

PRE-TOUR TACTICS GUIDE

A two-page captain cheat sheet for coordinating participation, spending tokens, choosing stages, and keeping the team aligned before Aug. 27.

CORE TARGET

Top 3 count for team score; every participant can earn tokens

CURRENCY

Earn tokens through movement, stages, leadership, networking

RULE OF THUMB

Starting point, not a script: every team is free to develop its own unique strategy

1. Pre-Tour Captain Priorities

- Decide your team identity: podium chase, consistency, networking, a tactical stage push, or balanced fun.
- Coordinate participation across in-person and virtual stages: confirm who can ride, run, walk, or complete movement-health reps, and identify where the team can push together.
- Protect token flow: stage finishes, Performance Tune-Ups, leadership prompts, and networking chats fund the marketplace.
- Set communication rules for token strategy and purchases: who gets consulted, how planned purchases are shared, when the captain can act quickly, and what token balance is untouchable.

2. Scoring and Token Basics

Movement points	Cycling 10 pts/mi; running or walking 40 pts/mi; elevation 3 pts/100 ft.
Team score vs. tokens	Only the top three eligible contributions count toward the team stage score. Token earning is separate: every participant can earn 1 token at 60 unbonused stage points or 2 total at 150, even outside the team's counting top three and the stage podium.
Token sources	Performance Tune-Up reps, stage completion, networking chats, and Timeless Leadership activities.
Privacy/sync	Only summary data needed for scoring is used; missing elevation can go to organizer review while distance still scores.

3. Tactic Catalog: What to Use When

Tactic	Cost	Window	Effect	Captain read
Aero Setup	0	Stage	+5% distance points; -10% elevation points	Flat/fast stage when your top three are distance-heavy.
Climbing Setup	0	Stage	+5% elevation points; -10% distance points	Hilly stage or stair-climb push; conflicts with Aero.
Team Leader	5	Stage	+20% of top scorer, team score only	When one teammate is likely to carry the day.
Strategic Sacrifice	5	Stage + next	+40% of top scorer; that rider sits out team scoring next stage	Use before a rest/easy stage or when depth can cover tomorrow.
Breakaway	8	Stage	+100% team score if team distance beats 150% prior average	Best when the whole team can surge above its baseline.
Drafting	10	Stage	+150% team score if all active members finish within 30 pts	Great for balanced teams; risky if scores spread out.
Home Stretch	20	Last 7 days	+10% team score	Late-tour consistency play.
Performance Package	20	Tour	+5% team score after purchase	Buy early only if tokens are steady.
Nutrition/Hydration	35	Tour	+10% team score after purchase	Premium long-game play; needs token discipline.
Target Stage	50	Stage	+300% team score	Save for a planned all-in stage.
Strategic Partnership	5/team	Stage	+20% for two partnered teams	Requires partner captain approval.
Jersey Advantage	0	While held	+2% team score	Automatic when a teammate enters with a jersey.

4. Simple Spending Strategy

Before Aug. 27	Pick a captain and backup communicator. Confirm every teammate can sync or submit manually, coordinate in-person and virtual participation, and agree on the team competition goal.
First 3 stages	Do not overspend. Learn your team baseline, who climbs well, who is steady, and whether scoring is balanced enough for Drafting.
Mid-tour	Use cheap/free setup plays when the stage profile is obvious. Buy Breakaway only when the team has a real distance surge planned.
Final week	Spend deliberately: Home Stretch if everyone is still active, Target Stage only for a coordinated all-in day, tour-duration packages only if bought early enough to repay.

5. Three Captain Plays

Balanced Team Aim for Drafting. Keep everyone within 30 points, avoid hero gaps, and use Team Leader only when one person naturally separates.	Climbing Team Save Climbing Setup for elevation-heavy days. Pair it with consistent finishers; avoid it when distance points will dominate.	All-In Stage Bank tokens, pick the stage early, and align schedules. Target Stage or Breakaway needs a team commitment, not a solo effort.
--	---	--

6. Do / Avoid

Do	Avoid
Hold a short team huddle before the Tour starts.	Buying because tokens are available, without a stage plan.
Spend early only on tactics that can pay back across many stages.	Using Drafting when teammates have very different daily output.
Use free setup tactics when the stage profile clearly favors them.	Forgetting Aero and Climbing conflict on the same stage.
Check sync/review status before finalizing a tactic call.	Depending on unverified elevation or late manual entries.

7. Final Pre-Tour Checklist

☐ Captain + backup confirmed	☐ Team competition goal agreed	☐ Sync/manual fallback checked
☐ In-person + virtual participation coordinated	☐ Token strategy + purchase communication set	☐ First-week spending freeze decided