

2026 ACT Schools MTB Championships

28 August, Stromlo Forest Park



Event schedule

Thursday, 27 August

- 2 - 5pm Registration open & track open for practice
- 4 - 5pm Course familiarisation (\$10 **cash** to CORC coaches)

Emergency contacts

Scotty Dore (Race Director) 0412 009 705
Mike Dunlop (Course Director) 0438 662 611

Friday, 28 August

- 8:00 am Teams arrive; Registration open
- 8:00 am Course practice
- 9:00 am Practice closed; Rego closes; Volunteer briefing
- 9:30 am Race briefing
- 9:50 am College riders to start line
- 9:55 am Race START - College**
- 10:00 am Race START - Senior & Junior**
- 2:00 pm No new riders on track
- 2:00 pm Sweep sets out & start clearing course markings
- 2:30 pm Race complete
- 3:00 pm Presentations
- 4:00 pm Event closed

Online results

<https://my.raceresult.com/352858/>

Photos: David Blucher
(Flickr: Talentspotter)

Catering: Funky Brew coffee cart
BBQ t.b.c.

**** No bikes on the grass running track ****
***** Don't ride down the stairs *****

General

- **Format:** Teams of 3 or 4 riders race as a relay for 4 hr, generally swapping riders after each lap.
- It's a team race, everyone must share laps, to get on the podium (1st, 2nd or 3rd place) ...
 - the number of **female** laps in a **mixed team** must be no less than: 25% of the team's total laps (rounded down) in a team of 3 riders, or 20% (rounded down) in a team of 4. Otherwise your team will be moved into the male category.

- the number of laps from **any one individual** in a team must be no more than: 30% of the team's laps (rounded up) in a team of 4, 50% in a team of 3, or 60% in a tea of 2. Excess laps will be deducted.
- For example: The Four Freds (mixed fours) did 17 laps. Fast Fred must do no more than 6 laps (30% x 17 = 5.1, rounded up to 6). Flying Frederica must do at least 3 laps (20% x 17 = 3.4, rounded down to 3).
- Injuries and other mitigating circumstances will be accommodated, see the Race Director.
- Any issues, find: Scott (in Village), Mike (on course), or Kris (in Timing). Race Commissaire (Darryl) is the final arbiter.
- No earbuds or headphones while riding
- Bikes are fun, *but don't be a goose in the village.*

Cant finish your lap?

If your bike breaks, or you cant keep riding, you have two options:

A: Continue your whole lap on foot. Keep on, or near, the track but avoid impeding other riders. A marshal may be able to help you fix your bike. Complete the whole lap, then do cross the timing mat at the finish so your lap and time is recorded. This option is best if you have an issue near the end of your lap.

B: Abandon your lap, and make your way directly to the transition. If you have not completed the whole course, then do not cross the timing mat at the finish line, your lap will not be counted. You can phone your team and get them to send your next rider as soon as you abandon your lap, or you can ask a marshal to radio the event director and they can attempt to have your next rider started. This option is best if you are too far from the finish to complete your lap on foot.

Timing

- If you are sharing a bike, pin your plate onto your body; don't put multiple plates on the one bike
- If you want to change teams around you MUST tell Timing, or else your results will not be recorded correctly.
- Please keep bikes and plate away from the timing mat and van, rouge chip reads bugger the results.
- Check your team results regularly so glitches in the system can be sorted before the race ends.

Transition (Refer to Figure 2: Transition Zone)

- You must **walk or run through** transition, not ride.
- Next Riders must **wait in the middle of the inner fenced area until tagged**
- Finishing Riders will **dismount in the finish chute**, run across the finish line, then through the outer fenced area, find and tag their Next Rider. Finishing Riders then move into the village.
- Next Riders **run to the mounting line**, then get on and ride.
- *If you have abandoned your lap, and not completed the whole course, do not cross the timing mat at the finish line, go around it.*

Injured riders on track

- Stop and **check they are OK**. Provide assistance if needed. We'll correct your time if you are delayed.
- If further assistance is needed, call Race Director (phone number on race plate), and let a marshal know.

You are likely to be passed and/or pass others, quite a lot. Here's how to make it easy ...

Being passed

- If someone catches up to you, they are faster than you, and they probably want to pass.
- If someone wants to pass, then you choose the right spot. Make it as soon as you feel safe.
- Passing should only take a couple of seconds and should not slow you up much.
- If it's not immediately safe, call out "*In a sec.*" or "*Round the corner.*". Don't just ignore the rider behind.
- When it is safe, move to the left of the track, and call out "*On my right*", or move to the right and call "*On my left*", or make it obvious and call "*Go, now*".
- Stay on the track and keep pedalling: *you don't have to pull off the track or stop.*
- If someone does get too close or knocks you off, take note and let us know when you get back.

Passing

- Take it easy. Wait for a sensible spot - don't expect to pass halfway down Luge.
- Call out "*Hi, How's your day going? I'd like to pass, when you have a moment. Thanks.*" or "*Track please - when it's safe.*"
- The rider in front chooses the right place for you to pass. Wait until they call you through. The rider being passed continues to have right-of-way until you are a full bike length in front.
- As you pass, call out "*Thanks. Have a nice day.*" or "*Cheers. I like your socks.*"
- Don't scream "*RIDER!*" and barge straight through. You don't want that hard-earned lap deducted.
- Stuff-ups happen. If you stuff up, take responsibility. Stop; say: "*Sorry, that was my fault. Are you OK?*" When you finish your lap, tell the Race Director in the race village: we want to hear about it *from you* before we hear about it from someone else!
- If you catch someone, then do pass them (as above) because long trains of riders are no fun for faster riders, and they become unsafe for everyone.

Track notes (refer to Figure 1: Proposed Course)

- There are marshals on track. Say "*Hi, how's your day going?*". Let them know about any issues on track.
- Half of the College and Senior/Junior courses are separate; half are shared. Enjoy, and Chill.
- There are two places where the College and Senior/Junior tracks split (at the top of *Fenceline*, and at the top of *Cockatoo Switchbacks*) ...
- and two places where the tracks merge (at the top of *Fenceline*, and beginning of *Old Duffy*): College riders will probably have right of way, but obey the marshals.
- Know which way you need to go. Check the map now. Read the signs, ask someone... If you take a short-cut we will know, believe me, and you will lose your lap.
- Everything is easily rideable, but do watch out for ...

Junior/Senior:

- The downhill section of *Evolution* has some loose, off-camber corners and sudden berms

College:

- The fire road from *Blue Gums* up to the top of *Luge* is shared with horse riders. If you encounter any horses, *talk to the riders*, and move well to the side.
- Take care on Luge. It's way fun, but has a lot of tight corners and big rollers, with a few optional jumps that you don't want to take by mistake, and some loose dirt.

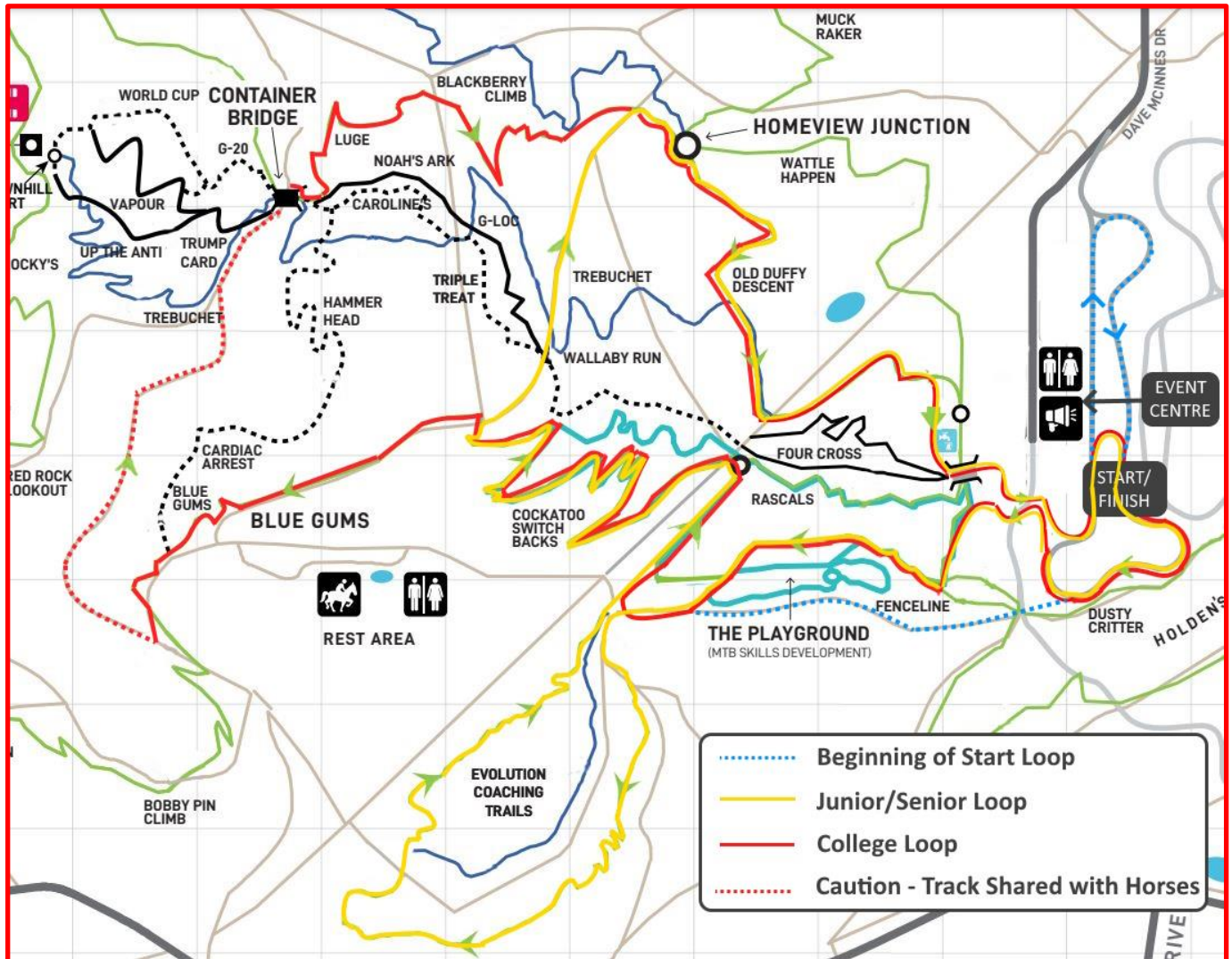
Start lap (Refer to Figure 1: Proposed Course)

- Head NORTH around the top loop of the crit track, back past transition, all the way around the bottom loop, exit the crit track up the grass towards the Handle Bar.

Finally ...

- Next Year's event: 27 August 2027 (Week 6 NSW and ACT)
- How was the event? How was the course this year? Any suggestions?
- Email schools@corc.asn.au

Figure 1: Proposed course



Both courses are about 6 km and rated EASY.

Figure 2: Transition Zone

