

# SPEED LEAGUE



## TEAM PURSUIT & SPRINT LEAGUE

### Round 3 - July: Match Sprints, Standing 250m and Hunters' Pursuit

**16:30**      **Sign on opens**

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

**17:45**      **Racing Starts**

- |                       |  |
|-----------------------|--|
| 1. Sprint             | Qualifying: Flying 200m TT (in reverse number order) |
| 2. Individual Pursuit | 6 Lap Individual Pursuit (2.7km)                     |
| 3. Sprint             | Match Sprint Round 1                                 |
| 4. Individual Pursuit | Hunter's Pursuit                                     |
| 5. Sprint             | Match Sprint Round 2                                 |
| 6. Sprint             | Match Sprint Finals                                  |
| 7. Individual Pursuit | Standing 250m TT                                     |
| 8. Sprint             | Standing 250m TT                                     |

**20:15**      **Racing finishes**

#### *Race Information*

#### **Sprint Competition**

All riders will get a F200 TT and 3 sprint rides. The structure of each round will depend on how many riders enter.

#### **Hunters Pursuit**

Full briefing to come on the evening. This is a different way of running a final and a bit like an Australian Pursuit. The physical effort is much the same as a 6 Lap Individual Pursuit

#### *Results*

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

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



# **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**

- |                        |  |
|------------------------|--|
| 9. Sprint              | Qualifying: Flying 200m TT (in reverse number order) |
| 10. Team Pursuit       | Qualifying: 8 Lap Team Pursuit (3.6km)               |
| 11. Individual Pursuit | 6 Lap Individual Pursuit (2.7km)                     |
| 12. Sprint             | Match Sprint Semi-Finals                             |
| 13. Team Pursuit       | Finals: 8 Lap Team Pursuit (3.6km)                   |
| 14. Individual Pursuit | Flying 1km Time Trial                                |
| 15. Sprint             | Match Sprint Finals                                  |
| 16. All Pursuit        | Italian Pursuit                                      |
| 17. 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*

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# **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**

- |     |                    |  |
|-----|--------------------|--|
| 18. | Sprint             | Qualifying: Flying 200m TT (in reverse number order) |
| 19. | Team Pursuit       | Qualifying: 8 Lap Team Pursuit (3.6km)               |
| 20. | Individual Pursuit | 6 Lap Individual Pursuit (2.7km)                     |
| 21. | Sprint             | Round 1: Match Sprints                               |
| 22. | Team Pursuit       | Finals: 8 Lap Team Pursuit (3.6km)                   |
| 23. | Individual Pursuit | 1km Time Trial                                       |
| 24. | Sprint             | Round 2: Match Sprints                               |
| 25. | All Pursuit        | 5 Minute Australian Pursuit                          |
| 26. | 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*

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