



7 August 2008

10th Annual Roger Delanghe Trophy Race

sponsored by **2|C|C** / **the PONY SHOP**

Registration opens at 5:30 p.m., closing at 6:30 p.m. Racing begins at 6:45 p.m.

Entry: Men: \$20 Cat. 4 and higher, Please note that one day license holders are not eligible to enter this event.
Women: \$15 for licensed riders or \$25 for non Licensed riders (includes one-day USCF license fee)
Juniors: \$10 18 and under, Please note that one day license holders are not eligible to enter this event.
Note: all entry fees include \$2 USCF Insurance fee.

Note: There is an additional \$10 fee for entry into the Roger Delanghe Trophy Race.

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

Guaranteed minimum prize list of \$603 per night. Held under USAC permit #2008-

1st session

Juniors 10/14	5 lap Tempo
Juniors 15/18	5 lap Tempo
Cat. 4	10 lap Tempo
PRO1/2	Belgian Win and Out
Cat. 3	10 lap Tempo
Women	10 lap Tempo

2nd session

Juniors 10/14	5 lap Scratch
Juniors 15/18	5 lap Scratch
Cat. 4	15 lap Scratch
PRO1/2/3	10th Annual Roger Delanghe Trophy Race A 50 lap Scratch race paying \$2,000, 25 places deep
Women	15 lap Scratch
Master's 40+	15 lap Scratch

3rd session

Juniors 15/18	10 lap Point-a-lap
Women	15 lap Points
Cat. 3/4	25 lap Madison *teams must consist of at least 1 cat4 rider
PRO1/2	30 lap Points



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, 2nd place gets 1 point. Each lap the points increase by one, until the 5th lap, with 1st place worth 5 points and 5th place worth 1 point.

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 2nd 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 5th place, then 4th, 3rd, 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.