

2026 UCI Cycling Esports World Championships

Men & Women Elite Technical Guide

Area	Confirmed / working position
Qualification process	National Federation team submission: 31 August 2026 MyWhoosh qualification races: Saturday 5 September and Saturday 12 September 2026
Semi-Finals	Friday 2 October 2026 Remote/global MyWhoosh event Points-based format
Live Finals	Saturday 5 December 2026 Copenhagen
Verified hardware supplier	ELITE – Justo 2
Document purpose	Men & Women Elite guide outlining qualifications, Semi-Finals, Final, event format, rider requirements, verification and race-day operations.

Contents

1. Event overview
2. Confirmed programme and championship architecture
3. Governing documents, roles and sporting authority
4. Men & Women Elite qualification pathway
5. Men & Women Elite Semi-finals
6. Men & Women Elite Final
7. Men & Women Elite race format and roadbook
8. Equipment and technical requirements
9. Verification, fair play, results and post-race process
10. Timeline and key milestones
11. Contacts and source material reviewed

1. Event overview

The 2026 UCI Cycling Esports World Championships Men & Women Elite programme includes the qualification process, remote/global Semi-Finals and a live final in Copenhagen

For 2026, the Championships will use a two-stage, points-based format, with the rainbow jersey awarded to the riders with the highest points tally at the end of the two stages.

2. Confirmed programme and Championships architecture

2.1 Qualification

The UCI allocates quotas to National Federations, which must submit their selected riders to MyWhoosh by **31 August 2026**.

MyWhoosh will then hold two official open-qualification races on **5 September 2026** and **12 September 2026**. These races are open to eligible riders who have not already been selected through a National Federation allocation, including riders whose National Federation does not have an allocation.

The top 20 eligible riders from the first MyWhoosh qualification race and the top 10 eligible riders from the second qualification race will be added to National Federation teams, subject to eligibility and verification.

2.2 Semi-Finals

The Semi-Finals will take place on **2 October 2026** as a remote, global event on MyWhoosh.

Approximately 130 verified riders are expected to compete, including riders selected through National Federation allocations and the MyWhoosh qualification process. The final field remains subject to confirmation.

2.3 Final

The 2026 UCI Cycling Esports World Championships Final will take place on **5 December 2026**.

2.4 Championships structure

The programme includes separate competitions for Men Elite and Women Elite.

Each competition includes the qualification races, Semi-Finals and the live Final. The Championships use a points-based format featuring activated checkpoints and tactical route choice.

3. Governing documents, roles and sporting authority

All events will be governed by the applicable UCI Cycling Esports Regulations. Where those regulations do not address a platform-specific Cycling Esports matter, this Technical Guide, the current MyWhoosh Cycling Esports Rules & Regulations and event-specific rider communications will apply.

Area	Responsibility
UCI	Sporting governance, championship title approval, National Federation eligibility requirements, anti-doping governance, verified weigh-in, hydration testing, commissaire authority and final official classification.
MyWhoosh	Platform delivery, route implementation, qualification event delivery, rider onboarding, event operations, data capture, Race Control support, performance verification support, results production and communications support.

National Federations	Rider eligibility, national representation, federation membership/licensing, kit approval support and rider communication where required.
Riders	Compliance with UCI and MyWhoosh rules, approved equipment use, honest identity and data submission, fair play, anti-doping requirements, media/broadcast requirements and all verification requests.

5. Semi-Finals

Item	Working position
Date	Friday 2 October 2026
Delivery	Remote/global MyWhoosh event
Rider field	Approximately 130 riders, subject to final UCI/MyWhoosh start list. The field is built from UCI National Federation allocations plus the top 30 eligible riders from the MyWhoosh qualification process.
Purpose	Select verified riders for the Final.
Format	Points-based. The same core two-stage format is intended to be used for Semi-Finals and Finals.
Start times	7pm GST Women 9pm GST Men
Results status	Top 16 from each gender automatically qualify post verification.

5.1 Semi-Final rider requirements

- Hold a valid UCI ID/licence as required for the Championships.
- Qualify through a National Federation allocation or the MyWhoosh qualification process. MyWhoosh qualifiers will be allocated to National Federation teams as additional riders.
- Be eligible to represent the relevant National Federation.
- Complete all MyWhoosh verification steps before start-list confirmation.
- Use approved equipment and comply with primary/secondary power and data-submission requirements.
- Complete Power Passport Test, weigh-in and any required video evidence within the published deadlines.
- Be available for streaming, identity checks and any required race briefing.
- Report performance concerns through official Race Control channels within the published timeframe.

5.2 Semi-Final progression to the Final

At the conclusion of the Semi-Finals, MyWhoosh and the UCI will verify the results before confirming the 16 riders invited to the Final.

Final invitations will be issued to individual riders, not to National Federations as transferable slots. Riders will be required to accept their invitation within the published acceptance window.

If a National Federation wishes to submit a wildcard entry, they must email esports@uci.ch within 48 hours of the conclusion of the semi-finals with the requested rider name, UCI ID, and a reason for their absence or issue in the semi-final races. No applications will be accepted before the semi-final race. Consideration of a rider who participated in the semi-finals but failed to qualify for the finals is very rare and will only be done in extreme circumstances.

6. Final logistics

The Final will take place on Saturday 5 December 2026 and will be delivered as a global Championship race in Copenhagen.

The event is designed to be a broadcast only event.

Requirement	Working position
Competition structure	One global race per gender in a shared location.
Location	Blast Studios – Copenhagen
Hardware partner	ELITE is the verified hardware supplier for the Men & Women Elite Final.
Equipment control	Standardized hardware and identical setup processes
Race control	Central Race Control supported by on the ground technical leads and Commissaire processes.
Broadcast	One central broadcast using rider cameras, data graphics, route-choice graphics and race storytelling.
Anti-doping	UCI governance.

7. Race format and roadbook

The Final will be contested across two stages. Riders score points at designated checkpoints, and the points from both stages are combined to determine the round classification.

The rider with the highest points total after Stage 2 wins the round, subject to MyWhoosh performance verification and UCI confirmation.

- Stage 2 will begin 25 minutes after the official start of Stage 1. As this is a fixed start time, the recovery period available to each rider will depend on when they complete Stage 1.
- Timing at all scoring lines will be based on the leading edge of rider's front wheel.
- In the Semi-finals, the first 20 riders at each scoring opportunity will receive points. In the Final, the first 10 riders will score. Exact point values and the complete points table will be published closer to the event.

The format is designed to reward consistent performance, positioning, reaction speed, sprinting, tactical route choice and recovery between repeated efforts.

7.1 Stage 1 – Surge Checkpoints

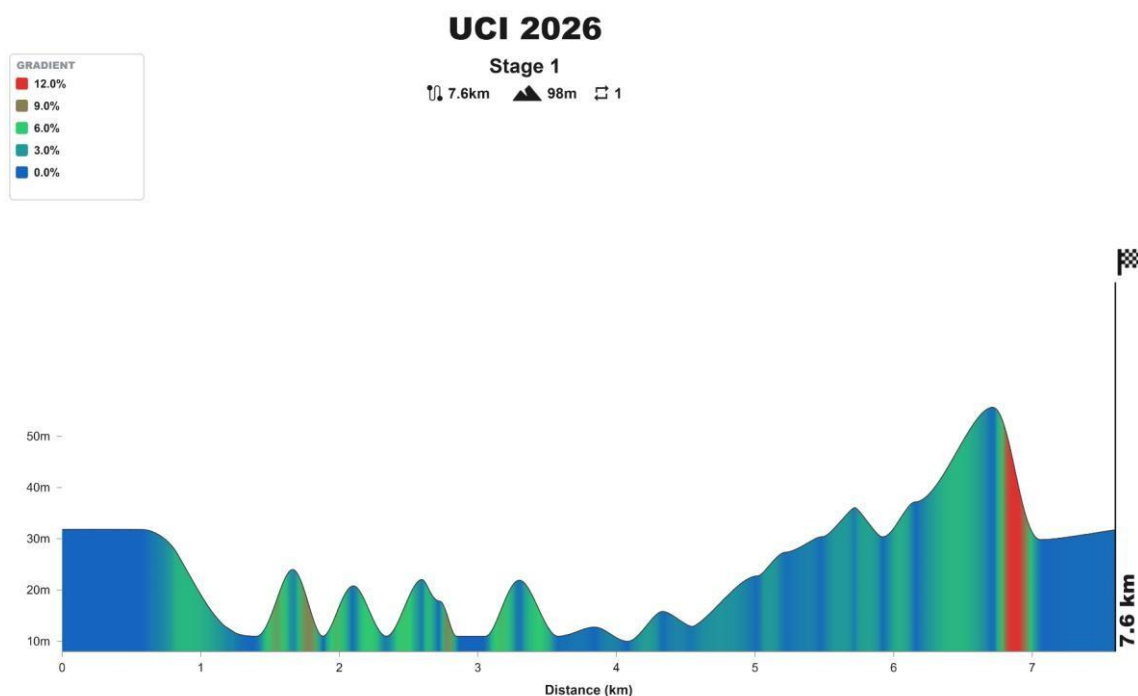
Stage 1 is a points race featuring five checkpoints that activate during the race. Riders receive 500 m of warning before each active checkpoint, with points awarded according to their front-wheel position as they cross the scoring line.

The checkpoint sequence will not be revealed in advance. All riders competing in the same race will receive the same checkpoint activations.

Because riders do not know which checkpoint will activate next, they need to remain well positioned and ready to accelerate throughout the stage. Moving too early may use energy before the next scoring opportunity, while sitting too far back may leave too little time to move into a points-scoring position.

The stage rewards awareness, positioning, repeated acceleration and the ability to recover quickly between efforts.

Item	Confirmed / working detail
Distance	7.6 km / working design file: 7.64 km
Elevation gain	98 m
Peak elevation	56 m
Grade range	-8.05% to 5.15%
Scoring concept	Five randomly activated checkpoints. Riders score points by reaching the active checkpoint in position.
Warning distance	Riders will receive 500m notice. Checkpoints will be random and different for Semi's and Final.



Stage 1 working route/profile asset - 7.64 km random checkpoint stage

7.2 Stage 2 - Route Choice Points Race

Stage 2 is contested over four laps. On every lap, riders choose between two route options of equal distance: a flatter route with a lower points value or a hillier route offering more points. The additional climbing on the hillier route means it is expected to take longer to complete.

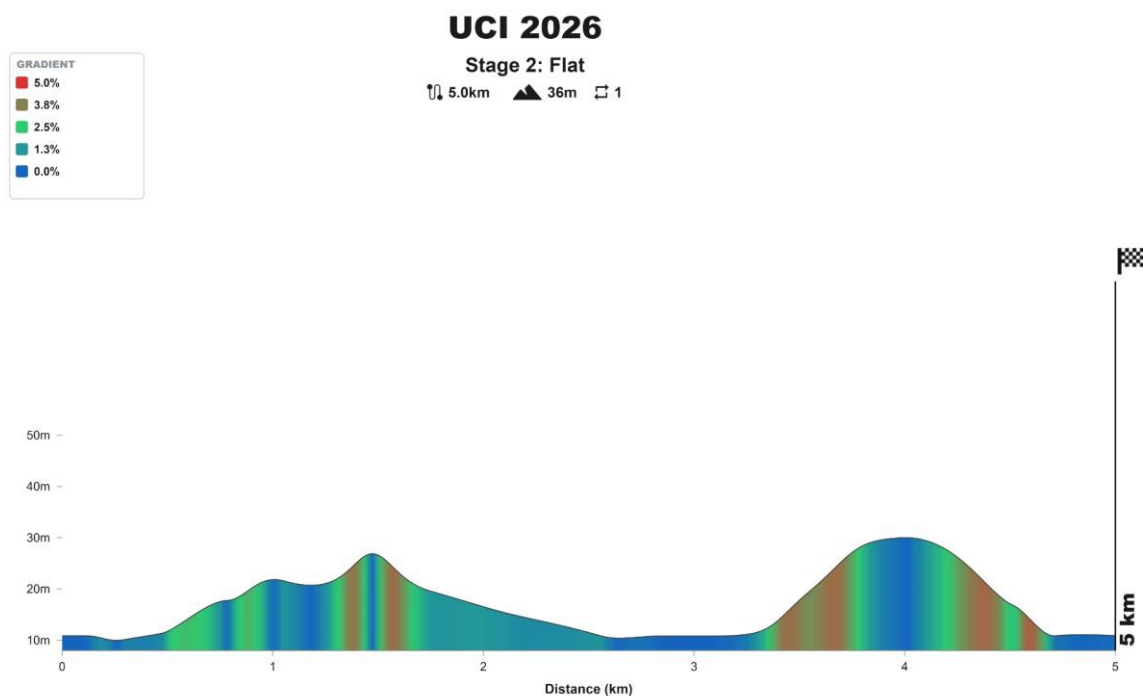
- Riders are shown the route options 400 m before the junction. They can choose between an easier, flatter route with a lower points value and a harder, hillier route offering more points.

- If a rider does not make a selection, the easier route will be selected automatically.
- Each route contains its own scoring line. More points are available on the hillier option, but the additional climbing may cost energy or affect the rider's position when the two routes merge.
- After the routes rejoin, riders contest a common sprint checkpoint. On the final lap, the finish line also serves as the final sprint scoring line.

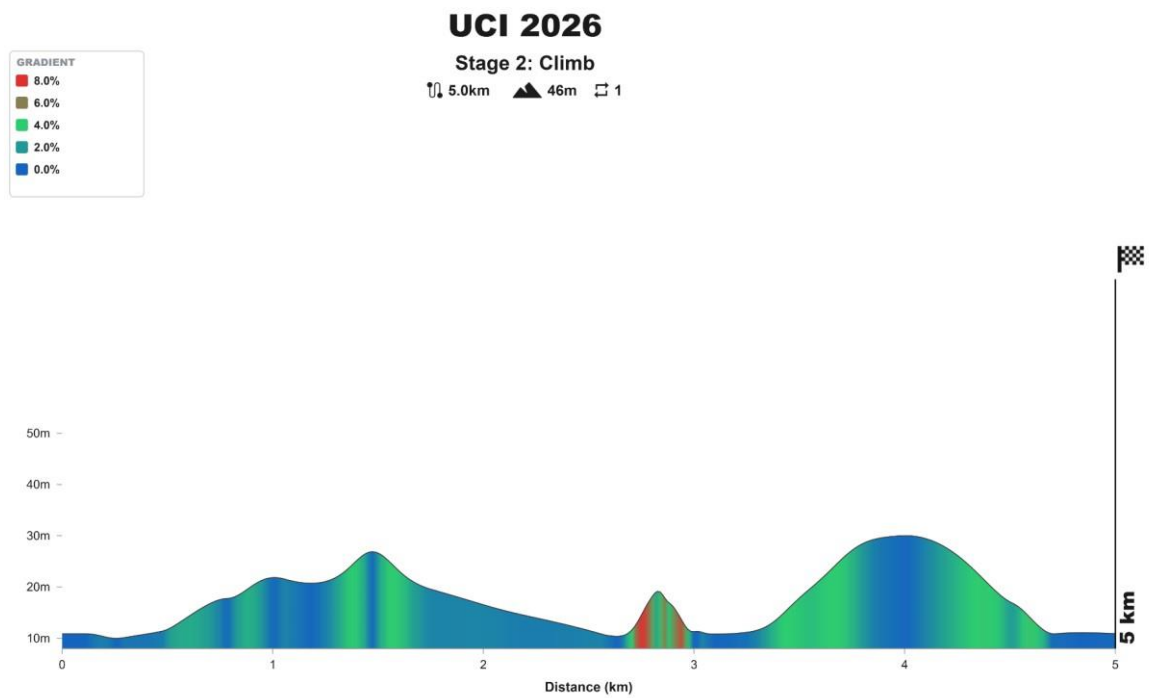
Across each lap, riders must decide when the higher-value route is worth the extra effort and when the easier option may offer a better chance to recover, retain position or prepare for the next sprint.

The stage rewards pacing, tactical judgement, recovery and the ability to regain position after the routes merge.

Item	Confirmed / working detail
Distance	4 x 5 km laps = 20 km total
Scoring opportunities	One route-choice checkpoint per lap and one sprint checkpoint per lap. Eight total scoring checkpoints across the stage.
Route choice	Riders choose between an easier/lower-points route and a harder/higher-points route each lap.
Option 01 - Easy	• Single-lap distance 5.00 km • Elevation gain 36.1 m • Peak elevation 30 m • Grade range -3.16% to 3.72% • Average grade 0.72%.
Option 02 - Hard	• Single-lap distance 5.00 km • Elevation gain 44.1 m • Peak elevation 30 m; • Grade range -3.80% to 4.11%; • Average grade 0.88%.
Route Selection	Riders presented with select route option 400m before junction.



Stage 2 flat route option - 5 km lap profile.



Stage 2 climb route option - 5 km lap profile.

7.3 UCI Updated Final Points System

16 riders | Top eight score throughout | Stage 1 prologue | Stage 2: five laps

Position	Stage 1 Checkpoint	Stage 1 Finish	Stage 2 Flat checkpoint / common lap sprint	Stage 2 Hill checkpoint	Stage 2 Final finish
1	15	30	20	25	40
2	13	26	18	22	36
3	11	22	16	19	32
4	9	18	14	16	28
5	7	14	12	13	24
6	5	10	10	11	20
7	3	6	8	9	16
8	1	2	6	7	12
9–16	0	0	0	0	0
Points per line	64	128	104	122	208

Stage 1: four intermediate checkpoints plus the finish.

Stage 2: one chosen route checkpoint and one common sprint per lap.

The Stage 2 final finish replaces the ordinary common sprint on lap five and awards double points.

Stage	Maximum points per rider ¹	Total points awarded across the field ²
Stage 1	90	384
Stage 2 — five laps	245	1,754
Combined	335	2,138

Maximum rider-score weighting: Stage 1 27% / Stage 2 73%.

7.4 Scoring and tie-break principles

- The event is decided on total championship points, not the final finish line position.
- Any ties in point totals will be broken by the total number of points earned in stage 2. If those values are also a tie, then the athletes will be ranked by their position at the finish line of stage 2.

8. Equipment and technical requirements

All riders must use approved equipment and comply with the current MyWhoosh Cycling Esports Rules & Regulations. The latest published MyWhoosh rules and approved equipment list supersede this guide if updated before the relevant championship event.

Requirement	Semi-Finals	Final Race
Primary power source	Approved direct-drive smart trainer or smart bike providing power, controllable resistance and cadence.	ELITE verified hardware.
Secondary power source	Separate crank- or pedal-based power meter recording power and cadence and connected to the MyWhoosh app in Settings.	Separate crank- or pedal-based power meter recording power and cadence and connected to the MyWhoosh app in Settings.
Heart rate	Bluetooth chest-strap heart-rate monitor. Optical watch and armband sensors are not permitted.	Bluetooth chest-strap heart-rate monitor. Optical watch and armband sensors are not permitted.
Software/firmware	Current public release unless otherwise communicated.	MyWhoosh iPad Software.
Calibration	As per published event requirements.	ELITE verified hardware.
Trainer setting	MyWhoosh trainer gradient difficulty set to at least 50%.	MyWhoosh trainer gradient difficulty set to at least 50%.
Connectivity	Stable internet and reliable Bluetooth, Wi-Fi or direct connection as supported by approved equipment.	Dedicated venue internet and technical support.

8.1 Approved smart trainers and smart bikes for qualifiers and Semi-Finals racing

Manufacturer	Approved models
Wahoo	KICKR v5; KICKR v6; KICKR MOVE; KICKR Pro Bike v1 and v2; KICKR SHIFT.
Tacx	NEO; NEO 2T; NEO 3M; NEO Bike; NEO Bike Plus.
Elite	Justo; Justo 2.

Wheel-on trainers and non-smart trainers are not permitted. A device being generally compatible with MyWhoosh does not automatically make it approved for MyWhoosh esports competition. Secondary power meters must be unmodified and use the manufacturer's factory slope. Power Match or similar functions must not be used to control or align device outputs.

9. Verification, fair play, results and post-race process

9.1 MyWhoosh verification framework

Before the race	During the race	After the race
Verified race and training history; validated Power Passport Test; weight, height and equipment evidence; approved equipment and dual recording.	Live race and connection monitoring; power, cadence and heart-rate review; streaming and identity checks; compliance with race instructions.	MyWhoosh activity upload; primary/secondary data comparison; review of abnormal performance data; additional evidence or live testing if requested.

All results remain provisional until MyWhoosh performance verification is complete and the UCI and appointed International Commissaire approved the official classification.

If ever there is a conflict between regulations, the UCI Cycling Esports Regulations will take precedent.

9.2 Fair play and conduct

Riders must compete honestly, safely and respectfully. Harassment, abuse, cheating, data manipulation, equipment tampering, identity fraud or any attempt to gain an unfair advantage may lead to annulment, disqualification, suspension or other sanctions under the applicable UCI and MyWhoosh rules.

9.3 Anti-doping

Anti-doping requirements are governed by the UCI. Riders must comply with all instructions issued by the UCI, the appointed Commissaires and authorised testing personnel.

9.4 Results

- Official event timing and commissaire data source will determine finishing order where relevant.
- All classifications remain provisional while UCI and MyWhoosh verification processes are in progress.
- Riders remain subject to post-event performance verification and anti-doping requirements.
- A result becomes official only when confirmed by the UCI and the appointed International Commissaire.

9.5 Post-race requirements

- Upload the activity to the MyWhoosh app immediately after each race or stage.
- Submit secondary power files or additional evidence when required by Race Control.

- Report any concerns through official channels.
- Respond promptly to any Race Control, UCI or MyWhoosh verification request.
- Do not publicly claim final/official results until the provisional result has been verified and confirmed.

10. Timeline and key milestones

Timing	Milestone	Responsibility / notes
Monday 31 August ¹	National Federation teams submitted to MyWhoosh.	Federations fulfil UCI quota allocations and submit selected riders by this date.
Saturday 5 September 2026	MyWhoosh official qualification race 1.	For eligible riders not selected through their National Federation allocation, including riders whose federation does not have an allocation.
Saturday 12 September 2026	MyWhoosh official qualification race 2.	For eligible riders not selected through their National Federation allocation, including riders whose federation does not have an allocation.
Tuesday 15 September 2026	MyWhoosh qualification results confirmed.	Top 30 eligible riders from the MyWhoosh qualification process are added to federation teams as extra riders, subject to verification and rolldown rules.
Friday 2 October 2026	Semi-finals.	Remote/global MyWhoosh event for the verified Men & Women Elite field, planning target approximately 130 riders.
Tuesday 20 October 2026	Final invitations, hand travel process.	UCI/MyWhoosh.
Saturday 5 December 2026	Finals.	Live finals in Copenhagen

11. Contacts and source material reviewed

Area	Contact	Details
Race and Event Director	Matthew Smithson	matt.smithson@mywhoosh.com
National Federations	Bart Van den Dries	bart.dries@mywhoosh.com federations@mywhoosh.com
Race Control and verification	MyWhoosh Race Control	racecontrol@mywhoosh.com

¹ UCI Cycling Esports World Championships |

PR and Media	MyWhoosh Media	media@mywhoosh.com
UCI Cycling Esports Unit	UCI	esports@uci.ch