

5

Driver

5

Body

5

Engine

26

Jamie McMurray

Ford /// Jack Roush

Once on your turn, if this car takes Engine damage from moving at Stand on It speed, roll one die. On a result of 6 no damage is taken.

Starts-36 Poles-0 Wins-0 Top 5s-3 Top 10s-7 Points-3405

2006

6

Driver

5

Body

5

Engine

22

Dave Blaney

Dodge /// Bill Davis

Once on your turn, you may reroll a Body check and use the reroll result instead.

Starts-36 Poles-0 Wins-0 Top 5s-1 Top 10s-2 Points-3259

2006

6

Driver

5

Body

5

Engine

01

Joe Nemechek

Chevrolet /// Bobby Ginn

Once on your turn, when this car moves at Check Up speed, you may reroll it's Body check and use the reroll result instead.

Starts-36 Poles-0 Wins-0 Top 5s-0 Top 10s-2 Points-3255

2006

6

Driver

5

Body

5

Engine

66

Jeff Green

Chevrolet /// Gene Haas

Tire damage does not affect this car's Driver checks.

Starts-36 Poles-0 Wins-0 Top 5s-0 Top 10s-2 Points-3253

2006