



RAPID RACING

Friday 29 January 2021

Flemington Jockey Challenge: Metro versus Country

Conditions:

- Riders will be determined by the premiership standings on Monday 11 January 2021, with top seven riders in each premiership being invited to form the two teams. If a rider is in the top seven of both premierships, they are assigned a team by VRC. If a rider becomes unavailable or declines to participate, for example due to suspension or injury, the next highest rider in the relative premiership as of Monday 11 January 2021 will be invited to take their place, regardless of senior or apprentice status and at all times, eligible apprentices must utilise their allowance.
- Teams will be announced during the week commencing Monday 18 January.
- Apprentices will be entitled to use their claim for all races.
- As the metro team carried odd-numbered saddlecloths last year, this year will see the country team assigned the odd-numbered saddlecloths. This means that the country team will be assigned all of the horses carrying odd-numbered saddlecloths for the entire meeting and the metro team will ride all of the horses carrying even-numbered saddlecloths for the entire meeting EXCEPT where there are scratchings and emergencies are included in the final field (please see below).
- Nominations for the meeting close Monday 25 January.
- Weights will be released Monday 25 January.
- Minimum weight in each race to be 57kg to ensure all riders on the premiership can compete and ride any horse in all races.
- Acceptances released Wednesday 27 January.
- Draw for riders immediately after acceptances Wednesday 27 January.
- Each of the seven riders in each team are drawn a number 1 to 7 to determine the order of the horse they are allocated in each of the races and in which race they do not ride, as detailed in the following table:

VIC COUNTRY	R1	R2	R3	R4	R5	R6	R7
Country Jockey 1	1	3	5	7	9	11	NR
Country Jockey 2	3	5	7	9	11	NR	1
Country Jockey 3	5	7	9	11	NR	1	3
Country Jockey 4	7	9	11	NR	1	3	5
Country Jockey 5	9	11	NR	1	3	5	7
Country Jockey 6	11	NR	1	3	5	7	9
Country Jockey 7	NR	1	3	5	7	9	11

VIC METRO	R1	R2	R3	R4	R5	R6	R7
Metro Jockey 1	2	4	6	8	10	12	NR
Metro Jockey 2	4	6	8	10	12	NR	2
Metro Jockey 3	6	8	10	12	NR	2	4
Metro Jockey 4	8	10	12	NR	2	4	6
Metro Jockey 5	10	12	NR	2	4	6	8
Metro Jockey 6	12	NR	2	4	6	8	10
Metro Jockey 7	NR	2	4	6	8	10	12



- Where there is a “NR” – that is the race in which they do not ride.
- The other numbers show the order of horses allocated to the riders down the page for each team in that race.
- Where there are multiple scratchings, the rider on the highest-numbered scratched horse (by saddle cloth) will be reallocated to the first emergency; the next highest to the second emergency etc.

Replacement riders:

- If one of the seven metro or seven country riders become unavailable, they will be replaced by the next available rider in the relevant premiership up until 7.30am on the raceday; this is regardless of senior or apprentice status and at all times, eligible apprentices must utilise their allowance.
- If a rider becomes indisposed after 7.30am on the raceday, then the emergency rider/s for each race would fill the void; for the avoidance of doubt, this is the rider designated as ‘NR’ in the table above. Again, this is regardless of senior or apprentice status, and at all times, eligible apprentices must utilise their allowance.
- Where a metro rider becomes indisposed, that rider will be replaced by a metro rider as the first preference, and vice versa.

Competition:

- There will be points system for each race on a 4-3-2-1 basis, with the winner assigned four points, second place three points, third place two points and fourth place one point
- If there is a dead heat in a race, the points for the two places are added together, divided by two and assigned to each placegetter
- Each coach will have two “Power Plays”. Each “Power Play” allows the coach to choose a race that will carry double points should their riders finish in the top four, with the winner assigned eight points, second place six points, third place four points and fourth place two points. Double points do not apply for the opposing team unless that race has also been selected by their coach to be a “Power Play” race. Each coach must declare their two “Power Play” races before Race 1.
- The team with the most points after seven races will be declared the winner; if there is a tie for points, then there will be a countback on the greatest number of wins.
- The winning team will take home the “Rapid Racing Trophy” along with a prize.