



# Introduction.

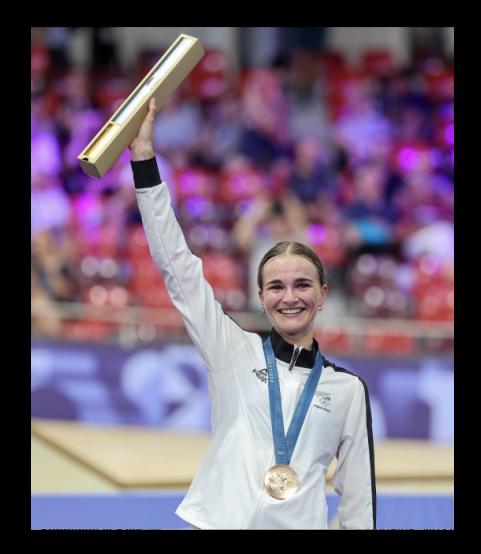
Cycling New Zealand, Who are we, what do we do.

### Three key areas of data collection.

1. The Athlete.

2. CdA.

3. What it takes to win.







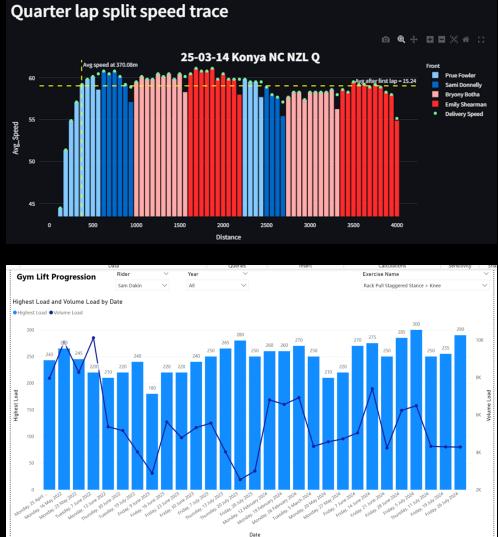
# The Athlete.

#### What data do we collect.

- On Bike.
  - Track training data.
  - Road training data.
  - Competitions data.
- Gym.
  - Training loads.
  - Movement speeds.
  - Force plates.









## CdA

## (Coefficient of aerodynamic drag)

#### What data do we collect.

- Wind tunnel testing.
- Computer modeling.
- On track testing.
- Environmental conditions.

### What impacts CdA.

- Athlete position on the bike.
- Athletes' ability to hold position on bike.
- Equipment Bike, Helmet, Race suit. The full system.
- Environmental conditions.





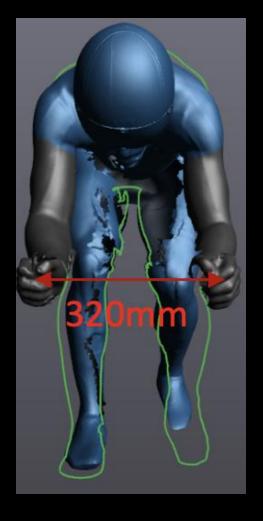
#### Mannequin

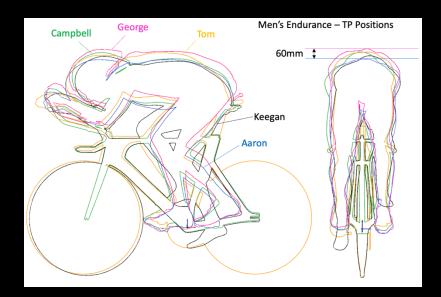


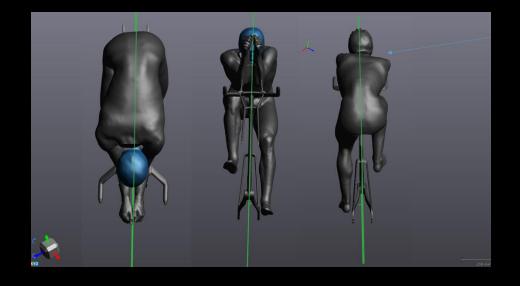
Athlete



#### Scans and Computer Modeling







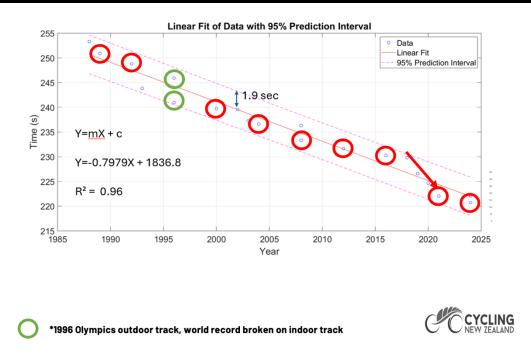




## What it takes to win.

- Event performance analysis.
  - Events statistics and trends.
  - Technical and tactical trends.
- Event prediction.
  - Event molding.
  - Time prediction.
  - WITTW model for each event.







#### Paris Olympics 2024 - WITTW

	NZL PB	NZL tPB	Bronze	Gap to Bronze	Gold	Gap to Gold
Lap 1	18.84	18.84	18.80	0.04s (0.2%)	18.80	0.04s (0.2%)
Lap 2	13.89	13.89	13.60	0.28s (2.1%)	13.20	0.68s (4.9%)
Lap 3	14.16	13.98	13.70	0.28s (2.0%)	13.40	0.58s (4.2%)
Overall Time	46.88	46.70	46.10	0.6s (1.3%)	45.40	1.30s (2.8%)

• Times based on somewhat arbitrary Olympic lift (~1% or 0.5s), but also factoring where the gains might be made in current top 4.

• Biggest gap and gains to come from P2, with flow on effects for P3.

• tPB = theoretical personal best from individual best performances.





## How do we use this data.

Data drives our decision making.

- 4 & 8 year strategic planning.
- Ensure we are on track to meet KPI's.
- Prioritisation of events and athletes.
- Selection policy's & processes
- Daily training requirements.
- Equipment / Innovation projects.
- Race strategy & delivery.
- Campaign planning.





## The goosebump moment.



