

LA GRANDE BOUCLE - FLAT STAGES- RULEBOOK V 5.0

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LA GRANDE BOUCLE - FLAT STAGES- RULEBOOK V 5.0

PROCEDURE FOR RUNNING FLAT STAGES.

Flat stages gets their name from the profile of the route. This basically implies that no Category 2, Category 1 or Hors Category (out of category) climbs feature on today's stage.

1.) THINGS TO DO BEFORE THE START OF THE 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 the stage, Tempo Modifier, and check if attacks are possible in the last km.
All this info is displayed as below.

Stage Replay Data:

Stage 1: Lyon to Lyon		114.0 km	Flat	Tempo Modifier: +2	
Distance Remaining		Feature Location	Feature		Total Distance
114.0 km to go:		Lyon	Start		00.0 km
01.0 km to go:		Lyon	Last Km [no]		113.0 km
00.0 km to go:		Lyon	Finish line		114.0 km

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.

2) A BRIEF OUTLINE OF THE CONCEPT BEHIND THE GAME MECHANICS FOR FLAT STAGES.

For the replay of Flat stages, we will concentrate on following the action as it develops:

- From an initial Point of Attack
- During subsequent sections of the stage
- During the last km of the stage

We will follow all the riders, those who escape and form breakaway groups as well as the peloton which will be treated as a separate entity. Some unfortunate riders will only be mentioned via the Incident procedure.
In all, there are around 200 riders who can be taking a lead role on a Flat stage.

Occasionally, a stage will be designated as a Mountain Stage but it may be run partly as a flat stage. When this occurs, the Stage Replay Data will outline the procedure to follow.

To standardise the format of replay data throughout the various eras of road cycling, we have decided to bypass the replay of 3rd and 4th category climbs as well as intermediate sprints.

Action during Flat stages will be governed by the following principles:

- Riders can attack to try to breakaway and finish ahead of the peloton.
- The peloton rarely allows key riders to breakaway
- A breakaway group needs cohesion to optimise its chances of success.
- The peloton will chase the breakaway rider(s) with an increased intensity as the end of the stage approaches
- It is extremely difficult to breakaway from the peloton in the last few kms of a stage unless the profile of the stage or windy conditions allow it.

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
- The Team and Riders List
- A sheet of paper to record the action
- Two six-sided dice (one red, one white) and one ten-sided die (blue)

- The riders cards

3.) **FIRST SECTION OF THE STAGE REPLAY.**

The first section of a Flat Stage replay will always consist of the following phases:

3. A) Point of Attack (of the first succesful breakaway)
3. B) Incident Phase
3. C) Generating a Breakaway Group
 3. C. 1) Number of riders in the breakaway group
 3. C. 2) Identifying the riders in the Breakaway Group
 3. C. 3) Group Value (of the breakaway group)
 3. C. 4) Cohesion Level (of the breakaway group)
3. D) Is Peloton Active and Chasing the Breakaway Group (or not)

3. A) Point of Attack.

The Point of Attack will be the spot where the first succesful attack develops into a breakaway. The Point of Attack will be determined by adding the result of all three dice.

For instance, we roll **4** & **3** (both d6) and **2** (d10)

Adding the value of all three dice **4** (+) **3** (+) **2** = 9 The point of attack is 9 km into the stage

3. B) Incident Phase

The incident procedure on a Flat Stage is very similar to the incident procedure on Mountain stage. We must randomly identify a rider and determine if this rider is affected by an incident on the current section.

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

2 3 4

23 = Lotto

4 = Johan Museeuw

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

6 2

which we read **6** (+) **2** = 8

On the Incident Chart, **8** refers to the rider having a puncture but being able to rejoin the peloton.

Dice	Description of the Incident
8	Puncture. Was able to rejoin the peloton

3. C) Generating a Breakaway.

Having identified the Point of Attack, the next step consists in checking how many riders have 'escaped' and who they are. We will need to follow a few simple steps.

3. C. 1) Number of riders in the Breakaway Group:

- The number of attacks 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 equals to the sum of the two d6 + the value of the d10.

For instance,

3 1 5

The difference between the Red and the White dice is 2. Therefore, we will see two riders attacking.

5 5 7

The dice roll resulted in a 'Double Five', therefore we will see 10 + 7 riders attacking.

3. C. 2) Identifying the riders in the Breakaway Group

Step 2 will require a dice roll for each attacker.

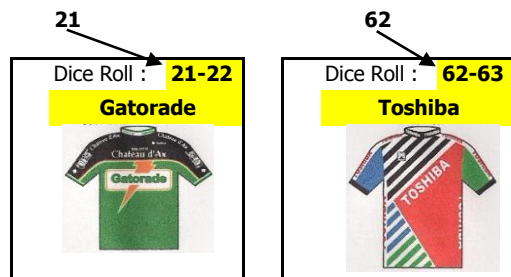
We will roll all three dice but only read the Red and White (d6) in the "11-66" range, reading the Red first.

- For example, we know that there are 2 attacks.

6 2 4 = 62

2 1 0 = 21

- Then, we need to refer these results to the "Flat Stage Team List". This will indicate the team to which these riders belong.




In this instance, the riders will belong to the Gatorade (21) and Toshiba (62) teams.


Having identified the teams to which the riders belong, the next step is to identify the riders themselves. This Time, we check the result of the Blue (d10) against the corresponding Team List.

For example,

2 1 0

Dice Roll : **21-22**
Gatorade

51 Bugno
52 Calcaterra
53 Giovannetti
54 Gusmeroli
55 Passera
56 Santaromita
57 Schur
58 **Tebaldi [B]**
59 Zanatta
0 Breakaway Specialist

6 2 4

Dice Roll : **62-63**
Toshiba

181 Jalabert
182 Abadie
183 Bourguignon
184 **Chaubet**
185 Gayan
186 Lance
187 Louviot
188 Lurvik
189 Roux [B]
0 Breakaway Specialist

Note:

- a rider cannot be selected more than once.
If this occurs, the repeated selection is void.
- There are no limit to the amount of riders from the same team that can take part in an attack

Optional Team Management Rule.


For if you wish to introduce more strategy into the game, the following rule can be implemented. It is purely optional.


Key Riders and Specialists.

There will be instances when the procedure to identify attacking riders is going to designate a Key Rider or a Specialist whom you would not expect to attack at this point in the race. If you wish to reconsider a selection, you may do so providing that you apply the following guidelines:

- replace the designated rider by the team breakaway specialist. This cannot be done on consecutive days. If you do, he will join the break with his Breakaway Rating reduced by 2.
- decline participation of the team to the attack. This could be a tactic used by a Sprinter's team or the Yellow Jersey's team, for instance.
In such cases, the attacker is not replaced and the eventual breakaway will occur with one less rider.

It is recommended to use the individual cards of the riders from the Breakaway Group.

Valerio TEBALDI (Ita) Gatorade-Chateau d'Aix  58		
Ratings:		
Prologue:	0	Breakaway
Time Trial 8:	0	5
Time Trial 21:	0	
Mountain:	X	
Descent:	NR	
Sprint:	0	
Tour de France 1991		

Christian CHAUBET (Fra) Toshiba  184		
Ratings:		
Prologue:	0	Breakaway
Time Trial 8:	0	6
Time Trial 21:	0	
Mountain:	X	
Descent:	NR	
Sprint:	0	
Tour de France 1991		

3. C. 3) Group Value (of the breakaway group)

The next step is to give the breakaway group a "Value". The "Group Value" is based:

- On the average of the BREAKAWAY Rating of the riders forming the group rounded to the nearest digit. (.5 values are rounded up)

For instance,

Tebaldi is rated 5 for Breakaways while Chaubet is rated **6**. This gives us a total of **11**, which divided by 2 (riders in group) gives us a Group Value of **6** (5.5 rounded up)

3. C. 4) Cohesion Level (of the breakaway group)

Basically, the chances of a breakaway group to stay away until the finish line, largely depend on one main factor:

- Co-operation between the riders in the group.

A large group will allow the riders to take shorter turns at setting the pace, but as with everything, too much isn't good. A large group is almost guaranteed to harbour one or more rider who will just sit at the back of the group and not contribute much if anything at all.

The "Cohesion Level" will be 1point for each rider in the group, modified by the following parameters:

- (-)1 point for each teammate present in the same group.**
- (+)1 point for each teammate of the Yellow Jersey present in the lead breakaway group.**
these riders will be in the breakaway with the sole purpose to protect the Yellow Jersey. They will not contribute to anything which might jeopardise the general classification.

For example,

A group of three riders breaking away successfully, with two of them being team-mates would have a "Cohesion Level" of 2
 3 riders = 3
 Bonus for a pair of teammates = -1
 Total = 2

If all three had belonged to the same team, the Cohesion Level would have been **1** (3 riders - 2 bonus)

3. D) Is Peloton Active and Chasing the Breakaway Group (or not)

A breakaway is under way. We must check if the Peloton will be chasing the escapees or not.

This will be based on two factors, at the end of the first section:

- Distance remaining to the Finish, and
- Composition of the Lead Breakaway Group

In a nutshell, the peloton will not chase early unless one or more riders perceived a threats towards the General Classification are present amongst the Breakaway Group. In the game this situation is dealt with the following procedure.

3. D. 1) Distance Target

First influencing factor to determine, the Distance Target is obtained by

- dividing the distance remaining by ten and round up to the nearest digit.

In our example,

$$114 - 9 = 105 / 10 = \mathbf{10.5}$$

11 will be the target that a modified dice roll will need to **exceed**.

3. D. 2) Breakaway Group Modifiers

The dice roll result which will decide if the Peloton will chase the breakaway or not will affected by the composition of the breakaway group

The dice result will be modified if any of the following conditions are met:

- **+1** if a key rider is present in the Group.
 - **+5** if a rider currently in the top ten of the General Classification is present in any Breakaway Group.
 - **+1** per minute, based on the time advantage of the Lead Breakaway Group.
For instance, if the lead group has a 5 minutes 33 seconds lead on the Peloton, the dice roll will receive a +6 Modifier as we round up to the nearest minute.
- Note:** This is not applicable on the first section, as it can only apply once the initial time gap has been determined.

3. D. 3) Procedure

- Roll the 2 d6.
- Retain the higher result out of the two d6
- Add the Modifiers to the d6
- Compare the modified d6 result to the Distance Target
If the modified Dice roll exceeds the target, the peloton is actively chasing the breakaway riders.

For Instance,

Target = 11

Dice roll = **2** **4** We retain the higher d6 = **4**

No Modifiers apply, the d6 remains at **4**

4 < 11 = No Chase.

- The peloton will keep Chasing until the catch is made or the Breakaway Group crosses the Finish line, whatever occurs first.
- If the Peloton isn't chasing at the end of a section, the procedure must be repeated at the end of the next section.

4.) OTHER SECTIONS OF THE FLAT STAGE REPLAY.

The next sections of the stage replay will all be conducted according to the same procedure until the lead group reaches the last km marker. The only change to the procedure will concern the fact that the peloton is chasing or not.

Each of the subsequent sections will be composed of the following phases:

- 4.A) Length of Section
 - 4.A. 1) Updating distances
- 4.B) Incident Phase
- 4.C) Cohesion Check Phase
- 4.D) Peloton Tempo Phase (**only if the peloton is chasing**)
- 4.E) Time Management
- 4.F) Is Peloton Active and Chasing the Breakaway Group (or not). Do not apply if Peloton is already chasing.

4. A) Length of Section

The length of each section is determined by a roll of all three dice.

The reading of the dice roll is usually a set procedure, but it can be influenced by the instructions from the Stage Replay Data, albeit on rare occasions.

- Roll all three dice.
- Read the highest d6 as multiple of 10 (10 to 60)
- Read the d10 as the unit number (0 to 9)

For Instance,

Let's say that the dice roll result was **1** **4** **7**

We will retain the white d6 **4** and read it as **40**

We will add the d10 **7** to the value of the d6 (40) to obtain a **47km** section.

4. A. 1) Updating Distances

We must update the distances, distance already covered and distance remaining to the finish

I would recommend to record this information, I personally use the following format:

14/7 = 47 km section 56 / 58 km to go (this is based on the Stage Replay Data highlighted in paragraph 1. A), and the Point of Attack as described in the example from paragraph 3. A))

4. B) Incident Phase

- Use procedure as highlighted in paragraph: **3. B)** to determine the identity of the rider(s) involved and the nature and consequences of the incident

4. C) Cohesion Check Phase

Before assessing any Time Gap, we have to check the Cohesion within the Breakaway Group.

- Roll the d10 and double its result
- Compare the value of the d10 x2 to the Breakaway Group Cohesion Level

- **If the doubled dice roll is higher than the Cohesion Level, the group is keeping together efficiently and no further action is necessary.**

4. C. 1) Failed Cohesion Check

- **If the doubled dice roll is lower than or equal to the Cohesion Level, the Breakaway Group has failed to maintain cohesion**

- **We must check the Breakaway Rating of each rider in the group**

- If the rating is lower than the Group Value, by 2 points the rider is dropped from the Group.

- If the rating is higher than the Group Value, by 2 points the rider is breaks away from the Group.

- If no rider has a rating 2 pts lower or higher than the Group Value, the breakaway group doesn't split up but the failed Cohesion Level Check translate in a temporary drop in performance. In this instance, we must apply the same rule as for a single rider failing his cohesion check.

Important:

- Breakaway riders will be forming a new Group
- Dropped riders will be forming a new Group
- All Groups, must have their Group Value and Cohesion Level re-assessed.

4. C. 2) Single rider group failing Cohesion Check

It is possible for a single rider to fail a Cohesion Level Check (on a roll of "0"). In this instance, the failure will be a reflection of a temporary drop in performance rather than a lack of cooperation with another rider, obviously.

- When a single rider fails a Cohesion level Check, his GV is reduced by an extra 1 point for the duration of the current Segment. This reduction is cumulative with other modifiers applicable at this point.

4. D) Peloton Tempo Phase

This phase of the section replay can only be initiated if the peloton is currently active and chasing a breakaway group.

The Peloton Tempo will be a representation of the intensity with which the Peloton is currently chasing the Breakaway Group(s).

The Tempo is linked to two main factors: the number of team participating actively in the chase and the intensity of the effort. The last parameter is itself directly linked to the distance remaining to the finish line. In a nutshell, the effort increases proportionally as the distance decreases.

- **The Tempo is equal to:** $[8 + (\text{Tempo Modifier})] - \frac{\text{Distance Remaining}}{10}$ (with a minimum of 1 as the result)

- A new TEMPO must be calculated for each new section

4. D. 1) The Tempo Modifier

The Tempo Modifier represents the willingness, the ease and the efficiency typical to the peloton chase on a given stage.

These parameters can be linked to many factors such as:

stage profile, scheduling of the stage in the Tour (the Peloton is always much more active during the first week, for instance), it also is influenced by the difficulty of the previous or next stage.

The Tempo Modifier is found on the route details of the stage of the day.

Stage 1:	Lyon to Lyon	114.0 km	Flat	Tempo Modifier: +2
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For instance,

$$[8 + 2 = 10] - 3 = 7 \quad \text{Tempo for the Peloton is } \mathbf{7} \text{ for this section.}$$

4. E) Time Management

This is the business end of the replay of the section of a stage, as it is the point where we determine and assess time gaps between breakaway group(s) and the peloton.

There are several parameters entering in the calculation of time gaps, most linked with situational issues.

4. E. 1) Group Value Modifiers

There are two factors that can modify the Group Value (**GV**) of a breakaway group.

- The first one is **Cohesion** as we explained in paragraph **4. C)**
- The second one is tiredness. The breakaway group will be tiring up as the stage progresses and the efficiency of the riders forming the breakaway group will diminish.

In the game, we will express this fatigue by reducing the group value of all breakaway groups in relation with the distance already covered

- To simplify the process, we reduce the GV by **one point for every 50 km covered**, rounded to the nearest multiple of 50

For instance,

If the current section terminates at a point where 65 km have already been covered, the reduction in GV will be 1 point

If the current section terminates at a point where 77 km have already been covered, the reduction in GV will be 2 points

4. E. 2) Determining the original Time Gap

In this phase of play, we establish the first gap between breakaway and peloton.

There are two distinct scenarios to consider when performing this process:

4. E. 2. a) ■ The peloton is Passive (not Chasing)

4. E. 2. b) ■ The peloton is Active and Chasing

Although, fairly similar, these two different procedures will give specific results and outcomes. It is therefore important to select the correct one.

4. E. 2. a) Peloton Passive (not chasing and no established Tempo).

To determine the initial Time Gap between a Breakaway Group and the Peloton, we need to go through the following procedure.

- The Time Gained or Lost will be the result of the multiplication of the length of the current Segment by the Modified Group Value, expressed in seconds.

For instance,

The Tebaldi and Chaubet Lead Breakaway Group has a Group Value of **6.0**

The GV Modifier for this point in the race is (-1 as we are 57 km into the stage) The Group's GV is therefore reduced by 1 from 6 to **5**

The current Segment has a length of **47 km**

Therefore the Lead Breakaway Group is: **$47 \times 5 = 235$ seconds.** (or 3min 55)

4. E. 2. b) Peloton Active (Chasing and established Tempo determined).

The peloton is active, meaning that it reacted, organised itself and is now chasing the breakaway riders in the hope of catching them up before the finish.

Once the Peloton starts Chasing, the Breakaway will cease to augment its time advantage and in the great majority of cases, the lead will be reduced gradually.

The procedure for Time Management is simple and follows this formula:

$$[(GV - Modifier) - Tempo] \times Segment Distance = Time gained or lost by peloton on the section \text{ (in seconds)}$$

For instance,

$GV (6) - (2)(distance modifier) = 4 - 7 (Tempo) = -3 \times 31 \text{ (length of section)} = -93 \text{ seconds (drop the decimals)}$
meaning that on the 31 km of the current section of the stage, the peloton has cut the gap down by 93 seconds

4. E. 3) Calculating the time gap at the end of the current section

Simply add or deduct the time lost or regained by the peloton to or from the previous time gap to establish a new time gap.

- If the result of this calculation is a positive number (+), the breakaway is leading with an advantage equal to this figure
- If the result of this calculation is a negative number (-), the breakaway has been caught by the chasing peloton.

For instance,

Let's go through a few examples to illustrate these points.

Example 1

previous time gap	225 seconds
Time regained by peloton on current section	-93 seconds
Extent of time gap at the end of section	132 seconds (2min 12 sec)

Example 2

previous time gap	00 seconds	(Peloton became active at the end of the first section while no initial gap had been set)
Time regained by peloton on current section	-93 seconds	
Extent of time gap at the end of section	-93 seconds	Breakaway group is caught during the current section

Example 3

previous time gap	75 seconds
Time regained by peloton on current section	-93 seconds
Extent of time gap at the end of section	-18 seconds

Breakaway group is caught during the current section

4. E. 4) The Catch

When the gap between two groups is expressed as a negative (-) value, it signifies that the pursuing group has caught the breakaway group ahead of him.

What remains to determine is the exact spot where the catch took place.

It is possible to locate accurately the point where the catch was made by the Peloton. A very simple calculation will be necessary.

- We just need to deduct the amount of time regained by the Peloton during the current Segment from the current Time Gap.

For instance,

in this case -93

- Then we divide this result by ten. The product will then be added to the Distance Remaining at the end of the Segment to indicate the point where the group was caught.

For instance,

$93/10 = 9.3 + 58$ (distance to go) = 67.3 km from the finish

This would indicate that as the section finishes, the peloton has caught the breakaway riders and is now compact (grouped).

4. E. 4. a) End of Section after the catch

The point at which the catch is made automatically terminates the current section, even if the section was originally meant to end further.

For instance,

We originally determined the following data at the beginning of the current section:

$14/7 = 47$ km section 56 / 58 km to go

meaning that the section would end with 58 km to go.

But the catch was made with 67.3 km to go. Therefore, the section ends with 67 km to go

5.) SECONDARY ATTACKS

In this replay game any attack to try to breakaway occurring **after** the initial breakaway (generated at the point of attack, see paragraph 3.))

Secondary Attacks are conditional

- On a regular section of the stage, they can only occur if the peloton is compact and has caught all the riders from the original breakaway.
- In the last km, secondary Attacks can occur regardless of the peloton / breakaway situation but only if the Stage Replay Data allows such attacks to take place. In the sample shown below, no secondary attacks are possible in the last km.

01.0 km to go:	Lyon	Last Km [no]	113.0 km
00.0 km to go:	Lyon	Finish line	114.0 km

5. A) Incident Phase

Use procedure described in paragraph 3. B)

5. B) Point of secondary attack

We assume that the location of the secondary attack is at the point where that catch is made. An opportunist rider will use the fact that the peloton may relax its vigilance as the catch is being made.

- Secondary Attacks (successful or not) will always take the action to the last km marker.

5. C) Number of Riders in the Secondary Attack

Use procedure described in paragraph 3. C. 1)

5. D) Identifying the Riders in the Secondary Attack

Use procedure described in paragraph 3. C. 2)

But,

- A rider involved in an earlier breakaway is not eligible for selection.
- Dropped riders (as a result of the Incident Chart) are not eligible for selection

- If the selection dice roll indicates the team's breakaway specialist on a roll of 10 with the d10, the team manager has the option of selecting any eligible rider from his team.

5. E) Successful secondary attack

Because a secondary attack usually takes place at a time when the peloton is already operating at a high tempo, successful secondary attacks are rare as they require a very high level of individual performance. The next step is therefore to check if the rider manages to place a successful secondary attack.


Roll the Blue d10 and compare the result with the rider's own breakaway rating

If the Breakaway Rating is **higher** than the d10 result, the attack succeeds

If the Breakaway Rating is **lower than or equal to** the d10 roll the attack fails and is countered by the peloton.

Rated Sprinters would see their Sprint Rating reduced by one if they attempt a successful or not secondary attack.

For instance, **7** > **3** = successful secondary attack for Duclos-Lassale

Gilbert DUCLOS-LASSALE (Fra)		
		5
Ratings:		
Prologue:	0	Breakaway
Time Trial 8:	0	7
Time Trial 21:	0	
Mountain:	X	
Descent:	NR	
Sprint:	0	
Tour de France 1991		

5. F) Failed secondary attack

If none of the selected riders manages to be successful, the section ends immediately, and no further secondary attacks are attempted in the stage, unless it is possible to do so in the last km. In any case, we will resume the action at the last km marker.

5. G) Time Management of Secondary Attacks.

For Secondary Attacks outside the last km, the Time Management formula is the following:

$$[(GV - \text{Modifier}) + (d10 \text{ difference}) - \text{Tempo}] \times \text{Section Length} = \text{Time gained (+) or lost (-) on the section}$$

An example will help,

Gilbert Duclos-Lasalle is the only rider who has been able to breakaway on a secondary attack. His rating of 7 was higher than the d10 result of 3.

The GV of the secondary attack is **7** (Duclos-Lasalle's rating).

The GV Modifier is **-2** (the secondary attack will take the replay action to the last km marker, 113 km into the stage).

The d10 difference was **4** because Duclos-Lasalle's rating of 7 was 4 points higher than the d10 of 3

The Peloton Tempo is **10** [8 + 2 - 0]

The Section length is 66km (from 67 km to go to last km marker).

$$7 - 2 + 4 = 9 - 10 = -1 \times 66 = -66 = \text{caught with 7.6 km to go}$$

6.) LAST KM OF THE STAGE REPLAY.

6. A) Incident Phase

Use procedure described in paragraph 3. B)

6. B) Identifying the situation

Depending on the situation of the race as the leaders pass under the last km marker and depending on the Stage Replay Data information, we may have to choose between distinct procedures.

6. B. 1) Breakaway group(s) ahead of peloton

6. B. 1. a) Stage Finish with breakaway groups still ahead of peloton

6. B. 2) Peloton Compact

6. B. 2. a) Secondary Attacks inside Last Km

6. B. 1) Breakaway group(s) ahead of peloton

If the peloton **is not compact** when we reach the last km marker, we will just assess the amount of time that the peloton is gaining on the breakaway rider(s) / group(s), using the following formula:

$$\text{Tempo} + \text{highest of 2 d6}$$

the result is deducted from any breakaway group ahead of the peloton.

- If the result of this calculation is a positive number (+), the breakaway is leading with an advantage equal to this figure
- If the result of this calculation is a negative number (-), the breakaway has been caught by the chasing peloton.

6. B. 1. a) Stage Finish with breakaway Group ahead of peloton

If any Breakaway Group (s) still is ahead of the peloton after the procedure described in paragraph 6. B. 1), the riders from each breakaway group will sprint to settle the finishing positions inside each group. When no more breakaway group remains, selected Sprinters from the peloton will sprint for the remaining points positions, using the Sprint Finish procedure described in paragraph

6. B. 2) The Peloton is compact.

If the peloton is compact as it arrives under the last km marker or if it becomes compact as the results of catching up all the remaining breakaways riders inside the last km, the stage result will depend of the outcome of a Bunch Sprint Finish, unless:

- **Secondary Attacks are allowed inside the last km by the Stage Replay Data**

In this instance, we will follow the procedure of Secondary Attacks inside the Last Km to settle the stage results.

6. B. 2. a) Secondary Attacks inside the Last Km

Secondary attack inside the last km can only occur if the peloton is compact

Teams and riders are selected as described in paragraph **5. C)** and **5. D)**, but the Team manager has the option of selecting a key rider instead of the random selection if he wishes to.

Secondary attack inside the last km are succesfull as described in paragraph **5. E)**

Time management of succesful Secondary Attacks inside the Last Km is subjected to the following formula:

$$[(\text{Rider's breakaway rating unmodified} + \text{d10 difference}) - \text{Tempo}] = \text{Time gained (+) or lost (-)}$$

- Riders who attack succesfully will finish in the order relative to their respective gain on the peloton.

- If several riders are tied, they will sprint to break the tie.

For instance,

Greg LeMond (Rating 8 and d10 2) and Jesper Skibby (Rating 7 and d10 3) Attacked succesfully in the last km, both taking respectively 4 sec and 1 sec lead on the peloton to finish first and second.

6. C) Sprint Finish

A bunch Sprint Finish is one of the most awesome sight in Pro-Cycling. A display of raw power, determination and fearless riding. A Sprint will take place whenever several riders a fighting for positions at the end of a Flat stage.

6. C. 1) Identifying the riders taking part in the Sprint.


This is the first step. Only riders belonging to the same Group (Breakaway Group or Peloton) can sprint against each other. If the stage outcome is to be decided by a Mass Sprint Finish, only Sprint Specialist can take part in the sprint.

Sprint specialists are listed on the Sprint Finish Control Sheet.

6. C. 2) Incident Phase (for Peloton only)

Use procedure described in paragraph 3. B) No breakaway rider is eligible for selection during this phase of the replay.

During a mass Sprint Finish, we follow the same procedure but some of the results on the Incident Chart are modified to represent the specific outcome of a problem during this phase of racing.

This time, the dice roll was  indicating that Per Collotti from Tonton Tapis is involved. He is one of the Sprint Specialists.

A new dice roll  indicates that a mechanical problem is preventing him from taking part in the sprint.

6. C. 3) Sprint Procedure.

Every rider is rated for his ability to Sprint.

The Top Sprinters during the event will have a higher rating, usually between 5 and 10

Occasional sprinters can be rated between 1 and 4. The usually do not take part in Mass Sprint Finish but are above average sprinters.

The rest of the riders have no rating (0).

These Rating are based on Race Performance and can vary during the season from race to race.


- Roll all three dice:  (d6) &  (d10)

Add the sum of the Red and White dice to the selected riders Sprint rating and use the Blue die as a decimal tie breaker. The rider are then ranked in order corresponding to the total obtained, the highest total winning the stage.

- **Tie breakers:** If two (or more) riders are tied with the same result, the deadlock is broken by:

- the Sprint Rating. The higher rated rider has priority

- the result of the Red d6  The highest red d6 result has priority.

If the tie hasn't yet been broken, re-roll the Blue d10  and use this roll as a second decimal value.

For instance,

1991 TdF Sprint Finish Sheet.

Rider	Team	Rating	Dice Roll			Total	Pos.
Bomans	Weinmann	5	3	2	6	5+5=10.6	17th
Colotti	Tonton Tapis	5					
Bontempi	Carrera	6	3	2	6	6+5=11.6	14th
Kelly	PDM	6	6	4	3	6+10=16.3	7th
Konyshev	TVM	6	3	5	7	6+8=14.7	9th
Poulnikov	Carrera	6	4	3	9	6+7=13.9	11th
Stumpf	Histor	6	1	3	5	6+4=10.5	19th
Vanderaeden	Buckler	6	3	4	3	6+7=13.3	12th
Anderson	Motorola	7	1	2	5	7+3=10.5	18th
Bauer	Motorola	7	5	5	6	7+10=17.6	6th
Ekimov	Panasonic	7	3	4	4	7+7=14.4	10th
Kappes	Histor	7	4	6	7	7+10=17.7	5th
Raab	PDM	7	2	2	0	7+4=11.0	16th
Schur	Gatorade	7	3	1	1	7+4=11.1	15th
Jalabert	Toshiba	8	6	4	5	8+10=18.5	3rd
Museeuw	Lotto	8	5	6	2	8+11=19.2	2nd
Nijdam	Buckler	8	2	4	9	8+6=14.9	8th
Van Poppel	PDM	8	1	3	8	8+4=12.8	13th
Ludwig	Panasonic	9	2	6	9	9+8=17.9	4th
Abdoudjaparov	Carrera	10	6	3	2	10+9=19.2	1st

→ Mechanical problem finished back of bunch

→ beat Stumpf for 19th due to superior rating

→ beat Museeuw because of superior rating

Djamolidine Abdoudjaparov, the "Tashkent Terror" wins the stage very narrowly from Johan Museeuw. Laurent Jalabert takes 3rd.