

Vie13 Kustom Apparel Weekend Series

p/b Flanzig and Flanzig, LLP

Week 1 – May 19, 2019

#	Category	Race	Laps	#	Category	Race	Laps
1	Masters 40+	International Tempo	9	13	Men 4	Scratch Race	5
2	Masters 55+	International Tempo	7	14	Men 1/2/3	Scratch Race	5
3	Women 4/5	International Tempo	7	15	Masters 40+	Points Race	12
4	Men 5	International Tempo	7	16	Masters 55+	Points Race	9
5	Women 1/2/3	International Tempo	12	17	Women 4/5	Points Race	9
6	Men 4	International Tempo	12	18	Men 5	Points Race	9
7	Men 1/2/3	International Tempo	12	19	Women 1/2/3	Points Race	12
8	Masters 40+	Scratch Race	5	20	Men 4	Points Race	12
9	Masters 55+	Scratch Race	5	21	Men 1/2/3	Points Race	12
10	Women 4/5	Scratch Race	5	22	Women's Feature	The Devil You Don't	N/A
11	Men 5	Scratch Race	5	23	Men's Feature	The Devil You Don't	N/A
12	Women 1/2/3	Scratch Race	5				

Rider Eligibility for the Features: All 1/2/3 & 40+ riders, Top 3 4's and 5's and 55+. Promoter reserves the right to add or subtract entrants to achieve a 15-20 rider field per feature.

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** - Every lap the first rider scores 1 point; the final lap scores 2 and 1 points.
- **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.
- **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.
- **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.
 - **The Devil You Don't** –The number of riders to be pulled will **NOT** be announced to the riders. On the last lap of riders being pulled, a bell will ring signifying a Prime. The last rider to cross the line going into the bell lap will be pulled, and the winner of the lap gets the Prime. The remainder of the race is an unknown scratch and the last lap will be signaled with a bell.
- **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 each 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.