

Race Format

How the races will be run

Riders will qualify at first with flying 200s commencing at 8.30am sharp ,entries open at 8.00am and close at 8.45am.

Grading will be done based on rider entries on the day, divided by three. For example, if 20 riders enter (the maximum number of entries per day is 20) 8 riders will be in A, 6-B and 6-C grades.

Round robin (partial or complete depending on numbers) rounds will commence at 9am sharp, and will be 2 lap match sprints - the draw for upper and lower positions is by toss of a coin at the start of each match sprint. Riders may not travel slower than walking pace (5km/h) and track stands are illegal. Otherwise, the rules are the same as for regular match sprinting. Each race in the round robin section has 5 minutes of track time. Races will start at 30 seconds past the minute, allowing sufficient time for a coin toss and lining up on the start line. Riders must be off the track at the end of the 5 minute block. You can wait in the infield and leave after the next round, or immediately leave after your race.

It is expected that riders will have at least 10 minutes between races, it is your responsibility to warm up and cool down off the track - we recommend you bring a trainer or rollers for this purpose.

Finals per grade will be decided by accumulated points through the day and flying 200 times used to separate ties and finals will be run as follows :

For each grade :

1st vs 2nd for 1st and 2nd place - 3 laps

3rd vs 4th for 3rd & 4th place - 3 laps

For each day aggregate points will be awarded, and first, second and third finishers in each grade will receive a cash prize taken from the day's entry fees. The cash prizes will be the same for all grades.