

MONDAY NIGHT TRACK LEAGUE

League Points

Please see below the new Monday Night Track League points structure. Along with this I am filling the groups from the top group first then the second and third group, this is to help keep a little space for new riders to start in the third group which should be smaller in rider numbers therefore allowing an easier introduction to track racing. This also means some riders may change groups week on week depending on numbers and rider results.

As can be seen the points awarded are loaded to the top group so if a rider has ambitions on winning the league the best way to achieve this is to be placed in the points in the top group.

Points structure for the Monday Night Track League

Group 1 (top group) 1st=10, 2nd=8, 3rd=7, 4th=6, 5th=5, 6th=4 points

Group 2 (middle group) 1st=6, 2nd=4, 3rd=3, 4th=2, 5th=1 points

Group 3 (lower group) 1st=5, 2nd=3, 3rd=2, 4th=1 points.

Scratch race ½ distance sprint Group 1 8pts, Group 2 4pts, Group 3 8pts,

Riders must finish to collect points.

Course des Primes

Group 1 (top group) Each lap 2 point Last Lap 1st 5, 2nd 3, 3rd 2

Group 2 (middle group) Each lap 1 point Last Lap 1st 2, 2nd 1½, 3rd 1

Group 3 (lower group) Each lap ½ point Last Lap 1st 1½, 2nd 1, 3rd ½

Riders must finish to collect points.

Sprinters

Time Trial 1st = 3, 2nd = 2, 3rd =1 points

2 up Sprints 1st =5 points

3 up Sprints 1st =5, 2nd = 3 points

Handicaps, Keirin, 4 lap scratch etc 1st = 3, 2nd = 3, 3rd =2, 4th =1 points