



## 2014 RACE DESCRIPTIONS

**Scratch Race** – The scratch race is a basic mass start race. All riders start from the rail and race for a set number of laps. A neutral lap may be required at the discretion of the officials. A bell rings with one lap to go. First rider across the line wins. The race is run from a “scratch” starting point, and no one is handicapped with a longer distance start position.

**Points Race** – A points race is a mixture of sprinting and fast endurance racing. A pre-determined number of sprints occur at set intervals. For example, a 6x5 points race will have 6 sprints every 5 laps. A bell rings with one lap to go before each sprint. Points are awarded to the top 4 riders across the line for each sprint (5,3,2,1). Riders are awarded 20 points if they lap the field – or conversely have 20 points subtracted if they lose a lap to the main field. The rider with the most points at the end of the race wins. Ties are broken by the finish sprint.

**Point-a-Lap** – A Point-a-Lap is a mass start race run over a set distance with all riders starting from the rail. After a neutral lap, the first rider across the line for each lap earns one point. Second place earns zero points. Final sprint awards 3,2,1 points to the first 3 riders. Rider with the most points at the end of the race wins. Ties are broken by the finish sprint.

**Tempo** – a tempo is run just like a Point-a-Lap, but with 2 and 1 points going to the first and second riders across the line each lap. The final lap is also worth 2 and 1 points. The rider with the most points at the end of the race wins. Ties are broken by the finish sprint.

**Snowball** – A Snowball is a mass start race run over a set distance. The first rider across the line at the end of the first lap earns one point. The first rider across the line at the end of the second lap earns 2 points, etc., with the number of points for the first rider across the line for each lap “snowballing” until the end of the race. Points only accumulate with the leader of the lap. The rider with the most points at the end of the race wins. Ties are broken by the finish sprint.

**Madison** – The Madison is a high speed, two person points race relay. One partner from each team starts the race from the rail while the “resting” partner pedals slowly along the top of the track. Partners exchange positions by pulling even with each other and then relaying or “slinging” the incoming partner into the race. Like a points race, sprints occur at pre-determined intervals (typically every 8-10 laps) during the race. Unlike the Points Race, the Madison scores teams on laps taken over points earned. Named after the original Madison Square Gardens in New York City, where the event originated and gained popularity up to WWI. There is a winter European “Six-Day” race circuit, where pro riders make some winter prize money & keep fitness.

**Progressive Points Race** -The Progressive is run like a points race, with a predetermined number of sprints at set intervals. Points are awarded progressively, with 1 point for the first place rider in the first sprint, 2 and 1 points awarded to the first and second place in the second sprint, 3, 2, and 1 points to first through third during the third sprint, etc. Rider with the most points at the end of the race wins. Places will only go 4 deep even if there are more than 4 sprints.

**Win-n-Out** – A type of race that is a massed start race over a set distance (12 laps). A bell rings with 5 laps to go in the race. The first rider across the line on the next lap takes 1<sup>st</sup> place. The first place rider in the next lap takes 2<sup>nd</sup>, etc. This is a difficult race, if you spend all your effort and come up short, you must summon another all out sprint the next lap and so on to fill the places.

**Belgian Win-n-Out** – Similar to the Win-n-Out, this is another mass start race run over a set distance(12 laps). A bell rings with 4 to go in the race. The first rider across the line on the next lap takes fourth place. The first rider in the next lap takes third place, etc. It ends up with the final lap for the first rider to cross taking the win with the second rider earning 5<sup>th</sup> place. Being greedy my not pay! A bit of a gamble to wait for the win and not get it.

**Chariot Race** – A chariot is an all out one-lap sprint for the finish line from a held standing start. Riders generally win from heats of 3-8 to make a final. At the starting gun there is one lap to go!

**Unknown Distance** – As its name implies, the Unknown Distance is a mass start “scratch race” run over an unknown distance. A bell rings with one lap to go to signal the sprint to the finish.

**Miss-n-Out** – This is another mass start race with all riders starting from the rail. After a neutral lap, the last wheel across the finish line on each lap is pulled from the race until a pre-determined number of riders (3to5) are left. The last lap is a sprint for the finish line with the first rider across the line winning. Sort of a “musical chairs” events, without the chairs.

**Elimination** – This is run exactly like the Miss-n-Out but goes until there is only one rider remaining.

**Keirin** – The Keirin is a 6 lap race with 6-8 riders starting from a standing start. The riders draft behind a motorpacer for the first 3.5 laps – 4 laps with the motorcycle gradually accelerating up to 30 mph before it departs from the track. Riders draw for position prior to the race with the low rider obligated to take the wheel of the motorcycle at the start. Once the race starts, rider may jockey for position behind the motorcycle but may not pass it. Once the motor pulls off, with 1.5 laps to go, it is an all-out sprint for the finish line. The event is a popular paramutual gambling event in Japan, much like horse or greyhound racing found in the USA.

**Antioquena** – A combined point-a-lap at the front, elimination at the back of the race for each lap, and down to a 5 person remaining 5 lap scratch race. Riders lose their points when eliminated. Of those who remain to the finish, highest points total wins. 3,2,1 points available at the end.

**Super Sprints** – A combination of a miss-n-out and keirin. Riders are put into heats of 8-10 riders, they are eliminated until 3 are remaining, free lap, then finish. A 12 rider final is created where they are eliminated down till 5, free lap and then the finish.

**Australian Pursuit** – A race where riders start at differing equidistant points around the track. The object is to catch the riders in front and therefore eliminate them from the race. The winner is the last rider remaining (not passed by anyone), or who catches the most in so many laps.

**Wheel Race** (handicapped scratch) – Another type of scratch race where the stronger riders are given a greater distance to complete to win. Theoretically this is to equalize competition and have maximum riders together at the finish.

**Marymoor Crawl** – An event typically open to all racers on that evening. It is a timed track stand (balancing) contest rolled into a chariot race. Riders stage in turn 4 of the velodrome and roll off once the race is on. They may not cross the start line until an unknown timed bell is rung, indicating a 1 lap sprint. During the time prior to the bell, riders may not roll backwards per Sprint Rules; may not touch another rider; may not touch the tail; must stay on the track surface; may not put a food down on the track surface. And no squirt guns, dirty jokes and other pranks are allowed.

**Marymoor Mile** – A scratch race over 4 laps, plus a few meters more starting from the rail. The mile race pays tribute to track racing glory days in the US around the turn of the 20<sup>th</sup> century when the championship events were 1 mile, 5 mile and 10 mile championship distances.

**Cops and Robbers** – It's basically a modified Win-n-Out. The "robber" has stole all of the final places in the race (1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, 4<sup>th</sup>, 5<sup>th</sup>) and he's trying to make it back to his hideout 5 laps away. He's solo and has a flying head start. The "cops" (the rest of the field) have to catch him. The first "cop" to catch the robber earns 1<sup>st</sup> place from the robber and retires (like a Win-n-Out). The robber still carries on, trying to make it to the hideout with the rest of the places. If the robber is not caught, the Cops take 6<sup>th</sup> place and soon. Only when the cops are most organized do they catch the robber. That can be tricky as some of the cops can be selfish. The race combines aspects of Individual Pursuit, Team Pursuit, Win-n-Out, Scratch and Keirin Races.

**Stayers' Race** – Elite men act as pacers for juniors in a novelty scratch race. 12-15 lap scratch race distance where the combo must stay above or below the Stayers line unless they are passing. The finish place is based off the juniors finish order.