



**27 May 2008**

**Registration** opens at 5:30 p.m., registration closes at 6:30 p.m. **Racing begins at 6:45.**

**Entry: Men and Women: \$20** Cat. 4 and higher.

**Juniors: \$15** 18 and under, no higher than category 4. If Category 3 or higher, Junior riders will only be permitted to race in their Elite category. Racing up in the Cat. 4 field will cost an additional \$5.

Method of Payment (on-site): Cash or check made payable to "N.C.C." Sorry, No credit cards are accepted on-site.

Register online at [www.northbrookvelodrome.org](http://www.northbrookvelodrome.org) USA Cycling event permit pending.

**1<sup>st</sup> session**

Juniors 10/14	Belgian Win and Out
Juniors 15/18	Belgian Win and Out
PRO1/2	Belgian Win and Out
Cat. 3	Belgian Win and Out
Women 1/2/3	Belgian Win and Out
Cat. 4	Belgian Win and Out
Women 4	Belgian Win and Out

**2<sup>nd</sup> session**

Juniors 10/14	5 lap Point -a- Lap
Juniors 15/18	5 lap Point -a- Lap
PRO1/2	25 lap Point -a- Lap
Cat. 3	20 lap Point -a- Lap
Women 1/2/3	20 lap Point -a- Lap
Master's 40+	10 lap Danish Win and Out
Women 4	15 lap Point -a- Lap
Cat. 4	15 lap Point -a- Lap

**3<sup>rd</sup> session**

Juniors	9 lap Points race, sprints every 3
Women	21 lap Points race, sprints every 3
PRO1/2	40 lap Points race
Cat. 3	30 lap Points race
Cat. 4	20 lap Points race



# Glossary of Races

## **Chariot**

A one lap race. Each rider has a holder who holds the racer ready until the starter's pistol. At the gun, riders try to get out front quickly and stay away from the others to win the race. (This race is usually run with heats of 6 riders, with the top one or two finishers advancing to the final.

## **Snowball**

The first rider across the line on the first lap gets one point. The first rider across the line on the second lap gets 2 points, 2<sup>nd</sup> place gets 1 point. Each lap the points increase by one, until the 5<sup>th</sup> lap, with scoring 5/3/2/1 points, 1<sup>st</sup> – 4<sup>th</sup> place respectively.

## **Sprints**

A three lap race. The field size is a small group of riders with the top 1 or 2 riders advancing to higher rounds, ultimately the finals. The tactics of vary, but fall into one of two categories – cat and mouse game with short hard sprint at the end or early attack with rider trying to keep a high pace for the entire time.

## **Unknown Distance**

Riders race for an undetermined number of laps. The bell indicates the last lap.

## **Tempo**

A race which awards the top two riders of every lap. First place receives two points, second place 1 point. The winner is the one with the most points.

## **Points**

Points are awarded every 5, or so, laps of a pre-determined overall number of laps. The top four riders on the 'points lap' receive points. The winner is the one with the most points.

## **Madison**

Essentially a Points race with 2 person teams. Riders still race a set number of laps, receiving points on the points lap but they do so with a teammate. In this race, one rider is racing on the bottom of the track and their partner hovers at the top of the track waiting to tag in. This is done by means of a handsling to help get the rested rider up to speed quickly utilizing the tired rider's momentum.

## **Miss and Out**

Also known as "**Devil takes the Hindmost.**" The last rider across the line of each lap is pulled out. This continues until three riders remain. After one neutral lap, the riders are then racing for first place.

## **Scratch**

A race for a specific distance. That is to say, a 10 lap Scratch race is a 10 lap race. The first rider across the line is the winner.

## **Danish Win and Out**

The race gets underway from a rolling start (usually 2-3 neutral laps.) When the riders here the bell, they are racing for the win. The second lap is for 2<sup>nd</sup> place and so on.

## **Belgian Win and Out**

Similar to a (Danish) Win and Out, except that placings are awarded backwards, i.e., the first contested sprint garners 5<sup>th</sup> place, then 4<sup>th</sup>, 3<sup>rd</sup>, etc. lastly picking the race winner.

## **Devil's Scratch**

A combination of a Miss and Out and a Scratch race. The race starts as a Devil takes the Hindmost (Miss and Out) eliminating half of the field, the remaining field get a neutral lap and then start a 3 lap Scratch race to contest the winner.

## **Point-a-lap**

A race which rewards the leader of each lap with 1 point. Only the leader of each lap receives points, no other placings. Rider with the most accumulated points is the winner.