs cost a flat **\$500 per 1% condition restored** (e.g., repairing a truck at 80% to 100% costs $20 * \$500 = \$10,000$).

- **Single Repair:** Click 'Repair Truck' on any specific truck card, enter owner password, and confirm.
- **Bulk / Multi-Select Repairs:** Use the checkboxes labeled 'Select for Repair' on each truck card to select multiple trucks. The system calculates the combined cost. Click 'Repair Selected (\$[Total Cost])' to repair all checked trucks at once, requiring the owner passcode only ****once****.
- **Locking:** Repairs are locked if the franchise has an active emergency loan.

4. Emergency Loans

To prevent bankruptcy and ensure all teams can continue racing, the league provides automatic emergency loans.

- **Loan Trigger:** If a team's balance falls below **\$0** after weekly race expenses, an emergency loan is automatically issued to cover the deficit, resetting the team's capital balance to exactly **\$0**.
- **Loan Amount:** The loan amount is equal to the absolute value of the negative balance.
- **Action Locking:** Having an active emergency loan restricts franchise operations. The team ****cannot**** manually repair trucks or sign new drivers in the web application until the loan balance is fully repaid.
- **Automatic Repayment:** Repayments are deducted automatically from future race earnings. ****50% of the team's weekly earnings**** (sponsor start bonus + prize money) is automatically diverted to repay the loan.
- **Weekly Interest:** Any outstanding loan balance at the end of the week accrues a ****2% weekly interest charge**** (e.g., a \$100,000 loan balance adds \$2,000 in interest weekly).

5. Driver Fines & Sponsor Declines

- **Driver Fines:** Team owners can issue fines to their drivers for causing crashes or poor sportsmanship. The fine amount is entered manually in the Roster tab. Fines are credited directly to the franchise capital balance (increasing team capital). Issuing a fine requires owner passcode authorization.
- **Sponsor Declines:** Team owners can decline existing sponsor agreements. This terminates the sponsor contract and frees up a sponsor slot in the Finances tab. Declining a sponsor requires owner passcode authorization.

6. Hideout Interrogations (Press Conference)

Franchise owners can visit the Hideout Interrogations tab to interview rostered drivers about their latest race performance:

- **Instruction:** Owners click on active roster drivers to begin the interrogation.
- **Context-Aware Dialogues:** Driver dialogue matches their latest race scenario (Winner, Blown Engine, Crash DNF, High Incidents, Clean Race, General/Mid-pack, or DNS/Backup).
- **Dynamic Variable Injection:** Injects driver name, team name, and track name directly into both questions and answers.

- **Weekly Q&A; Rotation:** Uses a seed based on driver name, team name, track name, and question index so that dialogue options rotate dynamically from week to week, preventing repetitive answers.

Example Week Calculation (Title Town Racing)

To illustrate how everything fits together, here is a mock weekly calculation for a team (Title Town Racing based in Kansas City, KS, traveling to Richmond Raceway in Virginia - 860 miles away):

Category	Description	Financial Impact
Starting Balance	Starting balance before race week updates	\$2,010,000
Hauler Travel	860 miles * 2 (round trip) * \$5/mile	-\$8,600
Driver 1 Prep & Travel	Wes Fuller (Kansas City to Richmond = 860 mi): Flight (~\$350) + Prep (\$2,000)	-\$2,350
Driver 2 Prep & Travel	Ricky Gonzales (Kansas City to Richmond = 860 mi): Flight (~\$350) + Prep (\$2,000)	-\$2,350
Driver 1 Revenue	Wes Fuller finishes P4: Sponsor Start (\$15,000) + Prize Payout (\$35,000)	+\$50,000
Driver 2 Revenue	Ricky Gonzales DNF due to crash: Sponsor Start (\$15,000) + Prize Payout (\$12,000)	+\$27,000
Truck 2 Crash Repair	Ricky Gonzales' truck totaled (used Fast Repair DNF)	-\$185,000
Net Weekly Change	Total Earnings (\$77,000) - Total Expenses (\$198,300)	-\$121,300
New Balance	Ending balance after all updates are applied	\$1,888,700