

# 2022 UCI Cycling Esports World Championships

## General Information Bulletin



# 2022 UCI Cycling Esports World Championships

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## Event Background

# 2022 UCI Cycling Esports World Championships



**The UCI and Zwift are thrilled to be able to jointly unveil the plans for the second edition of the UCI Cycling Esports World Championships.**

The event will be staged on February 26th 2022, with the racing taking place within Zwift's futuristic New York world. Both men's and women's races will take place on identical courses, over equal distances and for equal prize money. Participants will be competing remotely from their own residences or National Federation facility, and the event will be broadcast around the world.

The 2022 Championships will build on the successes of the inaugural event in 2020. All riders will again be on the same Hardware to ensure a level playing field. There will be additional National Federations on the start line, and the introduction of a new Continental Qualification pathway will enable access to the event for top global talent. Combined, these factors will ensure that the 2022 Cycling Esports World Championships will be the most credible, exciting and competitive cycling esports race in history.

The UCI is delighted to invite National Federations to participate in this event, to field a national esports cycling team for men and for women, and to continue making history with cycling esports.

This document, alongside the additional supporting documentation on the UCI portal, provides National Federations with the key information about the event. A more detailed technical guide will follow once National Federations have confirmed their places in the event.

# An Introduction to Zwift

## The fitness company born from gaming

Zwift is the fitness company born from gaming. We're dedicated fitness enthusiasts that also happen to be experienced software and video game developers. Combining that passion and deep understanding of the fitness world, Zwift is the first company to use massive multiplayer gaming technology to bring the outdoor experience indoors. Athletes from around the globe can train and compete in rich, 3D-generated worlds simply by connecting their existing devices & compatible hardware (e.g. cycle trainers, power meters, treadmills, heart rate monitors, etc.) via open industry standard ANT+ and BLE.

From friendly competition, to racing & structured training programs, Zwift is building a community of like-minded athletes united in the pursuit of a better social fitness experience.

**195**  
Countries represented

**3.7m+**  
Accounts created

**1bn+ miles**  
Ridden on Zwift

**1hr+**  
Average ride time

**180+**  
Races per day

## Major cycling esports events on Zwift



# Recap - 2020



In December 2020, 20 National Federations, the UCI and Zwift came together to deliver the first ever UCI Cycling Esports World Championships.

Both men's and women's events were held on the challenging parcours of the Watopia Figure 8 Reverse course, offering opportunities for a wide range of athletes to make their mark on the race at different points.

Gamification played a key part in the racing, with riders strategically deploying their PowerUps at different points; to push the pace and form a break, to quickly rest the legs, or simply to stay on the back of the flying bunch.

With the short, sharp format lasting just over an hour, it was full gas racing from the start, animated and entertaining throughout, and closely fought at the finish, with an uphill sprint on the Zwift Hilly Climb Forward proving decisive in both the men's and women's races.

In the end Ashleigh Moolman Pasio and Jason Osborne held off two fields stacked with IRL and esports cycling talent, to win the first ever cycling esports rainbow stripes and cement their names in cycling history.

20

National Federations

132 Riders

Taking part remotely

200

Mass participation events

3m+

Live and social video views

2

New world champions












## Race Information

# Event Overview

The table on the right provides a high level summary of the 2022 UCI Cycling Esports World Championships event.

Further clarification in key areas has been provided on the next pages.



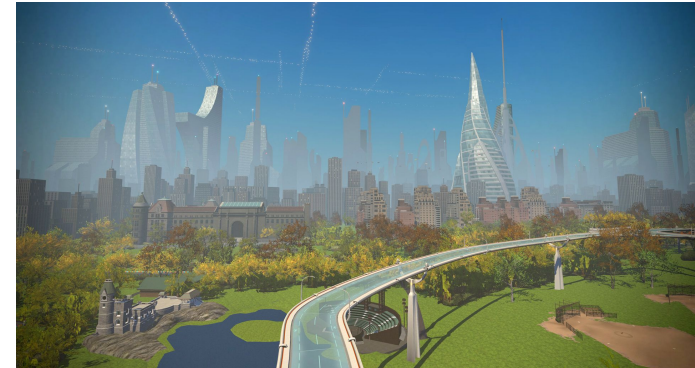
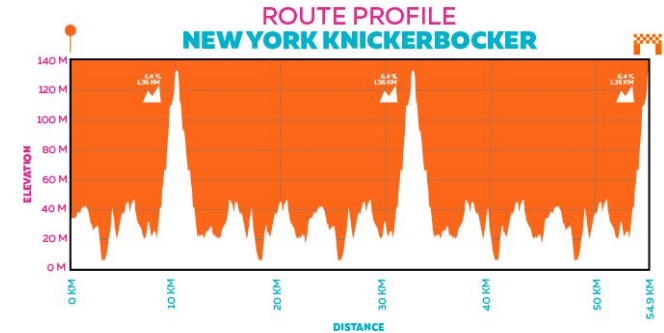
	<b>Dates</b>	26th February 2022
	<b>Time*</b>	Exact times tbd
	<b>Format</b>	Scratch race
	<b>Classifications</b>	Elite Men Elite Women
	<b>Field Size</b>	100 riders per gender
	<b>Course</b>	New York, Knickerbocker 2 laps + Climb finish
	<b>Length</b>	54.9km
	<b>Elevation</b>	944m
	<b>Gamification</b>	PowerUps will feature during the race

# The Race Course - Zwift's New York Knickerbocker

Zwift's New York course is a fantasy world based on the Central Park of 100 years time and is a feast for the eyes. Rolling, curvy and scenic roads at ground level sit below elevated transparent roadways, complete with flying cars, and sleek sci-fi buildings. The routes in New York are great to race and look great in broadcast.

The Knickerbocker route is a challenging parcours worthy of a World Championship. With barely a flat section of tarmac, and a mixture of rolling and steep terrain (with gradients that top out at 14%), the course will be selective and offer a number of opportunities to attack for different types of athlete.

<b>World</b>	New York
<b>Route</b>	Knickerbocker + hilly finish
<b>Laps</b>	2
<b>Total Distance</b>	54.9km
<b>Total Elevation Gain</b>	944m



# Gamification

## PowerUps

PowerUps will be a key feature of the 2022 UCI Cycling Esports World Championships.

With 7 chances to collect PowerUps along the New York Knickerbocker route, riders will need to be strategic about which PowerUps they deploy, and when, to assist them in their bid for glory.

There are wide range of powerups in the Zwift game, but it is likely that only a subset of these will be used during the World Championships races. Stay tuned as the Technical Guide will reveal the final details about the set of PowerUps that will be available to riders during the race.

## In Game Equipment

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.

## Zwift PowerUps



**Feather:** reduces your weight by 10% for 15 seconds. *Use on climbs, when weight matters the most.*



**Van:** increases the draft effect you are experiencing by 50% for 30 seconds. In a double draft event, this powerup will give you 3x the standard draft effect. *Use at higher speeds when you are already drafting off another rider*



**Aero:** makes you more aerodynamic (reduces your CdA by 25%) for 15 seconds. *Use at higher speeds (flats and descents), especially when no draft is available*



**Breakaway Burrito:** turns off draft effect for riders within a 2.5m radius for 10 seconds. *Use when attacking off the front so opponents have to work harder to follow you, or use it in the group to make everyone work harder*



**Invisibility:** makes you invisible to other riders for 10 seconds. *Use when you want to get away from one or more riders.*



**Steamroller:** reduces rolling resistance for 30 seconds so you roll as fast as a road tire on pavement regardless of wheels or road surface. *If you're on a road bike, use this when you hit a dirt patch.*



**Anvil:** makes you heavier for 30 seconds, so you can descend faster. *Use this on downhills.*

# Prizes

## The UCI Cycling Esports World Champions Jersey

The winner of the men's and women's events will be awarded the 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 and activities they take part in throughout the following year.

Alongside this, the winning athletes will also be able to wear a digital version of the UCI Cycling Esports World Champions Jersey, whilst on the Zwift platform.

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## Prize Money

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

**1<sup>st</sup> place:** 8'000 euros

**2<sup>nd</sup> place:** 4'000 euros

**3<sup>rd</sup> place:** 2'000 euros



# National Federation Participation



# Rider Eligibility

Once National Federations accept their places in the event they will need to pick their team.

In order to ensure the 2022 UCI Cycling Esports World Championships are successful and competitive, we are seeking athletes that already have experience of participating in the Cycling Esports discipline using the Zwift platform.

The virtual only nature of the event has necessitated additional eligibility criteria around anti-doping compliance to support the integrity of the event (also see Fair Competition).

All riders selected by National Federations (men and women) **MUST** meet the criteria outlined on the right at the time of selection. Upon submitting final team selection to the UCI, National Federations will be required to evidence that all the riders they select meet these eligibility criteria.



In order to be eligible all riders **MUST** be in either;

- A. UCI Registered Testing Pool; OR
- B. A national registered testing pool (RTP) - in these cases, National Federations will need to provide evidence that the rider is part of the relevant programme



- A. Athletes must hold a valid UCI racing licence
- B. Athletes **MUST** be set up on Zwift and have progressed to at least level 5\* in the game at the time that they are selected.
- C. Preferably athletes will have also taken part in one of Zwift's major broadcast events - this will ensure familiarity with protocols around race entry, technological requirements and performance verification - although this is not a mandatory criteria.

\* Level 5 requires a Zwift user to have ridden on the platform and gained a total of 4,000 XP (Experience Points). This equates to roughly 200km. A Zwift user's level can be seen on their profile via the Zwift Companion App when searching for a user, or in-game by the user themselves at the top of the HUD (Heads Up Display).

# National Federation Selection

The 2022 UCI Cycling Esports World Championships is a truly global event, with automatic places offered to selected National Federations across 5 continents.

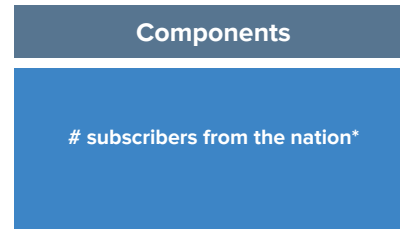
As there is currently no established nations ranking system for cycling esports, the criteria on the right were used to select Federations and determine the number of automatic places to allocate. As a result, 23 National Federations will be granted men's and women's places in 2022.

For further details please see the supporting document '*National Federation Allocations and Acceptance Process*'.



## Size of the Zwift Community

The number of Zwift community members from the respective country. This will help to maximise in-territory interest, engagement and viewership for the World Championship.

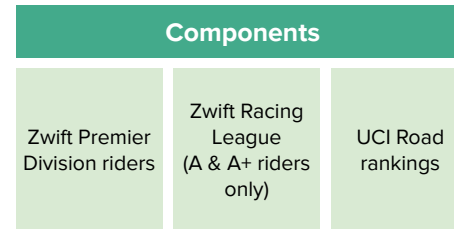


\* Please note Zwift is unable to provide specific or overall subscriber numbers to the UCI or National Federations



## Size and Quality of the Elite Racing Talent Pool

The size of and quality of the elite level cycling esports talent pool from the nation. Road rankings have also been included in the calculation as a benchmark for non-esports cycling talent



## Ranking and Banding

Based on steps 1 and 2, National Federations were ranked for men and for women, and allocated places on a sliding scale according to their scores to make up an overall allocation of 62 places per gender allocated to National Federations.

# National Federation Q&A and Acceptance of Places

As the event is still in its infancy, we anticipate that there may be further questions National Federations would like to raise before accepting their places in the event.

The UCI and Zwift will provide Federations with an opportunity to raise clarification questions using a structured timeline and endeavour to provide all of the information required to inform event participation and the selection of national teams.

For further details please see the supporting document '*National Federation Allocations and Acceptance Process*'.

Dates (2021)	Key activities/ milestones
<b>11th October</b>	<ul style="list-style-type: none"> <li>Information and documentation shared with National Federations on the UCI portal</li> </ul>
<b>19th October</b>	<ul style="list-style-type: none"> <li>Deadline for Federations to submit any clarification questions to the UCI</li> <li>Deadline for confirmation on whether Zwift will need to create new kit</li> </ul>
<b>20th, 21st October</b>	<ul style="list-style-type: none"> <li>UCI and Zwift will compile answers to questions from all National Federations</li> </ul>
<b>22nd October</b>	<ul style="list-style-type: none"> <li>The UCI to provide an amalgamated list of answers to all questions and clarifications to all National Federations</li> </ul>
<b>29th October</b>	<ul style="list-style-type: none"> <li>Deadline for National Federations to indicate whether or not they will participate and how many quota places they will accept.</li> <li>Deadline for Federations to submit to the UCI               <ul style="list-style-type: none"> <li>Jersey files (if relevant)</li> <li>Federation logo and brand guidelines (if federation would like marketing assets)</li> <li>Participation agreement (see supporting documents)</li> <li>Confirmation of any athletes nominated to take part in Continental Qualifiers</li> </ul> </li> </ul>

**N.B. All communication throughout the process will be between National Federations and the UCI using the contact details outlined in this document**

# Rider Selection

## Rider Selection

Once National Federations have accepted their places in the event, they are free to use their own methodology to select riders, provided that riders meet the eligibility criteria outlined.

## Confirmation of whole squad

National Federations will be required to confirm the specific riders they have picked to represent their nation by no later than **14th December 2021**.

At this point the National Federation will have to provide a defined set of information to the UCI for each rider in their squad, for example:

- The physical location the rider will race from
- The relevant address to send any required hardware including the designated smart trainer (see 'Smart Trainers')
- Proof of rider eligibility

The UCI will provide National Federations with online forms in order to facilitate this process.

## Squad Changes

The UCI and Zwift reserve the right to reject any changes made to National Federation teams after this date, due to the requirement to equip each competing rider with a Smart Trainer.

WOMENS RACE - RESULTS					
1		RSA	Ashleigh Moolman Pasio	4.4 W/KG	1:13:27
2		AUS	Sarah Gigante	4.4 W/KG	+0.06s
3		SWE	Cecilia Hansen	3.8 W/KG	+1.2s
4		USA	Lauren Stephens	3.8 W/KG	+1.2s
5		USA	Jacque Godbe	4.0 W/KG	+1.39s
6		DEN	Annika Langvad	3.7 W/KG	+1.42s
7		USA	Laura Matsen Ko	3.7 W/KG	+1.53s
8		SWE	Emma Belforth	4.0 W/KG	+1.66s
9		USA	Kristen Kulchinsky	4.3 W/KG	+5.22s
10		AUS	Bre Vine	4.0 W/KG	+6.11s
11		GER	Hannah Ludwig	3.8 W/KG	+8.41s
12		USA	Courtney Nelson	4.3 W/KG	+8.97s
13		AUS	Justine Barrow	4.4 W/KG	+8.98s
14		GBR	Anna Henderson	3.7 W/KG	+9.51s
15		WLD	Louise Bates	4.3 W/KG	+9.53s
16		DEN	Fie Oesterby	4.1 W/KG	+9.80s
17		GBR	Dani Christmas	4.1 W/KG	+13.23s
18		CAN	Georgia Simmerling	3.7 W/KG	+14.35s
19		USA	Kristen Faulkner	3.6 W/KG	+16.44s
20		GER	Tanja Erath	3.6 W/KG	+16.52s
21		USA	Shayna Powless	3.7 W/KG	+16.56s
22		GBR	Elinor Barker	3.7 W/KG	+18.54s
23		CAN	Olivia Baril	3.8 W/KG	+20.83s
24		NOR	Borghild Loevset	4.1 W/KG	+41.40s
25		USA	Christie Tracy	3.9 W/KG	+55.52s

# Continental Qualifiers

**The 2022 World Championships will include Continental Qualifiers as a new pathway into the event.**

The Continental Qualifiers will ensure that any highly talented cycling esports athlete has a shot at being on the start line of the World Championships, regardless of where they are from.

Zwift will organise one qualifier per gender for each region, which will be open to any top level esports athlete from relevant nations. The top 5 finishers will be awarded a place on the start line of the World Championships.

These qualifiers are primarily aimed at top level Zwift racers and National Federations that do not already have automatic berths in the race. However, National Federations that do have places in the event will also be also nominate up to 3 athletes (per gender) to take part in the relevant Continental Qualifier, should they wish.

Any athletes that qualify through the Continental Qualifiers will be added to their respective National Federations' squads in addition to any places the National Federation has already been allocated, providing a mechanism to potentially boost squad numbers. If riders qualify from nations that do not already have automatic places in the World Championship, then the UCI will engage with the relevant National Federation to add them to the event.

<b>Dates</b>	27th, 28th November 2021
<b>Timings</b>	See next page
<b>Format</b>	Scratch race
<b>Races</b>	1 x Africa, 1 x Asia, 1 x Europe, 1 x Pan America, 1 x Oceania
<b>Classifications</b>	Elite men Elite women
<b>Field Size</b>	100+ riders per gender per race
<b>Qualifiers</b>	Top 5 places in each race qualify for the World Championships
<b>Course</b>	Comparable to the World Championship course
<b>Gamification</b>	Same PowerUps as the World Championships

# Continental Qualifiers - Rider Eligibility

## Open entries

The Continental Qualifiers will be open to any top level cycling esports racer. Zwift will invite;

- Any riders that take part in Zwift Premier Division racing
- Any riders that have been auto-categorised as 'A' Category riders in Zwift Racing League 2021-2 or in 'Continental Open' events

Zwift will identify all of the riders around the globe that meet these criteria and invite them to take part in their respective Continental Qualifier event.

## National Federation entries

Any National Federation will also be able to propose up to 3 riders from their nation to participate in the Continental Qualifiers. These riders will need to be at least level 5 on Zwift. Should a National Federation wish to nominate athletes to take part in these events, they must provide each riders' Zwift ID and email address to Zwift by the **29th October**.

**N.B** Riders in Continental Qualifiers will need to provide a full suite of performance verification information to Zwift. Details regarding the information required and the process will be provided to riders alongside invitations to the race.



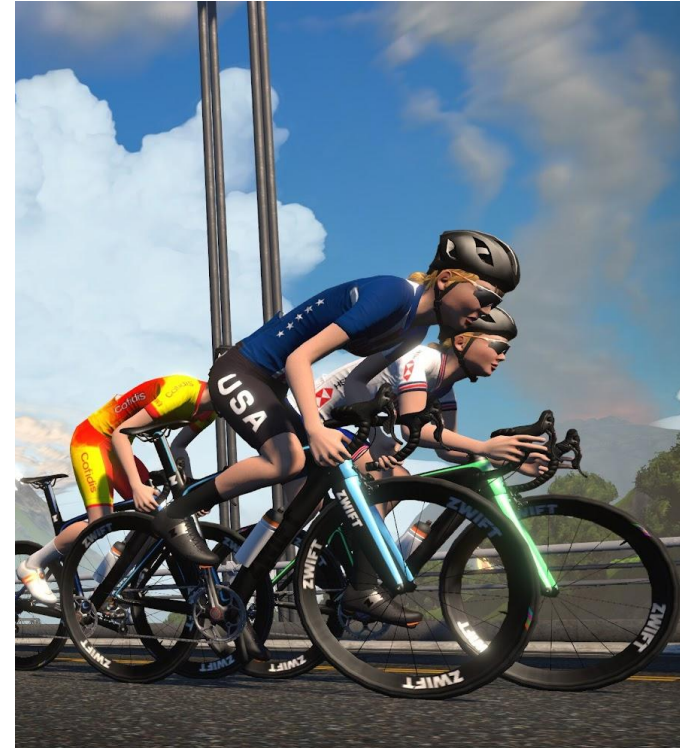
Region	Women (27th November)	Men (28th November)
Oceania	5am UTC	5am UTC
Asia	8am UTC	8am UTC
Europe	11am UTC	11am UTC
Africa	2pm UTC	2pm UTC
Americas	5pm UTC	5pm UTC

# Wildcard Riders

Following the quota acceptance deadline (29th October 2021), the UCI and Zwift may decide to invite a number of individual riders to participate as wildcards. These wildcard spots will be used as a mechanism to include additional high profile riders.

The following principles will be applied to wildcard riders;

- The same high level eligibility criteria will be applied to wildcard riders as for National Federation selected riders (see *Rider Eligibility*).
- Zwift and the UCI will engage in conversations with wildcard riders from November onwards. Wildcard riders will only be confirmed once all participating National Federations have submitted their full team for the event.
- The UCI will notify National Federations of any wildcard riders that have been picked from their nation - these riders will participate in the race in addition to the team the National Federation has already picked. These riders will compete in the National Federation jersey 'in real life' and in-game.
- If wildcard riders are from nations that do not have automatic slots in the race, the UCI will engage with the respective National Federation with a view to adding them to the event.



# Rider Co-Location

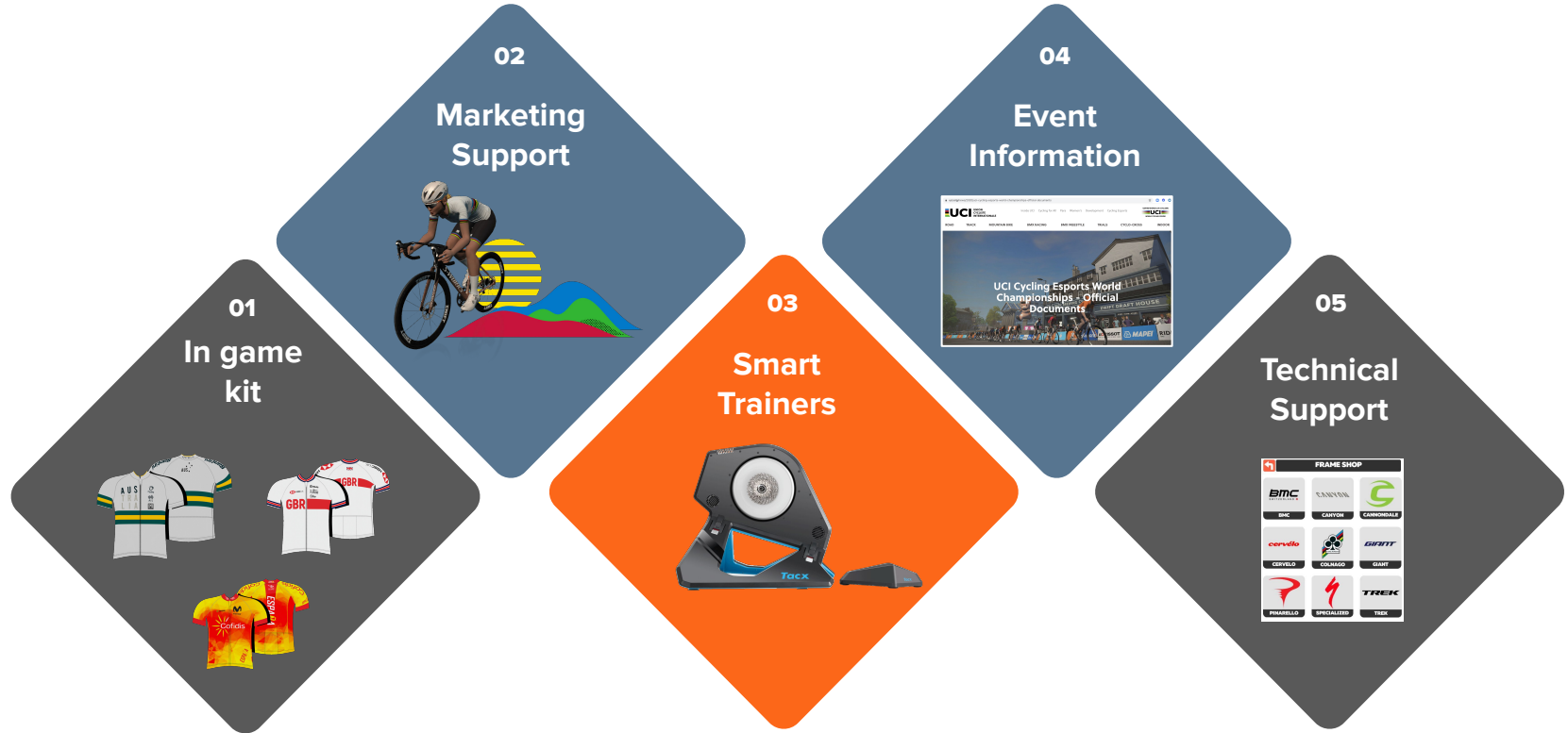
Now that travel restrictions are easing in many locations around the world, we strongly encourage National Federations to consider co-locating their squads for the event in a venue of their choosing. The benefits of doing so include;

- The ability to capture compelling footage for the main event broadcast
- The potential to create a unique fan experience
- National Federations who wish to invite fans, have the opportunity to monetise ticketing, hospitality and F&B around the event
- Opportunities to capture compelling additional, non-event media content that can be shared on National Federation owned channels.

Zwift will be able provide specific technical advice and support to enable the effective co-location of riders. It is recommended that no more than 8 riders participate from one venue, so Federations may need to explore alternative solutions for the men's and women's team.



# National Federation Support



# Support for National Federations

## 01 In Game Kit

Zwift will ensure that each participating National Federation has a digital version of their kit in game in time for the World Championships.

A large number of the National Federations that participated in the 2020 World Championships already have their kit in the Zwift game - Zwift will be able to update these kits if there have been material changes (e.g. to sponsors). In order to enable Zwift to do this in an efficient manner each National Federation must;

- Provide an indication of whether a new jersey is required or whether the existing jersey in game is fit for purpose by the **19th October**
- If required, provide the relevant assets in vector/.ai file format to the UCI by **the 29th October 2021**, alongside a signed event participation agreement.



# Support for National Federations

## 02 Marketing Support

Zwift will produce a standard set of digital marketing assets which can be used by National Federations to publicise their involvement in the event.

If National Federations would like Zwift to produce these assets they will need to notify the UCI alongside acceptance of their places, and provide any relevant assets (e.g. logo files) and specific requests (e.g. formats/dimensions) by **29th October 2021**.

Once opted in, the expectation is that National Federations will use their channels to provide marketing support for the event, and promote their participation using the assets provided. National Federations are, of course, also encouraged to create and utilize their own creative assets in addition.

Wherever possible, Zwift will amplify National Federation marketing by sharing and promoting National Federation content on Zwift channels.

If National Federations wish, they can incorporate the Zwift brand and logo into creative using the link below. Please share creative assets that feature the Zwift logo with [henry.nixon@zwift.com](mailto:henry.nixon@zwift.com) before publication on any platform.

A copy of Zwift's logo and brand guidelines can be found here: [https://news.zwift.com/en-WW/media\\_kits](https://news.zwift.com/en-WW/media_kits)

# Support for National Federations

## 03 Smart Trainers

All participants in the event will be provided with the same model of smart trainer, at the organisers cost. In order to facilitate this, National Federations must provide the relevant information (requirements to be provided at a later date) to the UCI as part of their team submissions, no later than **14th December**.

## 04 Event Related Information

Information about the event will be published by the UCI once available to the National Federation's intranet.

## 05 Technical Support

Once National Federations have selected their full teams, Zwift will establish a dedicated technical support function for participating riders.

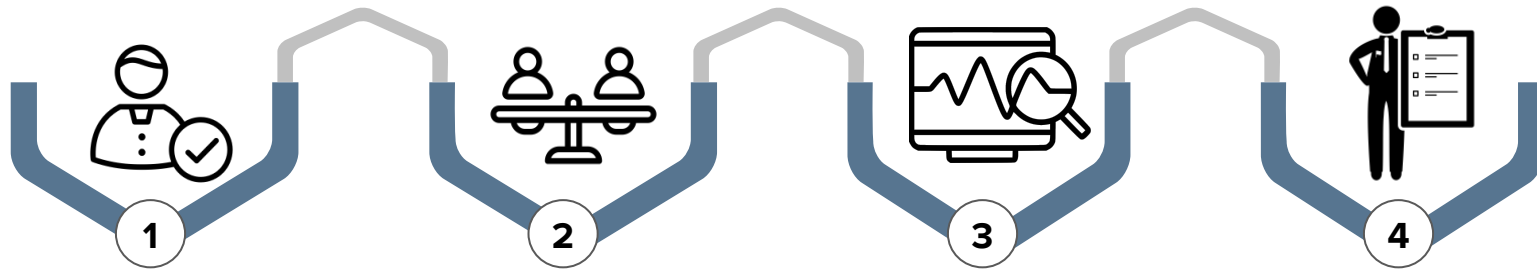
This will provide participants with assistance to remedy any issues that they experience in the build up to the event, and during the event period itself, related to;

- **Smart trainers** that have been provided to participants
- **In-game issues** on Zwift (although these should be limited - according to the eligibility criteria it is anticipated that all event participants will already be familiar with the basic functions of Zwift)

## Additional Event Information

# Fair Competition

The 2022 UCI Cycling Esports World Championships will be a fully virtual event with participants taking part remotely from their own residences, training bases or National Federation premises. Zwift and the UCI have therefore developed a number of measures to ensure that the competition remains fair in a virtual setting. Detailed instructions for National Federations and participating riders will be included in the Event Technical Guide (which will be provided at a later date), however the primary aspects of the approach are outlined below.



## Rider Eligibility Requirements

- Anti-doping RTPs
- Cycling esports experience
- Qualifying pre-verified riders



## A Level Playing Field

- All riders on the same physical hardware
- In game equipment neutralisation



## Performance Verification

- Pre race checks
- In-race monitoring
- Post race performance verification

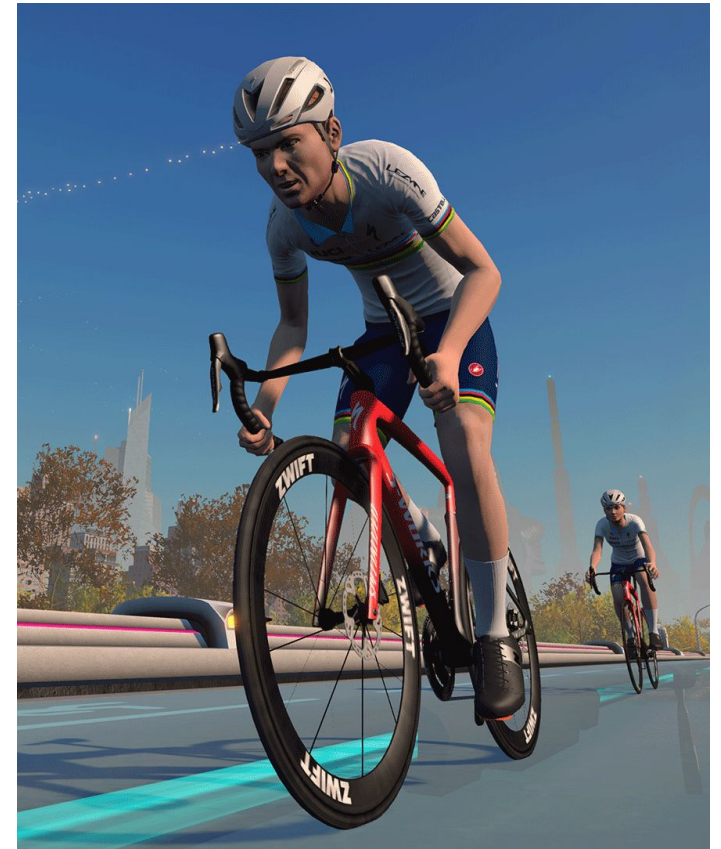


## Ensuring Compliance

- Technical support
- Rules, regulations and robust guidelines
- Disputes process

# Rules and Regulations

- The 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, the Technical Guide (which will be provided to National Federations at a later date) and the Zwift Cycling Esports Rules and Regulations ([link](#)) shall apply.
- In the event the Technical Guide 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.



# Commercial Guidance

As in 2020, Zwift will be implementing a commercial programme around the event, aimed at securing partners that will enhance the reach and grow the audience of the 2022 World Championships. The UCI will provide National Federations with updates as event partners are secured.

As a result, 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.

## 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

In order to implement the principles of fair competition, Zwift will identify and appoint a smart trainer manufacturer as an Event Partner. Such Event Partner will be allocated a package of rights associated with the event, including branding on the smart trainers provided to riders. Participation in World Championships is subject to agreement to using the defined Event Partner smart trainer.

Zwift is developing partnership conversations with several of the major trainer manufacturers to define the fulfilment and logistics of smart trainers required for the events.

An anticipated timeline for the appointment of the relevant Event Partner and the delivery of hardware is provided below:

Date	Key Activity/Milestone
<b>Ongoing</b>	<ul style="list-style-type: none"> <li>• Zwift engagement with prospective smart trainer Event Partners</li> </ul>
<b>14th November</b>	<ul style="list-style-type: none"> <li>• Confirmation of appointed smart trainer Event Partner <i>(subject to commercial negotiations)</i></li> </ul>
<b>14th December</b>	<ul style="list-style-type: none"> <li>• National Federations to provide information regarding hardware delivery as part of team confirmations</li> </ul>
<b>3rd January 2022 to 20th February</b>	<ul style="list-style-type: none"> <li>• Smart trainers delivered to selected riders with support available to aid install from the Event Partner and Zwift</li> </ul>
<b>Post event</b> <i>(dates tbc)</i>	<ul style="list-style-type: none"> <li>• Collection of used trainers to be coordinated by the smart trainer Event Partner</li> </ul>

# Broadcast

Zwift are currently developing the arrangements for broadcast production and distribution.

As Zwift and the UCI continue to grow the discipline of cycling esports, the broadcast distribution strategy will focus on maximising audience reach around the world.

Zwift is currently engaging with a range of broadcasters and agencies, to implement a distribution strategy which will combine linear and OTT distribution on broadcaster channels, with the potential for supplementary digital distribution on Zwift owned channels to maximize viewership.



# Event Timeline

## Key Milestones for National Federations

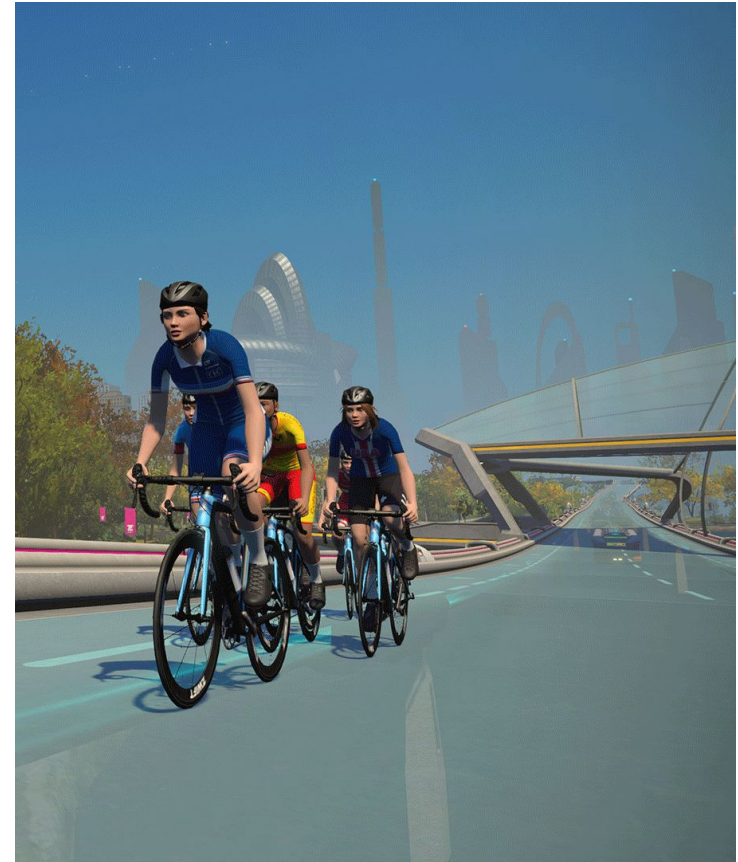
Dates (2021/22)	Key Activities/ milestones
11th October	<ul style="list-style-type: none"> <li>Information shared with National Federations</li> </ul>
19th October	<ul style="list-style-type: none"> <li>National Federations to submit any clarification questions to the UCI</li> <li>National Federations to confirm kit requirements</li> </ul>
22nd October	<ul style="list-style-type: none"> <li>Clarifications provided to National Federations through the UCI</li> </ul>
29th October	<ul style="list-style-type: none"> <li>Deadline for National Federations to indicate whether or not they will participate and how many quota places they will accept.</li> <li>Deadline for National Federations to submit, jerseys, participation agreement, marketing assets &amp; Continental Qualifier riders to the UCI</li> </ul>
27th - 28th November	<ul style="list-style-type: none"> <li>Continental Qualification events for all regions</li> </ul>
1st December	<ul style="list-style-type: none"> <li>Full Event Technical Guide provided to National Federations</li> </ul>
14th December	<ul style="list-style-type: none"> <li>National Federation registration deadline – whole team</li> <li>All Wildcard riders confirmed</li> </ul>
3rd January 2022- 20th February	<ul style="list-style-type: none"> <li>Hardware distributed to riders</li> <li>Technical support available to riders (ongoing)</li> </ul>
w/b 21st February	<ul style="list-style-type: none"> <li>Final National Federation and rider briefings</li> </ul>
26th February	<ul style="list-style-type: none"> <li>2022 UCI Cycling Esports World Championships</li> </ul>

# Contact Details

All contact regarding the event is to be sent to:

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

The UCI will be responsible for coordinating with Zwift and providing feedback to competing National Federations



# Document Change Log

Topic	Pg. no	Brief description of updates

