

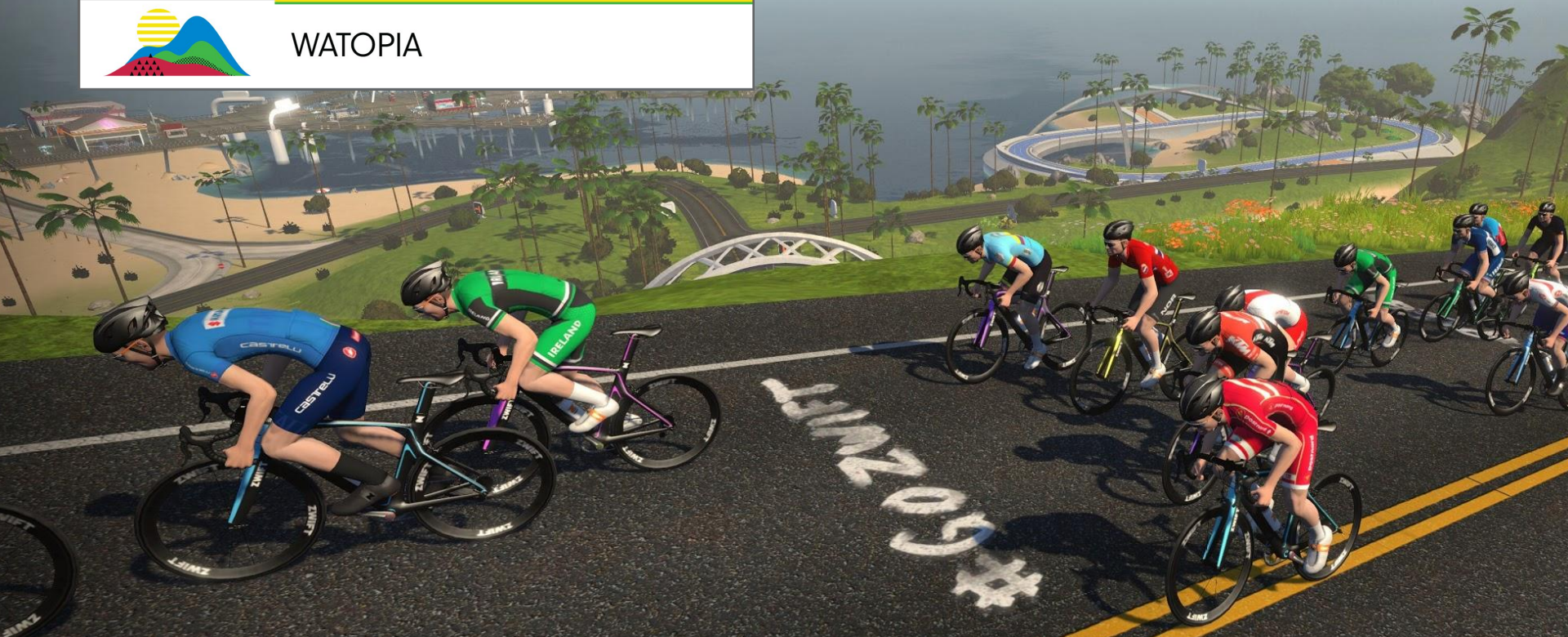
Z ZWIFT



**2020 CYCLING ESPORTS
WORLD CHAMPIONSHIPS**



WATOPIA





About this document

This document is the Technical Guide and Race Handbook for the 2020 UCI Cycling Esports World Championships. The document builds upon the information already provided in the Information Bulletin, and is designed to provide National Federations and competing riders with all of the relevant information required to participate in the event.

Closer to race day Zwift will establish communication channels with nominated representatives from National Federations, and wildcard riders, to assist with preparations for Race Day.

This document is complete as of 6th November 2020. After this date, some of the information in this document may need to be confirmed or updated.

If there are any material updates to the information outlined in this document, the UCI will notify National Federations and riders.



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**2020 CYCLING ESPORTS
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Race Book



Race Details

	Dates	9th December 2020
	Time*	Women: 14:40 CET Men: 15:45 CET
	Format	Scratch race
	Classifications	Elite Men Elite Women
	Field Size	Maximum 100 riders per gender
	Course	UCI World Championships Course - Watopia Figure 8 Reverse with Hilly KOM Finish
	Length	50.035km
	Elevation	483m
	Gamification	Powerups will feature during the race

*precise timings are subject to change depending on the final agreed broadcast windows



Course Overview

WORLD: Watopia

ROUTE: 2020 UCI World
Championships Course: Figure 8
Reverse (1 complete lap with
Watopia Hilly KOM Forward Finish)

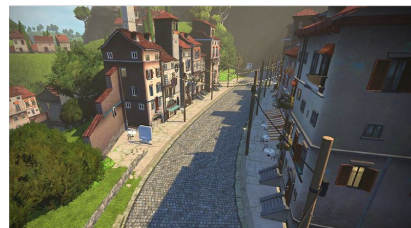
LAPS: 1.6

TOTAL ELEVATION GAIN: 483m

TOTAL DISTANCE: 50 km

For more information see;

[Watopia Figure 8 Reverse Course](#)



 **50.035 KM**
31.09 MILES

 **483 M**
1584 FEET



Gamification

Gamification is one of the key aspects that makes Cycling Esports fun to play and fun to watch.

For the 2020 UCI Cycling Esports World Championships, two powerups will be enabled during the race at on course arches: Aero and Lightweight.

During the race, all in-game equipment will be neutralised so that riders can choose their equipment freely. In this way all participants will begin the race on a level playing field. Further information on this is provided on Slide 25: In Game Kit & Equipment.

Zwift Powerups



AERO

Makes you more aerodynamic for 15 seconds



LIGHTWEIGHT

Reduces your weight by 10% for 15 seconds

Powerup Probability

The probability of an individual rider being awarded either the Aero or Lightweight powerup at each powerup location will be 50%.

50 / 50

Prizes

The 2020 UCI Cycling Esports World Champions Jersey

The winner of the men's and women's events will be awarded the first ever UCI Cycling Esports World Champions Jersey incorporating the famous rainbow stripes.

As in other disciplines, winners will earn the right to wear a physical jersey during the sanctioned esports races they take part in throughout the following year.

Zwift will also create a digital version of the 2020 UCI Cycling Esports World Champions Jersey, which the winning athletes will be able to wear in sanctioned online races.

Prize Money

Prize money will be awarded as follows, applied equally to the men's and women's races;

1st place: 8'000 euros

2nd place: 4'000 euros

3rd place: 2'000 euros

National Federations - Men

The following National Federations will be taking part in the men's event



National Federations - Women

The following National Federations will be taking part in the women's event



National Federation Squad Changes

Squad Changes

- If any issues arise that require National Federations to change their squads, National Federations must immediately notify the UCI of the requested rider changes.
- As the event Hardware is being sent by Garmin Tacx to all competing riders, Zwift/Garmin Tacx cannot guarantee that changes made after the 30th October will be feasible.
- Once hardware has been distributed to riders, each rider will be responsible for ensuring the smart trainer is returned to Garmin Tacx, regardless of whether they participate in the event. Riders will not have to cover the cost of returning the trainers. More information on this process will follow via email.

Wildcard riders

- Zwift and the UCI have been engaging with potential wildcard athletes for both the men's and women's events (using the same athlete eligibility criteria)
- On or around the 10th November, the UCI will notify National Federations of any wildcard riders that have been picked from their nation.
- At this point, National Federations will have the option to add these riders to their squads. These riders will compete in the National Federation jersey 'in real life' and in-game.
- Wildcard riders from nations that are not already competing in the event will race in the event as individuals, wearing a wildcard jersey in-game and in-real life

National Federation Contact

- Each National Federation will be required to provide an official representative who will act as the primary point of contact around the event.
- This point of contact will be responsible for ensuring the riders they are responsible for receive and understand all of the relevant event related information
- The UCI will contact each National Federation to confirm the primary point of contact
- All designated points of contact will have access to a Read Only WhatsApp group which will be used for general event communication. Zwift will also provide a separate Race-Day WhatsApp contact.

Key contacts

- Aside from the WhatsApp group, any inquiries regarding the race should be directed to the following email addresses, depending on subject matter:
 - General Enquiries - watopia2020@zwift.com
 - Race schedule, organization, structure - charlie@zwift.com
 - Account, Tech & Entitlement Questions - pro-support@zwift.com
 - Performance verification - zada@zwift.com
 - Regulations - legal@zwift.com

Rules and Regulations

- This event will be governed by the UCI Cycling Esports Regulations ([link](#)).
- For any areas specific to cycling esports that are not already covered by the existing UCI Cycling Esports Regulations, this Technical Guide & Race Book and the Zwift Cycling Esports Rules and Regulations ([link](#)) shall apply.
- In the event this Technical Guide & Race Book or the Zwift Cycling Esports Rules and Regulations conflict with the UCI Cycling Esports Regulations, the UCI Cycling Esports Regulations shall control.
- Zwift reserves the right to make any modifications to the Zwift platform and/or rider accounts to enable any aspect of the UCI World Championships - for example, automatically setting rider's height and weight following the submission of rider videos.

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**2020 CYCLING ESPORTS
WORLD CHAMPIONSHIPS**



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Event Broadcast



The Broadcast

The 2020 UCI Esports Cycling World Championships is breaking new ground. It will be the first time a UCI World Championship event is staged entirely virtually, with all of the participants competing entirely remotely from their own residences or training bases.

Our ambition is to create an entertaining & compelling live broadcast for audiences around the world, by combining in game footage (rider's avatars racing in WatoPIA) with in-real-life (IRL) footage of riders competing from wherever they are.

Audience feedback has indicated that this IRL footage is extremely important - it allows the audience to connect closely with the riders and Teams, enables each competing rider to grow their profile, and brings the efforts involved in competing on Zwift to life.

By competing in this event and streaming your performance as required by this Race Book and Technical Guide, you agree that you grant Zwift a worldwide, royalty-free license to use your name and likeness rights associated with the footage of your performance and any interviews in connection with this event for any commercial purpose at Zwift's sole discretion.

Further content, such as broadcast graphics and rider interviews will also help to bring the riders and National Federation teams to life during the event broadcast.

However, as we can't be there in person to capture the footage ourselves, we need your help!

Rider Inputs - Broadcast

A key factor of the broadcast will be ensuring that the audience are able to establish a clear link between the avatars they see on screen and the real life athletes that sit behind the avatars. In order to do this we will require a few things from National Federations and Riders;

<h2>1. Rider photographs</h2>	<ul style="list-style-type: none"> Each National Federation will need to provide 2 x still photographs (1 x headshot and 1 x midshot) of each rider in their official 2020 National Federation race jersey for use in broadcast, web and social. Please see the Race Book sent to you from the UCI for the link to submit.
<h2>2. Rider interviews</h2>	<ul style="list-style-type: none"> Selected riders may be approached for pre-race interviews and video content capture in the weeks leading up to the event and directly before. Time requirements will be kept to a minimum and will be scheduled at a convenient time for each rider. Federations are politely requested to endeavour to make their riders available for such opportunities to promote the event and their participation for their country.
<h2>3. Rider live stream</h2>	<ul style="list-style-type: none"> Each rider will be asked to livestream their participation in the event. This is each National Federation and each rider's opportunity to feature their IRL footage in the event broadcast. Set up requirements are outlined on the following pages

Rider Live Stream

Requirements

Each rider is required to supply a live video feed of their performance that can be brought into the live broadcast from time to time.

Filming device	<p>Riders should film their performance via a secondary device (different from the device they are running Zwift on). This can be a webcam, laptop camera, ipad or smartphone camera. Please be aware that if using a mobile phone for your rider cam, even when used vertically there will be black banding on either side of the image. Wherever possible please try and use a laptop/computer for your rider cam. There is no requirement to have the microphone turned on during the race broadcast. We may need a microphone turned on post race for interviews.</p>
Camera setup	<p>The camera should be oriented so that it captures the rider's face and racing setup. The camera must be horizontal/landscape.</p>
Wifi Requirements	<p>Riders are encouraged to have a connection of at least 15 Mbps download/3 Mbps upload - this can be tested using an online tool such as www.speedtest.net. If this is not possible, please make the Zwift broadcast team aware and we will endeavour to support.</p>
Transmitting footage to Zwift	<p>Zwift will provide a link which riders will be able to easily connect to from their filming device (Zoom or similar)</p>

Rider Live Stream Requirements

IRL Rider kit and equipment

- Riders must either wear;
 - Their National Federation issued national team kit, including (as relevant) shoes, socks, bib shorts, jersey, gloves & cap
 - The wildcard jersey provided by Zwift
- During the event broadcast, riders must ensure that their top is zipped up and no HR monitors are visible in the broadcast stream
- Beyond the National Federation kit, bike and components, riders cannot show their own sponsor-related boards, products or banners in the frame of the webcam shot behind the rider in line with the event commercial guidance
- During the event, if there are any instances of riders visibly displaying conflicting branding to the event partners in their live pictures, Zwift reserves the right not to feature these riders' images in the event broadcast

Background conditions

Please be aware that the background environment will be visible during your live stream footage - so please carefully consider how you setup of the environment in which you will be racing. At a minimum;

- Riders should be in a well-lit environment and should avoid having a light source directed at the camera.
- Riders can not use a green screen with any virtual backdrop inserted, we will not be able to use such shots in the live broadcast
- It is fine for a rider's helper/ team DS to be visible during the event footage. The same branding and visible sponsor requirements apply to the DS and anyone else in vision.

Zwift will request a setup check in the 24 hours before the start of the event to ensure that the rider's equipment is properly set up for the purposes of the live broadcast.

Rider Cameras - Examples



Commercial Guidance

Riders will be prohibited from displaying branding from non-Event Partners within the field of vision of the live stream from their IRL location, on items which are deemed as non-essential to participation in the events. Any branded items displayed on the Permitted Branded Items must be representative of National Federation partners.

Riders who are selected by their National Federation will be required to wear their national jersey during participation in the race to match the virtual jersey on their avatar in game. During the event, if there are any instances of riders visibly displaying conflicting branding in their live pictures, Zwift and the UCI reserve the right not to feature these riders' images in the event broadcast.

Riders will be required to use the smart trainer provided by Garmin.

Permitted Branded Items In accordance with the relevant UCI regulations;

- The bike and all components
- Rider apparel extending to shoes, socks, bib shorts, jersey, gloves & cap

Prohibited items if displaying non-Event Partner branding

- Towels and sweat bands
- Banners or fixed branded assets
- Bottles and bidons
- Any other items with visible competitor branding, save the permitted items

Smart Trainers

27th October - 14th November

Garmin Tacx will be providing each rider in the event with a Tacx NEO 2T smart trainer and all of the associated accessories required to enable each athlete to compete on the same model of hardware, wherever they are in the world.

Garmin Tacx will begin the process of distributing the hardware to riders based upon the information provided in the Rider Information Form. The estimated delivery of the turbo trainer is between 27th October and 14th November (subject to the rider's location and information provided). Garmin Tacx will cover all costs associated with delivering and collecting the smart trainers from riders.

Garmin Tacx may also wish to send riders additional branded items. Aside from the smart trainer, riders will be under no obligation to use such goods during the event.

Please note there are 2 specific bike/ groupset combinations which are not supported by the Tacx NEO 2T.

- Ridley/Campagnolo combinations
- Dare TT bikes



Smart Trainers

November

In order to assist riders with trainer set up and troubleshooting, Garmin have established a dedicated support team which can be contacted at e-sports.helpdesk@tacx.com

It is important to test the trainer before joining the 2020 UCI Cycling Esports World Championships. Once you have received the trainer, please conduct a test by completing a 2 hour ride on Zwift. Please send a confirmation email to e-sports.helpdesk@tacx.com to confirm that you have received the trainer and completed the test within 1 week of receiving the trainer. Please email us if you encounter any issues.

Garmin Tacx will include a Quick Start Guide with your trainer to guide you through installation, connecting with Zwift, troubleshooting and connection issues. This can also be downloaded by clicking on the link to the right.

For the 2020 UCI Cycling Esports World Championships races Garmin Tacx will be providing a link to a Microsoft Teams meeting where they can be reached on the day of the event for questions or troubleshooting.

Smart Trainers

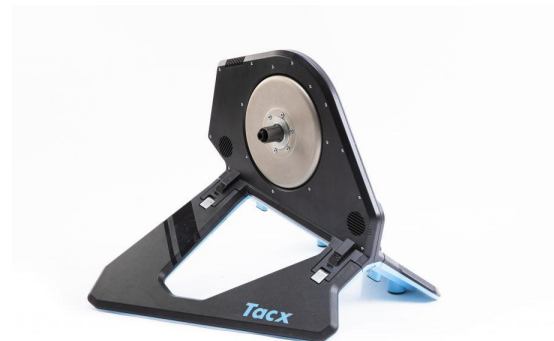
December

During the event It will be mandatory for riders to use the supplied Tacx NEO 2T trainer as the primary power source, cadence sensor and controllable device, connected to the game client. Garmin Tacx will provide Zwift with the serial number of each smart trainer that has been delivered, and any riders using alternative equipment will be disqualified.

Any modification of the trainer other than as approved by Zwift or Tacx will result in a disqualification. No calibration is necessary with the Tacx NEO 2T Smart trainer. For this event, Zwift will automatically set the trainer difficulty level for all riders in the event.

It is the rider's responsibility to ensure that race data is accurately reported to Zwift. During the event, riders are encouraged to turn off any additional equipment that emits a wireless signal (e.g., Bluetooth headphones, wireless keyboard/mouse).

Garmin Tacx will be contacting athletes at the end of November to arrange the collection and return of the trainer from the rider's specified address. Should any riders wish to purchase the unit after the race, Garmin Tacx will be able to enable this.



Social Media and Promotion

We want all National Federations and riders to gain as much exposure as possible from their participation in the event, and to benefit by engaging and growing their audiences. Therefore Zwift are entirely supportive of National Federations and riders that wish to create their own content around the event. Riders and teams are welcome to do this in any way they like, but below are few ideas around key moments that could be captured and shared;

- National Federation Team Announcement
- Preparation ahead of race day both on and off the bike
- Practice Events with other Federation Riders
- Race day setup and warm up

Resources

- Use the guide found in the Race Book sent to you by the UCI to help setup social-friendly frames for your on-Zwift images and video.
- National Federations and riders can use #Watopia2020 to accompany posts, and tag @GoZwift @UCI_cycling.
 - There are a number of relevant Stickers available on Instagram Stories, like the Rainbow Jersey, which can be found through the Giphy search engine.

In Game Kit & Equipment

November - December

During the UCI World Championships event, there are specific regulations regarding in-game kit and equipment that riders must follow. Riders are encouraged to familiarise themselves with the in-game kit and equipment available in advance of the event to ensure they have selected their preferred equipment. Failure to adhere to any of these regulations may result in disqualification and/or removal from the race.

<p>IN-GAME TEAM KIT</p>	<ul style="list-style-type: none"> ● It is mandatory to race in your virtual national team kit or in the virtual wildcard kit. All participants will be assigned a virtual team kit and each rider must choose the virtual kit from their ‘garage’. Failure to do so will result in disqualification ● Riders must wear virtual socks
<p>IN-GAME EQUIPMENT</p>	<ul style="list-style-type: none"> ● All equipment will be neutralised in terms of performance for the event and therefore National Federations/ riders are free to choose from the available options, with the following exceptions; <ul style="list-style-type: none"> ○ Time trial helmets are not permitted ○ Time trial bikes are not permitted ○ Disk wheels are not permitted ○ Zwift concept bikes (Aka ‘Tron Bikes’) are not permitted

IMPORTANT: If you need to change your equipment, please make the change **BEFORE** you join the race. For example, remove your time trial helmet **BEFORE** you join the race, not in the starting pen.

Please direct any issues or question to pro-support@zwift.com

Game Devices

November - December

During the UCI World Championships event, there are specific regulations regarding the game devices that riders must follow. Riders are encouraged to test their game devices and connections to Zwift in advance of the event to ensure these work reliably. Failure to adhere to any of these regulations during the event may result in disqualification.

GAME DEVICE	<ul style="list-style-type: none"> Riders may use any compatible device to connect to Zwift, but are encouraged to use a laptop (Mac or Windows) or Windows-based tablet to run the Zwift game application for the event.
SMART TRAINER	<ul style="list-style-type: none"> It is mandatory to use the Tacx NEO 2T trainer provided
HEART RATE MONITORS	<ul style="list-style-type: none"> Heart rate monitors must be used for the event and connected to the game client. It is the rider's responsibility to ensure that this provides valid heart rate data to the game throughout the race. Riders are free to use whichever brand of HR monitor they choose, however HR monitors should not be visible in the event broadcast.

Please direct any game related issues or questions to pro-support@zwift.com
Please direct any Hardware related issues or questions to e-sports.helpdesk@tacx.com

Practice events

November - December

As part of the build up to the 2020 UCI Cycling Esports World Championships, Zwift will organise a series of private rides that National Federations and riders can take part in.

These rides are not mandatory, but have been designed to enable National Federations and Riders to:

- Ride the segments of the 2020 UCI Cycling Esports World Championships course
- Practice race tactics in a non-public environment
- Double check hardware setup for riders

Each event will be open to men and women and have one group only. These events will **not otherwise be publicly listed**, or accessible to the general public, on Zwift so they must be accessed using the links found in the Race Book sent to you by the UCI via email.

N.B. National Federation Kits will not be available for the Practice Events.

Alternatively individual riders can also recce the course at any time by choosing to ride the 'Watopia Figure 8' course when they log in to Zwift.

November practice event schedule

6th November 6am UTC	8th November 6pm UTC
10th November 12pm UTC	13th November 11pm UTC
20th November 10am UTC	22nd November 3pm UTC
28th November 7am UTC	30th November 5pm UTC

National Federation/ Rider Briefings

One week before the event

- One week before race day, Zwift will share final instructions for Riders and National Federations. This will include information and reminders on:
 - Race Day Timings in detail
 - Race Day Urgent Tech Contacts
 - Final event startlists
 - Height and Weight verification video reminders
 - In-game kit entitlements and reminders
 - Broadcast information

Pre-Race Checks

24 hours before the event

Height and Weight Videos

Each rider must submit a Height and Weight video to Zwift within 24 hours of the start of the event.

- Follow the Pre-Race Weight Video instructions in Appendix A of the Cycling Esports Rules and Regulations - <https://zwift.com/p/zwift-cycling-esports-rules/>. In addition, record a video of yourself measuring your height. Please do not edit or trim the videos. As shown in the examples below, the entire non-stop recording is required.
 - Weight: <https://youtu.be/78VeL3fKitU>
 - Height: <https://youtu.be/lplhrHS9ces>
- Create video links using the Sending Videos to ZADA instructions in Appendix A of the Cycling Esports Rules and Regulations - <https://zwift.com/p/zwift-cycling-esports-rules/>

When sending the video, the rider authorises Zwift to change the rider's height and weight in game to the height and weight supported by the video evidence. By submitting your videos to Zwift, you agree that these videos are for verification purposes only and that you will not publicly distribute any of these videos.

Display Name and Country Flag

Each rider must ensure their name is displayed in the correct format; [First Name] [Last Name]

Each rider must ensure their country flag in-game is correct.

Pre-Race Checks

24 hours before the event

Rider Set up check in

- Zwift will arrange a check in with Riders/ Federations
- Ensure Riders are able to log into their account
- Ensure Riders have the correct jersey & equipment and can successfully see on their avatar in game after leaving the menu screen
- Riders can connect their trainer and heart rate monitor (HRM) to Zwift and successfully move their avatar in game
- Ensure that they have their Zwift Device (iPad/Tablet/Laptop) connected to a power source and not running off just battery
- Checks on camera for the broadcast camera position should be done to ensure the position works

Event Day

Immediately Before the event

- Connection: Set up Tacx smart trainer to be the primary power source, controllable device and cadence sensor, and pair a separate HR monitor.
- Start Pen: Enter the start pen at least 60 minutes before the start of the race. Comply with any instructions from Zwift representatives in the start pen.

Event Day - Post Race

Immediately after the race

- Save the Zwift file (public setting) when exiting the game.
- Save the dual recorded race data file (if relevant)
- Dual recording power is not mandatory for the event, but if any riders wish to submit their dual recorded race data, the file must be submitted to Zwift using the following form within 2 hours of race completion.

Post Race Interviews and Prize Giving

- Riders must be available to do an interview immediately after the race if they place in the top 3
- These interviews may or may not be broadcast live, but Federations should make their riders available for them.
- Interviews will be conducted via Zoom (or similar) and a simple to use link will be distributed prior to the race.
- Top three riders will be required to join the link via a phone or computer webcam as soon as they can after crossing the finish line and must have their microphone enabled.
- **The winner should not log out of the game immediately to allow us to award the virtual jersey to their avatar.**

Performance Verification

Zwift reserves the right to request verification information after the event, including the information listed in Appendix A of the Zwift Cycling Esports Rules and Regulations.

Please note that any requested information for performance verification, such as evidence of similar outdoor efforts, must be submitted to Zwift within 24 hours of the request. Riders whose performances cannot be verified will have their results annulled.

Hardware Returns

Garmin will instruct all riders as to the Hardware returns procedure when the units are sent.

The Results

Once the race has finished, Zwift will begin compiling the results, these will be split into two stages; Provisional and Final.

- Provisional results will be shared shortly after the race has finished on the broadcast. These results will be available within 24 hours on [zwift.com](https://www.zwift.com) as well as across social media. The Provisional results will be subject to change pending the verification process that ZADA undertakes.
- Final results involve a verification process with ZADA. They will be shared when ZADA has completed verification.

Rider Checklist

	DESCRIPTION	KEY DATES
End of October		
Tacx Order Details	Complete the Rider Information Form to provide shipping details for Tacx NEO 2T delivery	Due
Receive and setup your Tacx NEO 2T turbo trainer	Follow the instructions in the Quick Start Guide to setup your turbo trainer and connect it to Zwift	27th October - 13th November
November		
Tacx NEO 2T Test	Complete a 2 hour test ride on Zwift using the Tacx NEO 2T provided and send confirmation via email to e-sports.helpdesk@tacx.com	
Practice Events (Optional)	Join and ride one of the Practice Events taking place on the World Champs course	Thru Nov
Headshot Images	Check with your National Federation that they have the Headshot Images required for the Race.	
Social Media posts (Optional)	Share your preparation ahead of Race Day and don't forget to tag @gozwift & @UCI_cycling.	
Early December		
Rider View for Broadcast	Check your kit setup and video call framing fits with the examples provided in this document.	
<u>24 hours before Race Day</u>	<u>Height and Weight Videos to be sent</u> <u>Equip correct National Federation Kit</u>	December 8th

Please direct any game related issues or questions to pro-support@zwift.com

Please direct any Hardware related issues or questions to e-sports.helpdesk@tacx.com