

SOURCE ENDURANCE

Bike Racing: General Strategies

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Adam Mills, MSEd

- Coaching full time since 2008
- Masters in Exercise Science, University of Kansas
- USA Cycling Level 1 Coach
- Training Peaks Level 2 Coach
- Clients have earned 24 national championships in 11 disciplines
- Director/ Assistant Director Sportif: UCI CT: Elevate Pro Cycling 2016-17
- Manager: Mercy Cycling/ Think Finance/ Elevate Domestic Elite 2009-2015

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Taylor Warren, BSEd

- Bachelors in Exercise Science, Colorado State University
- USA Cycling Level 1 Coach
- Training Peaks Level 2 Coach
- Pro racer on CS Velo

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- Based Around the Event
- Based on Personnel Available
- Team and Individual Goals

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- Event
 - Discipline- Road, Track, Criterium
 - Each has nuances that can favor different strategies
 - Know the history of the event
 - How have the last ~5 editions of the race played out
 - Know the terrain or strategic features
 - Climbs, descents, pinch points, corners
 - Weather and how it will/ could affect the race

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- Based on Personnel Available
 - Does your team have riders who can accomplish the team goal?
 - Do you need to choose a new goal?
 - What are strengths and weaknesses of your riders?

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- Team and Individual Goals
 - What is the Goal?
 - Win outright
 - Most Aggressive, Lap Leader
 - Points
 - Team classification
 - Announcer shout out
 - Primes, breakaways (regardless of success)

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- Team and Individual Goals
 - How to create scenarios to maximize odds of success.
 - Good matchups
 - Probability of success
- Breakaway
- Climbing
- Crosswinds
- Field Sprints
- Time bonuses
- Primes

All require different approaches and variations depending on riders

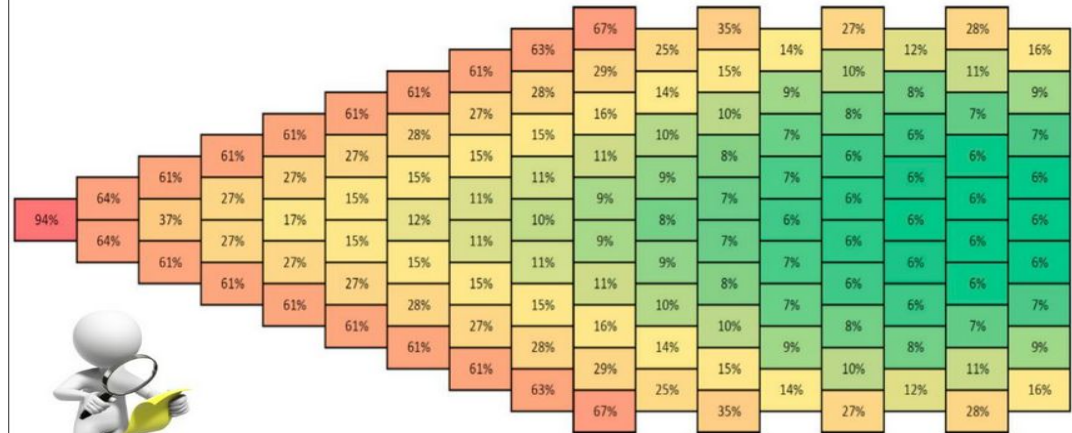
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- The Physics of Strategy
 - Drafting
 - Positioning

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- Drafting is the basis of ALL tactics in road racing and criteriums

AERODYNAMIC DRAG IN CYCLING PELOTON

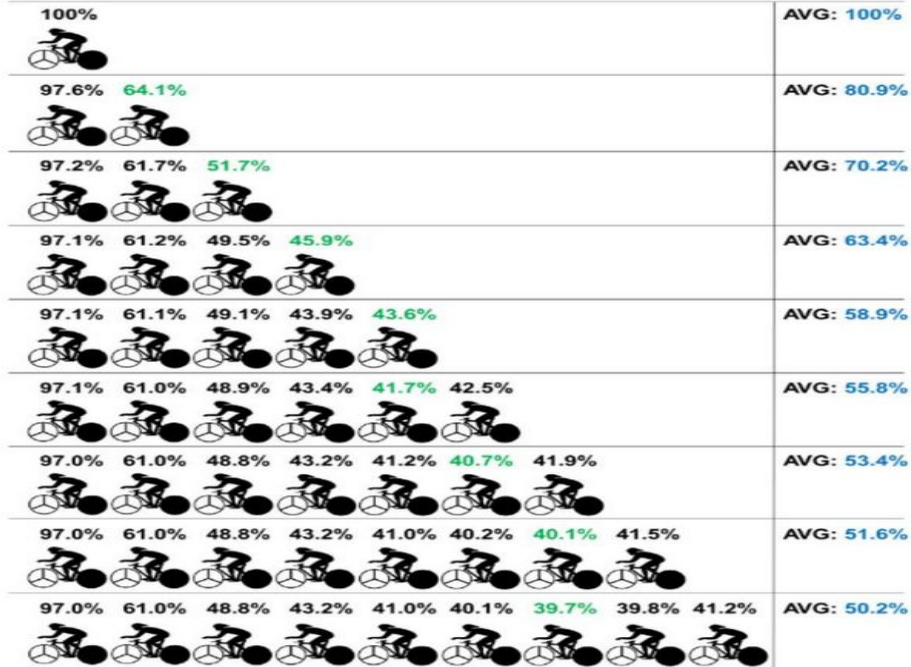


The percentages values are aerodynamic drags as a percentage of the drag of an isolated cyclist riding at the same speed.

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TEAM TIME TRIAL DRAG

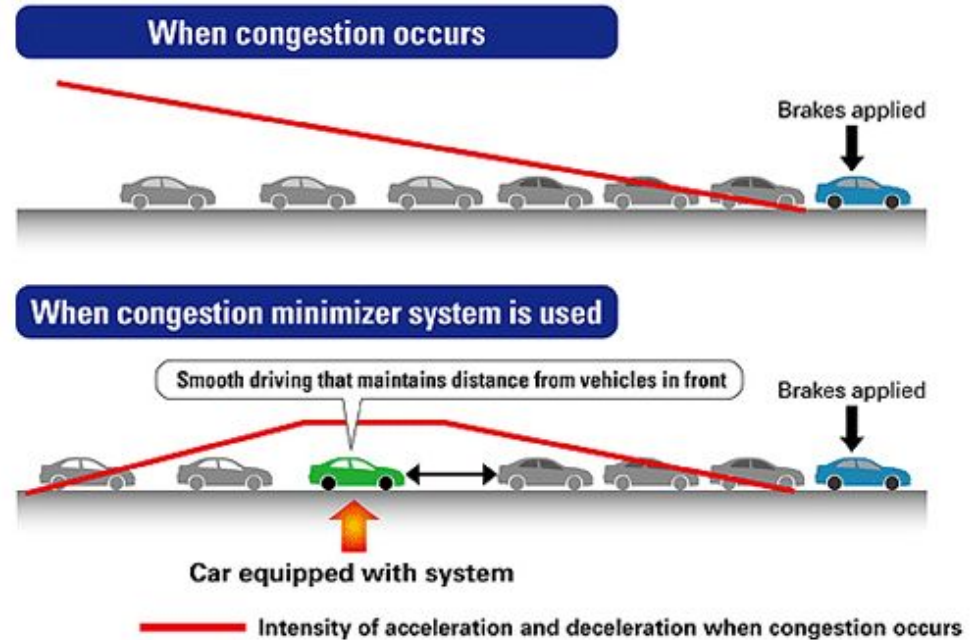
Aerodynamic resistance (drag) in drafting cycling groups.
Percentage indicates drag compared to cyclist alone.



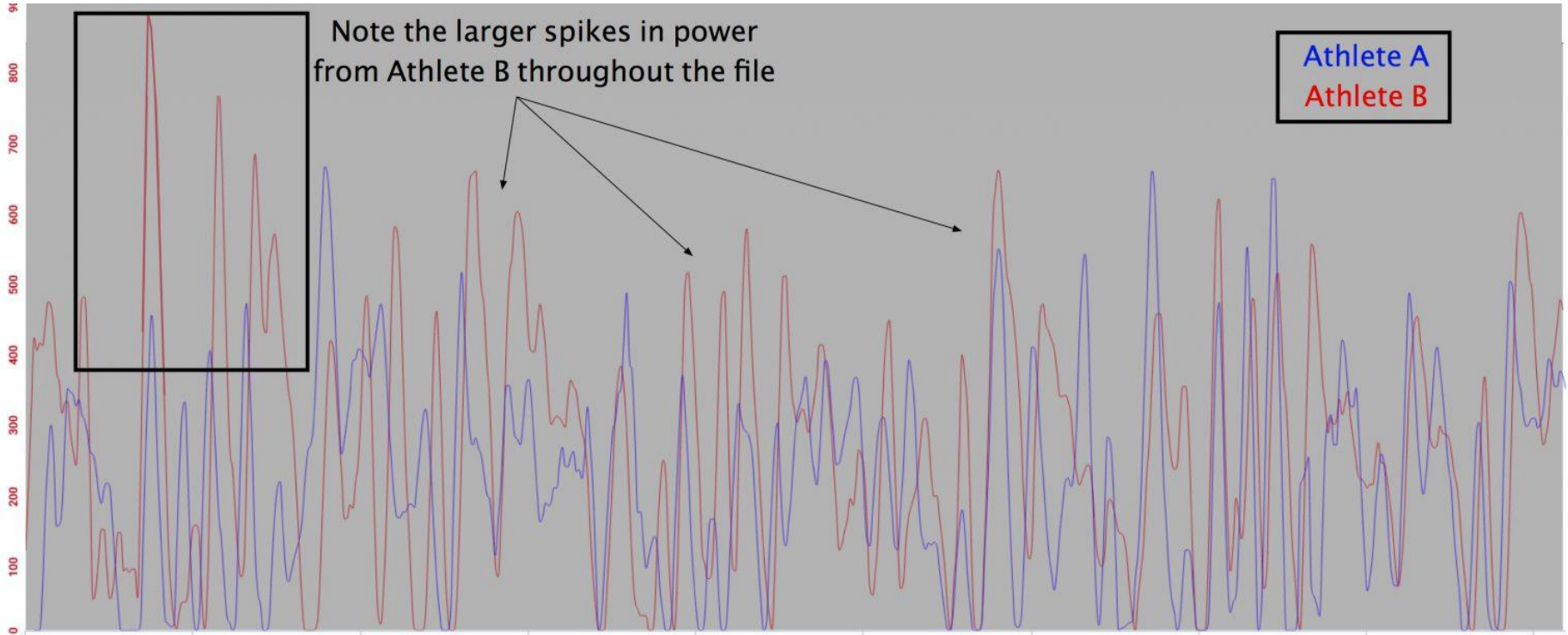
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The Concertina Effect:

Image of congestion prevention effect with the system



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Teammates “In Play” and
Teammates “Out of Play”

- In Play: forward enough to cover moves, typically in the first 20 spots
- Out of play: Sitting in the field, staying sheltered and conserving energy

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- Communication around tactics
 - Pre-race communication
 - Communication during the race
 - Communication after the race

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Harsh Truths of Amateur Racing

- Most plans fail because teammates act selfishly at crucial moments
- Complicated plans are just that
 - Keep tactics as simple as possible
 - “The plan” never works as drawn up
 - Adapt your “plan” to meet the demands of the race

- Teammates must be in position to win a race before they can help each other

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Harsh Truths of Amateur Racing

- Team tactics: In essence, everyone covers everything until the strongest guys establish a break
- There is no “setting tempo”
- There are no team leaders
 - Do not designate team leaders until the selection has occurred in the race
- Protected rider: “team formation” is not a reality, it is the responsibility of the protected rider to stay sheltered

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Pre-race Communication

- Establish defined and realistic goals
- Establish expectations for each rider
 - Who is riding well, who is sick etc.
- Typical plans for road and criterium races?

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Communication During the Race

- How does everyone feel?
- Upcoming strategic points to be aware of
- Revision of the “plan”
- Privacy of in-race talk

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Communication After the Race

- Immediately following the race
- Everyone talks about the race, everyone listens
- Individual and as a team
 - What was done well, what can be improved
 - Winners and learners
- Discuss how to improve for next time

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Questions???