

# NZ SPEEDWAY

Online

## Magazine

Nov/Dec 2005

**BASHIN IS BACK!**  
Stockcars return to KTWV

**Player Q&A:**  
Rikstr gets the treatment

**Exclusive:**  
First look at new track.

**Sharpshooter:**  
Rig wins Aussie shootout.



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## ***INTRODUCTION, FOREWORD***

Welcome to this months New Zealand Online Speedway Magazine. This magazine will now be a bi-monthly affair as downunder the real life speedway is in full swing and being summer too just makes it that much hard to get this completed. When the real life speedway scene down here in New Zealand finishes and we have more spare time for online racing and this stuff, the magazine will return to a monthly release again.

This month sees another USA team “Corsi-league” contribute to the magazine along with team “VLR” which is much appreciated. We once again invite any team anywhere in the world to contribute in any way shape or form to this magazine. Reviews, promotions, news, what ever it is, we would like to see it in this magazine as long as it’s “DIRT”! We can now accept articles in any form or program. Nothings undownloadable nowadays is it? LOL!

We here at KTWW wish you and your family a safe and merry Christmas and a happy new year. Take care and have a good one!

Thanks from the team at Kiwi Things With Wings. [www.kickme.to/ktww](http://www.kickme.to/ktww)



## ***ONLINE EVENTS SECTION***

### **"modified mayhem"**

KTWW ANNOUNCES THE "MODIFIED MAYHEM SERIES"

**featuring:**

THREE ROUNDS OF INTENSE ONLINE MODIFIED RACING.

FOLLOWED BY THE N.Z. NATIONAL TITLE.

THE DEMONCHILD AND DEVILSTORM MODIFIED CHASSIS

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Event details will be posted at: [www.kickme.to/ktww](http://www.kickme.to/ktww) closer to the start of the event

## [KTWW Tuesday night Sprint cars Review](#)

5 Sprintcars lined up at Knoxville for the first round of this series. The track was perfect, the weather clear and despite the small field there was good close racing all night. The first heat would be won by RCS Josho, coming quickly thru the field from the back. NZRikstr, 1NZ Sprintcar was suffering engine problems and running on sub standard fuel and had to settle for second. Screamin Demon and The Fan were locked in a battle for 3rd. A very close battle that would last all night. The fan almost got past SD but one small error in turn 4 meant that SD took out 3rd for heat one. KTWW\_Nolly had turned up at the last moment and used heats 1 and 2 to get his car dialled in to the tricky track.

Heat 2 and the results were much the same except this time Rik got past Josho and The Fan narrowly got around SD! Then it was time for the 6 lap sprint races. Points were awarded based on your start place and how many cars you passed by the end - Passing points. Fastest from the back meant that the slow drivers should struggle to keep their places and not lose points, and the fast drivers had the challenge to get maximum points going from the back to the front. From the Start it was Nolly, SD and The Fan bracing themselves for Josho and Rik to come whizzing by. But they never did. Instead, The Fan slowly worked his way from 3rd to 1st to take the victory! Nolly held second, SD in third and Josho and Rik finished where they started unable to make any ground on this fast tight track.

The Final heat – 20 laps and fastest from the back once again. The Fan once again started behind SD and Nolly. They left him on the line and he began to hunt them down. Shortly after the start Josho and Rik had a coming together that would spell an end to Riks night. He retired gracefully, vowing to come back better than ever next week. Josho continued thru the field, The Fan trying to follow him thru. They got past Nolly as he went a little too high and hit the outer wall. The Fan got tangled up as nolly fell back down the track and just managed to avoid getting turned upside down but it was too late to keep chasing Josho. At the finish Josho would take the win followed by SD and The Fan and Nolly a long way back in 3rd and 4th.  
Round winner : RCS\_Josho

Round two followed a week later at Dubbo City Speedway. A fast track with rather tight and oddly shaped turns. The track claimed many DNF's and SDemon was unable to get his car to the track until the meeting was all but over! NZRikstr was back in form taking two heat and the round win. RCS\_Joshos hopes were dashed when he failed to finish the first heat. From there it was going to be a tough battle to catch Rik again, but battle he did and ended the round 3<sup>rd</sup> with The Fan KTWV\_Retroweedy also had a good night racing finishing second in the final heat and 2<sup>nd</sup> overall!



Round Three was then delayed a few weeks allowing plenty of hype and anticipation of this special event – Midgets invasion of RCS Speedway This promised to be the ultimate showdown between Rikstr and Josho. 6 or 7 drivers turned up for this round but Josho was not among them. And what a difference one round can make to the points! KTWV\_Sdemon started out the first heat eager to score big points after his no score of the last round. He drove quite madly right from the start and by the end of heat one, Rikstr in second place could just make him out – a tiny speck on the horizon!

KTWV\_Spud coming home in 3<sup>rd</sup> place.  
The second heat commenced with Rik and SD side by side on the front row and this time it was Rikstr who narrowly took the win. So to the 6 lap sprint race – fastest from the back – this one would sort out the men from the boys for sure! But right from the start of the race both SDemon and Rikstr worked their way thru the field to the front and both ended up with 4 points while most of the rest of the field ended up with negatives.  
The final heat would prove a little more difficult and really mix up the overall points. With the fastest again at the back, most of the field got tied up in incidents in the first few laps. Rikstr spun and ended up a lap behind while Retro and The fan raced away. SD meanwhile steadily worked thru the field and managed to take 2<sup>nd</sup> place from The Fan in the dying laps. Retro had done enough to take the win in this heat and Mad\_dog and Spud both came into problems and did not finish.



After 3 rounds	Total
KTWV_NZRikstr	86
KTWV_The_Fan	67
KTWV_Sdemon	55
RCS_Josho	51
KTWV_RetroWeedy	41
KTWV_Nolly	32
KTWV_Mad_Dog	10
KTWV_Spud	8
BDR_McClintock	0

Stay tuned for round 4!



## What A Success.....Twisted Metal Sunday Series Round-up!



Touted as a "make or break" series for the future of the uncertain KTWW community, the "Twisted Metal Sunday" stockcar, and streetstock series would not only just see the running of one of the most tightly contested events in some time, but it would also mark the return of both contact classes on the KTWW roster.

Round one of the three round series was set down to be run on the tight "Route 666" track on Sunday Novemembr 30. After some KTWW mainpage exposure the series would kick off with a somewhat surprising 8 players present. With the stockcar chassis being untested in heated competition, no-one really knew what to expect and overall results would vary for all drivers throughout the night.....however it would give an indication of what was in store for the following rounds with plenty of hard hits, and fast racing.

At the end of the first nights stockcar racing and much to the surprise of all present, pre-event favourite entrant Rikstr did not win the round and would have to settle for second spot behind new-comer RCS\_Unbeatabull, while visiting U.S.A. driver VLR\_Razz would claim a well deserved third spot. It wouldnt go so well for veteran racer Screamindemon who would come home a dissapointing last and only claim a handfull of points for his tally.

Proving that things would be just as torrid the streetstocks (Battlewagons) opening round would also conclude with a shock round winner as RCS\_Josho came up trumps to claim his first round victory, followed home by Screamindemon, and the ever present Rikstr.

Combined results for this round would be: 1st: Rikstr (88 points) 2nd: RCS\_Josho (82 points) 3rd: RCS\_Unbeatabull (80 points)

Round two would be held a couple of weeks later at the recently released "Woodford Glen" track, and the action would carry on from the first round with more hits, and fast close racing. In what would be the closest scoringround of the series, the stockcar section would only be won by a single point with Rikstr claiming the round victory over Screamindemon, and RCS\_Unbeatabull coming home a further 2 points adrift for third.

The streetstocks would once again compliment the stockcars with more hard hitting and hard faught racing, and in the end Rikstr would complete a clean sweep of both classes for the night followed once again by Screamindemon, with the ever improving VLR\_Razz finishing third.

Combined results for round two would be: 1st: Rikstr (99 points) 2nd: Screamindemon (88 points) 3rd: RCS\_Unbeatabull (80 points)

Round round 3 and racing would return to "Route 666" for the final round of the series. This round would see a drop in player numbers as a couple couldnt be present due to other commitments, however this wouldnt effect the quality of racing, or for that matter the quality of HITTING! 6 players would face the green flags for the night, and with plenty of on track carnage the overall results would be somewhat "Twisted" alot like round one.

Novice driver Nolly would show his true potential and come away with overall victory in the stockcars, followed by the "Flying Yank" VLR\_Razz, with that annoying racer Rikstr once again placing in the top three.

In the streetstocks normal order would be restored as Rikstr would claim the top podium spot, followed closely by Screamindemon, and Nolly.

Combined results for round three would be: 1st: Nolly (102 points) 2nd: Rikstr (88 points) 3rd: Screamindemon (80 points)

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Adding a major "TWIST" to this series would be the introduction of the "Drop your worst round" rule. each player would have their worst round points taken off their overall points, this would tighten up the end results, and also change a few final standings.

The top three stockcar rankings before worst round deductions: 1st: Rikstr (132 points) 2nd: Nolly (105 points) 3rd: RCS\_Unbeatabull (102 points)

Top three stockcar final points after revision: 1st: RCS\_Unbeatabull (95 points) 2nd: Rikstr (94 points) 3rd: Nolly (85 points)

The top three streetstock rankings before worst round deductions: 1st: Rikstr (143 points) 2nd: Screamindemon (133 points) 3rd: RCS\_Unbeatabull (96 points)

Top three streetstock final points after revision: 1st: Rikstr (102 points) 2nd: RCS\_Josho (94 points) 3rd: Screamindemon (91 points)

The top three overall rankings before worst round deductions: 1st: Rikstr (275 points) 2nd: Screamindemon (220 points) 3rd: RCS\_Unbeatabull (198 points)

Top three overall final points after revision: 1st: Rikstr (187 points) 2nd: Screamindemon (168 points) 3rd: RCS\_Josho (161 points)

Overall feedback from this event was positive and the added ruling made for a very tight finish. It also seems that the shorter length series are certain to be a more successful option to on-going week after week series'.

The organiser of the "Twisted Metal Sunday Series" would like to say a big thanks to: Rikstr, Nolly, RCS\_Unbeatabull, RCS\_JOscho, VLR\_Razz, Mad-Dog, and TheFan for making this series a success, and so enjoyable for all.....Rikstr must also get an extra mention for providing the server that was used for the series as well.....

Till the next "Twisted Metal Sunday" series,  
SD



# 2005 STREETSTOCKS & STOCKCARS NATIONAL TITLES RESULTS



Sunday 27<sup>th</sup> Nov 05 saw KTWW running the National Titles for the Streetstocks and Stockcars on the same night. Following on from the Twisted Metal Series the scene was set for some hard hitting action. The format for both titles was 3 x 20 lap races and points from all races deciding who would be crowned NZ1 for their respective classes.

First up was the Streetstock title, the chassis used was KTWW's very own "Battlewagon" chassis. Rikstr dominated this class by winning the first two heats and getting a third in the final heat, thus claiming 1NZ for streetstocks. Bull started off badly but finished strong claiming a 2<sup>nd</sup> in race 2 and won the final race from USA's VLR Razz. This was enough for Bull to claim 2NZ. 3NZ went to ScreaminDemon who started strongly but had a dnf in the last race which hurt his points big time. Hot favourite RCS Josho of Australia had a terrible night by his own standards. Much to the relief of Rikstr, lol.

Here are the finishing order results for the streestocks.

## Race 1

- 1,KTWW\_Rikstr\_NZ9C
- 2,KTWW\_SDEMON
- 3,WAR-Rocken
- 4,RCS\*Josho\*AUS1
- 5,mad dog 75c
- 6,KTWW\_Nolly\_35s
- 7,RCS\*Bull\*51c
- 8,KTWW Spud

## Race 2

- 1,KTWW\_Rikstr\_NZ9C
- 2,RCS\*Bull\*51c
- 3,KTWW\_SDEMON
- 4,VLR\_razz
- 5,RCS\*Josho\*AUS1
- 6,KTWW\_Nolly\_35s
- DNF,mad dog 75c
- DNF,WAR-Rocken
- DNF,KTWW Spud

## Race 3

- 1,RCS\*Bull\*51c
- 2,VLR\_raZz
- 3,KTWW\_Rikstr\_NZ9C
- 4,WAR-Rocken
- 5,mad dog 75c
- DNF,KTWW\_Nolly\_35s
- DNF,RCS\*Josho\*AUS1
- DNF,KTWW Spud
- DNF,KTWW\_SDEMON

Final Streetstock Placings: 1NZ Rikstr, 2NZ Bull, 3NZ ScreaminDemon



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On to the big boyz, the NZ Stockcar Championship. You could feel the intensity pick up here. Clearly a sought after title and with these "NZ Stockcars" they hit hard and are very hard to get back onto their wheels, thus making the "DNF" a big possibility for all racers. Race 1 saw some huge carnage with 4 dnf's and Bull winning this race with Nolly and ScreaminDemon rounding out the top 3. Race 2 saw ScreaminDemon and Nolly coming in 1st & 2nd with USA's Razz coming in 3rd. Bull had been dnf'd along with 4 others, the hits were just getting bigger n bigger! Race 3, and the title was wide open but ScreaminDemon and Nolly were out ahead on points having both finished in the top 3 for the first 2 races. Into Race 3 and the hits were going on everywhere with Nolly being taken out very early on in the race thus blowing any chances of him taking NZ1. ScreaminDemon now had the title in his sights and was leading the race till about the 2nd to last or in fact the last lap he took a shot at blocker "Maddog" and came of 2nd best and dnf'd himself! This gave the lead to Bull and it was only Bull and Maddog who would finish the race as the rest of the field had all been dnf'd.

Whilst Bull had claimed 1NZ, ScreaminDemon and Nolly were tied for points and 2<sup>nd</sup>= so a runoff was required. ScreaminDemon won the runoff to take 2NZ thus leaving Nolly with 3NZ. Well done guyz.

## Here are the finishing order results for the stockcars.

RACE 1	RACE 2	RACE3	RUN OFF
1,RCS*Bull*51c	1,KTWW_SDEMON	1,RCS*Bull*51c	1,KTWW_SDEMON
2,KTWW_Nolly_35s	2,KTWW_Nolly_35s	2,mad dog 75c	2,KTWW_Nolly_35s
3,KTWW_SDEMON	3,VLR_razz	DNF,KTWW_Nolly_35s	
4,KTWW Spud	4,KTWW Spud	DNF,RCS*Josho*AUS1	
5,KTWW_Rikstr_NZ9C	DNF,RCS*Bull*51c	DNF,WAR-Rocken	
DNF,mad dog 75c	DNF,mad dog 75c	DNF,KTWW Spud	
DNF,RCS*Josho*AUS1	DNF,RCS*Josho*AUS1	DNF,KTWW_Rikstr_NZ9C	
DNF,WAR-Rocken	DNF,WAR-Rocken	DNF,KTWW_SDEMON	
DNF,VLR_razz	DNF,KTWW_Rikstr_NZ9C	DNF,VLR_razz	

Final Stockcar Placings: 1NZ Bull, 2NZ ScreaminDemon, 3NZ Nolly





## RCS NZ/Aus Season 1



RCS BULL Ready for Season 2



VLR RaZz luvs the NZ Saloon Chassis

In season one of the RCS NZ/Aus we had a vast variety of different people all around the world.

It was scheduled at 9PM every Thursday NZ time.

The chassis was the in game Late Model and had one addon track.

In round 1 we only had five competitors but as the series went on we gained more support.

The series provided some very hard, close racing. In the end the winner was the most consistent person.

This was the schedule:

Round 1: Husets 30 lap final.

Round 2: Bloomington 35 lap Final

Round 3: Williams Grove 25 lap Final

Round 4: Eagle 40 lap Final

Round 5: Route 666 40 lap Final

Round 6: Knoxville Grand Prix 50 lap Final Double points.

So, here are the point standings for the series:

Rank	Driver	Rnd1	Rnd2	Rnd3	Rnd4	Rnd5	Rnd6	Total
1	KTWW_Rikstr_NZ9C	126	128	125	123	122	254	878
2	RCS*Bull*51c	116	123	108	115	116	250	828
3	RCS*Josho	127	-	128	130	129	-	514
4	War_Rig	131	133	-	131	113	-	508
5	WAR-Rocken	-	-	-	114	115	244	473
6	SlickAussie	-	-	-	-	-	254	254
7	DSDR-Bent-Fender	-	-	115	-	111	-	226
8	VLR_razz	113	-	109	-	-	-	222
9	KTWW Spud	-	117	102	-	-	-	219
10	HOLESHOT	-	-	121	-	-	-	121
=11	WAR_SuperiorBitch	-	-	108	-	-	-	108
=11	DSDR-Tigercat	-	-	-	-	108	-	108



Aussie Racer "Rocken" flying for team "War"

We also ran a combined teams points tally:

Rank	Team	Rnd1	Rnd2	Rnd3	Rnd4	Rnd5	Rnd6	Total
1	RCS	243	123	236	245	245	250	1342
2	KTWW	126	245	227	123	122	254	1097
3	WAR	131	133	108	245	228	244	1089
4	VLR	113	-	109	-	-	-	222
5	DSDR	-	-	-	-	219	-	219



## AUSSIE TRACK SHOOTOUT SERIES – RND1

Well what a great race meeting ,fast and furious with Ktww\_Rikstr taking out the 30 lap feature with a mind blowing half a lap lead to his closest threat. Prior to the start of the 1st heat seen a turnout out of 8 drivers for wheel packing but due to engine troubles from War\_Rig seen a fault causing problems for all.

Team member KTWW Xman was missing in action who was without a doubt a huge threat to this shootout, from my understanding his car was ready to go his crew was in the pits with his car fueled ,staggered to the max and no driver.

From the first heat held at avalon seen WAR\_Rig take out the 10 lap heat followed by KTWW\_Rikstr then followed by WAR\_FERRAL.

The 2nd heat was won by RCS\*Josho followed by WAR\_FERRAL then for 3rd WAR\_crosshair.

The 3rd heat heat seen KTWW\_Rikstr\_NZ9C take the finish line first followed by War\_Rig then RCS\*Josho.

From 3 hot 10 lap heats seen an even points tally for 1st between Ktww\_Rikstr and War\_Rig at 6 Points each after dnf's in there 2nd heat due to motor problems. Then to follow RCS\*Josho on 5 points...WAR\_FERRAL on 3 points...WAR\_crosshair on 1 point and KTWW RetroWeedy on 0 and RCS\*Bull\*51c on 0 after dropping out after heat 1.

Well a quick pack up of the tools and cars and we travelled over to the fast slick track of Murraybridge to start out the 1st heat of three 10 lap heats to see these close results .

After this round of heats at MurrayBridge seen still an even points tally for 1st from War\_Rig and KTWW\_Rikstr on an even 14 points followed in 3rd WAR\_FERRAL on a 1 point lead at 7 points to take it from RCS\*Josho on 6 points then WAR\_crosshair on 1 point and KTWW RetroWeedy on 0.

Over to the ever so popular Parramatta speedway seen also some fast action to see these results.

Over the line in the 1st heat from 1st to 3rd was War\_Rig , KTWW\_Rikstr and RCS\*Josho.

So all heats completed and we are almost to see the first feature of the shootout.



## Point tally standings

- 1,War\_Rig 23
- 2,KTWW\_Rikstr\_NZ9C 22
- 3,WAR\_FERRAL 10
- 4,RCS\*Josho 7
- 5,WAR\_crosshair 1
- 6,KTWW RetroWeedy 0
- 7,RCS\*Bull\*51c 0

Over to the A main 30 lap feature at Brisbane seen and interesting field of drivers. From Point structures and anything but the usual the highest points will start from the rear of the field for a handicap for the slower cars. Of Pole KTWW RetroWeedy outside pole WAR\_crosshair followed by Row 2 inside RCS\*Josho , WAR\_FERRAL outside row 2 then followed row 3 KTWW\_Rikstr\_NZ9C and row 4 War\_Rig .

## A main 30 lap feature Brisbane

- 1,KTWW\_Rikstr\_NZ9C,GM\_Maxim-X2,265.974030,8.696045,30,26
- 2,War\_Rig,GM\_Maxim-X2,270.125580,8.766174,30,25
- 3,RCS\*Josho,GM\_Maxim-X2,270.405853,8.824528,30,8
- 4,WAR\_FERRAL,GM\_Maxim-X2,272.297699,8.829819,30,10
- 5,KTWW RetroWeedy,GM\_Maxim-X2,273.716583,9.099289,29,0
- 6,WAR\_crosshair,GM\_Maxim-X2,268.811798,9.292145,27,1

Congratulations to KTWW\_Rikstr\_NZ9C on the winning streak followed by War\_Rig and RCS\*Josho.

## Final points standings after Rnd 1

- 1 KTWW\_Rikstr 26
- 2 War\_Rig 25
- 3 WAR\_FERRAL 10
- 4 RCS\*Josho 8
- 5 WAR\_crosshair 1
- 6 KTWW RetroWeedy 0
- 7 RCS\*Bull\*51c 0

## AUSSIE TRACK SHOOTOUT SERIES – RND2

Well a good turnout again with some great racing held at Premier speedway....Speedway City...Wagga Speedway and The Motordome (Newcastle).

The first heats held at Premier speedway seen KTWW XMan to be the dominator with 2 wins straight up to his name adding some pressure to the Aussies. Then onto speedway city with the tail enders over the finish line from premier giving the point leaders a definite rethink on there domination. Over to Wagga Speedway some interesting results with a few minor roll overs resulting in some close point shuffling but with X\_MAN once again dominating with another 2 first possies straight of the bat.

The final points for the heats in this rnd seen

- KTWW\_XMan 19 points  
War\_Rig 14  
KTWW\_Rikstr\_NZ9C 13  
WAR\_FERRAL 8  
RCS\*Josho 6  
WAR-BENO 3  
RCS\*Bull\*51c 0

But with points not being the final outcome to determine who will win the shootout this just became a decider for starting positions in reverserank for a handicap to the 360 drivers. So it was over to The Finale 30 lap feature at Newcastle with from pole position RCS\*Bull\*51c outside pole WAR-BENO with engine troubles resulting him to pull infield before the flag dropped....second row inside seen RCS\*Josho then outside 2nd row WAR\_FERRAL over

3rd row seen inside KTWW\_Rikstr\_NZ9C and outside War\_Rig and last but not least trailing the field off the grid was the almighty KTWW\_XMan.

Of the start seen almost a total disaster as the rivalry was creating some intense driving for the first few laps to see some leading postions being shuffled.....into lap 4 seen War\_Rig take the leading position of the field and to hold his ground for the full 26 laps left of the feature taking out the Aussie track shootout followed by KTWW\_XMan and in 3rd WAR\_FERRAL.

The Motordome Feature 30 laps.

1,War\_Rig,GM\_Maxim-X2,268.951935,8.789440,30,18  
 2,KTWW\_XMan,GM\_Maxim-X2,270.896332,8.853836,30,21  
 3,WAR\_FERRAL,GM\_Maxim-X2,272.490387,8.888901,30,9  
 4,KTWW\_Rikstr\_NZ9C,GM\_Maxim-X2,273.593964,8.783707,30,13  
 5,RCS\*Bull\*51c,GM\_Maxim-X2,270.616058,9.257080,28,0  
 6,RCS\*Josho,GM\_Maxim-X2,273.121002,9.467468,28,6  
 DNF,WAR\_BENO\_W7,GM\_Maxim-X2,DNF,DNF,0,0

Overall the event was awesome and thanx to all that participated ....thanx to Rik again for his server and for this Aussie Track Shootout Event this is the start to an event which will be held every 3 months and points will determine the final verdict over the full year as the winner , but highest points leaders at each heats of the rounds even in feature races will start from rear of field for handicap to slower cars.

## Aussie Track Shooutout Point Standings

DRIVERS	Rnd1	Rnd2	Total
War_Rig	25	14	= 39
KTWW_Rikstr_NZ9C	26	13	= 39
KTWW_Xman	NA	19	= 19
WAR_FERRAL	10	8	= 18
RCS*Josho	8	6	= 14
WAR_BENO	NA	3	= 3
WAR_crosshair	1	NA	= 1
RCS*Bull*51c	0	0	= 0
KTWW RetroWeedy	0	NA	= 0





## ***THE TECH SECTION***

### The Bashin Brigade Is Back!

Author: Screamindemon

DTR2 took a major hit recently as it got pummelled by the much awaited return of the New Zealand Stockcar chassis. Loosely based on the real cars that entertain crowds around many speedways over the Summer months, these barred up chassis were designed for full on, hard hitting, crash and bash contact racing.

So far, in the few events they have been included in they have been used in that manner, with some players taking it to the max when it comes to contact and/or finishing off other drivers. Thats all well and good, but getting these chassis to the stage they are at wasnt all plain sailing (or should that be driving)

Screamindemon takes a look at the past, future, and also the issues involved with bringing these hard hitting machines to DTR2.

We start in the past, back in the days where DTRSC was the champion dirt track game, servers were full of budding players (and a few veterans too!) Dirtnz's stockcar chassis were the cars of choice to be racing on most nights. Teams racing was a stop/go affair with the usual "no-show" issue causing chaos week-in, and week-out, which would ultimately lead to the demise of that competition.

Tired of the constant "Flag racer" title being thrown about, a dedicated player decided to 're-introduce' the stockcar chassis to the game, and due to constant requests these chassis would be based around the famous "Tank" chassis. This chassis certainly had a far more realistic look about it, but the edited params didnt strike a chord with the faithful players. Comments like "its very sluggish", "no-one will use it coz they cant win in it" were often heard in servers. Yet a few players took to the chassis, and liked it for the added realism of including strategy to their racing, no longer could you just blast past a car, you were made to think about passing "The Triple 666" chassis as it was as solid as the outer wall on any track....

As time went by a few issues errupted, Windows XP was released and brought about issues when it came to playing online and DTRSC was abandoned.

Moving onto the present, DTR2 had been released for some time, but had never taken off with the Kiwi community, however it was decided that it was the only way forward for KTWW and the move was made. This however would pose a problem as far as the stockcar chassis were concerned. DTR2 was a totally different ball game when it came to handling the chassis params, which meant that the original port-over came out looking like some form of Mickey Mouse Cartoon cars! Handling and chassis performance were also totally wrong for the cars, which when hit by another chassis would be launched into a very severe, and totally unrealistic turbo flip. This wouldnt go down well with the players who were "trialing" the chassis (Its wasnt actually a trial, just a way of keeping them in the game) and so a new set of params needed to be found.

Converting the chassis over seemed like an easy enough task, but then how wrong that would be.....headache after headache, trial after trial, finding a new usable set of params, add to this that the whole chassis .de2 file needed an overhaul to sit in line with the edited params the exercise became the ultimate nighthmare as param sets were sent and returned by the beta testers time after time. This was an ongoing exercise that would go on for some two or three months. Trying to find that perfect mix of a "heavy" feel, and yet something that had "performance" written all over it was a major undergoing, and most of the param settings were adjusted in one way or another. Even the smallest adjustment in one param could majorly effect the overall feel/performance of the chassis, a simple .1 of a change could take the chassis from being a wheelstanding monster to a slow moving steam engine! Over the months various incarnations that would play alright on the developers PC, would not play so well under different circumstances, with the chassis going from something that resembled a solid brick house, to something that was so "keely" that it resembled a round the world race yacht more than a pure-bred racing machine. In the end compromise was the only answer, which gave us the chassis params we currently have, and although they arent quite what the developer wanted they do have some properties that you would expect from watching their real counterparts on the track.

Conversion was complete, and from there it was decision time, should the old Dirtz chassis be converted as well, or should they be written into DTRSC history. In the end the old chassis were left behind as a decision was made to develop more "new breed" stockcar chassis. Again this would be time consuming, (but nowhere near as bad as the first conversion) as the chassis had to be developed, and or adjusted.

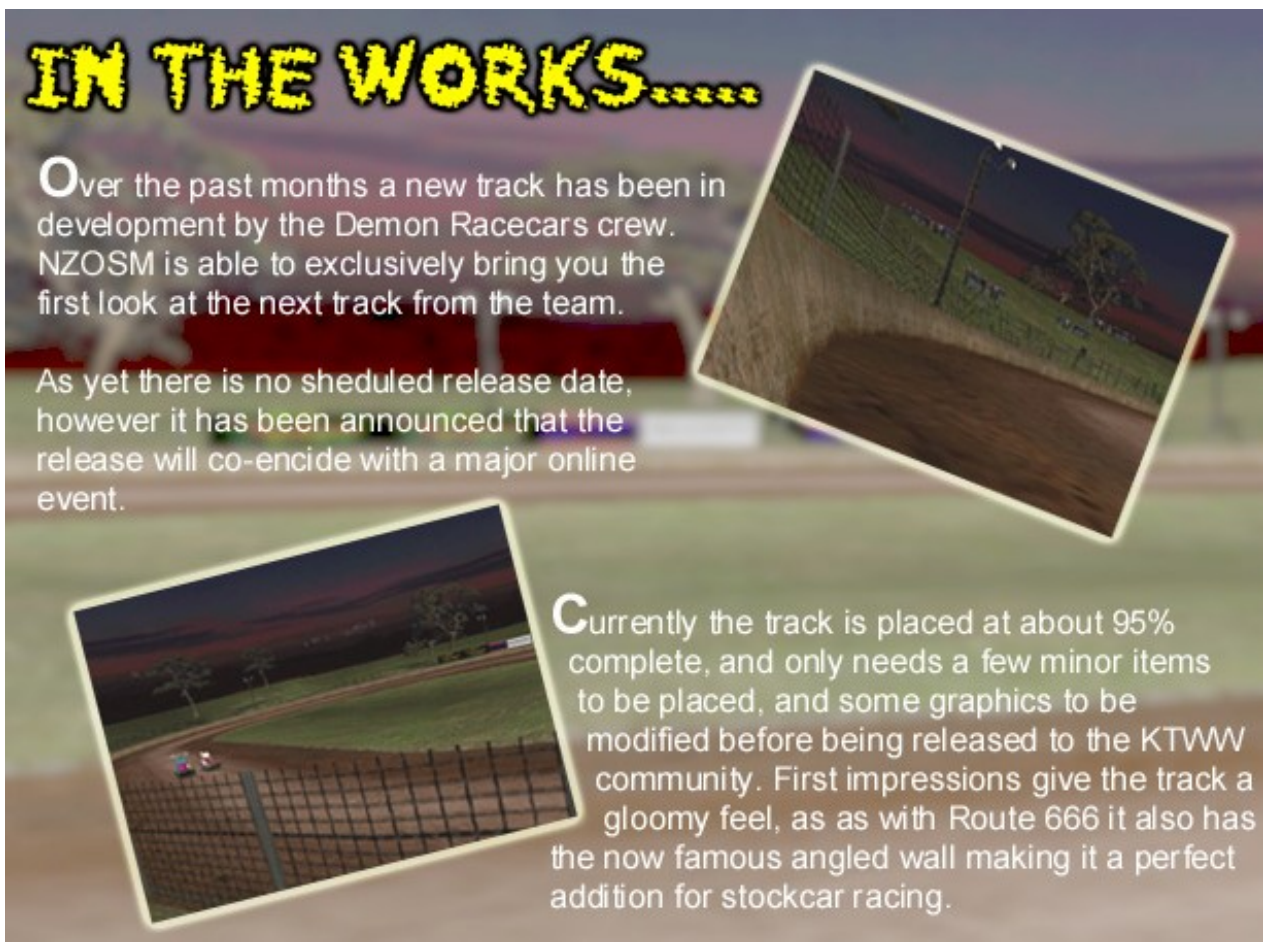
At the time of writing there are currently four chassis available, all with the same params (for closer racing) but each with a unique body style, they are: The Triple 666, The Tombstone, The Skullcrusher, and The Painbringer. A fifth chassis is close to being released, and may well be available by time this is distributed. Editing of chassis has now ceased until such time that public demand might lead to more additions to be added.

Recently these popular chassis have been getting a workout in the enjoyable "Twisted Metal Sunday" which has them running on the same night as the other contact class the "Battlewagon" Streetstocks in a double header series, which doubles as a warm up for the National Titles. Many of the players are pushing the chassis to their limits with both fast pace, and some bonecrunching hits being the normal state of play on race night.

As we look to the future, with player numbers down teams racing in it's "regional" form seems unlikely, but there is a vision to have teams racing make a return to KTWV in some way in the near future. Possibly the biggest issue that hinders the stockcars at the moment is the lack of suitable tracks to run on, ideally they need to be small "Bull-ring" type tracks with a complete wall that is for realism slightly angled. Moves are under way for such tracks to be found, or created, with one such track very close to completion, and another one already being constructed. Local or "Real" tracks seems to be where the community wants to race these beasts and that too has to be looked into, however track creation is not an overnight process, and in a lot of cases without having relevant data, and photo's etc of the real track creation is very nearly impossible.

In reality no one really knows the future for the stockcar chassis, its followers, or even the creators of the highly regarded contact class chassis. However it has been noted that over the past few months since the Stockcars have returned to the DTR2 and online scene that there seems to be a fair amount of interest in running these contact chassis, and numbers have slowly began to increase again. Who knows, all going well servers will once again be full of players and hard hitting action!

SD



### IN THE WORKS.....

Over the past months a new track has been in development by the Demon Racecars crew. NZOSM is able to exclusively bring you the first look at the next track from the team.

As yet there is no scheduled release date, however it has been announced that the release will co-encide with a major online event.

Currently the track is placed at about 95% complete, and only needs a few minor items to be placed, and some graphics to be modified before being released to the KTWV community. First impressions give the track a gloomy feel, as as with Route 666 it also has the now famous angled wall making it a perfect addition for stockcar racing.



## PLAYER Q&A: KTWW Rikstr NZ9C

Someone being successful on the virtual dirt always seems to make them a target when it comes to racing, or even just idle chit-chat, in this edition we continue on with our "Player Interview" series with one such player. Always at, or close to the front of the field, and generally always having something to say about most issues, Multiple online champion Rikstr was subjected to the stresses of answering a few questions, could the dedicated KTWW member handle it?.....Read on.

**NZOSM Q:** After a long time the DTR2, and KTWW scene looks to be again growing, what would you say is the main reason for this boost in interest?

**RIKSTR A:** I'd have to say the main reason is the legacy of KTWW as the "NZ online Dirt racing" club. For 4 years now KTWW as been there for anyone wanting to experience some online speedway racing or even just share in some good old fashion speedway gossip. DTR2 overcame the XP problems we were faced with in DTRSC which has helped with attracting new players. I really feel that KTWW's name is a very strong brand we should be immensely proud of, and we should promote it anywhere and anyhow we can. KTWW has been here for 4 years and will be here for another 4 years. If anyone is looking for some online dirt slinging action they all know they can find it here at KTWW.

**NZOSM Q:** For some reason, you seem to have attracted a lot of "on track rivals" So on the flipside of that you must have some "on track rivals" also, who are they and why?

**A:** I have had some great rivalries in the past and at the moment there's a new breed of racers having a go at us elder statesman, lol. In recent times I'd have to say trying to beat X-Man and Rig was one helluva rivalry. At the moment we have the young guns stepping up to the plate, Josho, Bull, Maddog, watch out for these guyz they're on the pace and starting to get some online results.

**NZOSM Q:** Following on from that, most players will say that there is someone within the DTR2 community that they have respect for, in your mind who would that person be, and for what reason?

**A:** The player I most respect is a really weird fella called "ScreaminDemon". Man he's so strange but he's had this thing called "KTWW" going for 4 years now lol! Also I can't leave out X-Man when it comes to respect in this game. He a weirdo too thou, lol. So I'd call it a draw, ScreaminDemon & X-Man.

**NZOSM Q:** What would you like to see happen to the online speedway community in the future?

**A:** I hope that at least one of the new speedway games being advertised at the moment will prove to be good enough that it re-unites the entire online speedway community, and we can have something like the "good old dtrsc days" i hear so much about but unfortunately missed. I'd luv to see endless servers packed with racers everynight.

**NZOSM Q:** What is it that appeals to you about DTR2 so much that you have decided to make it your game of choice?

**A:** We can make a NZ Stockcar, Saloon, Sprintcar, Midget, Lawnmower (Riks favourite! ed.), Keg, we can then race them on any track we desire to make. We can flip from stockcar to sprint without leaving the server. You can give the disc to someone, they install it, they start up their internet, they start up the multiplayer game and go to browser, bang, they're online ready to take on anyone world wide. It's soooo easy and then they can start adding the thousands of customized cars, skins, tracks, to their game. I have tried every other game there is but they all seem to have plus's but minus's too. At the moment there is nothing that appeals to me as a dirt sim. The only dirt sims i think come close to feeling like being on dirt are "Saturday Night Speedway" and "World of Outlaws 2002" but they are unmoddable, unstable online, Woo is so laggy. Heat is a nascar game so that felt alien. DTRSC is not XP compatible and graphics are very limited. DTR2 is it for now as far as i'm concerned. I can't believe how much fun i have had out of \$25DTR2, it's just been awesome. I have also made friends from Australia, USA, Canada, and also NZ.

**NZOSM Q:** Add-ons seem to be a touchy subject with some players, what is your standing point on additional chassis, tracks, skinfiles etc?

**A:** Everyone knows that without addons a game dies within a year or two. Games with addons last twice if not more longer than that. Also how boring it would be without addons. I can't ever see a Dirt game coming out with a NZ Speedway flavour so addons are a must. My favourite chassis are all addons. Also watch how long the new games live, rfactor being completely moddable will out live the others and I have seen some great addons being developed. V8 supercars 3, they will have to make a 4 one year later, all part of their plan.

**NZOSM Q:** What would be your "Ultimate Online event"?

**A:** Geez, I think the "2004 DTRSC Nitro World Sprintcar Championship" was the ultimate event I have ever been part of. Something like that again with a strong showing from all 4 speedway nations, USA, Australia, Canada, & NZ, that would be the ultimate. Sprintcars of course, or maybe midgets. hehe

**NZOSM Q:** If Ratbag Games had asked you "What you want to see in DTR2" your answer would be?

**A:** 20 player limit in multiplayer and better internet network code. That is all, everything else is fine.

**NZOSM Q:** Finally, What is your favourite thing about being involved in the KTW, and Online DTR2 scene?

**A:** Thats easy, racing SPEEDWAY online with SPEEDWAY fans! And doing this with people from all over NZ and the rest of the world.

So there we have it....Rik survived this editions grilling, although he did seem to be depleted after all the thinking! lol Next month we will ask another member their thoughts....Who Will it be?



# INTERNATIONAL SCENE

**TEAM VLR** *Come watch us grow!*

<http://www.freespaces.com/vlrdtr2/>



## IGGR\_Jigger holds off VLR\_FM for spectacular win at EVR v2!

**November 22, 2005**  
**VLR Newspaper**

Someone finally stepped up to the podium and knocked VLR\_FM off the top spot for only the third time this season. IGGR\_Jigger proved to be up to the challenge after missing qualifying this week, yet he was still able to pull off the upset at EVR v2 Raceway in Saturdays race. VLR\_Rac won the first heat after holding off his son, VLR\_RD in a great race as he crossed the line just 4-tenths behind Rac, qualifying first earlier in the week for his fourth pole of the season. RD had fast time in the heat with a fast 11.71. In the race though, VLR\_Rac's lead was short lived as VLR\_RD came from third place and quickly took over the lead. VLR\_RD was able to hold off the competition for 15 laps, but then it was time for new VLR Member, [VLR][56] to make his prescence known. He got around RD for the lead and a couple laps later RD was passed by IGGR\_Jigger and then VLR\_FM as they marched to the front of the pack. [VLR][56] was able to pull away just a little while Jigger and FM battled with RD for 2nd and 3rd, but they would quickly reel him in. On lap 27, Jigger had caught [VLR][56] and decided it was time to make his move. He quickly got around him to take the lead. Five laps later, VLR\_FM was about to get by [VLR][56] to take over second place, making the new top 3, IGGR\_Jigger, VLR\_FM, and [VLR][56] respectively. As the laps wound down though, Jigger used very consistent lap times to stay ahead of a charging FM to cross the line just a half-second ahead of him in the end. The win was IGGR\_Jigger's second on the season, second among active drivers. VLR\_FM finished second, but had the fast lap of the race, 11.57. [VLR][56] followed along 2 seconds behind FM for a great top 3 finish. VLR\_RD followed close behind him to bring home 5th place. 3 seconds back from RD was GnS\*Tyner as he rounded out the top 5. The next track on the schedule is Dacotah Speedway, a rough, tough track that houses some great racing.

## VLR\_FM comes back in style to take the win at Knoxville after starting seventh

**November 13, 2005**  
**Knoxville, Iowa**

Many would say 40 laps is not enough to win an online race from seventh place against the toughest competition in racing. VLR\_FM would have to do just that Saturday if he was going to pick up a record-breaking 5 wins in a row in the Razz-A-Roni dirt series. An incident in the heat race with [GRC][56] resulted in FM finishing seventh. [GRC][56] would go on to win the heat though, his first ever in VLR compettion. In the race, [GRC][56] looked like he would be well on his way to picking up his first ever VLR win. Charging quickly from his 7th place starting spot was VLR\_FM though. By lap 20 he had somehow worked his way around the other racers and found himself in 2nd place. [GRC][56] was turning almost equal lap times and it was making it a lot of trouble for FM to catch up with him. Finally GRC and FM began to separate them from the rest of the competition. Around lap 25, FM decided it was do or die time, and he chose do. He went low and was able to complete the pass. When considering his dominance all season long, it would only be appropriate to expect that FM would begin to increase his lead. This was not the case though as [GRC][56] would not go quietly. He stayed on VLR\_FM's bumper almost the whole way though and the two would prove to be the dominate racers down the stretch. FM managed to cross the line first, for the 6th time this season. [GRC][56] came on strong though with the second place finish, his best VLR finish to date. GnS\*Tyner made a great showing as well this week as he rode home in third. VLR\_Kazzoo had a great day and came home in fourth place, while VLR\_Rac rounded out the top 5. VLR\_ks made his first appearance in VLR in a long time and came home 6th. Next week the racers take on EVR v. 2. It's a very tough half-mile track home to lots of exciting races. VLR\_FM looks to make his points lead all but catchable with high hopes of winning again this Saturday, but everyone else will be ready to meet the challenge.

**TEAM VLR** *Come watch us grow!*

<http://www.freespaces.com/vlrdtr2/>



**GnS Motorsports Park is dominated by VLR\_FM, 5 wins and counting**

**November 6, 2005**

**Skullbone, Tennessee**

No surprises lit up the scoreboard this week at GnS Motorsports Park, as the Bloomquist of online dirt racing showed up and cleaned house once again this week. VLR\_FM rolled away with his 5th win of the season in only 7 starts, as he tallied up his third win in a row and the high-banked half mile oval. He qualified on the pole this week for the race with a lightning quick record breaking lap of 11.77. He started off his winning ways by leading the field to the green flag and never looking back. IGGR\_Jigger, who has one of the most stunning facts under him in VLR competition, has 14 starts since the beginning of last season and has NEVER finished outside the top three. Saturday would be no different as his consistency once again propelled him to a second place finish in the race. Off of probation, tdracer made a great comeback and finished third in the race after starting 6th. The newest member of team VLR, KAZZOO, started third but was unable to keep up with the pace of the other drivers after a lap one incident ruined he and longtime VLR racer [GRC][56] chances from the very beginning and he would finish 6th. GRC dropped back to the rear but was able to battle back from 2 seconds down to catch up and pass VLR\_Rac to finish fourth. The competition was very stiff this week, but FM is just daring anyone to try to stop him, and so far no one has met up to the challenge. Next week they will have a great opportunity though at one of the best known tracks for drafting at, Knoxville Raceway, there will be no blowout here. The driver's will have plenty of time to tune their cars up for this one and we expect some very exciting racing!

**VLR\_FM pulverizes competition at GnS Park for 3rd pole of the season**

**November 5, 2005**

**Skullbone, Tennessee**

Life is good for VLR\_FM this week. The driver's took on a fairly new track, GnS Motorsports Park in qualifying, and FM came away with the pole, bigtime. Nearly two-tenths faster than second place qualifier, IGGR\_Jigger, FM was able to blast his way to an unheard of lap time of 11.77. He began practicing this track only a few days after it's release and he's the man to beat this week as he will try to make his third consecutive win of the season. IGGR\_Jigger had a great lap in qualifying, but still he wasn't able to come close to FM, after turning an 11.91. The racer's will definitely be tweaking their sets to find everything they can if they are going to have a shot this week. GnS\*Tyner represented his team well, turning an 11.929778 at his home track, and the GnS house track. Mag was close behind, very close, but just got beat out by .000001 seconds by Tyner as he turned an 11.929779 in qualifying. VLR\_RD rounded out the top 5 by turning an 11.94. All the racer's will be eyeing to stop VLR\_FM today and hopefully lower his points lead in the process, but 40 laps at this high-banked oval is plenty of time for anything to happen!



<http://www.corsleague.com/>



<http://www.dirtwizard.net/>

11-14-05: Test & Tune saw some great racing action in all classes. I want to thank the drivers who showed up to test out their machines on the All New Cors Crown Point Speedway. Opening Night is 2 weeks away on November 27th starting at 4:30pm CST with the drivers meeting, then Qualifying starts at 5:00 and Racing at 6:30.

10-23-05: The Clay Oval Racing Series League opened the gates Sunday night to the All New Cors Crown Point Speedway. The new surface proved to be slick to some and blazing fast to others. The UMP Modifieds, UMP Late Models and Street Stocks each had 9 competitors and the Mini Stocks had 7 trying out the new surface.

10-19-05: SPECIAL THANKS!!!! A special thanks goes out to Flash24 from the Dirtwizard.net NSDRA League for the use of the NSDRA Late Model. Also thanks to Scott Hawbaker for the UMP modified chassis and also to Ken Reed(Feardaboo) who edited the Camaro, Monte Carlo, Mercury Capri and Ford Mustang. The Ford Pinto came from I believe Tony Senese back from the DTR1 days. I want to thank the testers because without their countless hours of testing and re-testing these cars and track wouldn't be as fun as they are.

10-10-05: After being closed down for the last 4 years The Clay Oval Racing Series League is opening back up in November 2005 with a Full Program of UMP Late Models, UMP Modifieds, Street Stocks & Mini Stocks. Race nights will be Sundays starting at 4:30pm CST with the drivers meeting. Qualifying will be at 5:00pm followed by the start of the races at 6:30pm.

## Point Standings

Point Standings as of 12/05/2005 -

UMP Late Models			Nov	Dec
		Points	27	4
1	Harley	38	20	18
2	Roger Dickson	33	24	9
3	Mag	33	9	24
4	Steve Groomes	32	16	16
5	Roger Franks	22		22
6	Donnie Benson	20	14	6
7	Gary Tucker	18	7	11
8	Daryle Sutton	16	10	6
9	Brad Kenyon	12		12
10	Jim Kellogg	9	9	
11	Dustin Kenyon	8	8	
12	Steve Foust	7	7	
13	Paul Bayne	6	6	
14	Eric Fountain	6		6
15	Al Lewis	5	4	1
16	Hank Smith	5		5
17	Jay Tyner	0		DQ

UMP Modifieds			Nov	Dec
		Points	27	4
1	Dustin Kenyon	45	20	25
2	Steve Groomes	37	20	17
3	Harley	35	19	16
4	Daryle Sutton	29	15	14
5	Roger Dickson	28	14	14
6	Gary Tucker	27	14	13
7	Steve Foust	15	15	
8	Roger Franks	14		14
9	Jim Kellogg	9	9	
10	Shawn Jakes	8		8
11	Hank Smith	7		7
12	Eric Fountain	6		6
13	Al Lewis	0	0	

Street Stocks			Nov	Dec
		Points	27	4
1	Roger Dickson	40	23	17
2	Harley	37	24	13
3	Brad Kenyon	36	12	24
4	Shawn Jakes	30	15	15
5	Daryle Sutton	24	16	8
6	Gary Tucker	20	10	10
7	Jim Kellogg	19	18	1
8	Steve Groomes	19	7	12
9	Roger Franks	18		18
10	Jodi Groomes	10	7	3
11	Jesse Gaylord	7	0	7
12	Eric Fountain	5		5
13	Donnie Benson	2		2



## ***REAL SPEEDWAY SCENE***

2 of the best sprintcar drivers in the world.



STEVE KINSER



DANNY LASOSKI