

Event #	Grade	Event	Distance
1.	All in	Longest Lap	1 Lap
2.	C	Scratch	4 Lap
3.	B	Scratch	4 Lap
4.	A	Scratch	6 Lap
5.	Young Guns	Points – Sprint every 2 laps	8 Lap
6.	A, B, C	Handicap Heats	6 Lap
7.	Young Guns	Handicap	2 Lap
8.	C	Snowball Points Race	20 Lap
9.	B	Snowball Points Race	20 Lap
10.	A	Snowball Points Race	25 Lap
11.	Young Guns	Italian Pursuit	
12.	A, B, C	Handicap Final	6 Lap
13.	Young Guns	Elimination	
14.	C	Tempo	10 Lap
15.	B	Tempo	10 Lap
16.	A	Tempo	15 Lap
17.	Young Guns	Chariot Race	2 Lap
18.	C	Points – Sprint every 5 laps	25 Lap
19.	B	Points – Sprint every 5 laps	25 Lap
20.	A	Scratch	25 Lap
21.	All In	Points – Sprint every 5 laps	50 Lap
22.			
23.			
24.			

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 Officials. 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.