

2B.7.1 The Start

1. ~~This procedure is used for all Track Races.~~ Unless noted otherwise, riders start mounted, holding onto a starting post or other support, with the fronts of their tires (forward most part of wheel) behind the edge of the starting line that is farthest from the finish line. Riders may start from behind the starting line if they wish, provided all other starting rules are followed. Riders may place starting posts in the location most comfortable for them, as long as it doesn't interfere with other riders.
2. Rolling starts are not permitted in any race. Riders may lean before the start, but their wheels may not move forward during the start beeps or counting down. Rolling back is allowed.
3. *All commands of the starter are to be given in English at Unicon or international competitions. At other competitions, English is optional.*
4. *After the command "Ready", all riders shall move to their starting position. As soon as the Starter is satisfied that all riders are steady in the correct starting position, he gives the command "Attention" and starts the race. This can be done by a start sequence as follows:*

4.1 Usually, a start-beep apparatus is used. This provides a six-count start: "beep - beep -beep - beep - beep - buup!" The timing between (the start of) successive beeps is one second. The first five beeps have all the same sound frequency. The final tone (buup) has a higher frequency, so that the competitors can easily distinguish this tone from the rest. The proper moment to start is the beginning of the final tone.

Note: Commonly used electronic starting devices use frequencies of about 650 Hz for the first five tones and about 795 Hz for the sixth tone.

4.2 As an alternative, the Starter will give a three-count start before firing a starting gun on the fourth count. Example: "One, two, three, BANG!" The time between (the start of) each of these elements ~~should~~*must* be the same, and *should* approximately ~~3/41~~ seconds. ~~This allows riders to predict the timing of the gun, for a fair start.~~

Both variants allow the rider to start leaning ahead of the "buup/BANG", for an exact and predictable start. It is recommended to use one or the other of those two options for all races in a competition if possible. The option to be used must be announced in advance of the competition.

5. *If the Starter is not satisfied that all is ready for the start to proceed after he gave the command "Ready" and the riders are on their starting position or they otherwise abort the start, the command should be "Go Back". If a start-beep apparatus is used and the start sequence is already started the start should be aborted by blowing a whistle or other clear and predefined signal.*

Where a rider in the judgement of the Starter, after the command "Ready",

5.1 causes the start to be aborted, for instance by dismounting, without a valid reason (such reason to be evaluated by the Starter); or

5.2 does not place themselves in their final starting position at once and without delay;
or

5.3 disturbs other riders in the race through sound, movement or otherwise,
the Starter shall abort the start. The Starter may warn the rider for improper conduct (disqualify in case of repeated infringement of the Rule). However, when an extraneous reason was considered to be the cause for aborting the start, or the Referee does not agree with the Starter's decision, no rider gets warned or disqualified. This decision shall be clearly indicated to the riders.

2B.7.1.1 False Start

1. A false start occurs if a rider's wheel moves forward before the start signal, ~~or if one or more riders are forced to dismount due to interference from another rider or other source.~~
2. If a heat has to be restarted, the Starter will immediately recall the riders, for example by blowing a whistle or other clear and predefined signal. *Any warning or disqualification resulting from this must be clearly indicated to the riders in question.*
3. There are two options on how to deal with false starts:
 - 3.1 **One False Start Allowed Per Heat:** *The use of this option is strongly discouraged when no electronic false start monitoring system is used.* After the first false start of a particular heat, all riders *receive a warning and* may start again. Thereafter, any rider(s) causing a false start are disqualified for this event. *Only the earliest false starting rider gets assigned this false start and the associated disqualification.* ~~This option should not be used without an electronic false start monitoring system.~~
 - 3.2 **One False Start Allowed Per Rider:** After the first false start of a particular rider in a heat, the rider in question receives a warning and may start again. Any rider(s) causing their personal second false start are disqualified *for this event*. Only the earliest false starting rider gets assigned this false start and the associated warning or disqualification.

It is recommended to use one or the other of those two options for all races in a competition if possible. The option to be used must be announced in advance of the competition.