



What is the Rocket Racing League®?

The Rocket Racing League® is a new entertainment sports league that combines the exhilaration of racing with the power of rocket engines.

Who founded the league?

The Rocket Racing League® was founded by two-time Indianapolis 500 champion team partner Granger Whitelaw and aerospace pioneer and X PRIZE founder Peter Diamandis.

How are the races structured?

Rocket Racing League® races will consist of 4-lap, multiple elimination heats over a 5-mile closed circuit raceway in the sky. Instead of racing high performance cars around a ground track, the Rocket Racing League® is giving birth to competitive manned *rocket-powered airplane* racing within a three-dimensional track reaching into the sky. The track is one mile high, 2 miles long and 1/2 mile wide. Virtual GPS “tunnels” will shape the closed circuit track.

Raceway in the sky? How will the pilots, spectators and viewers see the track?

The Rocket Racer® pilots will see the raceway in the sky via 3D displays in their helmets while the track and racing action are displayed on large projection screens for the hundreds of thousands of fans in attendance at each race. Through our technology partners, we are going to have a three-dimensional track on the screen where people can actually see the rocket planes racing on the tracks, special effects for rocket planes that go through a barrier and/or they are penalized, viewers can interact with pilots live while they are racing and have full ability visually in a way unlike anything that’s been done before.

How many Rocket Racers® are racing each other at once?

Up to 10 Rocket Racers® will be racing each other at one time.

What is a Rocket Racer®? Is it like a jet?

The Rocket Racer® is the name of the rocket-powered aircraft being developed to compete in the Rocket Racing League®.

How fast do the Rocket Racers® go and what kind of fuel do they use?

The Rocket Racers® have speeds up to 350 miles per hour powered by a 1,500-2,000 pound thrust rocket engine burning liquid oxygen (LOX) and Kerosene (bright yellow flame).

How long are these races?

The races are projected to be an hour and one half in length.



How many races will the league run?

As seen in other sports, the league will run 6-10 races throughout a given season, and at its conclusion crown a champion.

Who are the pilots and how were they selected?

Rocket Racing League® pilots are some of the most highly trained and skilled pilots on the planet and include retired NASA Astronaut Rick Searfoss, aerobatic pilot Sean Tucker, Len Fox, among others.

How many teams are there and who are they?

Currently, there are six teams in the Rocket Racing League® -- Thunderhawk Rocket Racing, Santa Fe Racing, Bridenstine Rocket Racing, Rocket Star Racing, Team Extreme Rocket Racing and Canada-based Beyond Gravity Rocket Racing.

What's the process for crowning a league champion?

At every Rocket Racing League® event, points will be awarded to pilots who finish in the top three spots. A league champion will be crowned for the pilot who earns the most overall points at the end of a regular season.

Where are the races being held?

Rocket Racing League® races will be held at airports, air shows and airfield's around the country beginning with exhibition races in 2008 and the first full Rocket Racing League® season in 2009.

How many spectators are you expecting at these races?

We anticipate our crowds to reach the same scale for those who attend other motorsports and air show events (100,000-500,000 people).

Are the planes safe?

Safety is priority number one with us. We have a team of dedicated engineers and scientists who have years of experience in the given fields, charged with ensuring safety for all those involved.

How are the fans protected from the Rocket Racers®?

The Rocket Racers® will be kept at a safe distance from the attendees and will never fly directly towards or away from the crowd. The Rocket Racing League follows all air show regulations set-forth by the FAA.

What's the business model?

Revenues are planned to be generated through six primary sources, each falling under a separate revenue unit of the RRL™: [1] sponsorship, [2] sanctioning fees (and venue related revenues), [3] merchandising/licensing, [4] broadcast rights, [5] gaming and [6] touring/amusement park offerings.



Revenues are also planned to be generated through the licensing of intellectual property that the RRL™ generates as it executes on its ongoing patent strategy.

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