

# FRR Super 6IX Team Racing

## Fun – Fast – *Competitive Racing*

### For Everyone

#### **Mission – Aim - Objective**

FRR Super 6IX Team Racing is a race series that is nothing like anything else offered. We have built a new and engaging team racing experience for the autumn/winter months that will work alongside the core FRR ‘Tours’. The series will challenge and engage individual riders and teams – and we are aiming at an Elite level too.

All classes of rider will have the same opportunity to race in a fair environment, where they will feel wanted, involved, and have a purpose. All riders and teams will be supported by the organiser and the community.

We are excited to unveil the full concept of Super 6IX Team Racing, with leeway for improvements. We are happy to answer your questions and hope you will be as keen as we are to see the concept flourish into one of the best virtual Team Racing experiences.

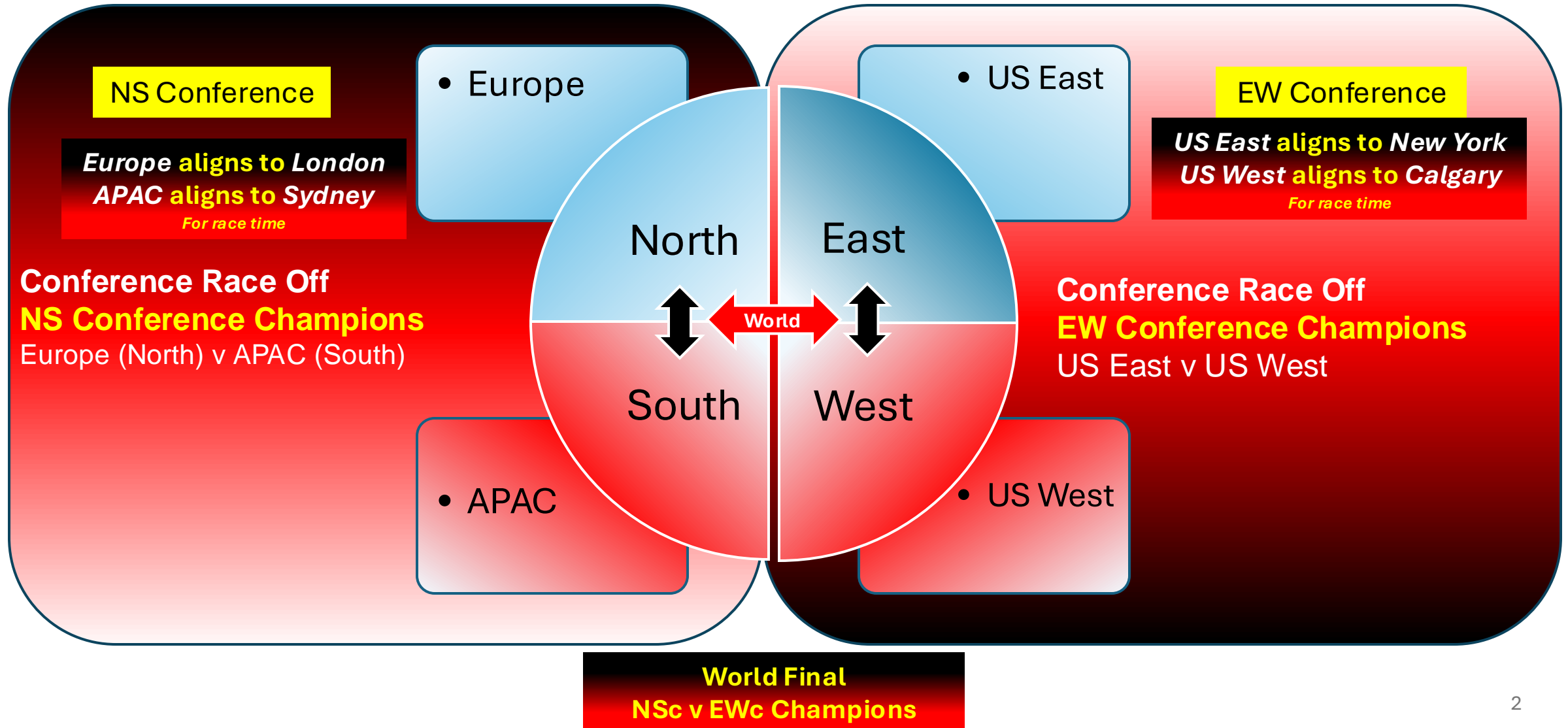
Rome wasn’t built in a day but it did start on one and that day is Today!

FRR is 4 years in the making so somehow February 28<sup>th</sup> feels like the right day for a proposal.

Let’s do this!

## FRR Super 6IX Team Racing – Structure

Two Conferences  
Four Regions - Five Leagues – n Divisions  
Mixed and Women only



## Team Competition

### Conference – Region - League - Division

### Promotion – Relegation

### Finals

**Racing Season**  
October to March

#### Conference Regions

**NSc** – Europe (North) v APAC (South)

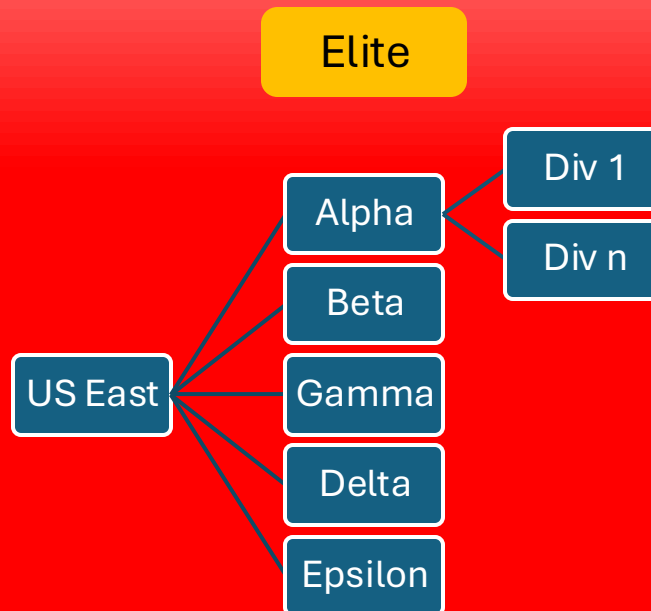
**EWc** - US East v US West

#### Division Placement

One Regional Qualifier to place all Teams

**SEPTEMBER 20TH**

- Miss this event and ask to join before round 1 starts then Teams will be added to the lowest Division for their class
- Once a round has started New Teams can join at the start of the next round in the lowest Division for their class
  - there is no short cut to the top



#### Promotion & Relegation

Top 3 Promoted  
Bottom 3 Relegated

Point Ties decided on Most Points  
Finish then Sprint then Climb

#### Conference Final

Top 5 Teams each Region, League & Div 1

#### World Final

Top 5 Teams progress to Final

#### Five Regional Leagues

(A) Alpha (B) Beta (C) Gamma

(D) Delta (E) Epsilon

n Divisions all Leagues

10-15\* Teams Per Division

#### Season

3 Rounds of 5 races

**FRIDAY 6 - 8pm Race Time**

#### World Final

10 Teams Qualify

1 World Team Champion

*Think of the Kudos!!*

\*will be assessed once sign up has closed

### Concept

Over the next period we will be reviewing an ELITE racing option for Men and Women by asking the group what they would want for a winter League – it's a blank canvas...

You don't have to be a 'pro' to be involved however to ensure a fair playing field ALL riders will need to meet the entry requirements as this is not 'community racing'...

We appreciate there are many different aspects to cover so we are connecting to the riders and managers to see if we can do something to help as I feel the organisation and care of FRR could bring them something more than they have experienced to date in virtual racing and training as they prepare for the outside.

Watch the FRR space as this story develops

## FRR Super 6IX Team Racing Team Structure

### Team Selection

Rider Class aligns to **30day MAX vELO**  
(Open for Mixed / Women's for Women)

Riders must have Experience to race  
**Experience** = 5 ranked vELO races  
League Max rider class (as below)

**Alpha**  
All Class  
Any

**Beta**  
Emerald  
CRP

**Gamma**  
Amethyst  
HAB

**Delta**  
Gold  
CAY

**Epsilon**  
Bronze  
PEP

### Rider Upgrade

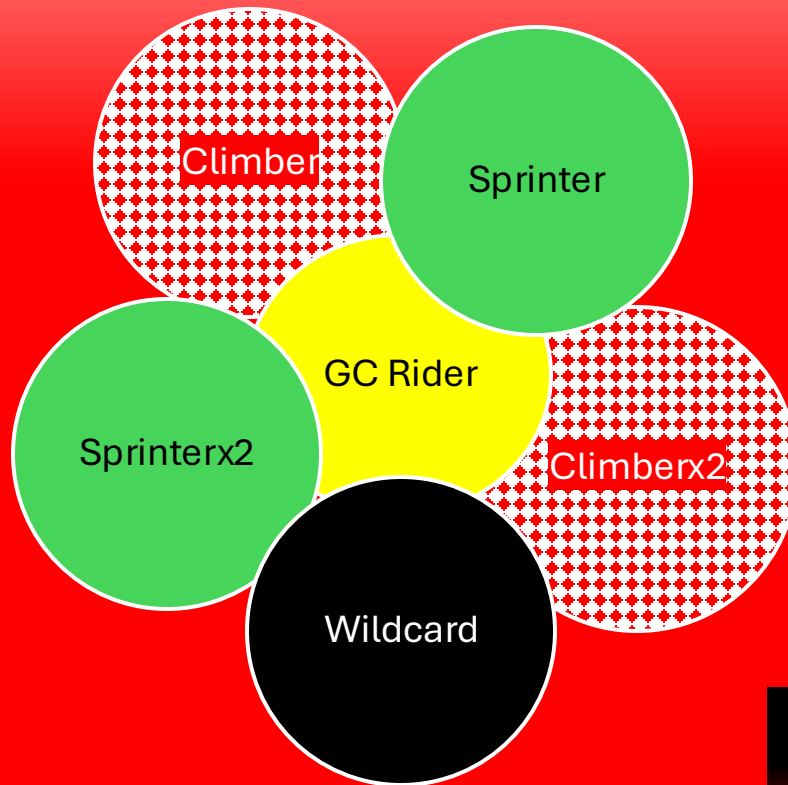
Managers can select any rider given mutual  
consent between Club and rider

Managers must be able to get weight verification  
video's within 24hrs post race when requested

### Rider Assessment

Every Wednesday

(Check eligibility for Team selection next race due to vELO change)



Six Rider Racing Roles

### Team Creation

Set by Team Manager

Select Team Class at setup

Teams can be edited up to race time  
Selection AFTER rider assessment

### Finals

Riders must have ridden in the  
Season 4 times for the Team AND be  
the right class to be eligible for Finals

### Rider Roles

GC = Double finish points

Climber x2 = Finish & Climb points only

Sprinter x2 = Finish & Sprint points only

Wildcard = Finish, Climb & Sprint

## FRR Super 6IX Team Racing Rounds - Races

### Season

Consists of 3 Rounds  
Each round involves 5 Races

### Race Day

**FRIDAY 6 - 8pm (local time)**

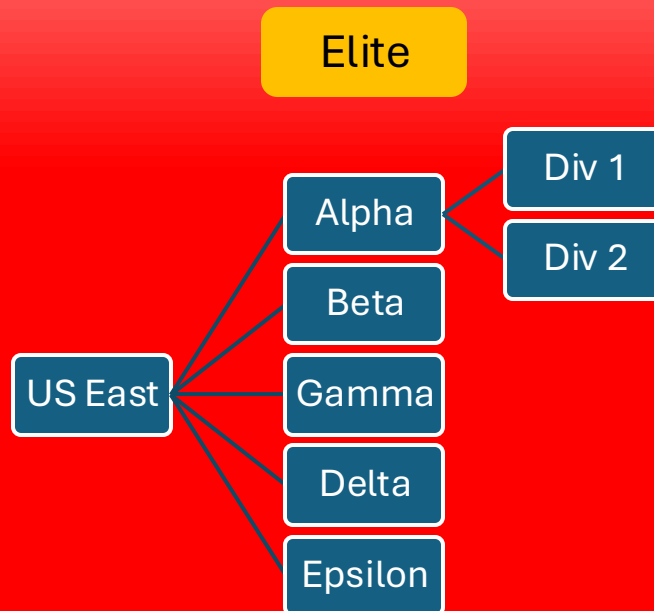
Each League only Races Teams from their Region  
Each Region has ONE Race Time for All Leagues & Divisions\*  
Teams only see riders from the same League all Divisions\*  
Resulting separates Divisions

### Race Formats

Points – Scratch – Combined Team iTT

### Race Setup Options

No Power Ups – No Steering  
Same bike frame – No HUD



### Race Results

Results are separated by Division

### Race Team Points

All rider scores count  
Teams ranked by Total rider points scored  
1<sup>st</sup> 20pts 2<sup>nd</sup> 18pts 3<sup>rd</sup> 16pts  
4<sup>th</sup> to 10<sup>th</sup> -1pt 11<sup>th</sup> to n 5pts

### Promotion & Relegation

Top 3 Promoted  
Bottom 3 Relegated

**Point Ties decided on Most Points**  
Finish then Sprint then Climb

## FRR Super 6IX Team Racing Promotion – Relegation - Resignation

### Setting up the League

All things need to start somewhere Teams will perform a single Region Classification Race where Divisions will be determined by the total points scored

Perhaps the single most important event of the Team Racing calendar in 2025

After this Teams can only join the lowest Division of their selected Region and League start at the bottom and work your way up

Region  
Classification

**Defines**

League &  
Division  
Structure

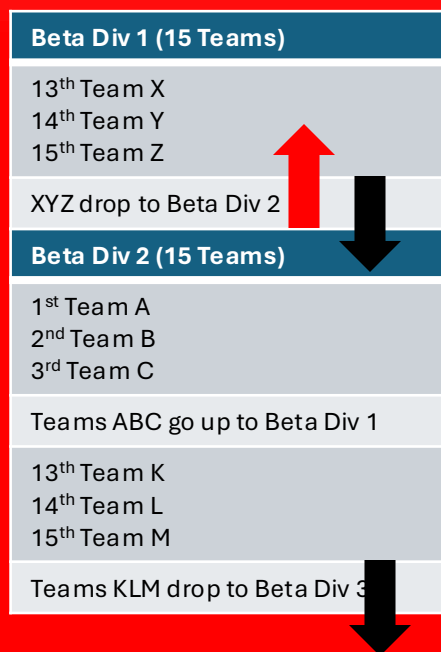
#### New Teams

- Miss classification and ask to join before Round 1 then Team will join lowest division for their class
- New Teams join lowest div at the start of next round
- **Teams can resign at any time**

Divisions will be reassessed between rounds

### Promotion / Relegation

At the end of each round Top 3 Teams Promote to next Division, Bottom 3 Teams drop a Division



**Promotion / Relegation /  
Finals are all decided on  
most/least points scored**

### Team Series Objective

Qualify for the Conference Finals at the end of Round 3 each Series for a shot at the World Final  
Win the ultimate Team award

### Entry fees - Prize Fund – Incentive TBC

*This level of effort & commitment is worth something  
And others are now asking for fees for so much less*

## FRR Super 6IX Team Racing Pathway to Finals All Leagues

Example Delta League pathway to finals.





# FRR Super 6IX Team Racing Schedule Pilot Series

## Pilot Series

Day	Round	Race	1	2	3	4	5
<b>SATURDAY</b>	1	June	7	14	21	28	Jul 5
New Teams Jul 5	2	Jul	12	19	26	Aug 2	9

Promotion / Relegation - After Race 5

## Race Times

0700 – 1300 – 1600 UTC

## Race Formats

Points – Scratch – Combined Team iTT

## FRR Super 6IX Team Racing Schedule

### Season 1 – Tours

**SEASON 1**  
**EUROPE & AMERICAS**  
**QUALIFICATION – SEP 20**

NS Conference – 0700UTC  
EW Conference – 1400UTC

#### Season 1

Qualification	Round 1	Race	1	2	3	4	5	Promotion / Relegation After Race 5
SEP 20		Date	Oct 10	17	24	24	31	
New Teams	Round 2	Race	1	2	3	4	5	Promotion / Relegation After Race 5
Nov 24th		Date	Nov 21	28	Dec 5	12	12	
New Teams	Round 3	Race	1	2	3	4	5	Promotion / Relegation After Race 5 for Season 2
Jan 16		Date	16	23	30	30	Feb 6	

Conference Finals  
March 7th

NS – 0700UTC  
EW - 1400UTC

World Final

14<sup>th</sup> March – 1900UTC

Tour	Dates
France	Sep 27 – Oct 5
Britannia	Nov 8 – 16
Watopia	Jan 2 - 11
World	Feb 7 - 15

## FRR Super 6IX Team Racing

### What do YOU need to do to join the fun?

#### Riders

Registration starts **April 4<sup>th</sup>** – and the APAC Season will start in JUNE alongside the Pilot Series.

Just go to the FRR website, login or create an account and in ‘Event Registration’ select ‘FRR Super 6IX – Series 1’ - It’s that easy...! It is then down to Team Managers to create Teams...

Racing will be simple, but challenging, engaging and fair .. What is not to like?

#### Club/Team Managers

Contact Race Control to have your FRR role updated to ‘Team Manager’ (if you are not one already)

You can do this on Discord (in the Super 6IX Team Managers channel) or via email to Race Control

#### Interested in helping – Sponsoring – Advertising - Podcasting

It is a tiny team of volunteers that manages everything FRR. By drawing on community skills we could produce better communications, have a higher social media profile, have local champions and drive more engagement. So if you would like to help champion a region, offer a skill, sponsor or advertise, then let’s talk.

Email: [rcontrol@flammerougeracing.com](mailto:rcontrol@flammerougeracing.com)