

Race Week!

The 2017 Peak Woodsplitter 6 Hour/Leadville Qualifier Race and Gnarly Adventure is almost here!

Here's what you need to know:

Date: Saturday, August 26th

Registration: Registration will open on the day of the event at 7:00am and will close at 8:30am. Each racer must sign in at registration to sign the waiver and pick up a bike number plate with timing chip and race t-shirt. There will be a mandatory racers meeting at 8:45am.

Time:

8:45 am - pre-race riders meeting

9:00 am - start for Peak Woodsplitter 6 Hour/Leadville Qualifier

9:30 am - start for Gnarly Adventure

Registration & Start Location: Tweed River Drive, Pittsfield, VT.

PLEASE NOTE: There will be a wedding taking place at Riverside Farm (which most of you will pass by at some point during the weekend), please be respectful of the occasion when passing by.

Directions: Pittsfield is on Route 100, 8 miles north of Killington, VT. Tweed River Drive is on the south end of Pittsfield. If you are heading north on Route 100, make a right on Tweed River Drive (just before the covered bridge). Heading south on Route 100, go through town and then make a left on Tweed River drive (just past the covered bridge). Take Tweed River Drive ALL the way to the top as that is where the race will start and finish, there will be signs to aid your navigation.

Parking: Top of Tweed River Drive, staff will direct you on arrival.

Aid station: The start/finish area will serve as the main aid station. You can leave a tote at the start/finish area with change of clothes, food, drinks, gels, bars, etc. There will also be another aid station on course with water available.

Timing/Results: Race will be chip timed. Timing chips will be attached to each racer's bike number plate. The race number plate must be attached to the handlebars.

Markings: The race course is marked with arrows and tape throughout. For Gnarly Adventure riders there will be signs marking token buckets as well as merge points and wrong ways.

Awards: The awards ceremony will take place in a timely manner following the conclusion of both events.

Post Race BBQ: Starting at 3:00 pm. Free for registered racers, \$15 for guests.

No dogs, No exceptions.

Rules and Regulations for Each Event

Peak Woodsplitter 6 Hour / Leadville Qualifier

This 6 Hour mountain bike race is a multi-lap event with the objective of completing as many 10+ mile laps as possible in 6 hours. To qualify for a Leadville slot, a racer must complete at least 4 laps.

Starting Procedure

The Woodsplitter 6 Hour race will begin at exactly 9:00am on Saturday, August 26th. The race will start with a fire road climb in order to spread out the field prior to reaching the trail section of the course. The 6 Hour race will be mass start. Race director has option to modify start for safety. This includes, but is not limited to: Lemans start, very long prologue, wave starts, etc.

The Course

The course will be over 10 miles in length with approximately 1600' elevation gain. The course is posted at <http://peak.com/bike-races/mtb6/> and is almost entirely singletrack and contains lots of rocks, roots, steep loose rocky descents, long technical climbs, etc. You're responsible for your own safety on course, don't ride beyond your limits. We reserve the right to make minor adjustments to the course due to inclement weather, etc.

The Finish

All racers must start their last lap before the 3:00pm cutoff time. The individual to cross the finish line first with the most laps no later than 4:00pm wins.

The race ends at 3:00pm on Saturday but if you make it through the start/finish line before 3:00pm you will be allowed to go out for 1 more lap. However, in order to have the final lap count you must finish by 4:00pm. If you feel as though you won't be able to complete the final lap in under an hour then it's in your best interest to stop at the 3:00pm mark. There are no exceptions. A final lap finishing just 1 second after 4:00pm will not be accepted.

Rules for the Woodsplitter 6 Hour:

1. All riders must attend the pre-race meeting at 8:45am. Any last minute changes will be discussed.
2. Helmets are mandatory for all racers and must be worn anytime while on a bike.
3. Each participant will have a number plate with timing chip, attached to the handlebars, that must be visible at all times during the race. The numbers are vital to scoring the event properly. They also help to identify any participant on the course who may need assistance. If you should come across a participant who is hurt, knowing their race number can help to identify that person to the race director.
4. Each rider must complete at least 4 laps in order to qualify for the available Leadville MTB 100 Qualifier slots. The first 6 slots will be awarded to the top 3 men and women. Up to 14 remaining slots will be distributed through a lottery of the remaining

athletes who have completed at least 4 laps. Names will be drawn from the eligible lottery athletes and slots will be given out during the awards ceremony.

5. Follow the course as marked. Cutting of the course will result in a disqualification.
6. For no reason shall any participant or anyone other than an employee/volunteer make alterations to the course. If anyone is found changing the course they will no longer be allowed to participate and they will be disqualified. There will be marshals on the course in various places that can communicate with the race director should anything out of the ordinary happen to the course, i.e. a tree falling down, hillside washes away, etc...
7. In the event of a mechanical, racers may only accept mechanical support from non-racers in the pit area or other designated area off of the race course (e.g. aid station). If on course, all repairs must be made by the racer, or other racers, on course.
8. Water and food may be supplied to any racer by anyone on the course. However, if you are stopping to take water or food you must stay clear of the trail. Water will be located at the two aid stations and possibly at other areas of the course. If you take food with you on the course please be courteous and dispose of the waste properly (e.g. stick your empty gu packet back in your jersey). Anyone caught blatantly littering on the course will be assessed a 10 minute penalty.
9. Racers riding a bicycle will have the right of way over racers pushing a bicycle. When possible, racers pushing should stay on the least rideable portion of the trail when being passed. A racer pushing or carrying a bike can overtake a racer riding provided they don't interfere with the rider.
10. Lapped riders should yield to leaders. Leaders should be very vocal when preparing to pass any racer. Be sure to use very clear commands such as "passing right" or "passing left" It is the responsibility of the advancing rider to overtake the slower rider safely. Slower riders must yield on the first command.
11. The use of headphones, digital audio players or anything impeding your hearing is absolutely prohibited at this event. It is very important that your hearing being unobstructed so you can hear if anyone is coming up behind you. If anyone is caught violating this rule you will be asked to remove the headphones immediately or face being disqualified.
12. When two riders are vying for position, the leading rider does not necessarily have to yield to the challenging rider. However, a rider may not physically interfere or intend to impede another rider's progress. This is considered to be highly unsportsmanlike behavior.
13. Foul riding, use of profane or abusive language and other unsportsmanlike behavior is unacceptable. Such behavior by any racer shall subject that racer to a warning or immediate disqualification. This will be strictly applied when such behavior is directed at course officials, race director, volunteers or spectators. The penalty imposed will be at the discretion of the Race Director. There is no excuse for being obscene and it will not be tolerated.
14. Only riders officially entered in the event may practice or compete on the designated race course immediately prior to and during the event. Coaches and/or trainers are not permitted to ride with their trainees unless they have registered for the race.
15. In the event of a protest by any racer it must be presented to the Race Director, in writing, anytime during the race or no later than 15 minutes after results are posted. Protests should contain any information that supports the protest including a description of the incident, witnesses, names and a signature of the protesting racer.

The race director will promptly rule on the protest after conferencing with other officials. All decisions made by the race director are final.

Gnarly Adventure

The objective of this event is to reach each designated point on the trail system before the six hour cutoff. The one who does so the fastest is the winner. Each racer will collect a labeled token from a bucket at every trail listed on a crib sheet, to prove they were there. All riders will receive a map and a crib sheet to aid you, but these will be no substitute for your ingenuity. The sequence and route in which you do this is up to you (except where noted in the rules), and your strategy will be a major factor in doing well in the race.

Rules:

1. Please be ready to race and at the start line fifteen minutes before the start for any additional instructions.
2. Helmets are mandatory for all riders and must be worn anytime while on a bike.
3. The Woodsplitter 6 Hour loop course is strictly one way for all racers. Please heed course markings and signage. (There is one token bucket, we're not saying where, that may require a few FEET of backtracking. In this instance it is permitted as long as you take due caution.)
4. The race will include trails of all skill levels. Though the entire trail system is for the most part rollable and all jumps are optional, there are sections of expert level terrain. We will do our best to place warnings before any of the most challenging sections. Scout and walk sections that surpass your skill level.
5. Show courtesy. Let faster riders pass where it is safe to do so.
6. We placed token buckets on the widest, most visible section of each trail that made sense and will sign each appropriately. Please be sure to pull your bike completely off the trail before collecting a token and be wary of racer traffic before merging back onto the trail. In the unlikely case of a jam at any particular bucket, wait your turn or move on. Play fair.
7. The winner will be determined by who collects all tokens in the fastest time. If no one does this within 6 hrs, the winner will be the person who collects the most tokens (time is a tiebreaker).
8. You are responsible for knowing where you are on the course and making it back to the start within the six hour limit. Anyone who arrives after the cutoff is automatically DQ'd.
9. Except where previously noted, take any route that will help you get to each and every point the fastest, BUT, no cutting trails, going through private property or using roads that are not part of the GMT.