

Event #	Grade	Event	Distance
1.	Sprockets	Venue Blaster	2 Lap
2.	Young Guns	Venue Blaster	3 Lap
3.	C	Venue Blaster	6 Lap
4.	B	Venue Blaster	6 Lap
5.	A	Venue Blaster	6 Lap
6.	Sprockets	Scratch Race	4 Lap
7.	Young Guns	Scratch Race	6 Lap
8.	C	Scratch Race	15 Lap
9.	B	Scratch Race	25 Lap
10.	A	Scratch Race	30 Lap
11.	Sprockets	Chariot Race	2 Lap
12.	Young Guns	Points Race	9 Lap
13.	C	Elimination	
14.	B	Elimination	
15.	A	Elimination	
16.	C	Points Race (Sprint every 5 Laps)	20
17.	B	Points Race (Sprint every 5 Laps)	30
18.	A	Points Race (Sprint every 5 Laps)	40

1. There will be rollout for all Juniors each Friday night – please ensure you arrive in a timely fashion.

2. Riders must use correct gearing for age, at Friday Night Racing.

3. Riders are not allowed to 'downgrade' themselves, but to ride in the grade as published for the night, unless altered on the night by the Handicapper Chris Pratley. This may vary depending on numbers of riders and ability, for any given night.

4. All riders to be ready in starting area before the end of the previous race (races will not be delayed). Riders must remain behind the white line at the top of the ramp, before races and not on the green apron.

5. Riders must not ride around on the green apron to the start/holding area, but come through lower pits.

6. After your race, come off the Track quickly – after 1.5 laps so that the next race can start. We can't have riders riding around on the green apron while a race is on.

7. Please ensure you wear gloves!