

SPEED LEAGUE



TEAM PURSUIT & SPRINT LEAGUE

Round 2 - June: Match Sprints, Keirin and Italian Pursuit

16:30 **Sign on opens**

17:00 **Track Open for Warm-up**

17:45 **Racing Starts**

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|-----------------------|--|
| 1. Sprint | Qualifying: Flying 200m TT (in reverse number order) |
| 2. Team Pursuit | Qualifying: 8 Lap Team Pursuit (3.6km) |
| 3. Individual Pursuit | 6 Lap Individual Pursuit (2.7km) |
| 4. Sprint | Match Sprint Semi-Finals |
| 5. Team Pursuit | Finals: 8 Lap Team Pursuit (3.6km) |
| 6. Individual Pursuit | Flying 1km Time Trial |
| 7. Sprint | Match Sprint Finals |
| 8. All Pursuit | Italian Pursuit |
| 9. Sprint | Keirin Finals |

20:15 **Racing finishes**

Race Information

Sprint Competition

All riders will get a F200 TT and 2 sprint rides. The top 4 from qualifying will go into an A draw, the next 4 into a B draw and so on. Each rider will then also be put into a keirin final, based on the result of the sprint

Italian Pursuit

The whole team (4 riders) start together on the home straight or back straight pursuit line. The 1st rider completes one full lap, then pulls out, the 2nd rider does their lap on the front and pulls out...the winning team is the first to get their final rider to complete the laps. Think of it like a longer team sprint

Results

For results and other information scan the code or go to:

<https://www.hernehillvelodrome.com/speedleague>



SPEED LEAGUE

TEAM PURSUIT & SPRINT LEAGUE



Round 1 - May: 2-up Match Sprints and Australian Pursuit

16:30 Sign on opens

17:00 Track Open for Warm-up

17:45 Racing Starts

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| 10. | Sprint | Qualifying: Flying 200m TT (in reverse number order) |
| 11. | Team Pursuit | Qualifying: 8 Lap Team Pursuit (3.6km) |
| 12. | Individual Pursuit | 6 Lap Individual Pursuit (2.7km) |
| 13. | Sprint | Round 1: Match Sprints |
| 14. | Team Pursuit | Finals: 8 Lap Team Pursuit (3.6km) |
| 15. | Individual Pursuit | 1km Time Trial |
| 16. | Sprint | Round 2: Match Sprints |
| 17. | All Pursuit | 5 Minute Australian Pursuit |
| 18. | Sprint | Match Sprint Finals |

20:15 Racing finishes

Race Information

Sprint Competition

All riders will get a F200 TT and 3 sprint rides. The top 8 from qualifying will go into and A draw, the next 8 into a B draw and so on.

Australian Pursuit

Up to 10 riders per heat. Riders start evenly spaced around the track fence. If you get overtaken by another rider you are eliminated and must withdraw to the safety zone. The race ends when there's only 1 person left or 5 minutes has passed

Results

For results and other information scan the code or go to:

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