



**2017 Winter Track Series
Points Race Night
Rd 1 - Friday 1st September
6pm Warm Up
7pm Race Start**

Event #	Grade	Event	Distance
1.	Sprockets/Young Guns	Venue Blaster	3 Laps
2.	C	Venue Blaster	6 Laps
3.	B	Venue Blaster	6 Laps
4.	A	Venue Blaster	6 Laps
5.	Sprockets/Young Guns	Snowball (1 st gets pts = to lap)	5 Laps
6.	C	Snowball (1 st gets pts = to lap)	10 Laps
7.	B	Snowball (1 st gets pts = to lap)	12 Laps
8.	A	Snowball (1 st gets pts = to lap)	15 Laps
9.	Sprockets/Young Guns	Tempo Race (Every Lap 1 st = 2pts; 2 nd = 1pt)	10 Laps
10.	C	Tempo Race (Every Lap 1 st = 2pts; 2 nd = 1pt)	15 Laps
11.	B	Tempo Race (Every Lap 1 st = 2pts; 2 nd = 1pt)	12 Laps
12.	A	Tempo Race (Every Lap 1 st = 2pts; 2 nd = 1pt)	15 Laps
13.	Sprockets/Young Guns	Points Race	10 Laps
14.	C	Points Race (Sprint every 5 Laps)	20 Laps
15.	B	Points Race (Sprint every 5 Laps)	30 Laps
16.	A	Points Race (Sprint every 5 Laps)	40 Laps

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.