



2014 Spring Track Series

Presented by 4D Racing

Dates

Session #1 Thursday, April 17th

Session #2 Thursday, April 24th

Session #3 Thursday, May 1st

Session #4 Thursday, May 8th

Location: Baton Rouge Velodrome

7122 Perkins Rd. Baton Rouge, LA

Categories

“A Race”: Men’s Cat 1/2/3/4

“B Race”: Men/Women Cat 4/5

Contact Info:

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Registration

Race-day only. Opens at **6:00pm**.

Entry Fee: \$25/night for both categories

*USAC License Required (1-day license available for \$15)

Prizes

“A Race”: **1st Place:** \$40 **2nd Place** \$20 **3rd Place** \$10

“B Race”: **Medals & Merchandise**

Series Omnium Winner (Both Categories): **Trophy**

Series Points Schedule

- Each individual race each night will count towards the series Omnium.
- Points will be 5-3-2-1 for each race.
- Omnium winner will be determined by accumulation of points throughout the series

Schedule of events

Races Start at 7:00pm

Session #1, April 17th

All Categories: Flying 200m Time Trial

A Race: Scratch Race 40 Laps

B Race: Scratch Race 25 Laps

All categories: Miss-and-out

Session #2, April 24th

A Race: 4k Individual Pursuit

B Race: 3k Individual Pursuit

A Race: Point-a-lap 25 laps

B Race: Point-a-lap 15 laps

A Race: Unknown Distance

B Race: Unknown Distance



Session #3, May 1st

All Categories: 1k Time Trial

A Race: Scratch Race 40 laps

B Race: Scratch Race 30 Laps

All Categories: Miss-and-out

Session #4, May 8th

All Categories: Flying 200m Time Trial

A Race: Points Race 60 Laps

B Race: Points Race 30 Laps

Race Descriptions

Scratch Race

Easiest of races. A predetermined amount of laps and the rider who comes across the finish line first on the final lap wins. Typically ran two ways. Very short and very fast races to seed riders for "Match Sprint" heats. However it can also be a very long race similar to NASCAR or INDY style car races which pits riders and teams against each other. Riders try to break away from the group while teammates try to slow down the field or make other teams work to catch the break a way rider. The scratch race can be a very raw fast event or a very tactical race.

Unknown Distance

Like the Scratch Race, the Unknown Distance is a race in which the rider who finishes first on the last lap wins. Except the "Unknown" has a small twist for no one knows, except the official, when that last lap will be. This is a very tactical race. You can gamble when the final lap will be and take a "Flyer" in which you break away from the field in the hopes that the bell will be rung while you are out in front. Some times riders, typically sprinters, will stay back in the pack keeping an eye on the official and allowing all the other riders to push the pace. Doing so allows them to get a running start on the rest of the field when the bell is rung and they shoot themselves around the other riders who are not up to speed yet. Both are very risky moves, but are very rewarding in you guess correctly. This is a very fast and exciting race.

Miss-and-Out

Easily the crowd favorite... this is an elimination race where the last rider on every lap is "pulled" from the race. The race takes place at the back of the pack, as one by one the rider whose rear wheel crosses the line last is eliminated. This can get hectic as riders fight desperately for position. This race is also known as "DEVIL TAKE THE HINDMOST" as occasionally a rider/riders like to play the "Devil". The devil likes to stay at the back of the pack until the final few meters of each lap, then eliminating an unsuspecting opponent at the last moment. The race continues until there are only three riders left, and then a sprint to the finish.

Points Race

Usually the last and the longest race of the night, this is the endurance race on the track. The race is run a predetermined amount of laps with sprint laps every 5 or 10 laps. Riders sprint for points during a sprint lap. The bell is rung and riders sprint for 5, 3, 2, 1 points respectively. With it be the longest race, this is the best opportunity for riders with the most endurance to break away. And riders also race for laps in this event, because any lap(s) gained over the main field give any rider who gains a lap 20 extra points and takes away 20 points to any rider who is lapped. The rider with the most points at the end wins.

Point-a-lap

The Point- A-Lap is tactically a nightmare event because it's usually a medium distance event that doesn't favor either style of rider. What makes it such a tough race is the leader of each lap, and only the leader, of each lap scores one point per lap. with the exception of the final lap, in which the leader earns 3 points, 2 for second and 1 for 3rd. Simple... the rider with the most accumulated points at the end wins.