

# UCI 2024 CYCLING ESPORTS WORLD CHAMPIONSHIPS

## Technical Guide (July 2024, V 2.0)

Updates Denoted with





Welcome to the 2024 UCI Cycling Esports World Championships presented by MyWhoosh. This event marks an exciting chapter in the world of cycling esports.

This edition will bring Esports from riders' homes to a live final in Abu Dhabi, combining the physical effort of cycling with the innovative technology of esports.

This Technical guide outlines event information, such as key dates and processes and official regulations and guidelines, to ensure a fair, safe, and exciting event for all participating National Federations and athletes. Please familiarize yourself with this Technical guide in full. It is subject to change and evolution, with all updates being shared clearly and promptly with all relevant recipients.

MyWhoosh will host the 4th edition of the UCI Esports Cycling World Championships in three rounds.

### **Round 1: Qualifiers**

May – August 2024

Different racing formats.

National Federations and MyWhoosh Public Qualifiers – hosted virtually.

### **Round 2: Semi-Finals**

September 6, 2024

2 stage point scoring race format.

150 riders (*per gender*) – hosted virtually.

### **Round 3: Live Final**

October 26, 2024

3 stage point scoring race format.

20 riders (*per gender*) – hosted live in Abu Dhabi, UAE.

The 2024 UCI Cycling Esports World Championships events will be raced in a custom virtual world and use points-based scoring to ensure that athletes of all specialties have an opportunity to win.

150 riders will compete in the semi-final round, with the top 20 riders from each gender making it to the live final in Abu Dhabi.

Both the semi-final and final will utilize a points-scoring system. Points are awarded for different achievements, such as being the quickest on a segment, the first on a lap, or the first up a climb.

MyWhoosh will work with National Federations to build and host any training rides or pre-qualifying events to assist the riders in understanding MyWhoosh and its dynamics. MyWhoosh will also work with National Federations to promote their events by hosting community rides or any other events that help grow the sport. These events can use branding from the federations and will be offered free of charge to National Federations.



# 1. Qualification

The 2024 UCI Cycling Esports World Championships, hosted on MyWhoosh, will introduce a new qualification system<sup>1</sup> designed to bring together the top 20 Cycling Esports athletes for the on-site final in Abu Dhabi on 26 October<sup>2</sup>. As part of this qualification route, National Federations that have participated in previous editions of the UCI Cycling Esports World Championships will receive automatic quotas of riders for the semi-final, which will take place on 6 September.

## UCI Point of Contact

The UCI is responsible for the National Federation quota and for providing feedback to National Federations. All correspondence in this regard should be sent to [esports@uci.ch](mailto:esports@uci.ch).

## Raising Clarification Questions

National Federations are invited to submit any questions they may have regarding the 2024 UCI Cycling Esports World Championships to the UCI by close of business (CEST) on 15 May 2024. All questions and answers will be anonymised and consolidated into one document and distributed to all National Federations.

## Virtual Kit Design Submission

All National Federations must submit their virtual kit design for review and approval by the UCI and final artwork for inclusion on the MyWhoosh platform by 30 June 2024. Nations without a design are encouraged to contact MyWhoosh ([federations@mywhoosh.com](mailto:federations@mywhoosh.com)).

## Confirming Allocated Quotas (semi-final)

National Federations are kindly requested to confirm their semi-final quotas to the UCI by no later than 6pm CEST on 30 June 2024. Please send an email to [esports@uci.ch](mailto:esports@uci.ch) with MyWhoosh in copy ([federations@mywhoosh.com](mailto:federations@mywhoosh.com)). The email should include:

- A written indication of how many of the allocated quotas per gender the National Federation will accept.
- Attach or send via secure file transfer the National Federation logo in vector/.ai format, any brand guidelines, and their jersey/shorts designs.

2024	Key Milestones
6 May	•Technical Guide (version 1) shared with National Federations.
15 May	•Deadline for National Federations to submit any clarification questions to the UCI. •Deadline for National Federations to confirm kit design.
31 May	•UCI to distribute answers to questions from all National Federations
30 June	•Deadline for National Federations to indicate participation and how many allocated quotas they wish to fulfil. •Deadline for National Federations to submit final jersey artwork designs.



The quotas for the semi-final will be calculated using a points system based on the points accumulated by riders from each nation during the 2022 and 2023 UCI Cycling Esports World Championships. The methodology will be as follows:

- The top 60 finishers in both genders in the 2022 and 2023 UCI Cycling Esports World Championships received points based on their finishing positions. These points are awarded using the respective genders UCI Road World Championships point tables defined in articles 2.10.008 and 2.1.017 of the UCI Regulations.



- Each nation's points will be determined by aggregating the points of all its riders in the two events. Nations whose riders took part in the events but either did not finish or finished outside the top 60 will still be recognised and allocated quotas.
- Six groups were established based on the available spots for the 2024 edition, with each National Federation within a grouping receiving an equal number of rider allocations.
  - Group A:** The top 4 point-scoring National Federations from the 2022 and 2023 UCI Cycling Esports World Championships.
    - 10 rider quotas are allocated per National Federation.
  - Group B:** The 5<sup>th</sup> to 8<sup>th</sup> highest point-scoring National Federation.
    - 7 rider quotas are allocated per National Federation.
  - Group C:** The 9<sup>th</sup> to 12<sup>th</sup> highest point-scoring National Federation.
    - 5 rider quotas are allocated per National Federation.
  - Group D:** The 13<sup>th</sup> to 16<sup>th</sup> highest point-scoring National Federations.
    - 4 rider quotas are allocated per National Federation.
  - Group E:** The remaining point-scoring National Federation.
    - 3 rider quotas are allocated per National Federation.
  - Group F:** Zero point-scoring National Federations.
    - 2 rider quotas allocated per National Federation.

As a result of the process outlined above, the following National Federations will be allocated quota of men's and women's riders for the semi-finals as shown on the following page.

\* The defending UCI Cycling Esports World Champions will automatically receive a normative quota. Bjørn Anreassen (DEN) Loes Adegeest (NED).



Men					Women				
Rank	Nation	Points	Group	Rider Quota	Rank	Nation	Points	Group	Riders Quota
1	Australia	2'550	A	10	1	USA	1'645	A	10
2	Germany	2'195	A	10	2	Great Britain	1'553	A	10
3	Denmark	1'985	A	10*	3	Netherlands	1'370	A	10*
4	Belgium	1'210	A	10	4	Sweden	1'105	A	10
5	Norway	585	B	7	5	South Africa	360	B	7
6	USA	585	B	7	6	France	338	B	7
7	Canada	370	B	7	7	Switzerland	235	B	7
8	South Africa	305	B	7	8	Germany	211	B	7
9	Austria	280	C	5	9	Australia	185	C	5
10	Netherlands	225	C	5	10	Denmark	140	C	5
11	Switzerland	195	C	5	11	Canada	128	C	5
12	France	140	C	5	12	Belgium	70	C	5
13	New Zealand	130	D	4	13	Norway	56	D	4
14	Poland	105	D	4	14	New Zealand	30	D	4
15	Ireland	105	D	4	15	Poland	23	D	4
16	Sweden	100	D	4	16	Slovenia	20	D	4
17	Great Britain	75	E	3	17	Ireland	15	E	3
18	Japan	60	E	3	18	Spain	10	E	3
19	Argentina	45	E	3	19	Hong Kong	10	E	3
20	Italy	45	E	3	20	Portugal	10	E	3
21	Finland	40	E	3	21	Japan	6	E	3
22	Czechia	10	F	2	22	Italy	0	F	2
23	Angola	0	F	2	23	Argentina	0	F	2
24	Spain	0	F	2	24	Finland	0	F	2
25	Portugal	0	F	2	25	Singapore	0	F	2
					26	Columbia	0	F	2
					27	Austria	0	F	2
				<b>126</b>					<b>131</b>





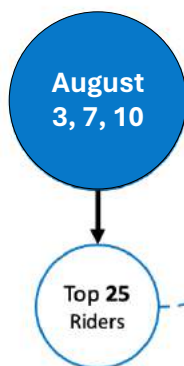
### National Federations without allocations

As in previous years, it is expected that several additional National Federations that have not participated in previous editions, will request quotas for the event. In 2024, we will provide a pathway to the Cycling Esports World Championships for all National Federations:

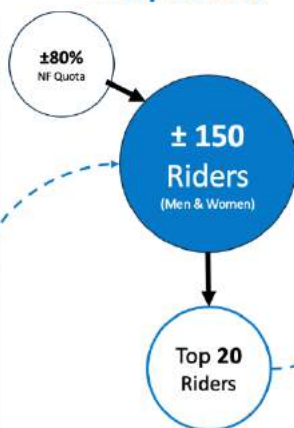
- Any National Federation will be able to propose up to 3 riders that will be automatically invited to the Public Qualification Pathway (please contact MyWhoosh for details).
- These riders must have a MyWhoosh level of 10.



### Public Qualification May / June



### Semi-final 6 September



### Final 26 October



### Additional Notes

If the UCI does not receive confirmation by the above deadline, the National Federations' quotas will be redistributed.

Once National Federations have accepted their quotas, the UCI reserves the right to:

Allocate additional quotas to any of the National Federations listed in this document.

Invite additional National Federations to participate with allocated rider quotas.

By accepting the invitation to participate in the 2024 UCI Cycling Esports World Championships, National Federations also agree to include in their team any eligible riders from their country who have qualified by the Public Qualification Pathway. In all cases, the UCI will liaise with the National Federation in advance.

The UCI is available to provide further clarification regarding National Federation quotas. Please do not hesitate to contact [esports@uci.ch](mailto:esports@uci.ch) should you require additional information.



## Public Qualification Format

The open qualifiers allow riders not selected by their National Federations to qualify for the 2024 UCI Cycling Esports World Championships.

Riders can choose between 3 open qualifiers in the schedule provided. The top riders from each qualifier and gender category will be offered a place in the 2024 UCI Cycling Esports World Championships Semi-Finals. The number of slots for each race will be announced before the first race.

The 2024 UCI Cycling Esports World Championships will be held online on the **6th of September, 2024**.

*\*All riders must have completed at least two Sunday Race Club events prior to the Semi-Finals as part of verification.*

## Schedule

Event	Format	Date	Gender	Time CET	Time GST	Time CDT	Time AEST
Open 1	Stage 1 – Sprint Stage 2 - Strategist	3rd August	Men	18:00	20:00	11:00	02:00
			Women	19:00	21:00	12:00	03:00
Open 2	Stage 1 – Sprint Stage 2 – All Out	7th August	Men	14:00	16:00	07:00	22:00
			Women	15:00	17:00	08:00	23:00
Open 3	Stage 1 – Sprint Stage 2 – All Out	10th August	Men	19:00	21:00	12:00	03:00
			Women	20:00	22:00	13:00	04:00

### Time Zones:

CET – Central European Time

GST - Gulf Standard time (+2 from CET)

CDT - Central Daylight time ( -7 from CET)

AEST – Australian Eastern time ( +8 From CET)



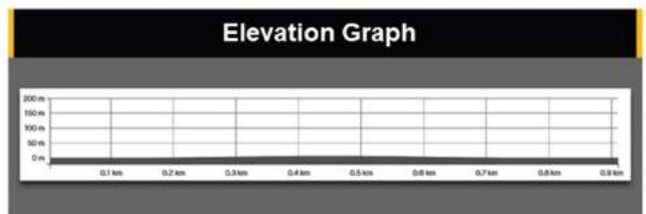
### Open 1, 2, 3 Stage 1– Sprint

Stage 1 will be a sprint stage. The riders will have 15 minutes to set the fastest time on a defined 300-meter segment, which is part of a 1.6km circuit. The fastest rider through the segment will score the maximum points, and points will cascade down according to their positions.

This is a highly tactical stage because riders could opt to wait until the very last moment in the race and sprint through the segment, ensuring no one else can set a faster time. Alternatively, riders could go early and set the best time and patiently wait to see if it is beaten, saving their energy for the later stages.

Points are awarded as follows to the top 20 riders as ranked by their fastest time through the segment during the session.

Fastest time // 40, 38, 36, 34, 32, 30, 28, 26, 24, 22, 20, 18, 16, 14, 12, 10, 8, 6, 4, 2



### Route Details

Length:	1.7 km
Elevation (Peak Point):	7m
Cumulative Gain:	7m
Max Grade:	3.5
Min Grade:	-7.7





### Open 1 Stage 2– Strategist

Open Event 1 will have stage 2 “Strategist” and it will see riders contest a 9km circuit, which has a unique climb that is more than 1.5km in length.

The course has points available for those who reach the base of the climb first, as well as points available at the top of the climb.

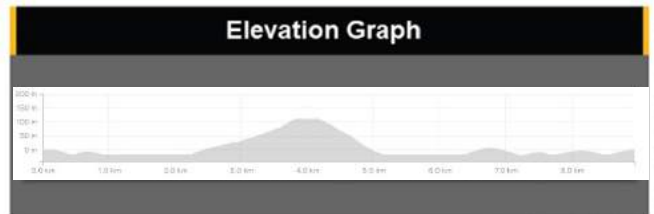
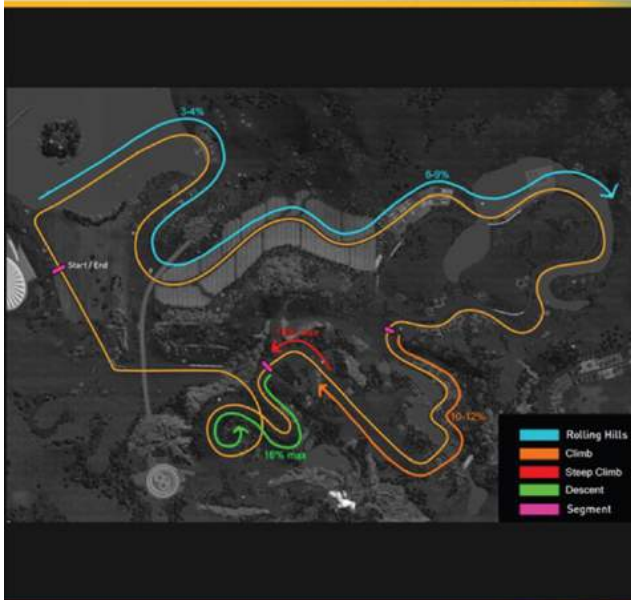
Points will also be awarded on rider position across the finish line. The finish line is not at the top of the climb, so you need to save some energy over the climb, to race to the finish.

Points are awarded as follows to the first 20 riders across each point.

Base of the climb // 20, 19, 18, 17, 16, 15, 14, 13, 12, 11, 10, 9, 8, 7, 6, 5, 4, 3, 2, 1

Top of the climb // 20, 19, 18, 17, 16, 15, 14, 13, 12, 11, 10, 9, 8, 7, 6, 5, 4, 3, 2, 1

Finish line // 40, 38, 36, 34, 32, 30, 28, 26, 24, 22, 20, 18, 16, 14, 12, 10, 8, 6, 4, 2





### Open 2,3 Stage 2– All Out

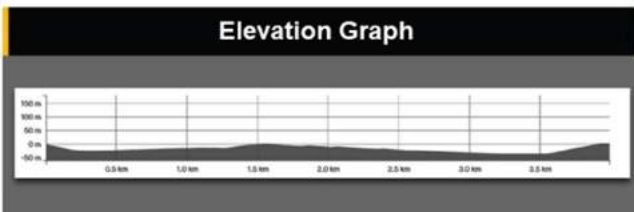
Stage 2 for Open Events 2 & 3 will consist of 3 laps on a 4km criterium circuit, with points available across the line after each lap, with double points available on the final lap. There is one key point to note which is the finish line on each lap is at the top of a 50-second climb, at a 12% gradient.

Points are awarded as follows to the first 20 riders across the finish line on each lap.

Lap 1 // 20, 19, 18, 17, 16, 15, 14, 13, 12, 11, 10, 9, 8, 7, 6, 5, 4, 3, 2, 1

Lap 2 // 20, 19, 18, 17, 16, 15, 14, 13, 12, 11, 10, 9, 8, 7, 6, 5, 4, 3, 2, 1

Lap 3 // 40, 38, 36, 34, 32, 30, 28, 26, 24, 22, 20, 18, 16, 14, 12, 10, 8, 6, 4, 2



Route Details	
Length:	4 km
Elevation (Peak Point):	3m
Cumulative Gain:	68m
Max Grade:	12
Min Grade:	- 12



## Public Qualification Ruleset

All participating riders must follow the allocated [ruleset](#) and [pre-verification](#) process before registering for the open qualifiers.

This event will be governed by the UCI Cycling Esports Regulations and for any areas specific to cycling esports that the existing UCI Cycling Esports Regulations do not already cover, this Technical Guide & Race Book and the MyWhoosh Cycling Esports Rules and Regulations shall apply.

All riders must have a valid UCI license as issued by your region's National Federation.

All riders must have completed at least two Sunday Race Club events prior to the Semi-Finals as part of pre-verification.

## Results

- The winner is the person with the most accumulated points after stage 2.
- Results can be found at [MyWhoosh Race Results](#)
- All riders will be verified following the standard post-race verification process on MyWhoosh.
- Once verified, the qualified finishers will be contacted and invited to the semi-final.
- Riders that qualify for the Semi-Finals must have a valid UCI registered license as issued by your National Federation and participate in at least two Sunday Race club events before 25th of August
- In case riders have the same points, the position in stage 2 will determine the higher placing.
- Qualified riders will receive confirmation of qualification directly from MyWhoosh via email notification.
- Riders will be added to their existing National Federation team and will be expected to follow all rules and regulations moving forward to the semi-finals.



## Event Instructions

### 1. Review the Roadbook and Ruleset

- Read through the entire Technical Guide and MyWhoosh Ruleset.
- Ensure understanding of all rules and guidelines.

### 2. Complete the Power Passport Test (PPT)

- Power passport, equipment setup, height, and weight must be recorded in the same, continuous video. Use an iPhone or iPad that can be moved around (See Pages 17-21 of the [MyWhoosh Ruleset](#) for instructions)
- The continuous video showing height measurement, equipment setup, and height must be taken before the PPT. The weigh-in must be taken after the test within the same, continuous video.
- Connect all required data sources to the MyWhoosh app (smart trainer, heart rate monitor, and power meter).
- Perform the [MyWhoosh Power Passport Test](#) found in the MyWhoosh application. (Go to the Workout tab and find the Power Passport in the Testing folder)
- Upload the video to YouTube as an unlisted video. Use the video's link in the [pre-verification form](#)

### 3. Register for the Event

- Registration for the event will be done on the website.. Before you can register for a premium event you must ensure you have a verified account. This is important if you are a new user.
- Complete the registration on the Events page. SRC user use the weight from the latest final, new riders the weight from the ppt
- Ensure you meet all technical requirements (smart trainers, power meters, etc.). (See Pages 10-11 of the [MyWhoosh Ruleset](#))

### 4. Fill Out the Pre-Verification Form

- Complete the [pre-verification form](#) with all necessary details.
- Upload unlisted YouTube links for the PPT test video, weigh in video, height video, and equipment video. (weigh-in submitted 4 hours prior to the start, no less than 1 hour.)
- Provide Strava link and details of primary and secondary power sources.
- Ensure consistency of weight and height details across all profiles and videos.

### 5. Post-Race Requirements

- Upload your activity to the MyWhoosh app immediately after each race stage.
- Report any performance concerns regarding other racers within 24 hours via email to [racecontrol@mywhoosh.com](mailto:racecontrol@mywhoosh.com)
- Follow all communication protocols with race control for any questions or concerns.





## 2. Semi-Finals

The semi-final will consist of two stages, with racers competing from anywhere as long as they are fully verified and using equipment that meets the [MyWhoosh Cycling Esports Rules and Regulations Part II Section 10.](#)

Riders will be required to as part of their National Federation and be available to join a streaming service for the event.

MyWhoosh will work with National Federations to ensure their best talent is represented and can request wildcard spots to accept extra athletes that have legitimately been unable to qualify for their national team. This decision is at the discretion of the UCI.

The event will cover 2 of the same stages as the live Final. The races will be points-based, with the top 20 riders qualifying for the live final in Abu Dhabi at the finish of two stages.

*\*All point values subject to change prior to the event.*

**Date: September 6th, 2024**







### Semi-Final Stage 1: The Strategist

The first semi-final stage will see riders contest a 9km circuit, which has a unique climb that is more than 1.5km in length.

The course has points available for those who reach the base of the climb first, as well as points available at the top of the climb.

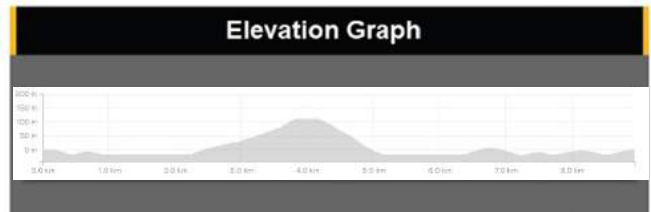
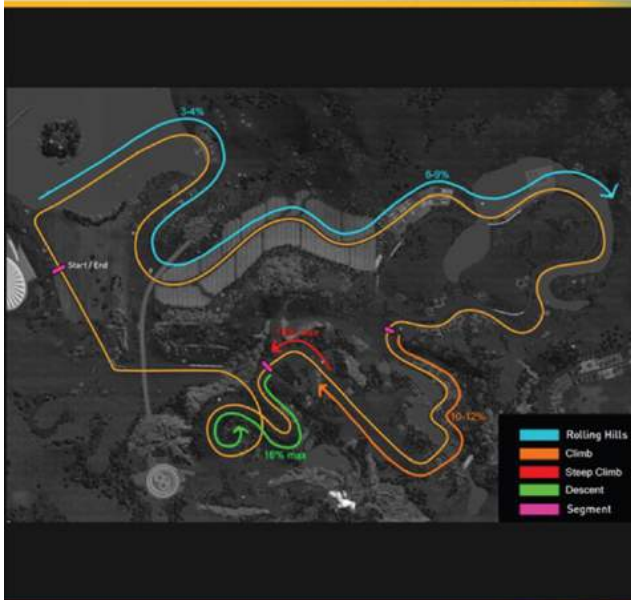
Points will also be awarded on rider position across the finish line. The finish line is not at the top of the climb, so you need to save some energy over the climb, to race to the finish.

Points are awarded as follows to the first 20 riders across each point.

Base of the climb // 20, 19, 18, 17, 16, 15, 14, 13, 12, 11, 10, 9, 8, 7, 6, 5, 4, 3, 2, 1

Top of the climb // 20, 19, 18, 17, 16, 15, 14, 13, 12, 11, 10, 9, 8, 7, 6, 5, 4, 3, 2, 1

Finish line // 40, 38, 36, 34, 32, 30, 28, 26, 24, 22, 20, 18, 16, 14, 12, 10, 8, 6, 4, 2



Route Details	
Length:	8.9 km
Elevation (Peak Point):	127m
Cumulative Gain:	200m
Max Grade:	16.2
Min Grade:	-16.2



### Semi-Final Stage 2: All Out

Stage 2 will consist of 4 laps on a 4km criterium circuit, with points available across the line after each lap, with double points available on the final lap. There is one key point to note which is the finish line on each lap is at the top of a 50-second climb, at a 12% gradient.

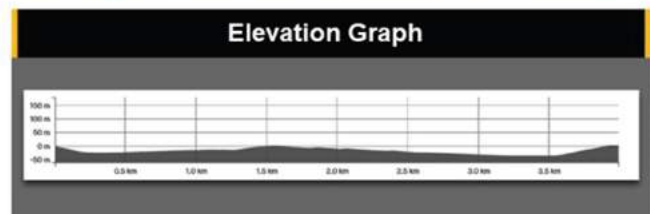
Points are awarded as follows to the first 20 riders across the finish line on each lap.

Lap 1 // 20, 19, 18, 17, 16, 15, 14, 13, 12, 11, 10, 9, 8, 7, 6, 5, 4, 3, 2, 1

Lap 2 // 20, 19, 18, 17, 16, 15, 14, 13, 12, 11, 10, 9, 8, 7, 6, 5, 4, 3, 2, 1

Lap 3 // 20, 19, 18, 17, 16, 15, 14, 13, 12, 11, 10, 9, 8, 7, 6, 5, 4, 3, 2, 1

Lap 4 // 40, 38, 36, 34, 32, 30, 28, 26, 24, 22, 20, 18, 16, 14, 12, 10, 8, 6, 4, 2





## 3. Live Final

At the conclusion of the Semi-Final, MyWhoosh and the UCI will verify all the riders before announcing the 20 riders for the Live Final. Riders and National Federations will be notified before the public announcement, with riders having 48 hours to accept their place in the Live Final.

If a rider does not accept the invitation, the replacement will be based on the finishing position in the Semi-Final through a roll-down system. All places granted for the live final will be of an individual rider nature, not slots for National Federations.

The UCI will be engaging with potential wildcard athletes. The UCI reserves the right to grant a maximum of 4 Wild Cards per gender directly to the Live Final.

For all Wild Card riders, they shall be a part of their National Federations. From thereon, these riders will be 'officially' part of National Federation teams under the guidance of each National Federation.

All finalists will be invited to Abu Dhabi for the Live Final and will have their air tickets and accommodation covered by MyWhoosh. Riders should expect to be in Abu Dhabi for a minimum of 4 days.

In the final, all riders will start with zero points and the UCI World Champion will be the person with the most accumulated points from the final three stage races.

*\* All point values subject to change prior to the event.*





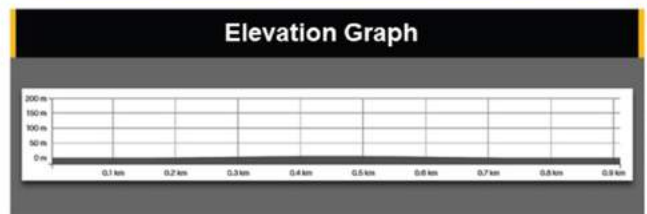
### Stage 1: The Sprint

Stage 1 will be a sprint stage. The riders will have 15 minutes to set the fastest time on a defined 300-meter segment, which is encapsulated in a 1.6km circuit. The fastest rider will score the maximum points, and points will cascade down according to their positions.

This is a highly tactical stage because riders could opt to wait until the very last moment in the race and sprint through the segment, ensuring no one else can set a faster time. Alternatively, riders could go early and set the best time and patiently wait to see if it is beaten, saving their energy for the later stages.

Points are awarded as follows to the top 20 riders as ranked by their fastest time through the segment during the session.

Fastest time // 20, 19, 18, 17, 16, 15, 14, 13, 12, 11, 10, 9, 8, 7, 6, 5, 4, 3, 2, 1



### Route Details

Length:	1.7 km
Elevation (Peak Point):	7m
Cumulative Gain:	7m
Max Grade:	3.5
Min Grade:	-7.7





## Stage 2: The Strategist

Stage 2 will see riders contest a 9km circuit, which has a unique climb that is more than 1.5km in length.

The course has points available for those who reach the base of the climb first, as well as points available at the top of the climb.

Points will also be awarded on rider position across the finish line. The finish line is not at the top of the climb, so you need to save some energy over the climb, to race to the finish.

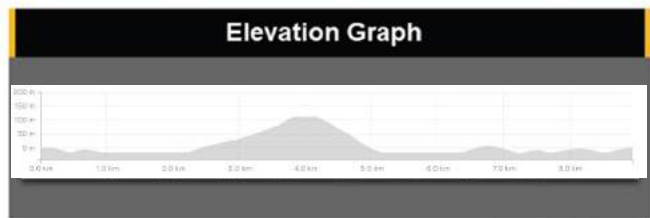
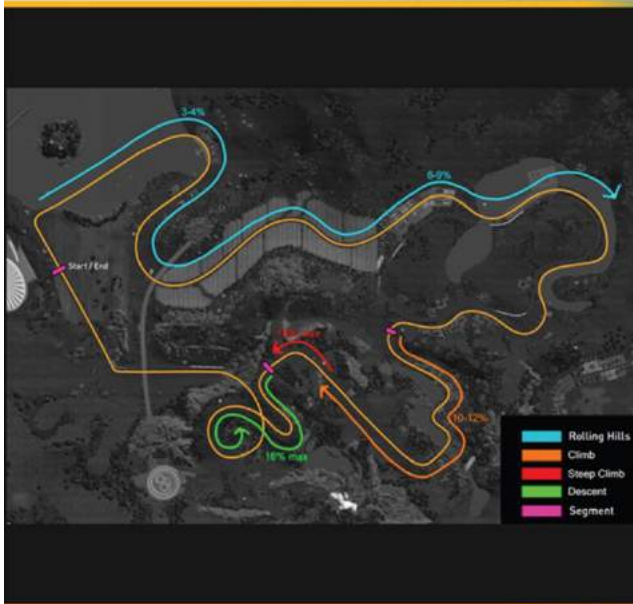
Points are awarded as follows to the first 20 riders across each point.

Base of the climb // 20, 19, 18, 17, 16, 15, 14, 13, 12, 11, 10, 9, 8, 7, 6, 5, 4, 3, 2, 1

Top of the climb // 20, 19, 18, 17, 16, 15, 14, 13, 12, 11, 10, 9, 8, 7, 6, 5, 4, 3, 2, 1

Finish line // 40, 38, 36, 34, 32, 30, 28, 26, 24, 22, 20, 18, 16, 14, 12, 10, 8, 6, 4, 2

*\*This is identical to Stage 1 in the Semi-Finals.*



Route Details	
Length:	8.9 km
Elevation (Peak Point):	127m
Cumulative Gain:	200m
Max Grade:	16.2
Min Grade:	-16.2





## Stage 3: All Out

Stage 3 will consist of 4 laps on a 4km criterium circuit, with points available across the line after each lap, with double points available on the final lap. There is one key point to note which is the finish line on each lap is at the top of a 50-second climb, at a 12% gradient.

Points are awarded as follows to the first 20 riders across the finish line on each lap.

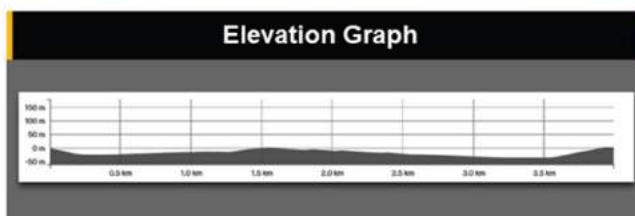
Lap 1 // 20, 19, 18, 17, 16, 15, 14, 13, 12, 11, 10, 9, 8, 7, 6, 5, 4, 3, 2, 1

Lap 2 // 20, 19, 18, 17, 16, 15, 14, 13, 12, 11, 10, 9, 8, 7, 6, 5, 4, 3, 2, 1

Lap 3 // 20, 19, 18, 17, 16, 15, 14, 13, 12, 11, 10, 9, 8, 7, 6, 5, 4, 3, 2, 1

Lap 4 // 40, 38, 36, 34, 32, 30, 28, 26, 24, 22, 20, 18, 16, 14, 12, 10, 8, 6, 4, 2

*\*This is identical to Stage 2 in the Semi-Finals.*





# 4. Rules and Regulations

## Rules and Regulations

This event will be governed by the UCI Cycling Esports Regulations and for any areas specific to cycling esports that the existing UCI Cycling Esports Regulations do not already cover, this Technical guide and the [MyWhoosh Cycling Esports Rules and Regulations](#) shall apply.

MyWhoosh reserves the right to make any modifications to the MyWhoosh platform and/or rider accounts to enable any aspect of the UCI World Championships. Any changes post Aug 1 will be communicated to riders.

### 4.1 Anti-Doping Requirements

Anti-Doping Requirements will be under governance of the UCI.

### 4.2 Equipment Regulations

For the semi-finals, riders will use their own smart trainers, which will need to meet the requirements of the [MyWhoosh Cycling Esports Rules and Regulations Part II Section 10.](#)

### 4.3 Hardware - Live Final

MyWhoosh has partnered with Elite, who will be supplying their premium trainer, the Justo. All athletes that qualify for the Live Final will be sent an Elite Justo at least 4 weeks before the event. This will remain the athlete's property at the event's end.

### 4.4 Race Regulations

Fair Play and good sportsmanship are of utmost importance to us. We expect all participants to compete with honesty, integrity, and respect for fellow cyclists. Any form of unsportsmanlike behavior, including harassment, cheating, and/or abuse, will not be tolerated and may result in disqualification and/or annulment from the race. We refer to the Fair Play principles and Code of Conduct in the [MyWhoosh Rules and Regulations Appendix A.](#)



#### 4.5 Verification

All athletes competing in the Semi-Final Stage of the 2024 UCI Cycling Esports World Championships on MyWhoosh must undergo MyWhoosh's independent verification process and have satisfactorily completed a MyWhoosh Power Passport test prior to the event.

This Power Passport test is available in the MyWhoosh workouts section and takes approximately 60 minutes to complete. The test will be validated by the MyWhoosh team before being accepted as a verified test.

Riders will also need to compete in a minimum of three MyWhoosh Premium Events using the equipment they will use for the Semi Finals. This will assist in setting a baseline for their equipment and physical indicators for the verification system. National Federation qualifiers held on MyWhoosh will count towards the three events.

#### 4.6 Results

All results shall be deemed as provisional until the UCI or an official commissaire deem them official, regardless of any reply, camera angle, or individual screen. The finish line placement accuracy will be determined by the official source onsite. All riders that participate are subject to anti-doping and performance verification processes, including post-event verification.

In the event there is a tie in points, the riders shall be ranked according to their finish place in the final stage of the race.



# Contact information

**Race Director and Event Manager:**

Matthew Smithson

[matt.smithson@mywhoosh.com](mailto:matt.smithson@mywhoosh.com)

+971 2 816 0696

**Relationship Manager National Federations:**

Bart Van den Dries

[Bart.dries@mywhoosh.com](mailto:Bart.dries@mywhoosh.com)

[Federations@mywhoosh.com](mailto:Federations@mywhoosh.com)

+971 2 816 0794

**PR and Media:**

Nataliia Novoselova

[Media@mywhoosh.com](mailto:Media@mywhoosh.com)

+971 2 816 0717

**UCI Sports Department:**

[esports@uci.ch](mailto:esports@uci.ch)

