

SPRINTERS LEAGUE PROGRAMME

Event	Group	Details	Notes
1	Sprinters	200m TT	Riders will start in NUMBER order
2	B Group	30 Lap Scratch	5 neutralised laps
3	C Group	30 Lap Scratch	5 neutralised laps
4	Sprinters	Round 1	8 x 3-up
5	B Group	40 Lap Points Race	Sprints at 30, 20, 10, 0 (double points on final lap and 20 points for laps +/-)
6	C Group	40 Lap Points Race	Sprints at 30, 20, 10, 0 (double points on final lap and 20 points for laps +/-)
7	Sprinters	Round 2	8 x 3-up
8	B Group	Reverse Win Out	20 laps on the board - Sprints at 18, 16, 14, 12, 10, 8, 6, 4, 2, 0 laps (10th - 1st respectively)
9	C Group	Reverse Win Out	20 laps on the board - Sprints at 18, 16, 14, 12, 10, 8, 6, 4, 2, 0 laps (10th - 1st respectively)
10	Sprinters	Round 3	2 x 3 up (4th - 6th, 1st - 3rd) - will extend to 3 heats (7th-9th) if there's time
11	Sprinters	Longest Lap	open to all sprinters if time permits

Bunch races will start from the home straight. Please exit on the back straight.

SPRINTERS must bring holders to the start line for all match sprints. Programme timings do not allow for delays!