



AUSCYCLING
TRACK



Event Organisation Guide Section 6: Track



INTRODUCTION

Welcome

Conducting an AusCycling standard event means making a commitment to safety, quality standards and regulations. This guide is designed to help support track cycling event organisation and support the standard delivery of the key areas of the operation and ensure safe and fair track racing.

This booklet outlines the specific standards and requirements depending on the level of the event being conducted.



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SECTION 1

CATEGORIES OF RACES

AusCycling has developed the following event classifications. Each level has varying requirement and expectation of their management. The following table outlines the levels of categories for all events in domestic level events that are sanctioned in Australia. These levels will be referred to within this document to specify standards that are required by AusCycling.



Level	Description	Features/Eligibility
Platinum	National Championships and UCI Events	<p>Pinnacle Events on the National Calendar.</p> <p>UCI Categorised Events (Class 1 and 2)</p> <p>AusCycling Race Members (All Discipline) with UCI ID</p>
Gold	Major National Events	<p>National Series</p> <p>AusCycling Race Member (All Discipline)</p>
Silver	State/Territory Level Events	<p>State/Territory Series, Championships</p> <p>AusCycling Race Members (All Discipline)</p>
Bronze	Club and Interclub Events	<p>Intra-club and Interclub competition</p> <p>AusCycling Race Members (All Disciplines), 4 week free trial, Day Race Members</p>

International level events are classified by the UCI. For more information on registering UCI events please see the ['AusCycling Guide to International Events'](#).

SECTION 2

SCHEDULING

To ensure the optimal coordination among events the following are scheduling requirements.

The specific requirements within this section are only applicable to track racing.

International or National Championship Events (Platinum):

Unless conducted as graded races, the rider category/categories participating in the Platinum event may not be on the program of Gold or Silver events which are conducted on the same day, anywhere in Australia.

As an example, if the AusCycling Masters National Track Championships is being conducted no State/Territory level event (or above) with Masters only categories may be conducted.

National Series Events (Gold):

The rider category/categories participating in the Gold event may not be on the program of Silver events which are held on the same day, anywhere in Australia.

State or Territory Events (Silver):

No other Silver or above event may be conducted in that State or Territory.

Club and Interclub Events (Bronze):

Bronze events may be conducted at any time, however limits to prizes, and/or number of participants/clubs may be applied by AusCycling.

EXEMPTIONS TO CALENDAR CONFLICT AND SEASON REQUIREMENTS

Exemptions may be made to the calendar dates on application to AusCycling under the following circumstances:

Historical Dates: Any events which have been in a season on a date for 5+ years can continue to hold this date.

Impact by an event that is beyond the control of the organiser: In the case where an event that is beyond the control of the organiser has caused a postponement an alternative date outside of the traditional calendar dates may be set.



SECTION 3

TRACK RACES



There are a wide variety of races that can take place on a track. These are generally classified as “Sprint” or “Endurance” races. Sprint races are typically shorter in length, averaging between 3 and 8 laps. Types of track sprint races include:

Flying 200*

In the Flying 200 each rider starts with a pushed start by their holder generally from the back straight (250m) at 3.5 laps to go. From this point they will ascend the track negotiating its bends, rising to the top of the track along the straights to minimise energy expended at a comfortable speed. Coming into the last lap they will accelerate through bends 3 and 4 to maximum speed, cutting in toward the measuring line just before the 200m mark between bends 1 and 2 and complete that lap to the finish line. Different velodromes will require different approaches to the 200m entry line choice depending on the transitions of the straights to bends and of course the length of the track.

Match Sprint

A Match Sprint is where usually two riders are matched against each other with the winner advancing to the next round. In later rounds of the event these are done in a best of three format. The sprint heats are usually seeded based on qualifying from the Flying 200.

Team Sprint*

Where a team (3 in Championship events, but can be more or less in non-Championship events) race another team from opposite sides of the track starting and finishing at the pursuit markings (on a 250m track), or in the middle of the straights on other tracks. The leading rider of each team does one lap and swings off or if they are the last rider finishes at the pursuit marking or the point where the team started.

Handicap

A track handicap event is one in which the strongest riders are given the greatest distance to travel in accordance with past performances with the aim of equalising the competition between all riders.

Track handicaps are commonly held over 1000m or 2000m. The distance may be varied having regard to size of track and local custom. Riders must start from the mark as determined by the Handicapper. The limit mark in any event shall not be greater than one lap of the track. Riders shall start on the measuring line of the track. Where two or more riders are scheduled to start from the same mark, they shall line up across the track in the straights and in Indian file in the bends. In the latter instance, the rider with the lowest number shall start at the rear of the group. A Group Handicap is another version of the handicap where groups of riders start at specific marks in small groups.

Keirin*

Held over 1.5km (6 laps on a 250m Track, 4 laps on a 333m Track and 3 laps on a 400m Track), riders draw lots prior to the race to determine starting position behind the pacer, which is usually a Derny or Motorcycle. The riders are required to remain behind the pacer and must stay in their drawn position for the first lap.

However after the completion of the first lap, riders may attempt to change position, but must remain behind the front wheel of the Pacer.

The Pacer starts at 30 km/h, gradually increasing in speed and leaves the track approximately 750 meters before the end, at a speed of 50 km/h.

25km/h gradually increasing to 45km/h for Junior (15 & 17) riders.

As the Pacer leaves the track, racing begins with the rider who completes the remaining distance first being the winner.

Minimum Standard	
Level	Standard
All	For all events the derny rider must be accredited by AusCycling.

Time Trial*

From a standing start, the cyclist rides as fast as possible – generally the distance is between 250m to 1km. Results are easily determined: the fastest time wins. Foam pads are placed at the inside edge of the track on tracks of over 250m to prevent riders from “taking a short cut” through the turns.

Minimum Standard**	
Level	Standard
Platinum, Gold, Silver - Championship events only	Start Gates required
Bronze	Hand or Start Gates

**also applies to the Individual Pursuit, Team Sprint and Team Pursuit.

Endurance

Endurance races are held over longer distances, depending on age and the event.

Endurance events can be both individual and mass start in nature and include:

Individual Pursuit*

In this event two riders start opposite from each other on the track and chase or “pursue” each other around the track. A rider can win the race: by either catching their opponent or by recording the faster time. Times are posted when a rider reaches each half lap. The best riders follow a “schedule”, announced trackside by their coach. The event may be run with riders qualifying through heats, semi-finals, and final rounds or as a time trial in which the rider recording the fastest time overall is declared the winner.

Team Pursuit*

The team pursuit is similar to the individual pursuit, except that two teams, compete, starting on opposite sides of the velodrome. The number of riders and distance depend on the level of event, velodrome size, age and ability of the riders.

A team is considered caught and therefore beaten when the front wheel of the lead rider catches the rear wheel of the last rider still within the team.

Scratch*

All riders are bunched together to start and compete over a number of laps determined by ability, age and gender.

Points Race*

The result of the Points Race is determined by the total points accumulated at intermediate sprint laps for 1st through to 4th place. Points are 5, 3, 2 and 1.

The final sprint shall be contested for double points for races over 15km.

Riders gaining or losing a lap are awarded or deducted 20 points accordingly.

For races less than 15km to be consistent the points for gaining or losing a lap shall be 10 points and there is no double points for the final sprint.

At non-Championship events points can be awarded in any manner the organiser chooses.

An alternative is the Progressive Points Race where points are awarded to the leading rider across the finish line every lap, with the points increasing each lap until the finish.

Elimination Race (Miss & Out, Devil Take the Hindmost)*:

After every 1 or 2 laps, the last rider to cross the line is eliminated from the race. When just 2 riders remain, they ride one neutral lap then sprint for the finish. The riders are placed in the order they are eliminated.

Tempo Race*

Similar to a Points Race the Tempo Race awards 1 point each lap to the first rider across the line with riders awarded 20 points for lapping the field. The rider with the most points wins.

Madison*

The Madison is a points race for teams of 2 riders, where 1 rider shall be racing and the partner on relief. The riders in a team take turns in being the racing or relief rider, and do this by performing a relay where they must make contact with each other, normally with a hand sling. The recovering rider will ride above the stayers line awaiting the appropriate time to ride down to their partner and be slung into the race whereby the exiting rider from the pace line will roll up above the stayers line commencing their recovery. Placings are determined by the points accrued during the intermediate sprints and by gaining or losing a lap, exactly as the Points Race.

Points awarded for each sprint:

- 1st = 5 points
- 2nd = 3 points
- 3rd = 2 points
- 4th = 1 point

The last sprint scores double points.

In a similar way to the Points Race, teams gain and lose 20 points by gaining and losing laps respectively.

Omnium*

The Omnium is a single competition usually consisting of four events run with a maximum number of riders set by the track limit. For Championship events the races are Scratch, Tempo, Elimination and Points. Following each of the first 3 races, points are allocated to the riders. 1st 40, 2nd 38, 3rd 36 etc. with which they begin the Points Race.

Points won during the Points Race are added to the pre race total.

Other events

There is scope for race organisers to run events which differ from the information given in this document for events which are not Championship or UCI categorised events. In these events the race organiser should consult with the PCP and AusCycling Technical Delegate to confirm that the proposed format is both safe and fair and ensure that the race rule variations are clearly communicated to all participants (officials, coaches, team managers and riders).

List of potential events

- **Aussie crawl** - riders roll from back straight to stop between pursuit line and finish line with a track standstill (if they unbalance and put a foot down or touch the fence or another rider, they are eliminated, the whistle blows and they then sprint for 1 lap.
- **Scratch Elimination** - Start as a scratch race for a pre-determined number of laps, then riders are eliminated until a pre-determined number are left to contest the finish
- **Points Elimination** - On pre-determined laps riders will gain points and on pre-determined laps riders will be eliminated. The rider with the greatest number of points is declared the winner
- **2 up Flying 500** - Both riders take to the track together and have a 2 1/2 lap lead in to commence their effort, the first rider can change either by just swinging up or using a handsling once the 500m has commenced to ensure the second rider completes the event.
- **Derby** - A match sprint with more riders (usually between 3-6)
- **Handicap Points** - The better riders are handicapped at the start with -(minus) points

*Championship events as recognised by AusCycling and the UCI.

SECTION 4**EVENT PROGRAM**

Track events are made up of a selection of races within them. Riders are defined by gender and age category and at non-Championship events races are usually classified into ability groups (e.g. A, B, C, D).

Junior riders can race with senior riders at club and combine events (bronze) however this must be in line with the [AusCycling Riding Up Policy](#).

The events for race day are up to the organiser to decide, these can be selected from any Championships track events (e.g. scratch race) or non championship events (e.g. progressive points, handicap). It is good to have a range of events both short and longer throughout the day, thus people have enough racing while catering for all.

When developing a program an organiser should plan for approximately 25 seconds per lap (250m) plus 1 minute of transition time between events. Larger track or those where it takes longer to reach the entry/exit may require additional time.

The maximum number of starters must follow the UCI and AusCycling Technical Regulations for all indoor velodromes. In the case of outdoor velodromes which are wider additional starters may be approved by AusCycling. Those velodromes which are narrower will have a lower number of starters that are permitted.

NOTE: many riders will expect 3-4 races per day in a track event.

Resource: [Example Track Program](#)
[Track Program Template](#)

SECTION 5

RACES AND DISTANCES

The distances in this section are specific Championship distances. Organisers of non Championship events may change event distances (longer or shorter) however Junior riders must not race above their maximum distances.

Note: Where laps are used for the distance it is referring to 250m velodromes.



Category	Events	Distance
Men	Sprint	3 laps
	Time Trial	1000m
	Individual Pursuit	4000m
	Points Race	40km
	Scratch	15km
	Team Sprint	3 laps
	Keirin	6 laps
	Madison	50km
	Team Pursuit	4000m
	Junior 19 Men	Sprint
Time Trial		1000m
Individual Pursuit		3000m
Points Race		25km
Scratch		10km
Team Sprint		3 laps
Keirin		6 laps
Madison		30km
Team Pursuit		4000m
Women		Sprint
	Time Trial	500m
	Individual Pursuit	3000m
	Points Race	25km
	Scratch	10km
	Keirin	6 laps
	Madison	30km

Category	Events	Distance
	Team Sprint	3 laps
	Teams Pursuit	4000m
Junior 19 Women	Sprint	3 laps
	Time Trial	500m
	Individual Pursuit	2000m
	Scratch	7.5km
	Points Race	20km
	Team Sprint	3 laps
	Keirin	6 laps
	Team Pursuit	4000m
	Madison	20 kms
	Team Sprint	3 laps
Under 17	Sprint	3 laps
	Time Trial	500m
	Individual Pursuit	2000m
	Scratch	7.5km
	Teams Pursuit	3000m
	Team Sprint	3 laps
	Points Race	12.5 km
	Madison	60 laps
	Keirin	6 laps
Under 15	Time Trial	500m
	Sprint	3 laps
	Individual Pursuit	2000m

Category	Events	Distance
	Scratch	5km
	Points Race	7.5km
	Keirin	6 laps
Under 13	Time Trial	500m
	Flying 200	200m
	Sprint Derby	2-3 laps
	Scratch	2000m
Under 11	Time Trial	1 lap
	Flying 200	200m
	Sprint Derby	2-3 laps
	Scratch	2 laps
Under 9	Time Trial	1 lap
	Flying 200	200m
	Sprint Derby	2-3 laps
	Scratch	2 laps
Men Masters 1-2	Time Trial	1000m
	Team Sprint	3 laps
	Sprint	3 laps
	Individual Pursuit	3000m
	Scratch	15km
	Points	30km
	Keirin	6 laps
Men Masters 3-4	Time Trial	750m
	Sprint	3 laps
	Individual Pursuit	3000m

Category	Events	Distance
	Keirin	6 laps
Men Masters 5-6	Time Trial	500m
	Sprint	3 laps
	Individual Pursuit	2000m
	Scratch	10km
	Points	15km
	Keirin	6 laps
Men Masters 7-9	Time Trial	500m
	Sprint	3 laps
	Individual Pursuit	2000m
	Scratch	10km
	Points	10km
	Keirin	6 laps
Men & Women Masters Teams	Open Team Pursuit	3000m
	150+ Team Pursuit	2000m
	Open Team Sprint	3 laps
	135+ Team Sprint	3 laps
Women Masters 1-6	Time Trial	500m
	Sprint	3 laps
	Individual Pursuit	2000m
	Scratch	10km
	Points	15km
	Keirin	6 laps
Women Masters 7-9	Time Trial	500m

Category	Events	Distance
	Sprint	3 laps
	Individual Pursuit	2000m
	Scratch	10km
	Points	10km
	Keirin	6 laps

Omnium

Event	Elite Male	Junior Male	Elite Women/Masters	Junior Women/Masters
Scratch Race	10km	7.5km	7.5km	5km
Tempo	10km	7.5km	7.5km	5km
Elimination	Dependant on the number of starters			
Points Race	25km	20km	20km	15km

For Junior 15 and Junior 17 Championships the following distances will be observed:

Event	Under 15	Under 17
Scratch	3km	5km
Tempo Race	3km	5km
Elimination	Dependant on the number of starters	
Points Race	5km	7.5km

SECTION 6

THE VELODROME



The velodrome is the key element to all track events. There is a wide variety of track designs and dimensions.

Velodromes are defined by their length track, which is usually a submultiple of one km. Some examples include: 285m (Silverdome, TAS), 250m (Dunc Gray, DISC, Anna Meares), 333.33m (Warragul, VIC), 412m (Bendigo, VIC)

The width of the track is determined by its length and will determine the level of event that can be held.

Minimum Standard

Specifically the following standard of velodrome that is required at each event level includes:

Level	Standard
Gold/Platinum	UCI Homologated 250m Indoor Track
Silver & Bronze	AusCycling Approved Track

Note: UCI Class 1 and Class 2 events may be held at velodromes that aren't homologated by the UCI if approved by AusCycling.

Lines and main marks

Blue band: the light blue strip 0.60 to 1 m wide on the inside of the track. Rideable, but not part of the racing surface. This is also known as the duck board.

Measuring Line: marked 20 cm from the upper edge of the blue band denotes the length of the track, with markers every 5 m and inscriptions every 10 m.

Sprinters Line: marked 0.90 m from the inner edge of the track, defines the "sprinters' lane" (the line is within the 0.90 m).

Stayers's Line: marked at a maximum distance of one-third of the track width, minimum distance of 2.50 m, from the inner edge of the track.

200 m line: Denotes the start line for the Flying 200m.

100 m line: Denotes 100m before the Finish Line.

Median Lines: start lines for pursuits.

Finish Line: At the end of the straight in front of the officials' stands.

For velodromes of a distance which is not easy to achieve specific distances (divisions of 1km) it will be necessary to mark the starts of some events Time Trial, Pursuit at alternative start location. If this cannot occur then an alternative start line can be determined or an the distance may be altered. In either case no UCI, State/Territory, National records can be recorded.

Venue Setup

The venue setup will depend on the type and design of velodrome and type of event. Click on the image below to see a possible venue setup diagram.

Setup should consider individual circumstances to ensure the event can run as safe as possible.



Preparing the Track

The organiser (or if applicable venue manager) must always ensure:

- The track is in a suitable condition
- The safety zone inside the track is clear
- Appropriate first aid coverage is always in attendance during training / racing
- The track equipment (lap counter, time strips, starting block, flags) is suitable for the event taking place
- Seating and warm up areas are available for riders (including areas to put trainers)
- The lap counter is to be located inside the fence (not the safety zone) or a suitable distance from the track where an inner fence is not provided
- For outdoor velodromes – sufficient shade for volunteers and officials should be available

Track Check

Before anyone enters the track it is important the track is checked for any damage. You must walk clockwise around the track and check it thoroughly high to low. If there are any new marks, holes or bits of wood loose they must be rectified prior to warm up or racing.

During racing if there is a crash, the track should be checked and should there be any damage in the track they should be repaired before racing recommences.

Warm Up

No matter the level of event a warm up period should be provided and generally will last between 30 minutes to 1 hour. Where safety is a concern, it may be necessary to provide separate warm ups for junior riders and senior (inc. J19) riders.

First aid must be available during all warm up sessions. During this time no equipment should be on track (e.g. start gates).

Use of the Track – Safety

When the track is being used the organisers and Commissaires must ensure that certain security measures are observed.

The organiser must ensure that:

- persons authorised to have access to the inside of the track are issued with accreditation (when applicable)
- No person is allowed to be on or cross a track whilst a race is in progress
- For an Indoor velodrome the direct entrances onto the track are guarded or shut, forcing people to use the underground or overhead walkways
- For outdoor tracks, access gates should be manned to prevent access during races.

Spectators and Ticketing

The beginning of a track cycling event is a great opportunity for the riders to be interviewed and/or introduced to spectators and it's something that spectators tend to appreciate. Riders will often sign autographs or chat to their supporters.

A track cycling event also provides numerous opportunities through the event program to intersperse other various entertainment; this is always popular with spectators.

Car Parking

Depending on the size and classification of your track cycling event you may need to consider car parking and assigning parking attendants to assist with traffic management. Organisers should consider how to ensure there is a smooth car parking process.

If the event is likely to impinge on local streets, then traffic management may be required to ensure attendee and community safety.

Presentation Specific Considerations

The ceremony area is the area including the official podium and the surrounding zones (riders' waiting area, area reserved for photographers, etc.). This area can only be accessed by accredited persons.

- The ceremony platform must be large enough to accommodate the riders, officials, partners, and master of ceremonies.
- The organiser can put a backdrop in place behind podium. This can be used to advertise the events partners. The backdrop is to be lowered back to the ground while racing is taking place.
- An area is reserved for photographers below the front of the podium. This is required for major events attended by large numbers of photographers.
- Official ceremonies may take place between events and not left only to the conclusion of the event. Placing an official ceremony for the award of medals or prizes helps break-up program, can provide a rest period for race officials and volunteers and is an excellent opportunity to recognise the efforts and achievements of riders.

Other Potential Room Requirements

- Judge Referee/Video Operator: This area is for up to three (3) people which may have a specialised video camera. This area is only required for Platinum and Gold events.
- Meeting Room: A room to conduct event meetings and event registration.
- Commissaire Room: A separate meeting room only for Commissaires. This should include tables, chair and any catering for Commissaires.
- Volunteer Room: A separate meeting room only for Commissaires. This should include tables, chair and any catering for Commissaires.
- Anti-Doping Testing Area: See the [AusCycling Event Organisation Guide: Section 1](#) for further details.

SECTION 7

KEY PERSONNEL

The key elements in forming an organisation team are professional competence, experience and knowledge of cycling, irrespective of the size of the event. A skilled team is indispensable to the proper running of the event, and in particular to ensure the safety of all involved.



Event Director

The Event Director is the most important role in the organising team. They are responsible for organising all racing aspects of the race in conjunction with AusCycling and the President of the Commissaire Panel.

Some key areas this individual may be responsible for include:

- Event Program
- Volunteers
- Prizing

Track Chief/Venue Manager

A Track Chief/Venue Manager is responsible for:

- Ensuring that only authorised persons are allowed onto the track.
- Ensuring that the track is repaired in case of crashes/ falls. Ensuring that the track is in suitable condition and shall have a dedicated technician available on demand to rectify any damage to the track during official training sessions, warm up and racing. For indoor tracks, minimum requirements include sandpaper, tape, fast drying putty, a ladder (min. 7m), a broom and a cordless vacuum cleaner.
- Coordinates all activities during competition and training sessions.
- Venue Emergency procedures, especially ambulance ingress. They should also be familiar with the venue emergency evacuation procedures.

The Track Chief must be present during the all training, warm up and competitions sessions.

At larger events this role may also be responsible for coordinating all outfield activity including, but not limited to:

- Spectator Entrance
- Food and Beverage
- Entertainment
- Parking
- Venue Facilities
- Contractors including cleaners and security.

This is generally a role that is only required at higher level

Commentator

Ensure your commentator has access to the program so they can see who is in what events and their numbers to be able to commentate on what is happening in each event.

Photographers

Track cycling is dynamic and great to capture with photography. The organiser should ensure that any photographer wears a non-reflective vest and complies with all instructions from any race officials.

Photographers should be reminded:

- Do not kneel
- Do not turn your back on the riders
- Do not put your camera on the ground
- No monopods or tripods
- Do not go onto the Blue Band or racing surface
- Stay at least 2m back from the Blue Band, more if required

Volunteers

Volunteers are an important part of all track racing and dependent on what events are on will depend on the numbers needed. Without volunteers no events would be able to happen. Below is a list of jobs that may need to be undertaken and how many people are needed for each job.

Volunteer Roles*	# Required
Start gate	1 per gate
Cable for start gate	1 per gate
Pads	1-2
Spectator Entrance	As determined by venue management
Number Distribution	1-2
Timing System	1
Finish Camera	1
Motorbike/Derny Rider	1
HOLDERS	as required by the specific event(s)
Runner	1

Commissaires and Officials

The Commissaires oversee ensuring races run in a timely manner. The following table identifies the minimum number of Commissaires required at each level of event.

Minimum Standard		
Event level	Commissaires	Other Officials
Platinum and Gold	See Annexure 5 of the AusCycling Technical Regulations: General	Electronic Timing Required
Silver	4-8 (depending on the events being conducted).	Electronic Timing is highly recommended
Bronze	1 or more Commissaire	

Medical Services

All events must have a suitable level of medical coverage site to ensure safety of all participants, and in which meets the AusCycling First Aid Policy.

If a large numbers of spectators are expected, then the event medical plan needs to ensure that spectators are covered.

Additionally, factors to consider when developing a medical plan should include:

- Type of Events
- Number of Competitors
- Proximity to Hospitals and Emergency Services
- Standard of Competitors
- Prizes

The medical service should be in operation at least one hour before the start of the event and until one hour after the finish. No riders are to be on track unless first aid is in attendance.

Catering

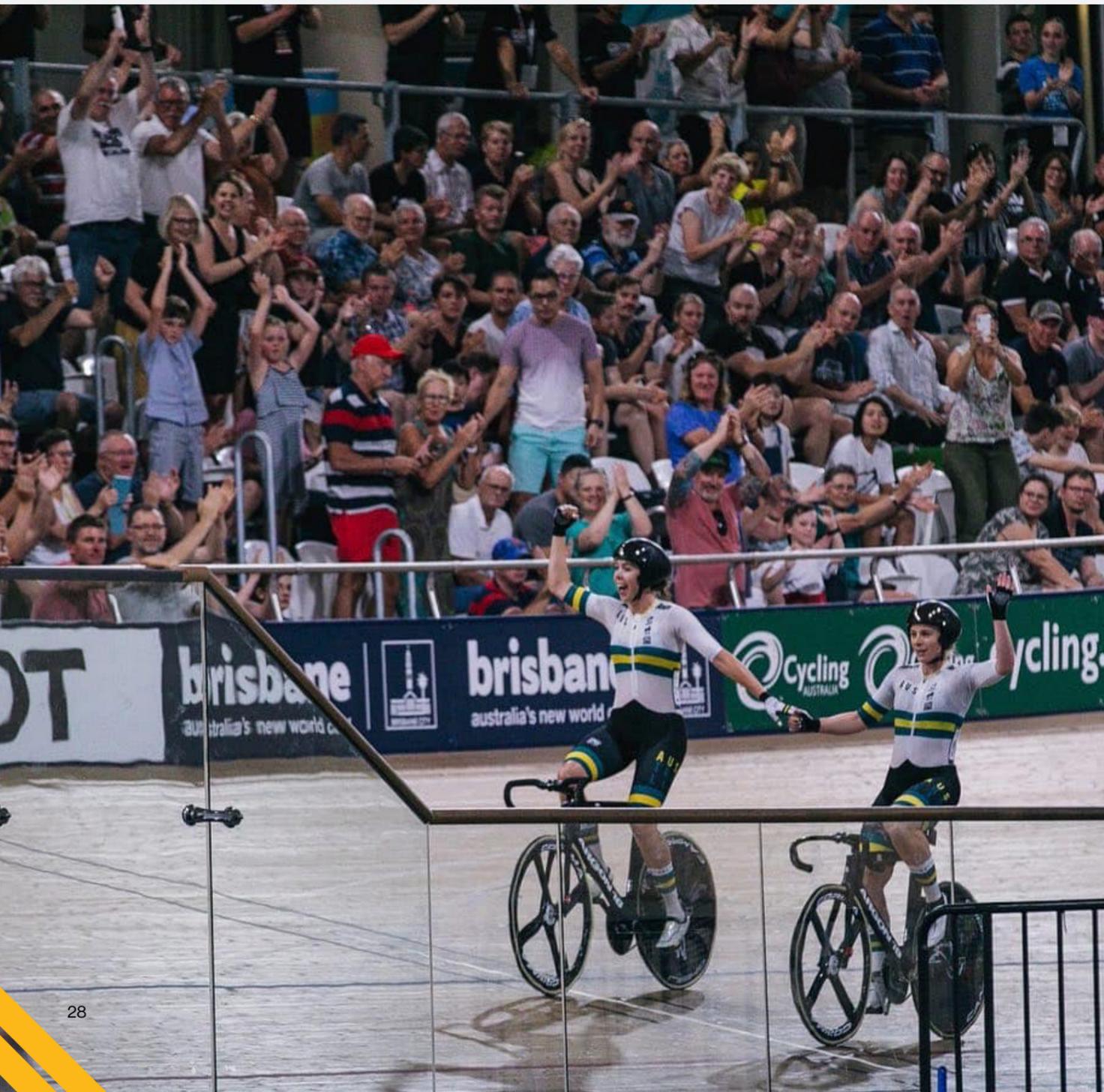
A catering area should be set up at the velodrome to enable everyone (general public, teams, athletes, etc.) to buy drinks and food at the venue.

All event officials should be provided with access to food and drinks, and adequate breaks to consume. Organisers should be cater for all dietary requirements.

SECTION 8

SPECTATOR EXPERIENCE

No matter the size of event providing a positive spectator experience is a critical consideration for any event organiser. A number of areas are important to consider as part of a successful track event.



| Ticketing and Seating

A seamless ticketing and seating system is often the first touch point for any spectator and will set the standard for their experience. Ticketing can take a variety of forms which may be using an online service (e.g. Ticketek) and/or at the venue.

A sufficient number of ushers should be available to provide a seamless experience for any spectator. All events should ensure there is accessible seating available.

| Entertainment

Track events can be much more than only the racing taking place by adding other entertainment into the program. Some ideas include:

- DJ/Music
- Fun Exhibition Races
- Spectator Give-Aways or Competitions

| Food and Catering

Providing a public catering option supports a positive experience from the event and its hospitality. This could be in venue options or mobile food trucks may be located near the venue. Some events may also consider infield dining or bar to provide an exclusive experience for spectators to get near the action.

| Toilets

Any event should ensure that there are sufficient toilets onsite for the number of spectators and riders. For larger events, it is best practice to have separate rider and spectator toilets.

As a general rule the following ratios should be followed:

- 1 toilet for every 125 female spectators/ participants
- 1 toilet for every 250 male spectators/ participants
- 1 urinal for every 125 male spectators/ participants
- 1 wheelchair accessible WC for every 15 wheelchair users
- Local health requirements override any requirements outlined in this Guide.

| Security

For events with over 500 spectators a security plan should be in place to deal with any spectator issues that may arise.

This is a particular requirement important for any event that is selling alcohol (as dictated in the sales permit).

For smaller events one person should be responsible for any security issues.

| VIP

Track events are ideally placed for providing VIP experiences. Depending on the venue these might include:

- Exclusive VIP areas and catering
- Infield Tours
- Meet and Greet with riders
- Try the Track

| Expo Areas

To attract commercial partners and engage spectators the organiser may consider setting up an expo area. This can include event partners to interact with spectators, local tourism or other exhibitors who have interest in selling their goods.

The expo area should be set at a strategic location (e.g. on the spectators' way).

SECTION 9

KEY EQUIPMENT



Numbers

All participating rider need a plural to be identified during the races.
The Organiser shall provide enough bib numbers (+ safety pins) to conduct the event.

Minimum Standard	
Level	Standard
Platinum, Gold, Silver	See below
Bronze	1 number that can be seen by the judge.

The standard dimensions of the rider numbers are:

Height	18 cm
Width	16 cm
Numbers	10 cm
Thickness of line	min. 1.5 cm
Advertising	Max. height 6 cm on the lower part

Riders require the following numbers:

- Sprint (inc flying 200m): 2
- Sprint Derby: 2
- Individual Pursuit: 1
- Team Pursuit: 1
- Time Trial: 1
- 1 Lap Standing Start Time Trial: 1
- Points Race: 2
- Scratch: 2
- Keirin: 2
- Omnium: 2
- Madison: 2 (one ride with red Set and one rider black set)
- Team Sprint: 1
- Elimination: 2

Flags

A set of each of these flags are required for track events:

- Red
- Green
- Yellow
- White

Stage set up and lap board

For track carnivals the finish line stage will be used most of the time, this needs to have the finish camera set up, the timing and the main lapboard. An electronic or manual lap board can be used and must be available for all races.

Start Gates

Start gates are now electronic and used at indoor velodromes.

These should be setup by the venue manager to work in conjunction with the event timing.

Bike Check

A correctly equipped Bike Check area is critical to confirm the compliance of bikes.

The bike check area should include:

- Size: ~3m x 2m, delimited by fences.
- Bike Jig
- A structure to hang the scale to weigh the bicycles (approx. height: 2 metres)
- A small table + 1 chair
- A stand (bike rack) nearby and within the view of the Commissaire, to hang checked bicycles.
- A roll out channel for Junior events.

Minimum Standard

A bike jig is required at all Championship (National, State and Territory) events.

Photo Finish

Photo-finish equipment is desirable for all track cycling events and is the only way to accurately judge a close or crowded finish.

Minimum Standard

A photo finish is required at all Championship (National, State and Territory) events.

Motorbike or Deryn

An accredited AusCycling deryn rider must be used for all events.

Any pacing machine must be in first class condition and must have sufficient fuel to ensure its successful use.

Equipment

Whistle

The Whistle is required to start most races.

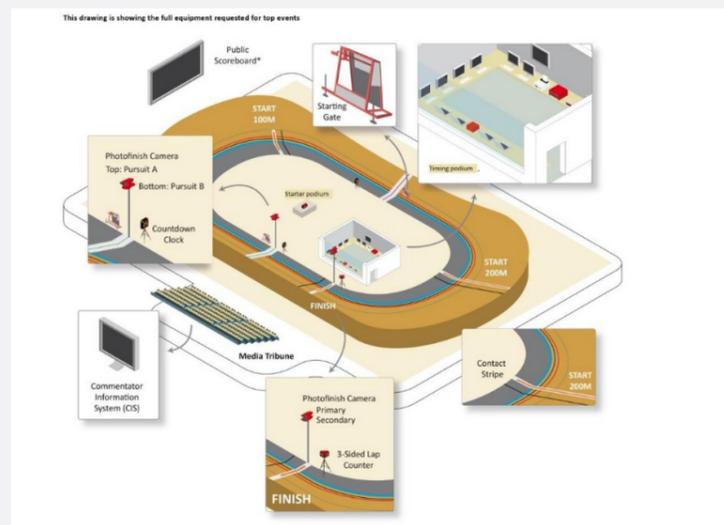
Bell

A bell is required to signify the sprint lap and/or the final lap of any race.

Electronic and manual timekeeping

Electronic timekeeping is done by a specialist company or by timekeepers sourced by the organiser. Even if using electronic timekeeping manual timekeeping must be undertaken with stopwatches.

Click on the image below to see further details on electronic timing setup at a velodrome.



Minimum Standard

Electronic Timing is required at all Championship (National) events. It is highly recommended at all State/Territory Level events.

Radios

Radios are critical to ensure that communication can be transmitted quickly between officials.

Minimum Standard

The number of radios required at each level event are:

Level	Number of Radios
Platinum, Gold	One per Commissaire, First Aid, Results, Venue Manager, Event Director
Silver	One per Commissaire and First Aid
Bronze	None

Other Important Equipment

The following equipment is important for track races:

- Lap counter (2 for pursuits)
- Printing Stopwatches
- Podium for finish judge
- Starting Gates controlled either by the pistol or electrically, with countdown and lap counter
- Noticeboard for communiques and results
- Rollout jig or acceptable measures.
- Foam Pads – As required by the UCI Technical Regulations (for Tracks 250m or above)
- PA System
- Bike Racks and Chairs
- Printer
- Weather Station (for any record attempt)

The final equipment requirements will be dependant on the events that are being conducted.

Resources

- [UCI Track Regulations](#)
- [Organisation Guide for Track Cycling International Competition](#)
- [Training Guide for Track Commissaires](#)
- [AusCycling Organisers Resources](#)
- [AusCycling Technical Regulations and Policies](#)

LET'S RIDE TOGETHER



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