

# **LA GRANDE BOUCLE - TIME TRIAL STAGES- RULEBOOK V 5.0**

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# LA GRANDE BOUCLE - RULEBOOK.

## PROCEDURE FOR RUNNING INDIVIDUAL TIME TRIAL STAGES.

Individual Time Trial stages follow a unique format. Riders complete on a shorter course, setting off alone at regular intervals to battle against the clock. The man setting the best time wins. This is also known as the "Race of Truth" as there is nowhere to hide and no teammates to provide assistance.

### 1.) THINGS TO DO BEFORE THE START OF THE STAGE.

Only the selected riders featuring on the Time Trial Record Sheet are eligible to be included in the replay of an Individual Time Trial Stage.

#### 1. A) **Replay data Check.**

The first thing to do will be to consult the Stage Replay Data and gather the vital information for the day, such as length of stage, Time Factor, etc...

All this info is displayed as below.

<b>Prologue: Lyon</b>	<b>5.4 km</b>	<u>Individual Time Trial</u>	Tempo Modifier: N/A
6 July, 1991	<b>Time Factor: x 1.8</b>	Winner's Time: 6 min 11 sec	

#### 1. B) **Non Starters, and questionable riders.**

The next step is to check the identity of riders who will not start today as well as highlighting the riders who will start with reduced performance ratings due to a previous incident, illness or injury.

##### **Questionable Riders**

We are not talking about their integrity here, but about the level of fitness at the start of a stage. Some riders, after having been victim of incident will be questionable. This means that the likelihood of them starting the next stage is subject to their recovery from the incident.

They can only start the stage of the day if pass the following test.

- Roll the d10. If the result is within 1-5, the rider starts the stage but with restricted ratings  
The reduction in ratings is stated on the Incident Chart.

If the d10 result is between 6 and 10, the rider fails the test and does not start the stage.

#### 1. C) **Incident Phase**

The incident procedure on a Time Trial Stage is very similar to the incident procedure on a Flat or Mountain stage.

We must randomly identify a rider and determine if / how this rider is affected by an incident during the Time Trial.

##### 1. C. 1) **Number of riders affected by incident**

- The number of riders affected by Incident will be equal to the difference between the Red and the White dice.
- If the dice roll results in a double : 1/1, 2/2, 3/3, 4/4, 5/5 or 6/6, the number of attacks is equal to the value of the dice and not to the sum. For instance, double Six = 6 riders affected
- If a rider is selected more than once, the selection is void and not re-assigned

##### 1. C. 2) **Determining the Incident rider**

Roll all three dice again, to determine the victim of any incident occurring during the section of the stage that we are currently replaying. The Red and White d6 will correspond to the range of a particular team on the Riders List. d10 will be more specific and select a Rider inside the team.

- **Note that 0 result with the d10 will need to be re-rolled**, as we must generate a rider in this procedure.

Example:

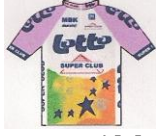
Dice roll was  
23 = Lotto

4 = Johan Museeuw

2

3

4

Dice Roll : **23-24**  
**Lotto**  
  
1 Bruyneel [B]  
2 De Clercq  
3 Moreels  
4 **Museeuw**

Once the identity of the rider is known, we must roll the two d6 and consult the Incident Chart relevant to the stage.

Example:

Dice roll is

**3** **2**

which we read

**3** (+) **2** = 5

On the Incident Chart, **5** refers to the rider having mechanical problems, being forced to change bike and losing 30 seconds.

Dice	Description of the Incident
<b>5</b>	Mechanical problem. Must change bike. 30 sec lost.

## 2) **A BRIEF OUTLINE OF THE CONCEPT BEHIND THE GAME MECHANICS FOR TIME TRIAL STAGES.**

For the replay of Time Trial Stages (both Individual and Team Time Trial), we will concentrate on a summary of the action of each of the selected riders.

- Assessing their performance on the day
- Processing any incident affecting them
- Obtaining a time proportional to each rider's aptitude and his performance level
- Ranking the riders at the end of the Time Trial and determining the time gaps.

With 200 + riders on the starting list, replaying each and everyone's time trial would be an exercise in time wasting. To speed up the replay, we will be concentrating on Key Riders and selected Time Trial Specialists. For Team Time Trial stages, we will replay every team.

**Before starting your replay of a Flat Stage,** you should have in front of you:

- The stage Replay Data for the Stage of the day
- Time Trial Record Sheet
- Two six-sided dice (one red, one white) and one ten-sided die (blue)
- The riders cards of the selected and key riders (or Teams cards)

## 3.) **PROCEDURE TO RUN A TIME TRIAL STAGE**

### 3. A) **Time Trial Record Sheet**

The Time Trial Record Sheet will be the hub on the Time Trial (T.T thereafter) replay. It lists the selected riders, their T.T Rating, and means of recording dice roll, performance, time, etc...

As shown below:

### **1991 Tour de France. Time Trial Race Control Sheet**

**Prologue: Lyon** [Individual Time Trial] Distance: 5.4 km Time Factor: x 1.08 Winner's Time: 6' 11"



Rider	Team	Rating	Dice Roll		Perf.	Total	Seconds	Seconds x Factor	Result / Time Gap	Pos.
			Red	White						
<b>Miguel Indurain</b>	Banesto	<b>16</b>								
<b>Francis Moreau</b>	Tonton Tapis	<b>17</b>								
<b>Melchor Mauri</b>	ONCE	<b>17</b>								
<b>Jelle Nijdam</b>	Buckler	<b>17</b>								
<b>Thierry Marie</b>	Castorama	<b>20</b>								
<b>Eric Breukink</b>	PDM	<b>20</b>								
<b>Greg Lemon</b>	Z	<b>19</b>								

The Sheet lists the Key riders as well as the I.T.T specialists and the riders who finished this stage amongst the top 20 best times.

These riders have been rated in respect of their performance.

### 3. B) **Reading the dice roll**

The T.T procedure (both Individual and Team) is relatively simple and is based on the interpretation of a one single roll of all three dice.

2 d6, one red and one white  

1 d10, blue 

As the rider(s) leave the starting ramp, we roll all three dice and record their value on the TT Record sheet.

#### 3. B. 1) **Performance**

The first reading we take is an assessment of the rider's Performance for the day. For this we add the results of the 2 d6. An average Performance by any rider will be **7**, a really great Performance will be **12**, while a poor Performance will be **2**

The Performance is then added to the rider's rating to obtain a Total Value. This, too, is recorded on the TT Record Sheet

**3. B. 2)**

The next step is to convert the Performance Total into time. For this, we simply refer to the Time Trial Conversion Table which is on all the Time Trial record Sheets.

For instance,

Miguel Indurain prologue performance of **7**, coupled with his rating of **16**, produces a Total perf of **23**

Rider	Team	Rating	Dice			Perf.	Total	Seconds
<b>Miguel Indurain</b>	Banesto	<b>16</b>	<b>1</b>	<b>6</b>	<b>8</b>	7	<b>23</b>	<b>+07.8</b>

For instance,

Miguel Indurain prologue performance of **7**, coupled with his rating of **16**, produces a Total Perf of **23**  
Which translate into +07 seconds

- At this point, we add the value of the d10 as a decimal to the converted seconds

TIME TRIAL CONVERSION TABLE											
Mod			Mod			Mod			Mod		
DR	Sec.		DR	Sec.		DR	Sec.		DR	Sec.	
35	-05		11	+20		-13	+44				
34	-04		10	+21		-14	+45				
33	-03		9	+22		-15	+46				
32	-02		8	+23		-16	+47				
31	-01		7	+24		-17	+48				
30	+00		6	+25		-18	+49				
29	+01		5	+26		-19	+50				
28	+02		4	+27		-20	+51				
27	+03		3	+28		-21	+52				
26	+04		2	+29		-22	+53				
25	+05		1	+30		-23	+54				
24	+06		0	+31		-24	+55				
23	+07		-1	+32		-25	+56				
22	+08		-2	+33		-26	+57				
21	+09		-3	+34		-27	+58				
20	+10		-4	+35		-28	+59				
19	+11		-5	+36		-29	+60				
18	+12		-6	+37		-30	+61				
17	+13		-7	+38		-31	+62				
16	+14		-8	+39		-32	+63				
15	+15		-9	+40		-33	+64				
14	+16		-10	+41		-34	+65				
13	+18		-11	+42		-35	+66				
12	+19		-12	+43		-36	+67				

### 3. C) Getting a time result

So far we have assessed the rider's performance via his rating and a dice roll and converted it into a time unit expressed in seconds. The next step is obtain a time result for the rider.

### 3. C. 1) Time Factor

The Time Factor is a multiplier which will produce a time result for proportional to the length of the Time Trial Stage. The Time Factor is indicated at the top of the Stage Replay Data

<b>Prologue: Lyon</b> 6 July, 1991	5.4 km Time Factor: x 1.8	<u>Individual Time Trial</u> Winner's Time: 6 min 11 sec	Tempo Modifier: N/A
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- Multiply the performance in seconds by the Stage Time Factor.  
This will give a representation of the Time Performance proportional to the length of the stage  
Ignore decimals unless instructed otherwise.

Rider	Team	Rating	Dice			Perf.	Total	Seconds	Seconds x Factor
<b>Miguel Indurain</b>	Banesto	<b>16</b>	<b>1</b>	<b>6</b>	<b>8</b>	7	23	<b>+07.8</b>	<b>+14 sec</b>

For instance,

Miguel Indurain in the Prologue had 7.8 sec has a time performance. This multiplied by the 1.8 Time Factor gives him a +14 sec for the entire course.

Time Factor: x 1.8

### 3. C. 2) Ranking the riders

At this point, we have a complete time performance for the rider. All that remain is to check how he compares with the rest of the selected Time Trialists and Key Riders.

- The rider with the Lowest "Seconds x Time Factor" result will be the stage winner
- The stage winner will be given the stage "Par Time"

<b>Prologue: Lyon</b>	5.4 km	<u>Individual Time Trial</u>	Tempo Modifier: N/A
6 July, 1991	Time Factor: x 1.8	Winner's Time: 6 min 11 sec	

- Riders will be ranked in increasing order of "Seconds x Time Factor" Performance
- The time difference between riders will be the difference of their respective "Seconds x Time Factor" Performance.

For instance,

Let's run through this sample of seven top riders for the Prologue of the 1991 Tour de France

Rider	Team	Rating	Dice Roll			Perf.	Total	Seconds	Seconds x Factor	Result / Time Gap	Pos.
<b>Miguel Indurain</b>	Banesto	<b>16</b>	<b>1</b>	<b>6</b>	<b>8</b>	7	23	+07.8	+14 sec	+ 14 sec	6th
<b>Francis Moreau</b>	Tonton Tapis	<b>17</b>	<b>2</b>	<b>6</b>	<b>6</b>	8	25	+05.6	+10 sec	+ 10 sec	5th
<b>Melchor Mauri</b>	ONCE	<b>17</b>	<b>6</b>	<b>4</b>	<b>0</b>	10	27	+03.0	+5 sec	+ 05 sec	2nd
<b>Jelle Nijdam</b>	Buckler	<b>17</b>	<b>6</b>	<b>2</b>	<b>1</b>	8	25	+05.1	+9 sec	+ 09 sec	4th
<b>Thierry Marie</b>	Castorama	<b>20</b>	<b>6</b>	<b>4</b>	<b>2</b>	10	30	+00.2	+0 sec	<b>6 min 11 sec</b>	1st
<b>Eric Breukink</b>	PDM	<b>20</b>	<b>2</b>	<b>5</b>	<b>4</b>	7	27	+03.4	+6 sec	+ 06 sec	3rd
<b>Greg Lemon</b>	Z	<b>19</b>	<b>2</b>	<b>1</b>	<b>5</b>	3	22	+08.5	+15 sec	+ 15 sec	7th

#### 4.) TEAM TIME TRIAL

The procedure for Team Time Trial is the same as the one used for Individual Time Trial with the exception of the Incident Chart.

Depending on the race replayed, there are variations in the amount of time that teams can lose. Any specific rules will be highlighted on the Team Time Trial Record Sheet

During a Team Time Trial, all riders from the team are credited with an identical time unless one or more rider(s) has been victim of an incident.

The way that an incident can affect timing is described in the Incident Chart.

#### 5.) USING THE TEAM AND RIDER CARDS

To keep track of the evolving classification of the stage results, as well as to add a little bit of colour to the proceedings, it is recommended to use the selected rider cards (or the Team cards) during the replay of a Time Trial Stage.

The Time Trial Record Sheet has all the details necessary for the replay but the cards can provide a good, instant and visual image of the situation as the times of competitors are coming in.

By ranking the cards in order in front of you, as they complete the time trial, you will have an instant snapshot of the positions.

#### 6.) OPTIONAL RULES: Strategy / Taking Risks

The basic procedure for running time trial will provide varied and accurate results. However, if you wish to introduce a little bit of decision making and / or an element of risk taking, I suggest that you apply the following optional rules.

##### 6. A) Re-Rolling the dice.

If a rider is not satisfied with his dice performance, he can roll one d6 of his choice to try to improve.

However, this comes at a price.

- After having rolled the d6 of his choice, the rider must roll on the Incident Chart

- A rider who had already been identified as an Incident Rider is not eligible for this optional rule.

For instance,

Greg LeMond has targetted the prologue as a stage in which he wishes to make an impact.

His performance was **3**, having rolled **2 1**

LeMond seeing that he is underperforming decides to re-roll the white die **1**

The re-roll produces an improvement with **6** bringing his dice performance to **7**

He started poorly but finished much better to get an average overall performance.

However, he must now roll on the Incident Chart. **4 2** = 6

A check on the Incident Chart reveals that the result for **6** is quite good

**6** Good performance today. Die roll upgraded +1

LeMond is actually riding quite well and he receives a bonus point, improving his dice performance to **8**

Combined with his rating, converted into time and multiplied by the Time Factor, this eventually produces a Time performance of:

Rider	Team	Rating	Dice Roll			Perf.	Total	Seconds	Seconds x Factor	Result / Time Gap	Pos.
Before											
Greg Lemon	Z	19	2	1	5	3	22	+08.5	+15 sec	+ 15 sec	7th