



Garden State Velodrome Association's

Summer Night Track Racing Series

Week 10

#	Category	Race	Laps
1	Master's 40+ (1-4)	Tempo	7
2	Men 5	Win & Out	9
3	Men 4	Snowball	7
4	Women 3/4/5	Scratch Race	8
5	Men 1/2/3	Points Race	12
6	Master's 40+ (1-4)	Scratch Race	8
7	Men 5	Super Tempo	3
8	Men 4	Scratch Race	9
9	Women 3/4/5	Snowball	8
10	Men 1/2/3	Scratch Race	10
11	Master's 40+ (1-4)	Miss & Out	-
12	Men 5	Scratch Race	6
13	Men 4	Win & Out	9
14	Women 3/4/5	Elimination	-
15	Men 1/2/3	Super Tempo	4
16	Special Feature (Cat 1-4)	?????????	??

Explanation of Races

Scratch - Race runs the determined number of laps; top 5 taken at the finish

Points Race - Sprints every 3 laps; 5, 3, 2, and 1 point awarded for top 4 in each sprint. Riders gaining laps on the designated field will earn 20 pts; riders losing laps on the designated field will lose 20 pts. Ties in points are broken by finish of last sprint.

Point-a-Lap - Each lap of the race lead rider receives 1 point. Finish earns the top 2 riders 2 and 1 points respectively. Rider with most points wins.

Win & Out - First sprint at 6 to go; winner of that sprint wins the race and may retire. Second sprint at 3 to go, winner of that sprint is 2nd place in the race and may retire. Remaining riders sprint at the finish for 3rd place on.

Snowball - Lead rider each lap scores points, winner of the 1st lap gets 1 pt, with each subsequent lap earning 1 more point. Finish points will be announced on the rail before the start.

Miss & Out / Elimination - Starting at end of lap 2 the last rider across is eliminated (as judged by the trailing edge of the rear wheel) and must withdraw from the race. **(Miss & Out)** When a pre-determined amount of riders remain (to be announced on the rail), riders get one free lap, a bell, and next lap determines the places in the race (as judged by the leading edge of the front wheel). **(Elimination)** Riders are pulled until 2 are left, and next lap determines 1st and 2nd place in the race (as judged by the leading edge of the front wheel).

Chariot - 1 lap standing start race. Holders required. Holders may push the rider at the start but may not cross the finish line of their own free will. If heats are required, they will qualify a number of riders to be announced by the start for each heat, with the final being held at a time to be determined by the race promoter.

Tempo - Every lap the first two riders score 2 and 1 points respectively; the final lap scores 3, 2, and 1 point.

Super Tempo - Every lap the first three riders score 3, 2 and 1 points respectively; the final lap scores 5, 3, 2, and 1 point.

"??" Laps - Unknown distance race. Bell will be run at 600 meters to go in the race.

Field Limits- Min 5- Max 20, Classes may be Added, Split and or Combined at Officials or Promoter discretion.