

DRIVING: 2516 Pershing Drive, San Diego, CA 92104

Parking: 2221 Morley Field Drive, San Diego, CA 92104

The San Diego Velodrome Association is a public benefit organization for the purpose of engaging in, promoting, encouraging, and otherwise supporting bicycle track racing, both as an athletic sport as well as a recreational activity, including such related activities as, but not limited to, bicycle training programs, bicycle safety programs, bicycle swap meets, and youth bicycling programs.

About our track

Built in 1976; resurfaced in 2017

Length:

333.3 Meters (1,094 feet)

Superelevation (or Cant) of the track:

28 degrees

Friday Night Racing (FNR) Season schedule and event guide.

Dates: 04 June – 27 September 2019



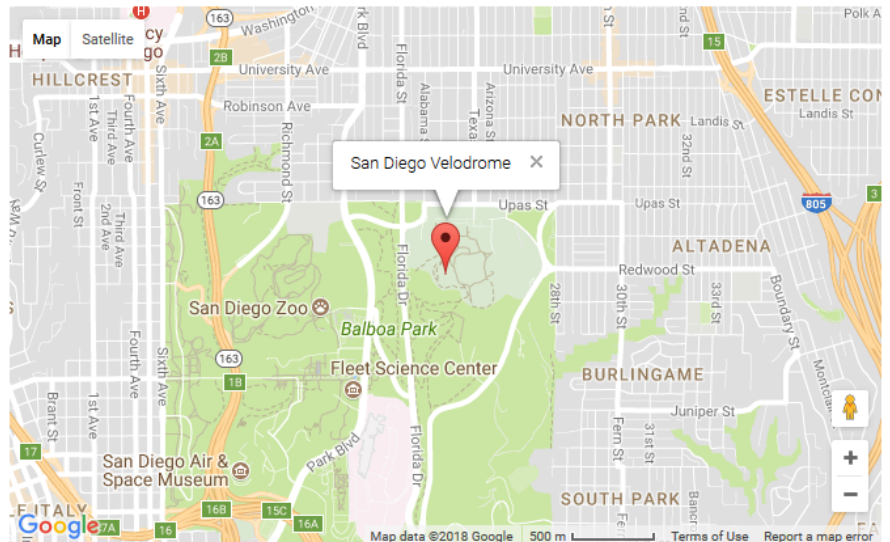
Where:

San Diego Velodrome.
Balboa Park Morley Field Athletic Complex.
Spectator parking can be found around the ball park/tennis court complex. (2221 Morley Field Drive, San Diego, CA 92104)

Driving: 2615 Pershing Drive, San Diego, CA 92104

You may drive to the RIGHT side of the log barriers and continue down the dirt access road to the velodrome entrance gate TO UNLOAD ONLY bicycles and equipment.

Please return to the dirt lot on the other side of the log barriers to park. YOU MAY GET TICKETED FOR PARKING NEXT TO THE VELODROME. (*Fair warning, don't say you didn't know.)



Rider Eligibility:

1. You were racing as a SDVA C grade or D grade rider at the end of 2019/2020; OR
2. You have approval, in advance, from a SDVA Race Director. (We welcome out-of-town riders but ask that they contact us no later than 1 day before declaring intent to race.); OR
3. You have successfully passed the SDVA LEVEL 1 class (Monday, Wednesday, Saturday, or equivalent).

Note:

A specific category on a USAC, or any other racing license does not bypass these eligibility requirements. No self-upgrades. By permission of race directors only. Racers are categorized based on skill and speed. Race officials and the SDVA reserve the right to restrict the categories and riders at their sole discretion. Junior Riders need to follow USAC approved gear restrictions.

When:

Registration closes at 6:45; Motor-paced warmups (when available) will start at 6:50; Racing starts at 7:00 PM. unless noted otherwise via official release (www.sdvelodrome.com; SDVA Facebook; SDVA Email Release; etc.).

Nightly Entry Fees:

SDVA Member:	\$10
Non-Member:	\$15
Under 18:	\$5
Race number:	\$5. Good for entire season

Prizes:

Prizes are not available for pre-season racing. Regular season races may have a percentage of entry for payout. Payout races/nights will be announced in advance. Special events may have their own prize purses. Prizes are not available for post-season racing. Prizes will be available when they are available.

Category C

"Competitive, Developmental Athletes with demonstrated understanding of Track Rules/Etiquette and Bike Handling, in local, developmental competition"

To compete in Category C an athlete must have certification from a recognized Velodrome, or SDVA Coach; and upgraded from Category D. An athlete also needs to show evidence of track rules, etiquette, and bike handling skills to not pose a hazard during competition. A Category C athlete competes at the discretion of the Race Director, Official, or Coach present at the event, and agrees to be counseled and/or coached for hazardous activities.

Category D

"Developmental Athletes with an understanding of Track Rules/Etiquette and Bike Handling, in local, controlled, developmental competition"

To compete in Category D an athlete must have either a USA Cycling Road minimum License Cat 3 and completed a single day track certification from a recognized Velodrome or SDVA Coach, or completed a SDVA Track Certification Class (12 Hours). An athlete also needs to show evidence of track rules, etiquette, and bike handling skills to not pose a hazard during competition. A Category D athlete competes at the discretion of the Race Director, Official, or Coach present at the event, which will include counseling and/or coaching for any race activities.

Gearing Restrictions:

Category D riders suggested gearing 22'9" (700Cx25 = 48 X 15)

Category C riders maximum suggested gearing 23'1" (700Cx25 = 50 X 15)

*Special Events and Time Trails – gear maximums listed on schedule.

**Roll-Outs may be administered to ensure compliance.

Race Descriptions

Scratch Race – In track cycling, a scratch race is a race in which all riders start together and the objective is simply to be first over the finish line after a certain number of laps. There are no intermediate points or sprints. A bell rings with one lap to go. First rider across the line wins.

Points Race – A rider scores points in intermediate bonus sprints every X number of laps with double points usually awarded on the last lap. If a rider can lap the field, then they get 20 points, which can be enough to secure the win – but not always. If a rider drops back a lap, they will have 20 points deducted from their total, so you sometimes see riders with negative scores. A bell rings with one lap to go before each sprint. During sprint laps, sprint rules apply. Points are awarded to the top 4 riders across the line for each sprint (5,3,2,1), the last sprint has double points (10,6,4,2). 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 determined by order of finish.

Tempo – A tempo is a points race where sprints happen every lap after the start of the race. The first rider across the finish line is awarded 2 points, the second rider is awarded 1 point. The rider with the most points at the end of the race wins. If a rider gains a lap they are awarded 4 points; if a rider is lapped they are pulled and lose all points. Ties are determined by order of finish.

International Tempo – According to the UCI, a tempo will be run with 1 point available to the first rider after a neutral lap and 3 laps at speed. The rider with the most points at the end of the race wins. If a rider gains a lap they are awarded 4 points, if a rider is lapped they are pulled and lose all points. Ties are determined by order of 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 predetermined number of riders (3 to 5) are left. The remaining riders are given a no pull lap and then the last lap is a sprint for the finish line with the first rider across the line winning.

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

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 determined by order of finish.

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 occurs at pre-determined intervals (typically every 6, 10, or 12 laps) during the race. Teams 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 team with the most points at the end of the race wins. Ties are broken by finishing position.

Win-n-Out – A type of race that is a mass start race over a set distance. When the bell is rung, the first rider across the line on the next lap takes 1st place and immediately exits the track. The first place rider in the next lap takes 2nd, 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 – Another mass start race over a set distance. When the bell is rung, the first rider across the line takes 3rd place and immediately exits the track. The first place rider in the next lap takes 2nd and immediately exits the track. The first place rider in the next lap takes 1st place. A bit of a gamble to wait for the win and not get it.

Unknown Distance (Scratch) – 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.

Time Trial (TT) – cyclists compete individually against the clock to record the fastest time over the specified distance from a standing start

San Diego Slog (Longest Lap) - 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 on the back stretch 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 rail; must stay on the track surface; may not put a foot down on the track surface.

Antioquena – From Burnaby Velodrome in Vancouver, BC, Canada – This Point-A-Lap Elimination race sees the first rider getting one point every lap while the last rider in the pack gets eliminated. When there are 5 riders left, they compete in a 2K Scratch race with 5, 3, & 2 Points at the finish. The winner is the rider with the most points at the end.

Black Jack Points Race - A type of points race where the goal is to get 21 points, if you bust you are eliminated. After a neutral lap points are awarded every other lap. The points awarded are randomized by drawing a card from a deck. Aces are worth 1 point; 2-10 are face-value; J-K are worth 10. Once a rider hits 21 points the remaining places are awarded by the current point totals. If the maximum laps are achieved, the rider with the most points is the winner. Ties will be determined by order of finish.

Keirin – The Keirin is a 5 lap race with 6-9 riders starting from a standing start. The riders draft behind a pacer for the first 2.5 laps with the pacer gradually accelerating up to 31 mph before it departs from the track. Riders draw for position prior to the race and must fall into order once the race starts. Once the motor pulls off, with 2.5 laps to go, it is an all-out sprint for the finish line. Sprint rules apply.

Cops and Robbers - A 5 lap race where the goal is to catch the rider off the front. One rider “robber” starts from a flying start. The pack “cops” start once the “robber” hits the pursuit line or start line on the home straightaway. The “robber” starts with \$30, if they stay away they keep the money. Every “cop” that catches them (passes the front wheel) wins \$5 and is done with the race.

Avalanche – A points race where the points awarded to the winners of each sprint progressively increase every sprint. (I.e. the first sprint is worth 5, 3, 2, & 1 points; the second sprint is worth 10, 6, 4, & 2; the third is 15, 9, 6, & 3; and etc.)



June 4			
Cat	Race	Length	Notes
D	Scratch	4K	
C	Points	6K	2K Sprints
D	Tempo	4K	
C	Snowball	4K	
D	Points	4K	2K Sprints
C	Scratch	5K	

Arrive Early with Forms Filled Out.

June 11			
Cat	Race	Length	Notes
D	Snowball	3K	
C	Points	6K	2K Sprints
D	Scratch	5K	
C	Tempo	5K	
D	Points	4K	2K Sprints
C	Scratch	5K	

June 18			
Cat	Race	Length	Notes
D	Scratch	4K	
C	Snowball	3K	
D	Points	5k	5-lap Sprints
C	Scratch	5K	
D	Snowball	3K	
C	Points	6K	2K Sprints

June 25			
Cat	Race	Length	Notes
D	Scratch	4K	
C	Triple Sprint		
D	Miss-N-Out		
C	Win-N-Out	4K	
D	Snowball	3K	
C	Points	6K	2K Sprints

July 2			
Cat	Race	Length	Notes
D	Snowball	3K	
C	Scratch	5K	
D	Miss-N-Out		
C	Antioquenia		
D	Tempo	3k	
C	Bel-Win-N-Out	5K	1 st bell @ 5K

July 9 ***or KEIRIN CLINIC			
Cat	Race	Length	Notes
D	Scratch	4K	
C	Snowball	4K	
D	Tempo	3K	
C	Scratch	6K	
D	Triple Sprint		
C	Points	8K	2K Sprints

July 16			
Cat	Race	Length	Notes
D	Scratch	4K	
C	Snowball	3K	
D	Points	5k	5-lap Sprints
C	Scratch	5K	
D	Snowball	3K	
C	Points	6K	2K Sprints

July 23			
Cat	Race	Length	Notes
D	Scratch	4K	
C	Snowball	4K	
D	Int Tempo	4K	
C	Elimination		
D	Points	4K	2K Sprints
C	Scratch	6K	

*** Keirin Clinic – Unrestricted gearing for ALL categories

July 30			
Cat	Race	Length	Notes
D	Scratch	3K	
C	Points	8K	2K Sprints
D	Miss-N-Out		
C	Bel-Win-N-Out	4K	1 st bell @ 4K
D	Points	5K	5-lap sprints
C	Scratch	5K	

Aug 6 †			
Cat	Race	Length	Notes
D	Triple Sprint		
C	Snowball	4K	
D	Unknown Distance		
C	Win-N-Out	3K	1 st bell @ 3k
D	Points	5K	5-lap sprints
C	Scratch	5K	

Aug 13			
Cat	Race	Length	Notes
D	Scratch	4K	
C	Int Tempo	4K	
D	Points	5K	5-lap sprints
C	Scratch	5K	
D	Snowball	3K	
C	Points	8K	2K sprints

Aug 20 ***or KEIRIN CLINIC			
Cat	Race	Length	Notes
D	Scratch	3k	
C	Points	6K	2K Sprints
D	Snowball	3K	
C	Miss-N-Out		
D	Points	4K	2K Sprints
C	Scratch	6K	

Aug 27			
Cat	Race	Length	Notes
D	Scratch	4K	
C	Snowball	4K	
D	Tempo	3K	
C	Scratch	6K	
D	Triple Sprint		
C	Points	8K	2K Sprints

Sep 3			
Cat	Race	Length	Notes
D	Unknown Distance		
C	Snowball	4K	
ALL	San Diego Slog		
D	Miss-N-out		
C	Elimination		
D&C	Black Jack Points	8K	

Sep 10			
Cat	Race	Length	Notes
D	Scratch	4K	
C	Triple Sprint		
D	Miss-N-Out		
C	Win-N-Out	4K	
D	Snowball	3K	
C	Points	6K	2K Sprints

Sep 17			
Cat	Race	Length	Notes
D	Snowball	3K	
C	Int Tempo	5K	
D	Scratch	4K	
C	Snowball	4K	
D	Int Tempo	4K	
C	Points	6K	2K Sprints

*** Keirin Clinic – Unrestricted gearing for ALL categories

Sep 24 ***or KEIRIN CLINIC			
Cat	Race	Length	Notes
D	Time Trial	1K	88" gear limit
C	Time Trial	1K	Unrestricted
D	Scratch	4K	
C	Elimination		
D	Points	5k	5-lap Sprints
C	Scratch	6K	

Oct 1			
Cat	Race	Length	Notes
D	Triple Sprint		
C	Snowball	4K	
D	Points	5K	5-Lap Sprints
C	Win-N-Out	4K	1 st Bell @ 4K
D	Scratch	4K	
C	Points	6K	2K Sprints

Oct 8			
Cat	Race	Length	Notes
D	Scratch	4K	
C	Int Tempo	5K	
D	Points	5K	5-lap Sprints
C	Scratch	5K	
D	Snowball	3K	
C	Points	8K	2K Sprints

Pickup Week †			
Cat	Race	Length	Notes
D	Int Tempo	4K	5-Lap Sprints
C	Scratch	5K	
D	Points	5K	
C	Snowball	4K	
D	Scratch	4K	
C	Points	6K	2K Sprints

Pickup Week			
Cat	Race	Length	Notes
D	Triple Sprint		
C	Int Tempo	5K	
D	Scratch	4K	
C	Triple Sprint		
D	Snowball	3k	
C	Scratch	5K	

End of Season Shenanigans			
Cat	Race	Length	Notes
D	Cops-N-Robbers		
C	Antioquia		
D	Bel-Win-N-Out		
C	Miss-N-Out		
D	1-Known Distance		
C	Cops-N-Robbers		

Hot Dog Hot
Lap

*** Keirin Clinic – Unrestricted gearing for ALL categories