

# Sunday Omnium

July 24, 2022 – 10am start

#	Category	Race	Laps
1	Open B	Scratch	6
2	Open A	Scratch	10
3	Open B	Tempo	??
4	Open A	Tempo	??
5	Open B	Elimination	--
6	Open A	Elimination	--
7	Open B	Flying 500m	1.5
8	Open A	Flying 500m	1.5

## Explanation of Races

- **Scratch** - Race runs the determined number of laps; top 5 taken at the finish
  - **Flying 500m** – Race runs 1.5 laps.
- **Points Race** - Sprints every 6 laps; 5, 3, 2, and 1 point awarded for top 4 in each sprint. Points are doubled for the finish (10, 6, 4, & 2). 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** - Every other lap the first rider scores 1 point; the final lap scores 2 and 1 points.
- **Tempo** - Every other lap the first two riders score 2 and 1 points respectively; the final lap scores 3, 2, and 1 point.
- **Super Tempo** - Every other lap the first three riders score 3, 2 and 1 points respectively; the final lap scores 5, 3, 2, and 1 point.
- **Win & Out** – 3 sprints. 1<sup>st</sup> sprint determines winner of the race and rider may retire. 2<sup>nd</sup> sprint determines 2<sup>nd</sup> place rider of the race and that rider also may retire. Remaining riders sprint at the finish for 3<sup>rd</sup> place on.
- **Snowball** - Lead rider every other lap scores points, winner of the 1st sprint gets 1 pt, with each subsequent sprint 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 the finish line on every other lap 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.
- **Devil's Scratch** - 1st part of the race is run as a miss-and-out; once half the riders are eliminated it turns into a scratch race with 5 laps remaining.
- **International Tempo** – Following a bell after a certain number of laps to be announced by the starter, the first rider across the start/finish line on every other lap will collect 1 point until the last lap in which the points are 2 and 1 for the top 2 places. There will be a bell at the start of the points laps and for the final lap.