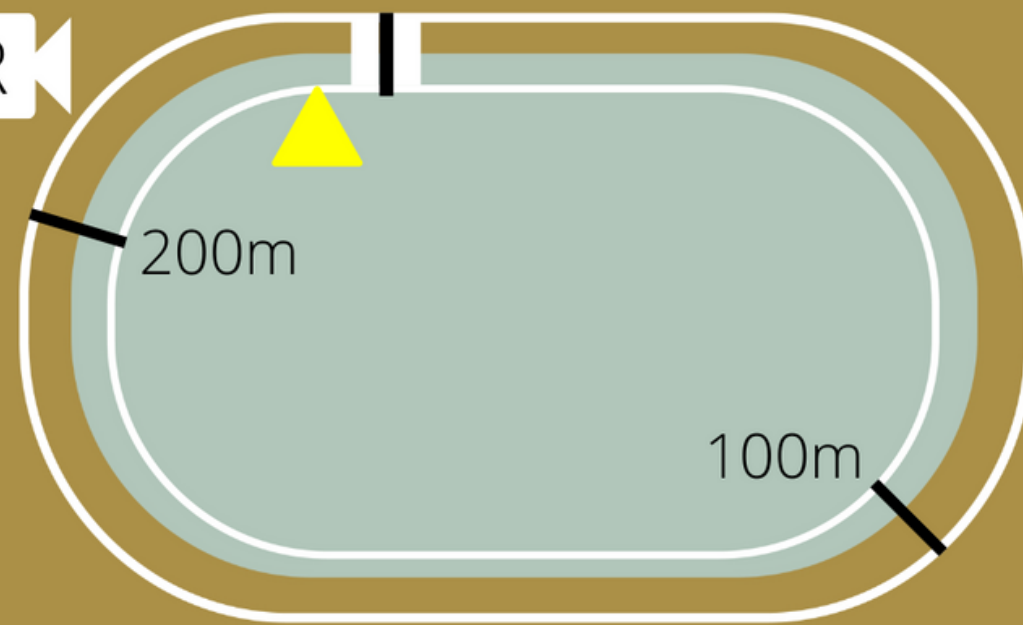


Sprint

Track prep.:

JR



▲ LB & B

Overview:

- F 200m:**
- 3 ½ - 250m
 - 2 ½ - 333,3m
 - Riders line up at back straight
 - Ties: last 100m counts

- Sprint:**
- #R = 8+
 - ¼F, ½F & F = best of 3
 - 3 laps < 333,3m
 - 2 laps > or = 333,3m
 - ass. starter - draw lots

- 1st ½ lap:
- R1 - walking pace, force R2 to pass ❌
 - R2 claims lead ✅

- > ½ lap:
- 2 x 30 sec. standstill
 - Use full width of the track before last sprint/200m

Structure:

- [4] NC, Wch.
- [24] Olympic Games

Rank by F 200m < ¼F, O.G.(5-8 not)

Penalties:

- Deviate from lane
- Use of sprinters lane / blue band

Roles:

- Starter:**
- Check F 200m riders + equip. (2#)
 - radio: "rider X on track"
 - release next rider after other one crossed the pursuit line
 - 2 riders same team? radio: "rider X black helmet"
 - Whistle start: holders cross startline ❌
 - Time standstill + ask to continue
 - Monitor behavior final sprint

Ass. Starter: F 200m: Get riders at back straight on time
Sprint: Draw + inform starter about the order

JR: Monitor behavior final sprint

Sec.: Monitor ties, check F 200m, make heats

F. Judge: Classify riders at finishline, verify with PF and timing

Equipment:

- Aero helmet ✅
- Aero bars ❌
- front disc - F 200m only

Mishaps:

F 200m - any - 1x restart

Sprint: Stop = 2x pistol

Stoppages: 1. Fall

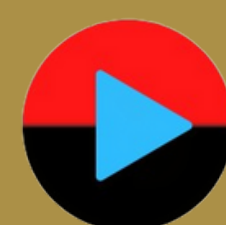
- Intentional -> Rel./DSQ
- Fault (to slow/unintentional) -> Restart offending rider inside
- No fault -> Restart same order / final result

Restart same order / final result

- 2. Puncture
- 3. Breakage essential part
- 4. Lose balance, touch barrier, fall -> Restart offending rider inside
- 5. Starter sees flagrant infringement before bell -> Rel./DSQ
 - No Rel./DSQ -> Restart, opponent chooses position

- LB & B:**
- Quick change of rider in F 200m
 - Ring bell with 1 lap to go

Timekeepers: F 200m: 100m & 200m line



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