



LOUDON ROAD RACE SERIES TECHNICAL BULLETIN TSB 05-2017

Current 2017 Rulebook:

13.3 Restarts

13.3.1 If a race is stopped in the first lap there will be a complete restart from the original grid positions and all laps will be run. Riders that started the race who do not make it to the grid for the restart will not be included in the final results of the race.

13.3.2 When a race is stopped after the first lap is completed and before 50% of the laps are completed, a restart will be performed (if time permits) with 1) the grid reset to the race order at the time of the red flag and 2) the remaining laps will be completed (See section 13.3.5 for details)

13.3.3 The number of laps run will be counted up to the last lap completed. If more than 50% of the laps have been completed, the race will be considered complete. (see section 1 for definitions of lap and halfway) The 50% point of a race is considered to be when the leader crosses start/finish one lap after receiving the halfway flags. (e.g., the start of lap 5 in an 8 lap race or lap 6 in a 10 lap race, etc.)

NOTE: The Loudon Classic will not finish on a red flag regardless of the number of completed laps at the time of the red flag. The Loudon Classic will be run until all expected laps have been run.

13.3.4 If a race is stopped by a red flag after the 50% point of a race, any riders that have crossed start/finish prior to the red flag will be scored on their completed laps.



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The following changes replace the current 13.3, 13.3.1, 13.3.2, 13.3.3 and 13.3.4 to the Loudon Road Race Series (LRRS) 2017 Rulebook effective immediately:

13.3 Interruption of a Race (formerly called “Restarts”)

13.3.1 If LRRS Officials decide to interrupt a race at any point from the start of the warm up lap onwards, then red flags and/or red lights will be displayed at the finish line and at all marshals’ posts. All scoring and timing results frozen.

13.3.1.1 If the race interruption results show that less than two laps have been completed by the leader of the race, then there is a complete restart of the race.

13.3.1.2 If the race is interrupted before 50% of the laps or 50% of a timed event, a restart will be performed (if time permits). **The restart grid positions and laps completed will be the results taken at the last point where the leader and all other riders on the same lap as the leader had completed a full lap without the red flag being displayed.**

Note: If it is found impossible to restart the race, then the restart positions become results and count with full points awarded.

13.3.1.3 If the race is interrupted after 50% of laps or 50% of a timed event, the race will be considered complete. **The race results taken at the last point where the leader and all other riders on the same lap as the leader had completed a full lap without the red flag being displayed.**

13.3.1.4 If the race is interrupted after the checkered flag then; 1) for all the riders to whom the checkered flag was shown before the interruption, **their results stand, and 2) for all the riders not shown the checkered before the interruption, their finishing position will be based on the last scoring crossing prior to the interruption without the red flag being displayed.**

13.3.1.6 The Loudon Classic does not abide by the 50% rule for restart but does restart based **upon race results taken at the last point where the leader and all other riders on the same lap as the leader had completed a full lap without the red flag being displayed.**



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13.3.1.7 Race restarts will be the remaining laps or time to complete the original race laps or time. LRRS Officials do have the right to modify laps or time to end of race.

These changes are effective immediately and replace the forementioned rulings currently in place.

Printed changes will be reflected in the 2018 print version of the Loudon Road Race Series Rulebook.

Please contact azube@nhms.com with any questions.