

EMCC CRITERIUM OMNIUM 2018
EDMONTON RESEARCH PARK
RACE PROTOCOL

Copies of the Event Guide, the Agreement giving us permission to use the ERP circuit are in the race bag.

All riders must sign-on. Those who have paid the full racing membership are listed as PAID on the sign-on sheets. Those who have not paid the full racing membership must pay \$5. Please remember to give all cash collected to the Treasurer or the Events Director after the event.

See the Event Guide: **Marshals #M1 and #M4** are to partially block the access to the circuit with their vehicle and be issued a large cone (two are in the race bag) to stop and direct vehicles before entering the circuit (ERP workers are allowed to proceed to parking lots when clear in a clockwise direction, anyone else is to leave their vehicle outside the circuit and walk in). **Marshal #M3** is the only marshal who cannot see the start/finish, and therefore should have a cellphone, and be instructed to not leave the marshalling position until advised that the final event is over. If at all possible have a helper video the finishes of the Scratch race and the Handicap, to help sort out the final placings.

Draw the finish line across the road (chalk is in the race bag). Lap cards are also in the race bag.

Place a small cone in the gutter at start of one-lap TT, i.e.: the first street light post after the finish.

1. **One-Lap TT** – riders start at 30 second intervals without holder. TT start sheets are on the clipboards.
Omnium points: n to 1, where n is the number of riders starting the TT.
- Sort out Ability Groups for the Scratch and Win-and-Out races based largely on the TT times. Sort the participants into 2 groups or more depending on turnout. Preferably, no more than 8 per group.
2. **Scratch Race:** 5 laps, by ability groups. Start the fast group first, the next group after the first has become out of sight after the first set of corners. Place all riders as they cross the finish line within their ability group.
Omnium points: 5/4/3/2/1 for the first five finishers in each ability group.
3. **Win-and-Out:** 5 laps (**No neutral lap**). Start the fast group first, the next group after the first is out of sight after the first set of corners. The first rider across the line within each group on every lap “wins” and pulls out of the race **CAREFULLY**.
Omnium points: 5/4/3/2/1 for the five riders who “win-and-out” in each ability group.
4. **Handicap:** Set up the Handicap groups based **EXCLUSIVELY** on the one-lap TT times. For 10 or less riders in total use three groups of, for example, 4, 3 and 3. For 11 or more riders in total use four groups of, for example, 4, 4 and 3. Adjust the size of groups as necessary to accommodate all the riders, **BUT** always keep the size of the faster groups smaller than the size of the slower groups.
- 5 laps - all riders finish as one race (groups can mix during the race). Start the groups at 20-SECOND INTERVALS with the slowest group off first. Everyone is in the same race, so simply record the finishing order of the riders as they across the finish line.
Omnium points: n to 1, where n is the number of riders starting the Handicap.

Give the final race results to the Events Director. Note that you do not have to work out the Omnium result.

Thanks for volunteering and feel free to cheer the racers on!