

Round 5 - August: Match Sprints, Chase Race & Combo TT

16:30 Sign on opens

17:00 Track Open for Warm-up

17:45 Racing Starts

1. Sprint Flying 200m Qualifying TT

2. Individual Pursuit 2.7km Individual Pursuit Qualifying

3. Sprint Round 1

4. Pause

5. Sprint Round 1 Repecharge

6. Individual Pursuit 2.7km Individual Pursuit Final

7. Sprint Semi-Finals

8. Pause

9. Individual Pursuit Combination Time Trial

10. Sprint Finals

11. Pause

12. All Chase Race

20:15 Racing finishes

Race Information

Sprint Competition: All riders will get a F200 TT and at least 3 sprint rides.

Chase Race: A roughly 500m standing start race with up to 12 riders. You'll be given a starting mark with slower riders given a headstart. Start from the fence when the gun goes and go fast.

Combination Time Trial: A time trial in 2 parts: a standing start half lap, 1 ½ laps to recover and build up, a flying lap. Each rider's time will be the sum of the standing half and the flying lap. If the 1.5 laps untimed take more than 2 minutes you're disqualified.

Results

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







Round 4 - August: Match Sprints, Keirin & English Pursuit

16:30 Sign on opens

17:00 Track Open for Warm-up

17:45 Racing Starts

13. Sprint Flying 200m Qualifying TT

14. Team Pursuit Qualification Round, 3.6km Team Pursuit

15. Sprint Round 1

16. Individual Pursuit17. Sprint2.7km Individual PursuitRound 1 Repecharge

18. Team Pursuit Final, 3.6km Team Pursuit

19. Sprint Semi-Finals

20. Individual Pursuit 2.7km Individual Pursuit Final

21. Sprint Finals

22. All Pursuit English Pursuit23. Sprint Keirin Finals

20:15 Racing finishes

Race Information

Sprint Competition

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

English Pursuit

A relay race. Each rider does one lap as fast as they can - the next rider in the team starts as the previous one finishes. First team to have all riders finish wins

Results

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







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:







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

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 Trial7. Sprint Match Sprint Finals

8. All Pursuit Italian Pursuit9. 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 ride 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:







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

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 Round 1: Match Sprints

5. Team Pursuit Finals: 8 Lap Team Pursuit (3.6km)

6. Individual Pursuit 1km Time Trial

7. Sprint Round 2: Match Sprints8. All Pursuit 5 Minute Australian Pursuit

9. 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:



