

SPECIFIC RULES FOR STAGE 3 OF THE 2010 TOUR DE FRANCE (OPTIONAL)

Stage 3 of the 2010 Tour de France, between Wanze (Belgium) and Arenberg (northern France) was 213 km long. Nothing special in itself, but in the last 77 km, seven sections of cobble stones covered tracks gave the stage a definite "Paris-Roubaix" flavour.

Totalling 13.5 km, these sections were quite rough and tough and were bound to influence the general classification. In fact, they did play a part in shaping up the 2010 Tour. Expected to suffer on such an unfamiliar environment, Alberto Contador performed better than expected, as did Cadel Evans. Magnificiently chaperoned by Paris-Roubaix specialist Fabian Cancellara, Andy Schleck finished in the lead group but his satisfaction was overshadowed by the fact that his brother Franck fell and broke his collarbone in the first cobble sector. Andy lost a valuable ally for the mountain stages. The day was also a disaster for lance Armstrong who punctured at a crucial moment with 30 km to go. In spite of a mad pursuit, the american had to concede more than 2 minutes on his GC rivals. From there on, his last Tour went in a tailspin...

WHAT TO EXPECT ON THE REPLAY

It will not be football (soccer) but expect a game of two halves. The first part of the stage, up to km 136 will be as would be a normal flat stage. Expect an early breakaway to get away within the first few kms. However, unusually, you should see the peloton chasing quite early, trying to catch the breakaway before the cobbles start. This time, the peloton will not be lead by the teams of the sprinters but by the team of the contenders for overall win, as they try to deliver their man at the front of the pack when the race reaches the cobbles.

From their on, we will see the bunch split, driven by the strong men of the peloton. As opposed to usual breakaways, this group will be mainly composed of key riders or Paris Roubaix specialists. Also, expect a lot of incidents to shape up the outcome of the race.

HOW TO RUN STAGE 3

Unless otherwise stated, Flat Stage Rules are in effect for stage 3, with the following ammendments.

Tempo Modifier: +0 for all sections

Number of Incident Riders per section: Up to km 136 = 1
Last 77 km but not last km = 1d6 per section until last km
Last km = 1

Secondary Attacks in Last km: No

Target Modifier: -8 When calculating the target to determine if the peloton is chasing or not, reduce the distance remaining divided by 10 by -8
Example, end of 1st section with 197 km to go. Distance / 10 = 19.7 rounded to 20 -8 = Target of 12

Last 77 kms:

Section Length: The length of sections in the last 77 km is equal to the sum of the three dice (2d6 + d10) (0 = 10) with the Highest die result doubled Example, **6 2 0** = 28 km section

Secondary Breakaways: This will be the main event. Who breaks away and who misses out. A contraste in fortune.
A Secondary Breakaway Group is formed at the end of the first section finishing inside the last 77 kms of stage 3.
At the end of the subsequent sections, a new Secondary Breakaway Group is formed only if the d10 result of a dice Roll is lower than or equal to one tenth of the distance remaining in the stage.
Example, with 53 kms to go, you must roll 1-5 with the d10.

Number of riders in Secondary Breakaways: Equal to the value of the highest die from a roll of the d10 and the 2d6. 0 =10 when reading the d10. We use the same roll as above.

Identification of riders: Riders selected for the "Cobbles Breakaway" are selected from the Cobble Section Breakaway List. Void selections are re-rolled for Identification from the Riders List
Riders trying to join the Secondary Breakaway who were identified via the Riders List MUST undergo a check to see if their attempt was succesful. If their rating exceeds the result of a roll of the d10 they join the group. Otherwise they cannot get the jump.

Optional Rule for VOID Selection: If a rider already in a Breakaway Group is selecting again via the Cobble Selection Sheet, he is eligible to breakaway from the group he currently is in ONLY IF his Breakaway Rating is TWO or more higher than the GV of the Group.
Also, any other rider in the group with a rating at least two higher than the group GV, can follow the attacking rider, if succesful on a d10 die check.

Example,

Cancellara (rated 9) is inside a group with a GV of 6. He is selected again. He can therefore breakaway from the group and form a new group, this time with GV of 9
Let's say that Vinokourov was in the same group. He is rated 9 tooand decides to follow Cancellara. A d10 roll of 7 is lower than his rating, therefore he tags along.

Cohesion Check: Unchanged. Only the lead group can split in the event of a failed Cohesion Check. Other groups failing the cohesion check see their GV reduced by an additional -1 on the section.

GV Modifier inside the last 77 kms: Ignore the full distance GV modifier inside last 77 km for Secondary Breakaway. Instead use the table below:

Distance Remaining	GV Modifier
51+ kms:	-0
50 to 31kms:	-1
30 to 16 kms:	-2
15 to 1 kms:	-3

Note:

Any rider from the original breakaway still active must use the usual GV Modifier based on distance already covered and disregard the above scale which only apply for Cobbles breakaway riders.

Incident Chart: Any incident inside the last 77 km (but not inside the last km) must be referred to The Cobbles Section Incident Chart. Loss of time for riders in a breakaway group are based on the last gap recorded.
Loss of time for riders in the peloton will be based on the time lost by the peloton at the finish.
Loss of time for dropped riders is cumulative.

Time Management Inside Last 77 Kms (but not last km):

- **Riders from the Original Breakaway (has determined in Section 1):** Use the usual formula:
$$[(GV - \text{Original Breakaway Dist Mod}) - (\text{Tempo})] \times \text{Length of section} = \text{Time gained (+) or Lost (-) on section}$$

Example, GV = 6, Distance covered = 164km, GV Original GV Dist Modifier = -3, Tempo = 5, length of Section = 19 km
$$[6 - 3] = 3 - 5 = -2 \times 19 = -38 \text{ or } 38 \text{ sec lost on section}$$

- **Riders from Secondary Breakaway Groups (has determined in Last 77 kms):** Use the usual formula:
$$[(GV - \text{Secondary Breakaway Dist Mod}) - (\text{Tempo})] + [\text{result of lowest of } 2d6] \times \text{Length of section} = \text{Time gained (+) or Lost (-) on section}$$

Example, GV = 6, Distance remaining = 49 km, GV Secondary break GV Dist Modifier = -0, Tempo = 5, length of Section = 19 km
2d6 result = 4/1
$$[6 - 0] = 6 - 5 = 1 + 1 = 2 \times 19 = +38 \text{ or } 38 \text{ sec gained on the section}$$

Last km: as for usual Flat stage.

Sprint Finish :

Riders not rated for sprint can use their Breakaway Rating when sprinting inside their group as long as they belong to a breakaway group. Any rider rated for sprint inside the same group will use his Sprint Rating doubled.
Example, Cancellara or Vinoukourov can use their Breakaway Rating of 9 when deciding their finishing position inside a breakaway group but if Hushovd is in the same group, he will be using his Sprint Rating "doubled" to 16. That way, sprinters keep their advantage.

COBBLES SECTIONS BREAKAWAY SELECTION SHEET

d10 Result :

1-5		
D6 Result	Rider Slected	Team
11	A. Contador	Astana
12-15	A. Vinokourov	Astana
16	A. Schleck	Saxo Bank
21-25	F. Cancellara	Saxo Bank
26-31	L. Armstrong	Radioshack
32-33	B. Wiggins	Sky
34-35	G. Thomas	Sky
36-41	R. Hesjedal	Garmin
42-44	J. Vansummeren	Garmin
45-46	N. Roche	Ag2r
51-53	T. Hushovd	Cervelo
54-56	J. Van Den Broeck	Omega Lotto
61-63	C. Evans	BMC
64-66	D. Menchov	Rabobank

6-8		
D6 Result	Rider Slected	Team
11-16	T. Lovkvist	Sky
21-24	R. Kreuzinger	Liquigas
25-32	D. Millar	Garmin
33-36	R. McEwen	Katusha
41-45	M. Aerts	Omega Lotto
46-52	LL. Sanchez	Caisse d'Epargne
53-55	R. Plaza	Caisse d'Epargne
56-61	J. Rojas	Caisse d'Epargne
62-63	S. Sanchez	Euskaltel
64-66	A. Duran	Footon

9-10		
D6 Result	Rider Slected	Team
11-13	F. Schleck	Saxo Bank
14-21	C. Horner	Radioshack
22-25	A. Kloden	Radioshack
26-33	L. Leipheimer	Radioshack
34-41	I. Basso	Liquigas
42-45	C. VandeVelde	Garmin
46-53	J. Rodriguez	Katusha
54-61	C. Sastre	Cervelo
62-65	R. Gesink	Rabobank
66	D. Cunego	Lampre

PROCEDURE:

When selecting riders for a Secondary Breakaway in the Cobble Sections (last 77 km of Stage 3 of the 2010 Tour), Roll all 3 dice.

The result of the Blue d10 will indicate which Group we will need to check.

The results of the Red and White d6 will select a rider within that group.

Example, **2 2 4** will select Fabian Cancellara. **4** rider from the first group **2 2** is within Cancellara's selection range.

NOTE:

- Riders can only be selected once. Subsequent selections of the same rider are VOID, unless the rider is eligible to breakaway from the group he is in.
- VOID selections are then re-rolled and chosen from the 2010 Riders List, as for usual Breakaways
- Repeated selections via the rider list are void and lost. If the process determine a rider already selected, the selection is not yielding a rider.
- Riders selected via the Cobble Sections Breakaway List receive a "Free" Secondary Breakaway. By this, we mean that they do not need to roll the d10 against their Brwakaway Rating to check if their attempt was succesful. It is assumed that their managed to breakaway from the peloton.
- Riders selected via the VOID / Riders List must undergo a check of the d10 against their Breakaway Rating to see if they are able to breakaway from the peloton succesfully.

SPECIFIC RULES FOR STAGES AFFECTED BY CROSSWIND (OPTIONAL)

Some stages, usually in northern France or / and along coastal roads can be exposed to crosswind. Crosswind can play havoc with the peloton. First of all, if expected, crosswind has all the riders trying to jostle for positions at the front of the field, trying to ensure that they will not miss the crucial break in the peloton. Normally, this is a recipe for crashes to happen as riders are bunched up, jumpy and using the full width of the road (and more). When crosswind do actually blow, it splits the peloton. Riders have to form a diagonal line to offer shelter to the next man and if for a reason the line is interrupted, a gap occurs and it can quickly build up to a substantial advantage. Riders left behind must organise themselves in a new diagonal formation (an echelon) and try to limit the damage and hope that their formation is stronger than the one in front, in the hope of catching up. Anticipating crosswind is a very tactical move.

WHAT TO EXPECT ON THE REPLAY

You can expect more incidents until the crosswind actually occur. When crosswind do occur, expect a split in the peloton with some big names left behind. The rest of the stage is a long pursuit between the two groups. Any trouble occurring when the echelons are formed will result in serious loss of time, as everyone is going as fast as they can.

HOW TO RUN A STAGE WITH CROSSWIND

Unless otherwise stated, Flat Stage Rules are in effect for these stages, with the following amendments.

Tempo Modifier: As usual

Number of Incident Riders per section: Before Crosswind materialises = 3
During sections affected by Crosswind = 2
Last km = 1

Secondary Attacks in Last km: See Stage Replay Data

Tempo: Tempo is referred to the pace of the lead echelon

GV Reduction: In use as usual. Increased by 1 on Crosswind sections. Do not affect echelons.

Procedure:


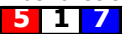


Section Length: No Change.

Crosswind Check: Roll the 2d6 and check if the result is within the range for the stage. If yes, crosswind is blowing and the procedure will start immediately.
If not, run stage as usual. Determine a breakaway.



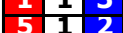
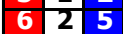

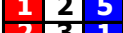
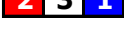
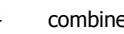
Forming an Echelon:


- Roll all 3 dice (2d6 & d10). Use highest number out of sum of 2d6 or d10. Minimum must be at least 5, if not add all three dice to obtain the number of selections. If this still adds up to 5, you must re-roll.
- For each selection. Roll all 3 dice and check the Crosswind Teams List. The Red & White d6 will indicate a result between 11 and 66. This will determine the group from which the team is chosen. The d10 will indicate which team is selected from the group. A team can only be selected once. Repeated selections are void. Void selections are not re-rolled.
- For each team selected, roll the 2d6 and check the sum against the Riders Selection Table. This will indicate how many riders from each team are taking part in the echelon.
- Having determined the number of riders for each team, you can check on the Crosswind Teams check who is "in" and who missed out. It may help to list the riders from the echelon.
- Add the ratings of the teams in the echelon and divide by the number of teams present, to determine the value of the Echelon.

A quick example,

-  Sum of 2d6 = 4, value of d10 = 4, neither 5 or above(!), so we add them up to get a number of selection = 8
- We roll  for the first selection.  = Category B (41-53)  = BMC

Eventually, we selected:

	= BMC
	= Radioshack
	(Radioshack) = Void
	= Astana
	= Cervelo
	= Sky
	(Sky) = Void
	= SaxoBank

- BMC Cat. B  = 4 combined with B on Riders Selection Table = 6 riders
Eventually we had:

BMC, 6 riders
Radioshack, 6 riders
Astana, 2 riders
Cervelo, 4 riders
Sky, 5 riders
SaxoBank, 5 riders

For a total of: 28 riders

4) Who were:	
BMC, 6 riders	Bookwalter, Evans, Morabito, Hincapie, Ballan, Santambroglio
Radioshack, 6 riders	Armstrong, Kloden, Leipheimer, Brajkovic, Horner, Paulinho
Astana, 2 riders	Vinokourov, Contador
Cervelo, 4 riders	Konovalovas, Lancaster, Sastre, Hushovd
Sky, 5 riders	Thomas, Flecha, Boasson Hagen, Wiggins, Gerrans
SaxoBank, 5 riders	Cancellara, Voigt, O'Grady, Fuglsang, F. schleck
5) BMC	+1
Radioshack	+5
Astana	+1
Cervelo	-2
Sky	+3
SaxoBank	+4
Total =	+12 / 6 teams = +2

Time Management: Any breakaway ahead of the Echelon will be managed as per Flat stage rules.
The Echelon will be taking on the role of the Peloton during the chase.
The second Echelon will have its time management calculated in relation to the first Echelon.
Dropped riders will form various groups with a pre determined time loss on the second Echelon. Their time loss to the first Echelon or the breakaway group could be considerably higher.

Breakaway: trying to stay ahead of first Echelon.
First Echelon: trying to catch breakaway but mainly to put as much time as possible to second Echelon.
Second Echelon: trying to catch first Echelon.
Dropped Riders: struggling to limit the time loss

Breakaway Group(s): Same as for any other Flat Stage but GV Modifier Linked to distance is increased by 1 for sections affected by crosswind.

First Echelon: Plays the role of peloton for calculation of Time management with Breakaway.

Second Echelon: Could be referred also as the main bunch, composed of the riders and teams who missed out when the first Echelon was formed. Time management is based on their relation with the First Echelon.

- On the Section immediately following the formation of the First Echelon, use:

Rating x Length of section = Time gained (+) or lost (-)

If the result is negative (-), the Second Echelon has managed to close the gap and the peloton is once again compact. However, it is possible for a new Echelon to form if the dice roll is within the crosswind range on a subsequent section.

- On subsequent sections and until the peloton would be compact again, use:

[(Difference between Red d6 and White d6)+/- Echelon Value] x length of section = Time gained or lost

► **Difference between Red & White d6:**

- If the Red d6 is higher than the White d6, the First Echelon Value increases by 1 (+1)
- If the White d6 is higher than the Red d6, the First Echelon Value is reduced by 1 (-1)
- if the 2 d6 are equal (a double), the First Echelon Value remains as it was previously

Example,

The First Echelon Value (FEV) is +2. The section following the formation of the Echelon is 43 km long. The advantage of the First Echelon to the second Echelon is $43 \times +2 = 86$ sec or 1min 26
On the next section, 54 km long, the roll of the d6 reads **1 2** meaning that the White d6 is highest. Therefore the FEV is reduced by 1 to +1. The gap still increases but only by 54 sec to 139 sec or 2min 19

Dropped Riders: Receive a set time loss to second Echelon as a result of the Incident that affected them. This is a constant value.

Last km: as for usual Flat stage.

Sprint Finish :

Riders not rated for sprint can use their Breakaway Rating when sprinting inside their group as long as they belong to a breakaway group or the First Echelon. Any rider rated for sprint inside the same group will use his Sprint Rating doubled.
Example,

Cancellara or Vinoukourov can use their Breakaway Rating of 9 when deciding their finishing position inside a breakaway group but if Hushovd is in the same group, he will be using his Sprint Rating "doubled" to 16. That way, sprinters keep their advantage.

LIST OF INTERMEDIATE SPRINTS AND MINOR CLIMBS OF THE 2010 TOUR

Stage :	1	Rotterdam to Brussels		
	1	Zeeland- Neeltje Jans	km: 73	Sprint
	2	Putte (Kapellen)	km: 150	Sprint
	3	Ekeren (Antwerp)	km: 159	Sprint
Stage :	2	Brussels to Spa		
	1	Perwez	km: 40	Sprint
	2	Cote de France	km: 98	KoM 4
	3	Seny (Tinlot)	km: 112	Sprint
	4	Cote de Filot	km: 128	KoM 4
	5	Cote de Werbomont	km: 136	KoM 4
	6	Cote d'Aissomont	km: 162	KoM 3
	7	Col de Stokeu	km: 168	KoM 3
	8	Coo (Stavelot)	km: 177	Sprint
	9	Col du Rosier	km: 189	KoM 3
Stage :	3	Wanze to Arenberg Porte du Hainaut		
	1	St Servais (Namur)	km: 35	Sprint
	2	Cote de Bothey	km: 48	KoM 4
	3	Nivelles	km: 72	Sprint
	4	Pipaix (Leuze en hainaut)	km: 152	Sprint
Stage :	4	Cambrai to Reims		
	1	Walincourt- Selvigny	km: 13	Sprint
	2	Cote de Vadencourt	km: 41	KoM 4
	3	Flavigny et Beaurin	km: 50	Sprint
	4	Brienne sur Aisne	km: 129	Sprint
Stage :	5	Epernay to Montargis		
	1	Cote d'Orbais l'Abbaye	km: 19	KoM 4
	2	Vauchamps	km: 28	Sprint
	3	Cote de Mecringes	km: 37	KoM 4
	4	Ville St Jacques	km: 127	Sprint
	5	Prefontaine	km: 170	Sprint
Stage :	6	Montargis to Geugnon		
	1	St Fargeau	km: 47	Sprint
	2	Cote de Bouhy	km: 70	KoM 4
	3	Cote de la Chapelle St Andre	km: 92	KoM 4
	4	Moulins-Engilbert	km: 163	Sprint
	5	Cote de Montarons	km: 180	KoM 4
	6	Luzy	km: 196	Sprint
	7	Cote de la Croix de l'Arbre	km: 205	KoM 4
Stage :	7	Tournus to Station des Rousses		
	1	Cormoz	km: 30	Sprint
	2	St Amour	km: 45	Sprint
	3	cote de l'Aubepin	km: 52	KoM 3
	4	Cote des Granges	km: 69	KoM 4
	5	Cote d'Arlinod	km: 85	KoM 3
	6*	Cote du Barrage de Vouglans	km. 104	KoM 2
	7	Molinges	km: 118	Sprint
	8*	Col de la Croix de la Serra	km. 135	KoM 2
	9*	Cote de Lamoura	km. 162	KoM 2
	* = Major climb, use Mountain Rules			
Stage :	8	Station des Rousses to Morzine Avoriaz		
	1	Cote de la Petite Joux	km: 24	KoM 4
	2	Cote de Gresin	km: 73	KoM 4
	3	Vulbens	km: 84	Sprint
	4	Viuz en Sallaz	km: 129	Sprint
	5*	Col de la Ramaz	km. 155	KoM 1
	6	Les Gets	km: 168	KoM 3
	7	Morzine	km: 175	Sprint
	8*	Morzine Avoriaz	km. 189	KoM 1
	* = Major climb, use Mountain Rules			
Stage :	10	Morzine Avoriaz to St Jean de Maurienne		
	1	Cote de Chatillon	km: 19	KoM 4
	2	Cluses	km: 26	Sprint
	3*	Col de la Colombiere	km. 46	KoM 1
	4*	Col des Aravis	km. 71	KoM 2
	5*	Col des Saisies	km. 97	KoM 1
	6	La Bathie	km: 136	Sprint
	7*	Col de la Madeleine	km. 173	KoM HC
	* = Major climb, use Mountain Rules			
Stage :	11	Chambery to Gap		
	1	La Buissiere	km: 20	Sprint
	2*	Cote de Laffrey	km. 77	KoM 1
	3	Cote des Terraces	km: 98	KoM 3
	4*	Col du Noyer	km. 146	KoM 2
	5	La Fare en Champsaur	km: 159	Sprint
	* = Major climb, use Mountain Rules			

Stage :	12	Sisteron to Bourg les Valence		
	1	Col de Cabre	km: 57	KoM 3
	2	Montlaur en Diois	km: 84	Sprint
	3	Mirabel et Blacon	km: 130	Sprint
Stage :	13	Bourg de Peage to Mende		
	1	Cote de St Barthelemy le Plain	km: 31	KoM 3
	2	Col des Nonieres	km: 59	KoM 3
	3	Mariac	km: 75	Sprint
	4*	Suc de Montivernou	km. 96	KoM 2
	5	Cote de la Mouline	km: 133	KoM 3
	6	Langogne	km: 159	Sprint
	7*	Cote de la Croix Neuve	km. 209	KoM 2
	* = Major climb, use Mountain Rules			
Stage :	14	Rodez to Revel		
	1	Cote de Mergals	km: 24	KoM 4
	2	Cote de Begon	km: 32	KoM 4
	3	St Jean Delnous	km: 47	Sprint
	4	Cote d'Ambialet	km: 72	KoM 3
	5	Cote de Puylaurens	km: 125	KoM 4
	6	Caraman	km: 158	Sprint
	7	Cote St Ferreol	km: 189	KoM 3
Stage :	14	Revel to Ax 3 Domaines		
	1	Mirepoix	km: 52	Sprint
	2	Campagne sur Aude	km: 102	Sprint
	3*	Port de Pailheres	km. 156	KoM HC
	4*	Ax 3 Domaines	km. 185	KoM 1
	* = Major climb, use Mountain Rules			
Stage :	15	Pamiers to Bagneres de Luchon		
	1	Cote de Carla Bayle	km: 30	KoM 4
	2	Clermont	km: 55	Sprint
	3*	Col de Portet d'Aspet	km. 105	KoM 2
	4*	Col des Ares	km. 127	KoM 2
	5	Fronsac	km: 136	Sprint
	6*	Port de Bales	km. 166	KoM HC
	* = Major climb, use Mountain Rules			
Stage :	16	Bagneres de Luchon to Pau		
	1*	Col de Peyresourde	km. 11	KoM 1
	2*	Col d' Aspin	km. 43	KoM 1
	3*	Col du Tourmalet	km. 72	KoM HC
	4*	Col d' Aubisque	km. 138	KoM HC
	5	Bielle	km: 165	Sprint
	6	Gan	km: 186	Sprint
	* = Major climb, use Mountain Rules			
Stage :	17	Pau to Col du Tourmalet		
	1	Cote de Renoir	km: 14	KoM 4
	2	Bidos	km: 33	Sprint
	3*	Col de Marie Blanque	km. 57	KoM 1
	4*	Col du Soulor	km. 118	KoM 1
	5	Adast	km: 142	Sprint
	6*	Col du Tourmalet	km. 174	KoM HC
	* = Major climb, use Mountain Rules			
Stage :	18	Salie de Bearn to Bordeaux		
	1	Castlenau-Chalosse	km: 30	Sprint
	2	Hostens	km: 151	Sprint
Stage :	19	Bordeaux to Pauillac		
	Individual Time Trial			
Stage :	20	Longjumeau to Paris		
	1	Paris Champs Elysees	km: 58	Sprint
	2	Paris Champs Elysees	km: 78	Sprint

Intermediate Sprints and Lower Category Climbs

It has been decided for the current version of La Grande Boucle to omit Intermediate Sprints and minor Climbs. The aim was to remove an aspect of the race that has marginal impact on the various competitions it is a part of, while taking valuable Replay time. However, the feedback from some users was that they actually did not mind the extra time involved as it provided both added accuracy and excitement in the early stages. Therefore, I am glad to be able to bring back both features even though, they are under the guise of optional rules and have been tailored to fit within the current sets of rules.

1. INTERMEDIATE SPRINTS

Intermediate sprints are dotted along the route of a stage, usually around 3 per stage. They present an opportunity for riders chasing the Green Jersey Points Competition to get bonus points along the stage to add to their tally. 6, 4 and 2 points are given respectively to the first three riders to cross the line of each intermediate sprint.

a.) Procedure

Check the stage info to locate the distance into the stage where Intermediate Sprints are located. When the length of a section brings the race past this point, you must check the result of the Intermediate Sprint as the last Phase of the section. You must consider carefully the race situation when doing so. If breakaway riders are still active at this point, they will sprint against each other to determine the order by which they crossed the line. If any points are still available when the peloton arrives at the Intermediate Sprint, the Sprint Specialists will sprint for the remaining points.

If there is no breakaway riders active at the location of the Intermediate Sprint, the Sprint Specialists will sprint for the top three places.

If breakaway group(s) have been caught during a section that have an Intermediate Sprint, you must determine where the catch took place (Flat Stage Rule: 4. E. 4). Depending on the location, you may have any of the situations outlined above.

1. a.1) Non Rated Riders

Riders not rated for sprint can use their Breakaway Rating when sprinting inside their group as long as they belong to a breakaway group. Any rider rated for sprint inside the same group will use his Sprint Rating doubled.

Example,

Thor Hushovd is amongst a 4 man breakaway group. The stage section just completed brought the race past the first Intermediate Sprint. We must check the order by which the riders crossed the line at this point. The four breakaway riders were:

Barry (Sky)	(use his breakaway rating)	5	<div><div>3</div><div>1</div><div>4</div></div>	= 5 + 4.4 = 9.4	
Wijnaants (Quick Step)	(use his breakaway rating)	5	<div><div>1</div><div>3</div><div>9</div></div>	= 5 + 4.9 = 9.9	3
Voeckler (Bbox)	(use his breakaway rating)	8	<div><div>2</div><div>4</div><div>2</div></div>	= 8 + 6.2 = 14.2	2
Hushovd (Cervelo)	(use his Sprint rating of 8 doubled)	16	<div><div>6</div><div>2</div><div>6</div></div>	= 16 + 8.6 = 24.6	1

As we can see, Thor Hushovd collect the maximum points on offer, with Voeckler and Wijnaants getting what is left.

2. 3rd & 4th CATEGORY CLIMBS

The two lowest categories of rated climbs, 3rd and 4th category climbs are usually contested by opportunistic riders who wish to gain exposure by wearing the Polka Dot Jersey of King of the Mountain in the early stages, before the race reaches more significant climbs. In 2010, 4th Category climbs rewarded the three riders at the top with 3, 2 and 1 point respectively while 3rd category climbs saw the first four riders rewarded with 4, 3, 2 and 1 points.

2. a.) Procedure

As with Intermediate Sprints, the race situation has to be carefully assessed before awarding any King of the Mountain Points. Here too, we will need to assess the location of the various 3rd and 4th Category climbs on the stage, and as for Intermediate Sprints, when the length of a section brings the race past a 3rd or 4th Category Climb, the result of the climb(s) must be assessed. It is possible that more than one climb features inside a section. As for Intermediate Sprints, any breakaway rider(s) still active at the location of the climb will compete for the points on offer. If any points remain after all the breakaway riders have passed the top of the climb. Riders from the peloton can dispute the remaining point(s)

If no breakaway riders are active, then riders from the peloton will have the opportunity to claim all the points

If breakaway rider(s) were caught during the section, it is important to determine the location of the catch (Flat Stage Rule: 4. E. 4) to see if the breakaway riders had a chance to claim points before being caught.

Use a similar procedure to Sprint. Add the sum of the 2d6 and the d10 used as a decimal to the rider's climbing rating.
the rider with the highest total passed the summit first.

2. a.1) Non Rated riders

It is more than likely that riders who will contest 3rd and 4th Category Climbs during Flat Stages will not be rated for Climbing. Therefore, non rated riders can use their Breakaway Rating to contest the 3rd and 4th category climbs. However, any rider rated for climbing will use his Climbing Rating Doubled or his Breakaway Rating, whatever is higher.

2. a.2) Who is eligible to contest 3rd and 4th Category Climbs

As explained previously, any active rider from breakaway group(s) is eligible, as well as riders listed on the Minor Climb Teams List.

2. a.3) Selecting riders for the Minor Climb Teams List

If no breakaway rider has already taken points on the climb or if points are still available after the passage of the breakaway rider(s), other riders must be determined and selected from the Minor Climb Teams List.

- 1) Roll all 3 dice (2d6 & d10), and retain the die with the highest result. This result must at least be equal to the number of riders required to distribute all the remaining points available.
If the number is less than the number of riders needed, add all 3 dice to obtain the number of selections
- 2) Having determined the number of selections, we must identify the riders who are trying to bag the points on offer for the climb.
Roll all 3 dice again. Reading the 2d6 Red first and White second will indicate a result between 11 and 66. This will determine the team group from which the team comes from, while the result of the d10 will indicate which team inside the group.
- 3) A further roll of the d10 will select a rider from the team
- 4) A team can be selected more than once, but a rider cannot be selected more than once. If no more riders from the team are available for selection or if a rider already selected is indicated, the selection is void.
Void selections are not re-rolled.

Example,

- 1)

2	2	6
---	---	---

 Highest result is d10

6

 therefore we will have 6 selections from the Minor Climb Teams List

- 2)

4	2	2
---	---	---

 identifies Francaise Des Jeux team

- 3)

3

 selects Sandy Casar

- 4) Eventually we selected


<table><tr><td>4</td><td>2</td><td>2</td></tr></table>	4	2	2	= FD Jeux	<table><tr><td>3</td></tr></table>	3	= Casar
4	2	2					
3							
<table><tr><td>5</td><td>1</td><td>9</td></tr></table>	5	1	9	= Footon	<table><tr><td>5</td></tr></table>	5	= Mayoz
5	1	9					
5							
<table><tr><td>4</td><td>3</td><td>0</td></tr></table>	4	3	0	= Footon	<table><tr><td>4</td></tr></table>	4	= Feline
4	3	0					
4							
<table><tr><td>1</td><td>1</td><td>6</td></tr></table>	1	1	6	= Quick Step	<table><tr><td>1</td></tr></table>	1	= Pineau
1	1	6					
1							
<table><tr><td>1</td><td>5</td><td>3</td></tr></table>	1	5	3	= Omega Lotto	<table><tr><td>6</td></tr></table>	6	= Lloyd
1	5	3					
6							
<table><tr><td>2</td><td>6</td><td>7</td></tr></table>	2	6	7	= Caisse d'Epargne	<table><tr><td>5</td></tr></table>	5	= Perget
2	6	7					
5							

Dice Roll:

41-53

1-2

Francaise des Jeux



1-3

 Casar

These six riders will be fighting for the points which haven't been claimed by breakaway riders.

2. a.4) Procedure to assess positions at the top of the climb

- 1) ■ Riders **not** rated for their climbing ability will use their breakaway rating.
■ Riders who **are** rated for their climbing ability will use their Mountain Rating doubled.
- 2) For each selected rider contesting the points at the top of the climb, roll all 3 dice.
Add the sum of the 2d6 to the rider's rating, using the d10 value as a decimal tie-breaker

Example,

Casar 8 (double his Mountain rating of 4)

3	1	0
---	---	---

 = 8 + 4.1 = 12.1 3

Mayoz	5	(use breakaway rating)	6	5	9	= 5 + 11.9 = 16.9	2
Feline	4	(use breakaway rating)	5	1	8	= 4 + 6.8 = 10.8	5
Pineau	6	(use breakaway rating)	6	6	7	= 6 + 12.7 = 18.7	1
Lloyd	4	(use breakaway rating)	2	6	0	= 4 + 8.0 = 12.0	4
Perget	4	(use breakaway rating)	2	2	1	= 4 + 4.1 = 8.1	6

Jerome Pineau (Quick Step) was the first rider from that group to pass at the top of the climb, followed by: Mayoz (Footon), Casar (FD Jeux), and Lloyd (Omega Lotto)

2010 TOUR DE FRANCE MINOR CLIMBS RULES TEAM & RIDER SELECTION LIST

<p>Dice Roll: 11-36 1-3</p> <p>Omega Pharma Lotto</p>  <p>1-5 Lang 6-8 Lloyd 9 Roelandts 10 DeGreef</p>	<p>Dice Roll: 11-36 4-6</p> <p>Quick Step</p>  <p>1-5 Pineau 6-8 Chavanel 9 VanDeWalle 10 Barredo</p>	<p>Dice Roll: 11-36 7</p> <p>Caisse d'Epargne</p>  <p>1-7 Perget 8-10 Gutierrez</p>	<p>Dice Roll: 11-36 8-9</p> <p>Cofidis</p>  <p>1-5 Taaramae 6-8 El Fares 9-10 Auge</p>	<p>Dice Roll: 11-36 10</p> <p>Euskaltel</p>  <p>1-6 Moreno 7-10 Isasi</p>	<p>Dice Roll: 41-53 1-2</p> <p>Francaise des Jeux</p>  <p>1-3 Casar 4-5 Geslin 6 Roux 7 Roy 8-10 Vaugrenard</p>
<p>Dice Roll: 41-53 3-4</p> <p>Katusha</p>  <p>1-5 Bruttus 6-7 Piuschin 8-10 Vandenbergh</p>	<p>Dice Roll: 41-53 5</p> <p>AG2R</p>  <p>1-6 Champion 7 Elmingier 8-10 Nocentini</p>	<p>Dice Roll: 41-53 6-7</p> <p>Milram</p>  <p>1-6 Knees 7-10 Wegmann</p>	<p>Dice Roll: 41-53 8</p> <p>Bbox</p>  <p>1-2 Voeckler 3-5 Charteau 6-8 Fedrigo 9-10 Sprick</p>	<p>Dice Roll: 41-53 9-10</p> <p>Footon</p>  <p>1-2 Benitez 3 Duran 4 Feline 5-10 Mayoz</p>	<p>Dice Roll: 54-63 1</p> <p>Saxo Bank</p>  <p>1-5 Cancellara 6 CA. Sorensen 7 O'Grady 8-10 Voigt</p>
<p>Dice Roll: 54-63 2</p> <p>Sky</p>  <p>1-7 Flecha 8-10 Pauwels</p>	<p>Dice Roll: 54-63 3</p> <p>Liquigas</p>  <p>1-10 Quinzato</p>	<p>Dice Roll: 54-63 4</p> <p>Garmin</p>  <p>1-4 Millar 5-9 Hesjedal 10 VanSummeren</p>	<p>Dice Roll: 54-63 5</p> <p>BMC</p>  <p>1 Ballan 2-10 Burghardt</p>	<p>Dice Roll: 54-63 6-7</p> <p>Rabobank</p>  <p>1-3 Moerenhout 4-6 Niermann 7-8 Tankink 9-10 Tjallingii</p>	<p>Dice Roll: 54-63 8-10</p> <p>Lampre</p>  <p>1-10 Gavazzi</p>
<p>Dice Roll: 64-66 1-2</p> <p>Astana</p>  <p>1-5 Inglinsky 6-10 Noval</p>	<p>Dice Roll: 64-66 3-4</p> <p>Radioshack</p>  <p>1-4 Paulinho 5-7 Popovich 8-10 Rast</p>	<p>Dice Roll: 64-66 3-4</p> <p>Cervelo</p>  <p>1-4 Klier 5-9 Kononovs 10 Lloyd</p>	<p>Dice Roll: 64-66 3-4</p> <p>HTC</p>  <p>1-10 Monfort</p>		