

PROGRESSION RIDERS

Stage 1/8 Season 4

Puncheur

Jarvis Seaside Sprint - 46.6km

Puncheur stage.

Rulebook 📖

<https://jbaago.github.io/PR-Official-Rulebook/>

We start with C group rolling out 3min before A&B.

When the chase is complete the two groups ride together for the remainder of the ride, excluding segments.

Segments for the Jersey Game as described below including the Chase Pot:

Here's the game plan:

Lap 1



JWB Sprint



Jarvis Rev. Sprint



Jarvis KOM Rev. **FTS**



JWB Sprint **FTS**

Lap 2



Jarvis Sprint Rev. **FTS**

- **Chase Pot Decay Point** -



Jarvis KOM Rev. **FAL**



JWB Sprint **FAL**

Lap 3



Jarvis Sprint Rev. **FTS**



Jarvis KOM Rev. **FTS**



JWB Sprint **FTS**

Lap 4



Jarvis Sprint Rev.



Jarvis KOM Rev. **FTS&FAL**



🏁 Finishing Banner **FIN(as FAL)**

A&B Group Chase Pot:

If C group is caught BEFORE Lap 2 Jarvis KOM = 100%, then cut by 25%/subsequent segment.

Chase Pot includes segments during Chase.

FTS: FASTEST through the segment.

FAL: FIRST across the line.

Bring your best Allrounder (**S-works** SL8 f.ex)!!

