

ZLL 3.0

The aim: to encourage participation/group rides/races/social side

More points available for all → Points will be allocated for the specified league route, but additional points are on offer. This is pretty much how it breaks down:

Segments will run over a **two week period**, and will be selected by the nominated ZLLer (Chosen by the previous segment selector, as per ZLL 1.0 and 2.0)

No TT bikes as this negates the benefit of a 2-up (that includes as an individual, Lance)

Cannot be in an organised group ride,

If you're in the top 6 on the ramp test, your 2up buddy has to be from *outside* that top 6

The pair with the fastest time must stay as a pair until knocked off the top spot (for that segment)

Individuals can still run, there will be no bonus points other than the segment for them but their time can still stand at the top and remain the time to be challenged.

Points will **ONLY** be allocated to those attached to a photo post ride

League rides

Two up time-trial champs and challengers

The shorter the route / chosen segments; the more likely people will be able to:

1. Manage pairing with someone
2. Manage other rides in the period

Points:

- 0.5pts per effort
- 1pt per day at the top of the leaderboard
- 2pts if it's a mixed team
- HEADSUP BONUS - Arrange a TTT against another pair and you get 2pts
- HEADSUP DOUBLE BONUS – Beat the other team by > 10s and steal their participation 1pts per person from their total score

Non-League rides

- Any group ride of any category participated in gains 0.5 points
- Any ride with > 3 ZLLers have extra position points available:
 - 1 pt for 1st
 - 0.5pt for 2nd
- Actual podium positions in the race will **double your points for the event** proving that online races **do count**
- If it's a ZLL only group ride and there are >4 ZLLers then
 - 2pt for 1st
 - 1pt for 2nd
- Selfies and your points tally required for it to count
- POINTS WILL ONLY COUNT IF YOU HAVE COMPLETED THE LATEST LEAGUE SEGMENT