

Team Pursuit Rules

1. 2 Teams of 4 riders per school (Separate Year 6 and Year 8 competitions)
2. Race is 6 laps
3. Teams must maintain a gap of NO MORE than 2 bike lengths. Failure to do may incur penalties.
4. Riders must change the lead rider every lap. However teams are allowed to "lose" one rider during the race. This rider must move out to the outside of the track.
5. The bell will ring to tell riders that there is one lap to go.
6. Heats will be timed, the time will stop after the 3rd rider crosses the line on the final lap.
7. 2 Teams at a time on the track
8. Riders receive their bikes opposite the start line on the outside of the track (along the straights)
9. All gears are changed back to be the same (middle chain ring, middle sprocket) before riders are given their bikes.
10. At end of race riders return their bikes to waiting zone.

Safety Rules

1. Riders should only ride on the track when instructed to do so.
2. Riders should only ride anti-clockwise.
3. Riders should not stop on the track – if you have a problem, pull off to one side and stop outside the track area.
4. Riders should not use their brakes sharply.
5. Hands must remain on the handlebars and both wheels on the ground.
6. Any rider who does not follow safety rules could be disqualified and the team lose their place in the competition.

Marshal notes

1. Finish line judge to conduct rider briefing
 - Remind of the race rules.
 - Remind of key safety rules (no heavy braking or stopping on the track, hands to remain on the handlebars).
2. Starter starts the race & sounds bell to announce the last lap.
3. Make sure the scorer records the correct time for each team.
4. Riders return their bikes to waiting zone.

