

Team Sprint Demonstration Event

on the occasion of the Essent ISU World Cup Speed Skating

Annex to ISU Communication No. 1752

Issued by ISU Speed Skating Technical Committee, *October 15, 2012*

Distances and Track

- Distance: 3 laps for Ladies and Men.
- Track: Inner lane demarcation defines the competition track (same track as for Team Pursuit). Cones may be used as additional demarcation.

Entries

- ISU Members may enter teams composed of Skaters who have been entered for the World Cup races.
- Skaters belonging to the national teams present at the World Cup may form a national team (of 3 skaters). A team may also consist of Skaters from different ISU Members (mixed-country teams); the composition then has to be agreed upon and confirmed by the team leaders concerned.
- Competitors are to be entered by the team leader(s) concerned. Each Skater must be assigned a position – No. 1, 2 or 3 – in the entry form.
- Skaters participating in the demonstration event must comply with ISU Rule 102, paragraph 6.

Racing procedures

- Races may be skated with only one team competing in the race, or with two teams racing at the same time. Setup for the start will be the same as for Team Pursuit (teams gather at 500m and 1500m start area, respectively).
- When two teams are racing, start and finish will be at the 1000m finishing line and in the opposite position at the crossing straight (like in Team Pursuit). When only one team is racing start and finish of the team will be at the 1000m finishing line.
- Skater No. 3 must wear transponders for the timekeeping, and all Skaters wear differently coloured armbands for easy identification (will be provided) as follows: Skater No. 1 in the team: No armband, skater No. 2: White armband, skater No. 3: Red armband. Rule 223 applies.
- The first lap is skated with the Skater assigned as No. 1 leading the team, with Skater No. 2 and No. 3 following. After one lap, Skater No. 1 has to *leave to the outside part of the track before leaving to the warmup lane*. After skater No. 1 has left the team, Skater No. 2 has to lead the team until the second full lap is completed. After this lap, Skater No. 2 leaves the race in the same manner as Skater No. 1. Skater No. 3 skates the last lap alone and finishes the race for the team.
- Changeover to the next assigned Skater in the team must take place between the beginning of the finishing straight of the team and before the entry to the curve. The beginning and end of the changeover area will be suitably marked (e.g. by cones).
- The start procedure is the same as for Team Pursuit. For disqualification see ISU Rule 261, paragraph 3 and allowance of a fresh start see ISU Rule 262, paragraph 2.
- Teams will not be allowed on the warm-up lane while other teams are racing.
- No coaching from the ice and no team officials in the infield.
- Timekeeping by transponders, photo-finish times are used to determine the final ranking.

Safety during Races

- For safety purposes, competitors may choose to wear safety gear – for example helmet (in accordance with Rule 223), shin guards, cut resistant or leather gloves, knee protection and neck protection. The back part of the blades should be rounded off, with an indicative radius of 1 cm.

Ranking Rules

- The team who completes the Team Sprint in the fastest time is the winner, and the remaining teams are ranked accordingly.

Liability

Rule 119 applies.