

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**)!!

