

| Event # | Grade      | Event                    | Distance |
|---------|------------|--------------------------|----------|
| 1       | All        | Italian Pursuit          | -        |
| 2       | Young Guns | Venue Blaster            | 6 Laps   |
| 3       | C Grade    | Venue Blaster            | 8 Laps   |
| 4       | B Grade    | Venue Blaster            | 10 Laps  |
| 5       | Women      | Venue Blaster            | 10 Laps  |
| 6       | A Grade    | Venue Blaster            | 10 Laps  |
| 7       | Young Guns | Points Race              | 10 Laps  |
| 8       | C Grade    | Points Race              | 20 Laps  |
| 9       | B Grade    | Points Race              | 30 Laps  |
| 10      | Women      | Points Race              | 20 Laps  |
| 11      | A Grade    | Points Race              | 40 Laps  |
| 12      | Young Guns | Mystery Elimination Race | -        |
| 13      | C Grade    | Mystery Elimination Race | -        |
| 14      | B Grade    | Mystery Elimination Race | -        |
| 15      | Women      | Mystery Elimination Race | -        |
| 16      | A Grade    | Mystery Elimination Race | -        |
| 17      | Young Guns | Handicap                 | 5 Laps   |
| 18      | All        | Handicap                 | 5 Laps   |
| 19      | C Grade    | Tempo                    | 10 Laps  |
| 20      | B Grade    | Tempo                    | 20 Laps  |
| 21      | Women      | Tempo                    | 15 Laps  |
| 22      | A Grade    | Tempo                    | 25 Laps  |
| 23      | All In     | Scratch Race             | 40 Laps  |

1. There will be rollout for all Juniors each Friday night – please ensure you arrive in a timely fashion. Please wear gloves.
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. **Events may be altered / combined subject to numbers on the night.**
8. Tempo race – 1 point on every 3<sup>rd</sup> lap, +/-5 points for gaining/losing a lap.