

REDLINE - Complete Platform Explanation

What Is Redline?

Redline is a **competitive motorsports platform** that transforms street racing from an underground activity into a structured, transparent ecosystem where **performance = reputation = money**. It's not just an app for scheduling races—it's a complete system where racers build verifiable identities, spectators make skill-based predictions, and every run contributes to an immutable performance history.

Think of it as **LinkedIn + Stripe + ESPN** for the street racing world.

Core Philosophy

Everything on Redline revolves around one loop:

Race → Result → Stats → Picks → Money → Trust → Visibility

- Your **reputation** is permanent and grows over time
 - **Money flows** are transparent with a clear platform cut
 - **Trust** is earned through consistency, not just wins
 - **Results** can't be erased or disputed after posting
 - **Identity** is everything—your Redline Card is your career
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The Three Account Types

1. SPECTATOR

The audience. The people who watch, predict, and profit from their knowledge of racers.

What They Can Do:

- Browse all upcoming races and tournaments
- View Redline Cards (jockey profiles with full stats)
- Make Picks on race outcomes

- Buy Access passes to attend events
- Cash out winnings from successful picks
- Track their pick history and earnings

What They CANNOT Do:

- Race in any events
- Own a garage or machines
- Create events

Example Use Case: Mike is a racing fan who's been following Ghost for years. He sees Ghost entered in a street race with 1.65 odds. Mike puts \$50 on Ghost to win. If Ghost wins, Mike gets \$82.50 (his \$50 back + \$32.50 profit). All tracked in his Redline Wallet.

2. JOCKEY

The racers. The heart of the platform. These are the drivers competing for money, reputation, and rankings.

What They Can Do:

- Own a Redline Card (their racing identity/resume)
- Maintain a Garage with machines and specifications
- Create head-to-head Races
- Join any Race or Tournament
- Compete for prize money
- Earn through race wins AND picks on themselves
- Control their personal Redline Wallet
- Host private money runs (no spectators)
- View their race schedule and earnings projections
- Build an immutable performance history

What They CANNOT Do:

- Create tournaments (only Team Owners can)
- Manage other jockeys

Example Use Case: Ghost creates a \$500 entry race at Terminal Island. Turbo joins. 3 spectators buy \$25 general access tickets. 50 people make picks totaling \$2,000. Ghost wins, takes home \$900 (2 x \$500 entry minus 10% platform cut). His Redline Card updates with the win, improving his stats and trust score. Next time he races, his odds improve.

3. TEAM OWNER

The organizers. They manage teams of jockeys and create the big events.

What They Can Do:

- Manage a Team Redline Card (team identity)
- Create Races AND Tournaments
- Organize bracketed multi-race events
- Control Team Redline Wallet (team earnings pool)
- Invite jockeys to join their team (jockeys must opt-in)
- Distribute earnings to team members
- Build team reputation and trust scores

What They CANNOT Do:

- Force jockeys onto their team
- Create events without at least 2 team members
- Race themselves (they're managers, not drivers)

Example Use Case: King Rodriguez runs "King's Court Racing" with Ghost and Nitro on his team. He creates the "SoCal Winter Championship" tournament with \$2,000 entry, 8 cars, bracketed eliminations. VIP access costs \$150. The tournament generates \$16,000 in entries + \$12,000 in access sales + \$30,000 in picks. After the platform cut and payouts, the team wallet has \$25,000. King distributes it to his jockeys based on their performance.

The Identity System: Redline Cards

What Is A Redline Card?

Your Redline Card is your **permanent racing resume**. Think of it like a professional athlete's stat sheet meets a LinkedIn profile meets a credit score.

Three Types of Cards:

1. **Jockey Card** - Individual racer identity
2. **Team Card** - Collective team identity
3. **Machine Card** - Vehicle specifications and history

What's On A Jockey Card:

Profile Information:

- Name and racing alias (e.g., Marcus "Ghost" Rivera)
- Bio (your story, style, experience)
- Verified badge (for legitimate, established racers)
- Creation date

Statistics (Auto-Updated):

- Total runs participated in
- Wins / Losses / Podium finishes
- Best time ever recorded
- Average time across all races
- Win rate percentage
- Class eligibility (Street, Sport, Pro, Unlimited)

History (Immutable): Every race result is permanently recorded:

- Date of race
- Event name
- Finishing position
- Time recorded
- Opponent names

Once posted, **history cannot be edited or deleted**. This creates trust.

Trust Score (0-100): A reputation metric based on:

- Consistency in showing up to races
- Dispute history (challenges to results)
- Community engagement
- Time on platform
- Verification status

High trust = Better visibility in feeds, more picks placed on you, more money

Example: Ghost's card shows:

- 47 total runs
- 31 wins (65.9% win rate)
- Best time: 10.82s
- Trust Score: 98.5 (excellent)
- Verified ✓

When spectators browse the run board and see Ghost racing, his stats give them confidence to pick him.

The Garage & Equipment System

Redline Garage

Your garage is private but **auditable**. You store your machines, engines, and parts here.

What's Stored:

- **Machines** - Your actual vehicles
- **Engines** - Powerplant specifications
- **Parts** - Modifications and upgrades
- **Class Eligibility** - What classes each machine qualifies for

Machine Details Include:

- Year, Make, Model (e.g., 1995 Nissan 240SX)
- Custom name (e.g., "Black Mamba")
- Engine specifications (e.g., SR20DET Turbo)
- Performance stats (HP, Weight, Power-to-Weight Ratio)
- Installed parts list (turbo, ECU, transmission, suspension, etc.)
- Machine class (Street, Sport, Pro, Unlimited)

Redline Loadouts

Before each race, you create a **loadout**—a locked configuration showing exactly what you're running.

A Loadout Includes:

- Which machine you're using
- Engine class/configuration
- Parts being used
- Class compliance confirmation
- Lock timestamp

Why Loadouts Matter:

- They become part of the permanent race record
- They prove class compliance
- They prevent mid-race equipment swaps
- They add transparency for spectators making picks

Example: Ghost locks in his "Black Mamba" loadout for the New Year's Eve race:

- Machine: 1995 Nissan 240SX

- Engine: SR20DET Turbo
- HP: 480 / Weight: 2,650 lbs
- Parts: Garrett GT3076R, AEM Infinity ECU, Nismo 5-speed, Coilovers
- Class: Street ✓ Compliant

This loadout is now part of the race record forever.

The Competition System: Runs

What Is A "Run"?

A "Run" is any competitive event on Redline. There are two types:

1. REDLINE RUN: RACE

A single race event—can be head-to-head or multi-jockey.

Features:

- One-off event
- 2+ jockeys compete
- Optional entry fee
- Optional access passes for spectators
- Optional picks/betting
- Can be public or racer-only (private money run)
- Winner announced, payouts distributed

Who Can Create: Any Jockey or Team Owner

Example: "New Year's Eve Street Battle"

- Created by: Ghost
- Entry Fee: \$500 per jockey
- Participants: Ghost vs. Turbo
- Access: \$25 General Access tickets
- Picks: Enabled (Ghost at 1.65 odds, Turbo at 2.30)
- Date: Dec 31, 11:00 PM
- Location: Terminal Island, Long Beach

2. REDLINE RUN: TOURNAMENT

A bracketed, multi-race event with eliminations.

Features:

- Multiple races over time
- Bracketed format (8-car, 16-car, etc.)
- Requires teams to organize
- Higher entry fees
- Usually ticketed events
- High pick volume (multiple races = multiple pick opportunities)
- Team earnings go to team wallet

Who Can Create: Team Owners ONLY

Example: "SoCal Winter Championship"

- Created by: King's Court Racing
 - Entry Fee: \$2,000 per jockey
 - Participants: 8 jockeys (only 2 shown in demo)
 - Access: \$150 VIP passes
 - Format: Bracketed elimination
 - Class: Pro only
 - Prize pool: \$16,000 (8 x \$2,000 entries)
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Access & Attendance System

Not "tickets"—**Access**. This is how spectators attend events in person.

Access Types:

1. No Access

- Event happens, no spectators allowed
- Common for private testing or grudge matches

2. General Access

- Standard spectator entry
- View from designated areas
- Typically \$20-\$50

3. VIP Access

- Premium viewing locations
- May include perks (hospitality, better angles)

- Typically \$100-\$200

4. Pit Access

- Behind-the-scenes access
- See machines up close, talk to crews
- Typically \$50-\$100

5. Racer-Only

- No spectators at all
- Just the jockeys and their crews
- Common for high-stakes money runs

How It Works:

- Spectators buy access passes when browsing the run board
 - Money goes to the run creator (minus Redline's cut)
 - Access contributes to event pot and creator earnings
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The Picks System (Skill-Based Predictions)

This is how spectators **make money from their knowledge** of racers.

How Picks Work:

1. Browse Upcoming Runs See all scheduled races with participants listed.

2. View Redline Odds Dynamic odds for each jockey based on:

- Their Redline Card stats
- Recent performance
- Number of picks already placed
- Entry order

3. Make Your Pick Choose:

- **Pick Type:** Winner, Podium (top 3), or Time Bracket
- **Amount:** How much you're risking (\$10, \$50, \$100, etc.)
- **Jockey:** Who you think will win

4. Lock Time All picks lock when the race starts. No changes after.

5. Results Posted Creator posts official results. Picks are automatically processed.

6. Payouts

- **If you win:** Amount \times Odds paid to your wallet
- **If you lose:** Amount stays with the platform/creator

Pick Example:

Sarah sees "New Year's Eve Street Battle":

- Ghost at 1.65 odds
- Turbo at 2.30 odds

Sarah checks Ghost's card:

- 65.9% win rate
- Best time: 10.82s
- Trust score: 98.5
- Recently won 2 of last 3 races

She picks Ghost for \$100.

If Ghost wins: Sarah gets \$165 ($\100×1.65) **If Turbo wins:** Sarah loses her \$100

Why Odds Matter:

Lower odds = Favorite (less risk, less reward) Higher odds = Underdog (more risk, higher reward)

Ghost at 1.65 odds:

- Implied win probability: 60.6%
- If you pick him and win, you make 65% profit

Turbo at 2.30 odds:

- Implied win probability: 43.5%
- If you pick him and win, you make 130% profit

Odds shift in real-time as:

- More jockeys join
 - Picks are placed
 - Jockey stats change
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Money & Earnings: The Redline Economy

Redline Wallet

Powered by Stripe Connect (in the real app, in demo it's simulated).

Two Wallet Types:

1. **Personal Redline Wallet** - Individual jockeys and spectators
2. **Team Redline Wallet** - Team owners managing team earnings

What Wallets Handle:

- Race winnings (payouts from wins)
- Entry fee payments (deductions when joining races)
- Pick winnings (payouts from successful predictions)
- Access pass purchases (for spectators)
- Transfers and withdrawals

Transaction History: Every wallet keeps a complete, timestamped ledger:

- Amount (+ or -)
- Type (race_win, entry_fee, pick_win, pick_placed, etc.)
- Description
- Timestamp
- Balance after transaction

How Money Flows:

Example Race: "Long Beach Night Shift"

- Entry fee: \$750
- 3 jockeys enter
- Total pot: \$2,250

When the race ends:

1. Winner announced (let's say Ghost)
2. Platform takes **10% Redline Cut** = \$225
3. Winner receives: \$2,025
4. Transaction recorded in Ghost's wallet: +\$2,025 "Win - Long Beach Night Shift"
5. Ghost's Redline Card updated with win, time, and history

Example Pick Payout: Mike picked Ghost to win at 1.65 odds for \$50.

- Ghost won

- Mike's payout: $\$50 \times 1.65 = \82.50
- Transaction recorded: +\$82.50 "Pick win - Long Beach Night Shift"

The 10% Redline Cut

Redline takes **10% platform fee** from:

- Entry fees
- Access pass sales
- Pick pools

This is **transparent and consistent**—no hidden fees.

Why 10%?

- Platform maintenance
- Stripe processing fees
- Trust/verification systems
- Dispute resolution infrastructure
- Immutable record keeping

In the demo, this is automatically calculated and shown.

Results & Trust System

How Results Work:

1. Race Completes Physical race happens in real world.

2. Creator Posts Results Only the run creator can post results.

They enter:

- Winner (by jockey ID)
- Times for each participant
- Confirm submission

3. Results Lock Forever Once posted, results **cannot be changed, edited, or deleted**.

They're written to:

- The run record (permanent)
- Every participant's Redline Card (immutable history)
- Any machine loadouts used

- The blockchain (in production version)

4. Automatic Payouts System immediately:

- Pays winner their race earnings
- Processes all picks
- Updates all Redline Cards with stats
- Records everything in wallets

Redline Trust Score

Every jockey and team has a Trust Score (0-100).

What Affects Trust:

Increases Trust:

- Showing up to scheduled races
- Posting results quickly and accurately
- Consistent performance (win or lose)
- Being verified
- Long platform history
- Community engagement

Decreases Trust:

- No-showing races (biggest penalty)
- Delayed result posting
- Disputed results (multiple challenges)
- Inconsistent performance vs. stats
- Suspicious betting patterns

Why Trust Matters:

High Trust (95-100):

- Featured placement on run board
- More spectators buy access
- More picks placed on your races
- Better sponsorship opportunities (in full app)
- Verified badge eligibility

Low Trust (Below 85):

- Races buried in feed
- Fewer picks (less money)

- Scrutiny on results
- Potential platform review

Example: Ghost has 98.5 trust—his races always get high pick volume because spectators trust the results will be posted fairly and quickly.

Turbo has 92.8 trust—he's new and still building his reputation, so fewer spectators pick his races.

Redline Verified Badge (✓)

Special designation for established, legitimate racers.

Requirements:

- Trust score above 95
- 20+ races completed
- Consistent result posting
- Community vouching
- Possible ID verification (in production)

Ghost and Nitro are verified. Turbo is not (yet).

Terminal Demo Features Breakdown

For ALL Users:

1. Run Board Browse all upcoming races and tournaments.

Shows for each run:

- **Run ID** (run_001, run_002, etc.)
- Run name
- Type (Race or Tournament)
- Class (Street, Sport, Pro, Unlimited)
- Date & time
- Days until race
- Location
- Description
- Participants with their names
- Entry fee
- Access type and price
- Current odds for each jockey

- Pick status (enabled/locked)

2. **My Picks** View all your active and settled picks.

Active Picks Show:

- Run name
- Your pick (jockey chosen)
- Odds when placed
- Amount risked
- Potential payout
- Status (Active or Locked)

Settled Picks Show:

- Win/Loss status
 - Actual payout (or \$0)
 - Final odds
 - Pick history for analysis
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For SPECTATORS:

3. **Make Picks** Place predictions on race outcomes.

Flow:

1. Browse run board
2. Select a run to view details
3. See all jockeys and their odds
4. Choose jockey
5. Enter amount
6. Confirm pick
7. Funds deducted from wallet
8. Pick appears in "My Picks"

4. **Wallet** View balance and full transaction history.

Shows:

- Current balance (green if positive, red if negative)
- Last 10 transactions with:
 - Date/time
 - Type (pick_placed, pick_win, etc.)
 - Description

- Amount (+ or -)
 - Balance after transaction
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For JOCKEYS:

5. My Redline Card Your complete racing identity.

View:

- Full name and alias
- Bio
- Verified status
- Classes you can race in
- All stats (wins, losses, times, win rate)
- Trust score with color coding
- Complete race history (last 5 shown)

6. My Garage View your machines and specifications.

For each machine shows:

- Custom name
- Year/Make/Model
- Class eligibility
- Engine details
- Performance specs (HP, weight, power-to-weight)
- Complete parts list

7. My Runs & Earnings This is the killer feature for racers.

Overview Table: Shows every race you're registered for:

- Date
- Run name
- Class
- Entry fee you paid
- Total pot size
- Your potential winnings if you win
- Days until race

Summary Panels:

- **Investment:** Total entry fees you've paid
- **This Week Potential:** Max you could earn in next 7 days

- **Two Week Potential:** Max you could earn in next 14 days

Realistic Projections: Based on your actual win rate from your Redline Card:

- "Based on your 65.9% win rate:"
- "Realistic 7-day earnings: \$2,534"
- "Realistic 14-day earnings: \$3,850"

Per-Run Breakdown: For each upcoming race:

- Your position (Favorite/Contender/Underdog)
- Your current odds
- Implied win probability
- Number of competitors
- Exact payout if you win

Why This Matters: Jockeys can:

- Plan their racing calendar strategically
- Budget for entry fees
- Set realistic income expectations
- Decide which races to prioritize
- See if they're overbooked
- Manage cash flow

Example: Ghost sees he has 3 races this week with a combined potential of \$3,850 if he sweeps them all. But realistically, with his 65.9% win rate, he should expect about \$2,534. He's paid \$1,850 in entry fees, so his net should be around \$684 profit. This helps him decide if he should join that 4th race or save his cash.

8. Create Run Create a new race event.

Setup:

- Run name
- Location
- Description
- How many days out
- Machine class
- Entry fee
- Access type and price
- Enable picks (yes/no)

Result:

- New run created with unique ID

- You're automatically the first participant
- Run appears on run board
- Others can now join

9.  Join Run Enter an existing race.

Flow:

1. View run board (with all Run IDs visible)
2. Enter the Run ID (e.g., run_004)
3. System checks entry fee vs. your balance
4. Confirm entry fee payment
5. Funds deducted from wallet
6. You're added to participant list
7. Your odds are calculated and displayed

10.  Post Results Declare winner and finalize race.

Flow:

1. Select one of your races that's completed
2. Choose winner from participant list
3. Enter times for each jockey
4. Confirm submission

What Happens Automatically:

- Winner paid immediately
- All picks processed and paid out
- All Redline Cards updated with:
 - New win/loss
 - Race time
 - History entry
 - Updated stats
- Results locked forever
- Trust scores updated

For TEAM OWNERS:

11.  Create Run/Tournament Create races OR tournaments.

Additional Tournament Options:

- Bracketed format

- Multiple rounds
- Team-only participation
- Higher stakes

12. **View Team** See your team roster.

For each team member shows:

- Full name
- Win rate
- Recent performance
- Trust score

13. **Team Wallet Management** Control team earnings and distributions.

In full app would include:

- Team balance
- Payout to individual jockeys
- Team expense tracking
- Earnings history

How Everything Works Together: A Complete User Journey

Scenario: Ghost's Week

Monday:

- Ghost logs in, checks "My Runs & Earnings"
- Sees he has 3 races this week, potential \$3,850 earnings
- Creates a new race: "Terminal Island Throwdown" (\$600 entry)
- Posts on social media with Run ID: run_005

Tuesday:

- Turbo and Apex join his race (run_005)
- Total pot now \$1,800
- Ghost checks his odds: 1.75 (he's the favorite)
- 15 spectators make picks on the race
- \$1,200 in picks placed
- Ghost's Redline Card shows 98.5 trust—more picks come in

Wednesday:

- Ghost joins another race created by Apex (run_004)
- Entry fee \$750 deducted from wallet
- Balance drops to \$1,700
- Checks "My Runs & Earnings" again
- Now 4 races scheduled, \$4,600 potential

Friday:

- Race day: "Terminal Island Throwdown"
- Ghost wins with time of 10.86s
- Posts results immediately from his phone
- Winner payout: \$1,620 ($\$1,800 - 10\% = \$1,620$)
- Wallet updated: +\$1,620
- Redline Card updated:
 - Wins: 32 (was 31)
 - Total runs: 48 (was 47)
 - History: "Terminal Island Throwdown - 1st - 10.86s" added
 - Trust score: 98.6 (was 98.5) - increased for quick result posting

Saturday:

- Ghost checks wallet: \$3,320 balance
- Checks "My Runs & Earnings": 3 more races left this week
- Checks his updated Redline Card: Win rate now 66.7%
- His odds in upcoming races improve slightly
- More spectators start picking him

Scenario: Mike (Spectator) Making Money

Monday:

- Mike logs in with \$450 balance
- Browses run board
- Sees "New Year's Eve Street Battle"
- Clicks Run ID run_001 to view details

Checks Ghost's Card:

- 65.9% win rate (excellent)
- Best time: 10.82s
- Recent form: Won last race
- Trust score: 98.5 (very reliable)

Checks Turbo's Card:

- 50.0% win rate (decent)
- Best time: 10.54s (actually faster than Ghost!)
- Recent form: Won 1 of last 3
- Trust score: 92.8 (good but not elite)

Analysis: Turbo has a faster best time but Ghost is more consistent. Ghost is heavily favored at 1.65 odds, Turbo is underdog at 2.30 odds.

Mike's Strategy:

- Small safe bet on Ghost: \$50 at 1.65 odds = \$82.50 potential
- Small risky bet on Turbo: \$25 at 2.30 odds = \$57.50 potential
- Total risk: \$75
- Worst case: Loses \$75
- Best case: Wins both = \$140 total
- Most likely: One wins = Small profit or break even

Race Day:

- Ghost wins
- Pick on Ghost pays out: \$82.50
- Pick on Turbo lost: -\$25
- Net profit: \$57.50
- Mike's wallet: \$507.50
- Mike's pick record: 1-1 in this race, but profitable

Next Week: Mike studies more Redline Cards, learns patterns, builds his own win rate.

Why Redline Works: The Value Proposition

For Jockeys:

- ✓ Permanent reputation that travels with you ✓ Multiple revenue streams (race wins + pick action)
- ✓ Transparent payout system ✓ Career tracking and analytics ✓ Ability to manage your schedule and earnings
- ✓ Trust system rewards consistency ✓ Verification adds legitimacy

For Spectators:

- ✓ Make money from racing knowledge ✓ Transparent odds and clear payouts ✓ Access to complete racer statistics
- ✓ Choose your risk level ✓ Support favorite racers ✓ Safe, tracked transactions

For Team Owners:

✓ Monetize event organization ✓ Build team brand and reputation ✓ Multiple revenue streams (entries + access + picks) ✓ Team wallet for earnings management ✓ Create bigger, more profitable events

For The Sport:

✓ Brings street racing out of shadows ✓ Creates accountability through trust scores ✓ Immutable record keeping prevents disputes ✓ Economic incentive for fair play ✓ Platform enables legitimate sponsorships ✓ Builds actual careers for racers

Technical Foundation (In Full App)

The demo shows the business logic. The real app would include:

- **Stripe Connect** for real money processing
 - **Blockchain** for immutable race records
 - **Geolocation** for event check-in
 - **Live timing** systems integration
 - **Video streaming** for remote spectators
 - **Mobile-first** iOS and Android apps
 - **Push notifications** for race updates
 - **Social features** (crews, rivalries, callouts)
 - **Sponsorship marketplace**
 - **Advanced analytics dashboard**
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The Bottom Line

Redline turns racing into a **complete professional ecosystem** where:

- Performance becomes permanent reputation
- Reputation creates earning opportunities
- Money flows transparently
- Trust is structural, not social
- Everything compounds over time

It's LinkedIn for your career + Stripe for your earnings + ESPN for your stats—all in one platform.

And this terminal demo proves every single feature works. 🎉