



VELO FEATURES

Velomaster Bike Park

Smart Imitation of Urban Infrastructure



VELOMASTER
URBAN EDUCATIONAL PARK

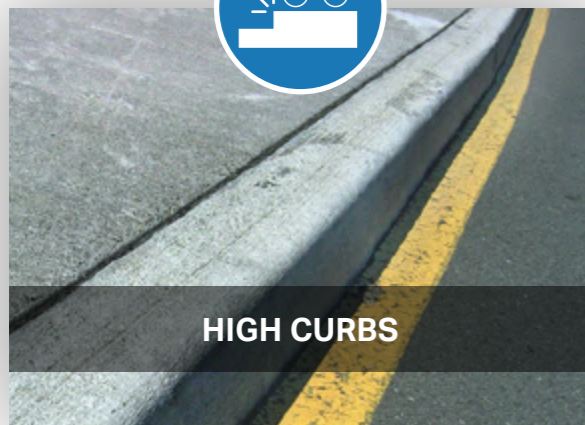
WHAT IS VELOMASTER?

Velomaster demonstrates a safe and controlled environment, where bike novices obtain their skills to securely navigate the city. It is an educational yet fun bike park with obstacles that playfully mimic urban areas – a playground for young and old.

WHY VELOMASTER?

The city environment is full of obstacles: steps, curbs, rails, and different riding surfaces. Up until now, there was no safe and particular place to learn how to handle these encounters; this is why we developed Velomaster.

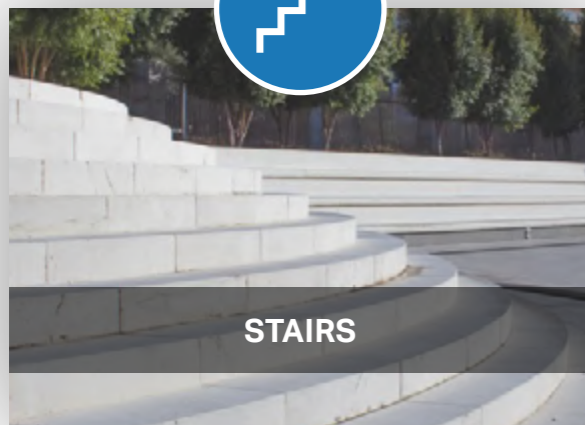
The most common and challenging obstacles:



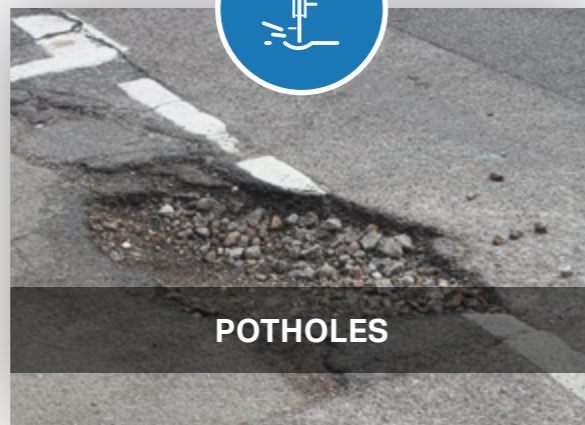
HIGH CURBS



TRAM RAILS



STAIRS



POTHOLES

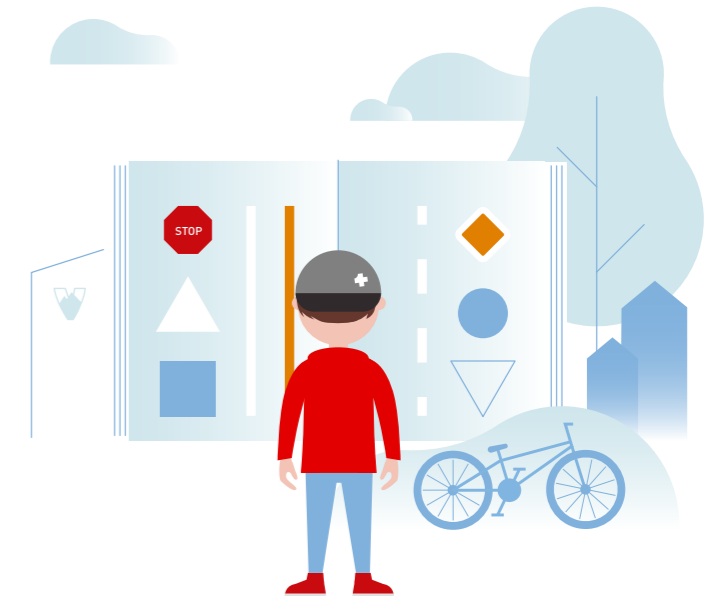
1

**DEVELOPS
SKILLS**



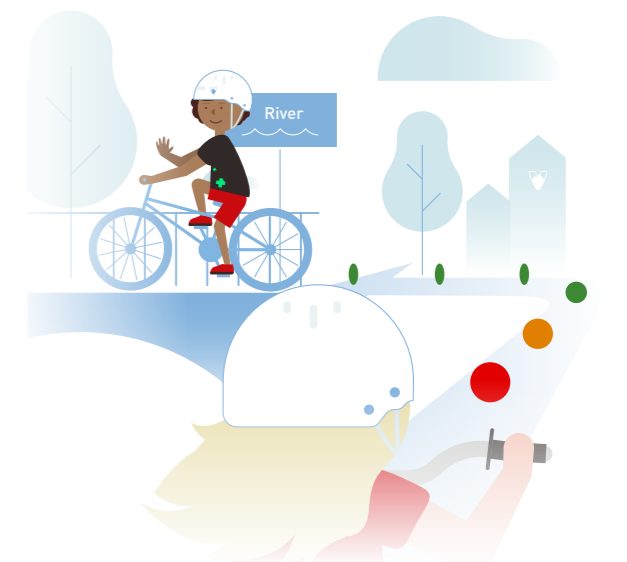
2

**EDUCATES ON
TRAFFIC SAFETY**



3

**ENTERTAINS WITH
VELO GAMES**



1. VELOMASTER DEVELOPS SKILLS



OPPORTUNITY TO LEARN WITH JOY

Velomaster is a new playground where children and adults can improve their coordination, balance, stability, speed control, and even jump skills. It prepares every rider to go out and cope with the obstacles commonly encountered in the urban environment!

4**CATEGORIES**

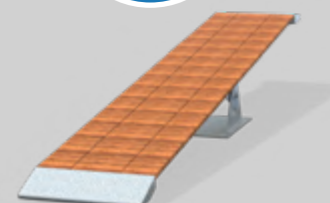
The Velomaster elements are subdivided into four categories, each of them focusing on the development of a specific skill set.



CLASSICS
WIDE POTHOLE



TURNS
SMALL CORNER



BALANCE
SEESAW



ADVENTURE
THREE MUSKETEERS

2. VELOMASTER FOR TRAFFIC SAFETY EDUCATION

CLEVER URBAN INFRASTRUCTURE SIMULATIONS

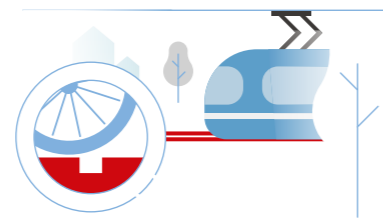
Each element imitates a specific city object or situation that cyclists may encounter daily. Curbs, steps, rails, crossings – each obstacle has its own story and unveils practical tips on how to overcome it fast but safe.

Example of a Velomaster element:

• RAILS •

Introducing the city tram rails! At medium speed, cross the rails at an angle so that the tires do not enter the grooves. Be careful – sometimes the rails sit above the sidewalk and can be slippery! If you follow the line, it will be easy to cross them.

All elements simulate urban infrastructure, for example, rails.



Illustrations help riders to visualize the objects, thus developing creative thinking.



Velomaster special lessons educate playfully and encourage further development of skills.

3

STEPS TO BECOME A CONFIDENT CYCLIST

1

GET ACQUAINTED WITH THE ELEMENT



2

LEARN TO RIDE OVER IT



3

HEAD TO THE CITY AND TEST YOUR NEW SKILLS



3. VELOMASTER ENTERTAINS WITH GAMES



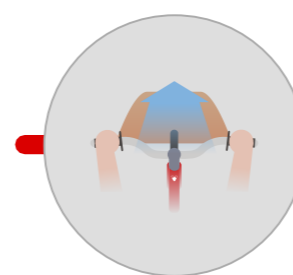
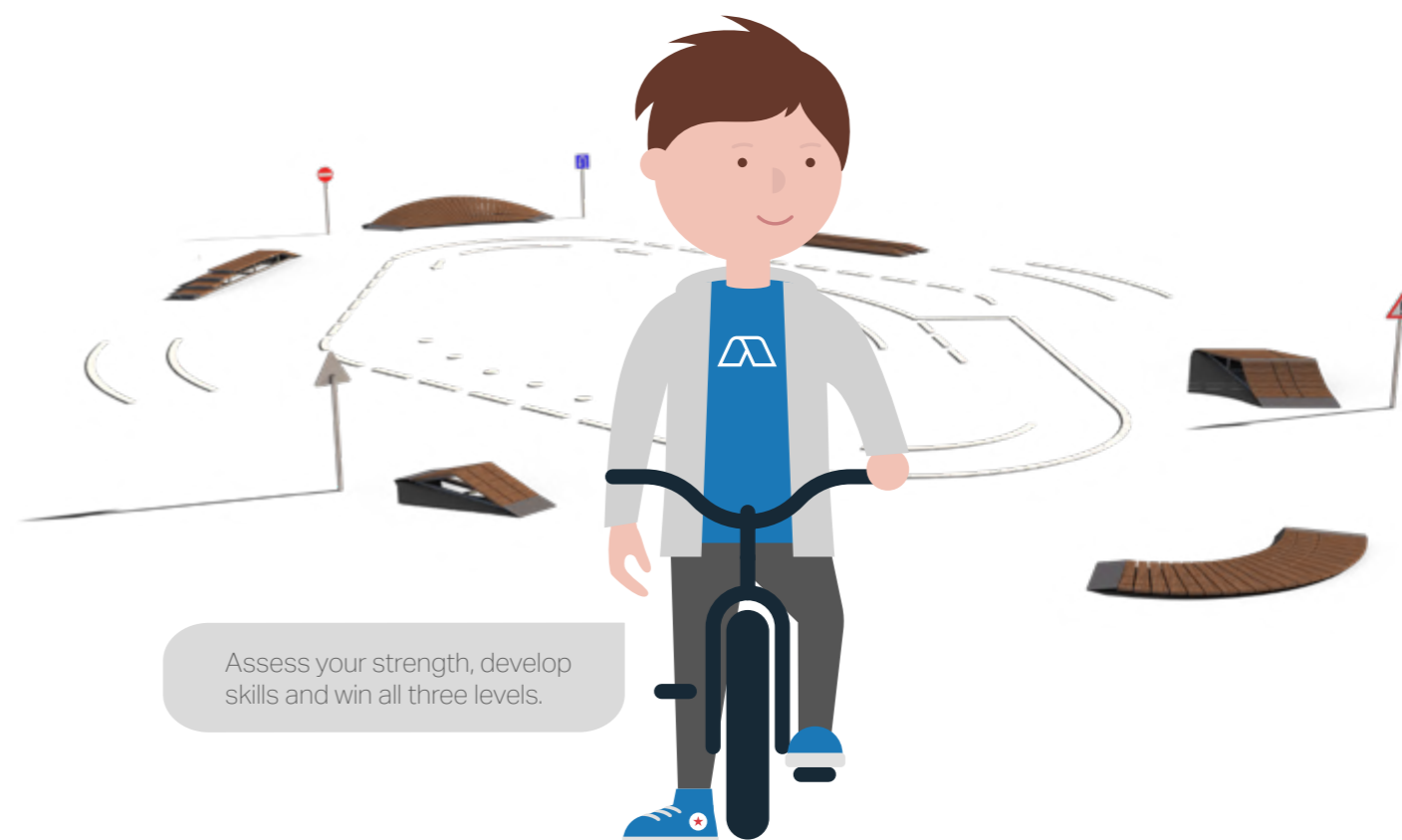
VELOMASTER TAKES GAMES BACK TO THE STREET

Three innovative Velomaster Games turn the learning process into a fun and playful experience. The practical playground allows all cyclists for competition and benchmarking.

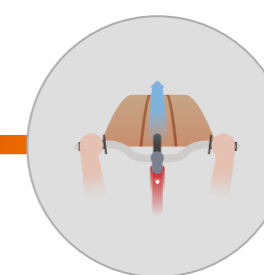
GAME #1 CHALLENGE YOURSELF

Pass all 3 game levels to become a Velomaster.

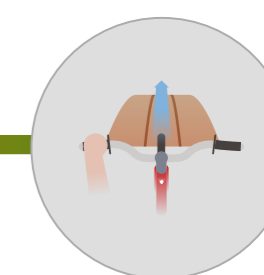
Cross the elements in all 3 levels.
Gain experience, and get better with every try.



LEVEL 1 - BASIC
Ride the whole track



LEVEL 2 - ADVANCED
Ride the whole track
between engraved lines



LEVEL 3 - EXPERT
Ride the whole track
between engraved lines while steering
with one hand only

* some elements are exceptions

GAME #2 CHALLENGE A FRIEND

"You follow me, then I will follow you".
Go ahead or follow a friend! Learn to hold a safe distance and choose the right lines.



THE MORE YOU LOOK AHEAD, THE SAFER YOU RIDE!

Maneuvering the city safely is always about foreseeing potential danger. Maintaining a steady distance from other road users, while riding between the engraved lines is a great practice to do so.

GAME #3 VELOMASTER CHAMPIONSHIP

Become an excellent Velomaster.

Ride precisely, score points, and become a Velomaster. Compete against yourself or friends - you all will be winners.

I passed all the elements of the track. I'm a VELONOVICE and still have to learn to ride safely in the city.

My ride was great, I managed to ride the track between the engraved lines and deserved the VELOEXPERT medal. The city gates will open up soon!

One-handed between the lines! As a VELOMASTER, I can safely go on a city adventure.



10

POINTS

20

POINTS

30

POINTS

Collect points and get entitled with the following Velo-medals:



For detailed championship rules & templates, please contact info@alliancease.com



VELOMASTER CITIES

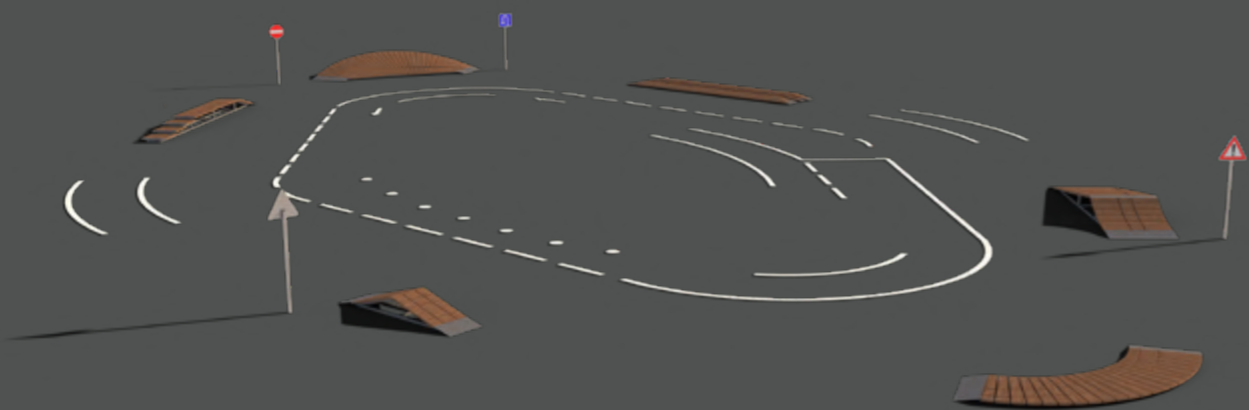
For a well-balanced choice of obstacles, we designed different sets of Velomaster elements. These come in different sizes, shapes, and levels of complexity and can be adapted to the layout of the available area. Choose your size!

VILLAGES (SIZE S) 200 - 500m²

Example: VILLAGE A

Elements: corner, wide stairs, wide bridge, small corner, jump, balance

Area: 470 m²

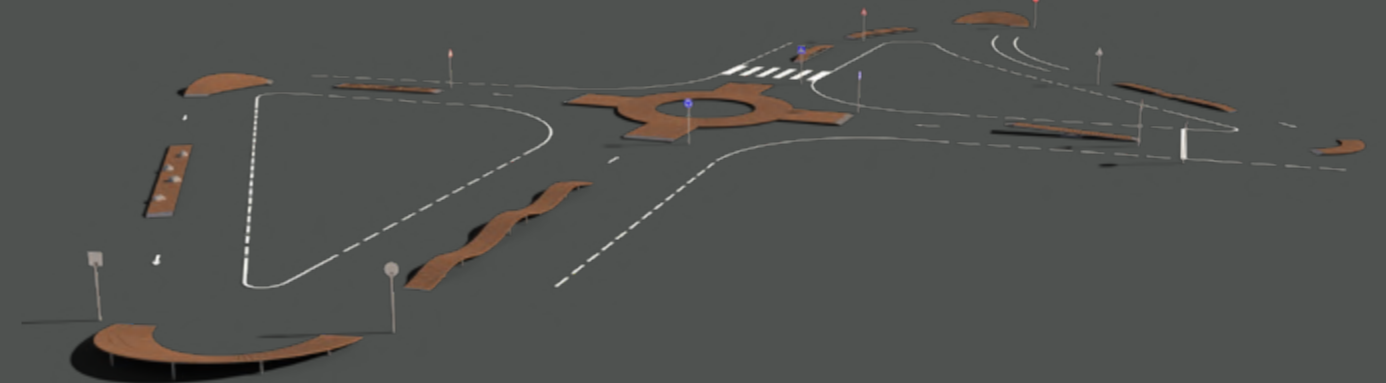


CITIES (SIZE L) 1000 -2000m²

Example: CITY A

Elements: hairpin, three musketeers, roundabout, seesaw, small corner, wide potholes, small hairpin, rails, wide stairs, roots, corner, zigzag

Area: 1250 m²

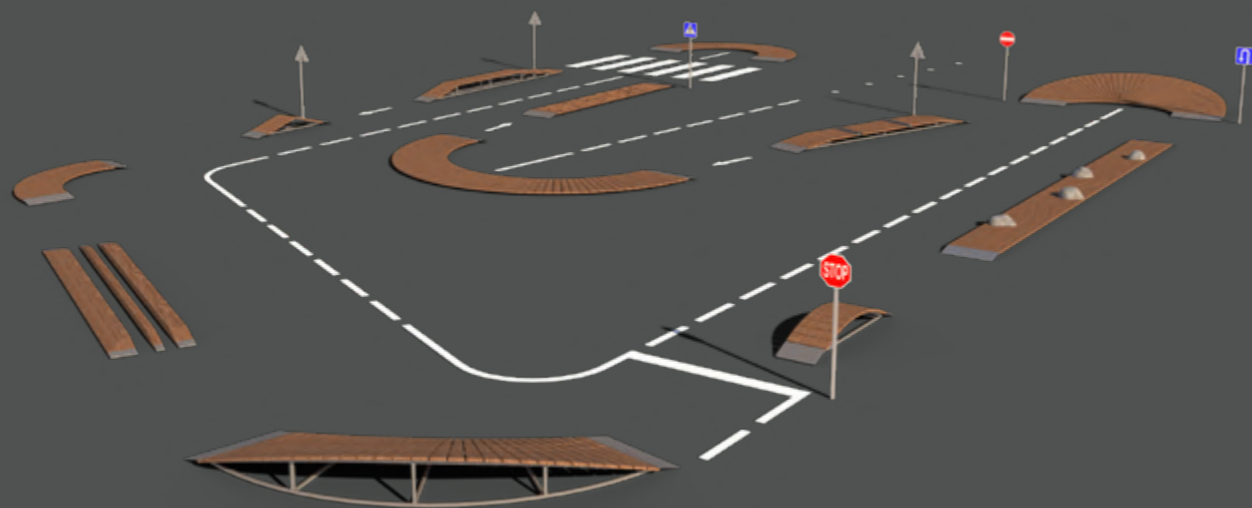


TOWNS (SIZE M) 350 - 1000m²

Example: TOWN D

Elements: wide sleeping policeman, zigzag, hairpin, rails, big u-turn, roots, small u-turn, wide stairs, wide bridge, small corner, balance, corner

Area: 530 m²



SIGNS AND ROAD MARKINGS

Velomaster sets are possible to combine with everyday road signs and asphalt markings that mimic urban infrastructure. These elements raise awareness of road rules and teach the most common traffic situations in the city.



We customize unique road marking designs with measurements for individual sets.

VELOMASTER EXAMPLE SET

Adding Velomaster sets to school facilities and incorporating them during physical education lessons will make classes more practical and entertaining.

CUSTOM SET IN A SCHOOL BACKYARD

SKILLS
ELEMENTS:
15

ROAD
MARKINGS:
6

ADDITIONAL
GAMES:
2

HAIRPIN

Teaches how to go through different types of bends, using tilting technique

SMALL U-TURN

Helps to learn how to turn to ride in the opposite direction

SEESAW

Develops balance, helps to overcome fear and teaches not to stop midway

GAME 1: BALANCE

Develops stability, coordination, bike control, and teaches how to overcome narrow places

WIDE STAIRS

Helps to deal with ramps, curbs, and stairs

JUMP

Teaches how to jump with a bike, and introduces the laws of momentum and gravity

WIDE BRIDGE

Trains concentration skills and helps to overcome narrow passways

BALANCE

Helps to get more balance and control when riding narrow boards

SWEEPER (LEFT)

Teaches how to go through left side turns, using steering technique

SWEEPER (RIGHT)

Teaches how to go through right side turns, using steering technique

WIDE SLEEPING POLICEMAN

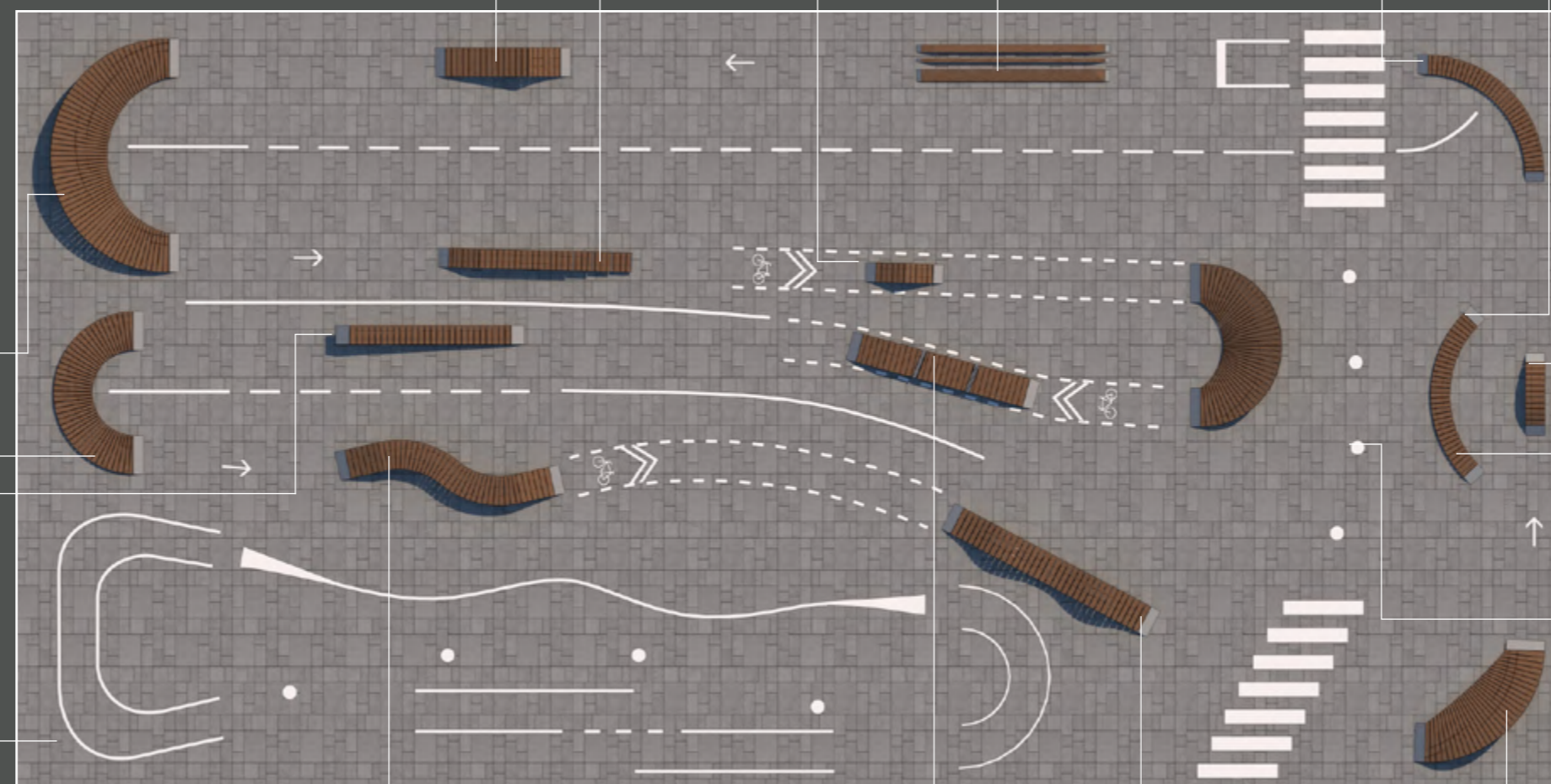
Teaches how to react and ride over sleeping policemen

CORNER

Teaches how to go through the turn by steering with handlebars

GAME 2: SLALOM

Improves maneuvering and overtaking skills



SNAKE

Teaches the movement of overtaking and avoiding obstacles

RAILS

Introduces with city tram rails and teaches to cross them safely

CAMEL

Teaches to feel stable on any type of humps

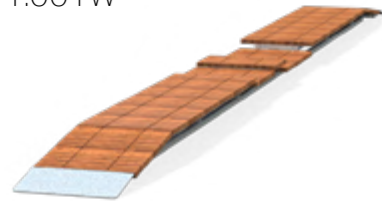
SMALL HAIRPIN

Greatly improves maneuvering and 180° turning skills

CLASSICS

WIDE POTHoles

1.001W

a*b=7000 x 750
w=750 h=150

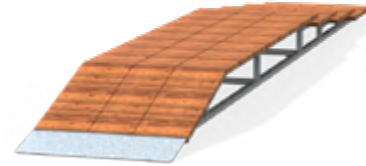
ROOTS

1.002

a*b=5100 x 750
w=750 h=110

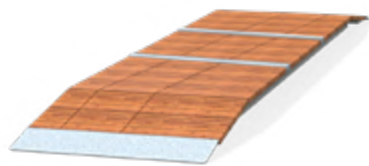
WIDE STAIRS

1.003W

a*b=5100 x 750
w=750 h=270

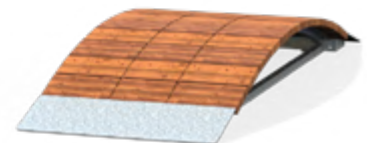
RAILS

1.004

a*b=5000 x 1000
w=1000 h=155

WIDE SLEEPING POLICEMAN

1.005W

a*b=2200 x 750
w=750 h=250

SPEED BREAKERS

1.006

a*b=1000 x 400
w=400 h=50

ROUNDAABOUT

1.007

a*b=12000 x 12000
w=1500/2000 h=60

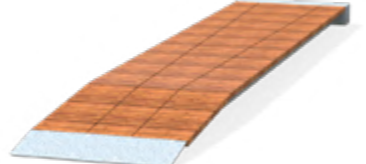
PIPE

1.008

a*b=5100 x 750
w=750 h=100

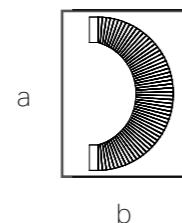
CURB

1.009

a*b=4100 x 750
w=750 h=130

CROSSROAD

1.010

a*b=8000 x 8000
w=2000 h=60a - area length (mm)
b - area width (mm)h - height (mm)
w - deck width (mm)

Top surface materials:



PINE / FIR

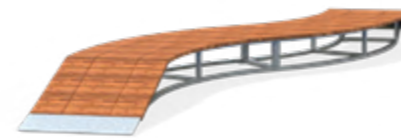


WOODEN POLYMER

URNS

SNAKE

2.001

a*b=5600 x 2400
w=750 h=300

SMALL CORNER

2.002

a*b=3300 x 1200
w=750 h=60

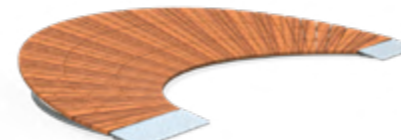
SWEEPER

2.003

a*b=4600 x 1500
w=500 h=60

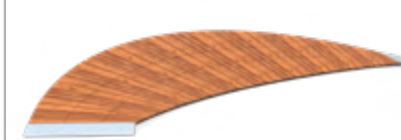
SMALL HAIRPIN

2.004

a*b=4200 x 2300
w=750 h=370

CORNER

2.005

a*b=6800 x 2200
w=1000 h=500

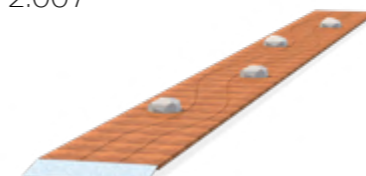
HAIRPIN

2.006

a*b=6000 x 3200
w=1000 h=500

ZIG ZAG

2.007

a*b=10 000 x 750
w=750 h=60

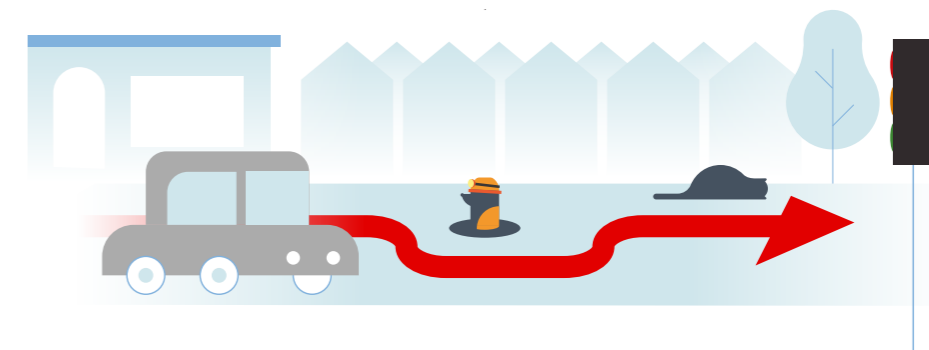
BIG U-TURN

2.008

a*b=6000 x 3300
w=1000 h=60

SMALL U-TURN

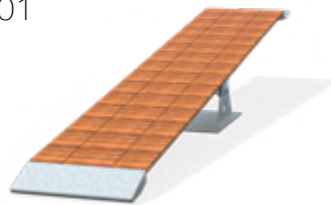
2.009

a*b=4200 x 2400
w=1000 h=60

BALANCE

SEESAW

3.001

a*b=5000 x 750
w=750 h=420

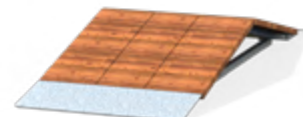
BALANCE

3.002

a*b=5100 x 1050
w=900 h=100

WIDE BRIDGE

3.003W

a*b=2000 x 750
w=750 h=250

LOW BRIDGE, LOW

3.004L

a*b=5100 x 500
w=500 h=60

ADVENTURE

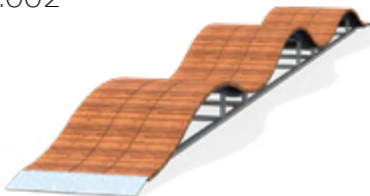
CAMEL

4.001

a*b=6500 x 750
w=750 h=350

THREE MUSKETEERS

4.002

a*b=9500 x 750
w=750 h=450

JUMP

4.003

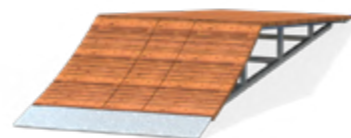
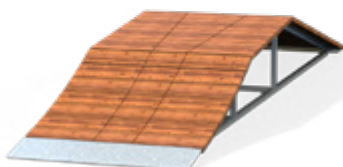
a*b=4300 x 1000
w=1000 h=400

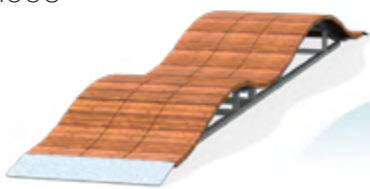
TABLE TOP

4.004

a*b=4400 x 1000
w=1000 h=500

LONG WAVE

4.005

a*b=5500 x 750
w=750 h=350

ADDITIONAL

SPEED BUMPS

M size - 1000
L size - 1500

ROAD SIGNS & ASPHALT MARKINGS



INFO SIGNS

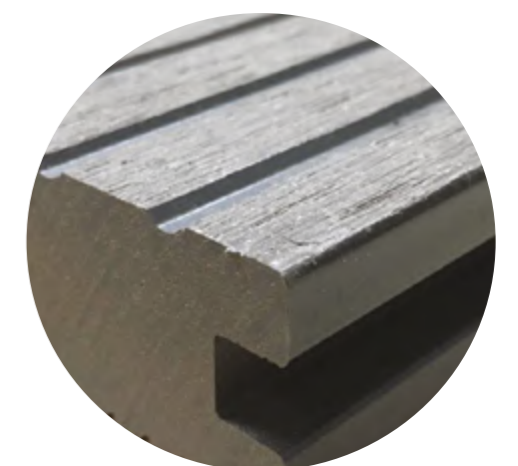


TOP SURFACE MATERIAL OPTIONS



● PINE / FIR

Natural, durable material



● WOODEN POLYMER

Long-lasting, scratch-resistant composite polymer material

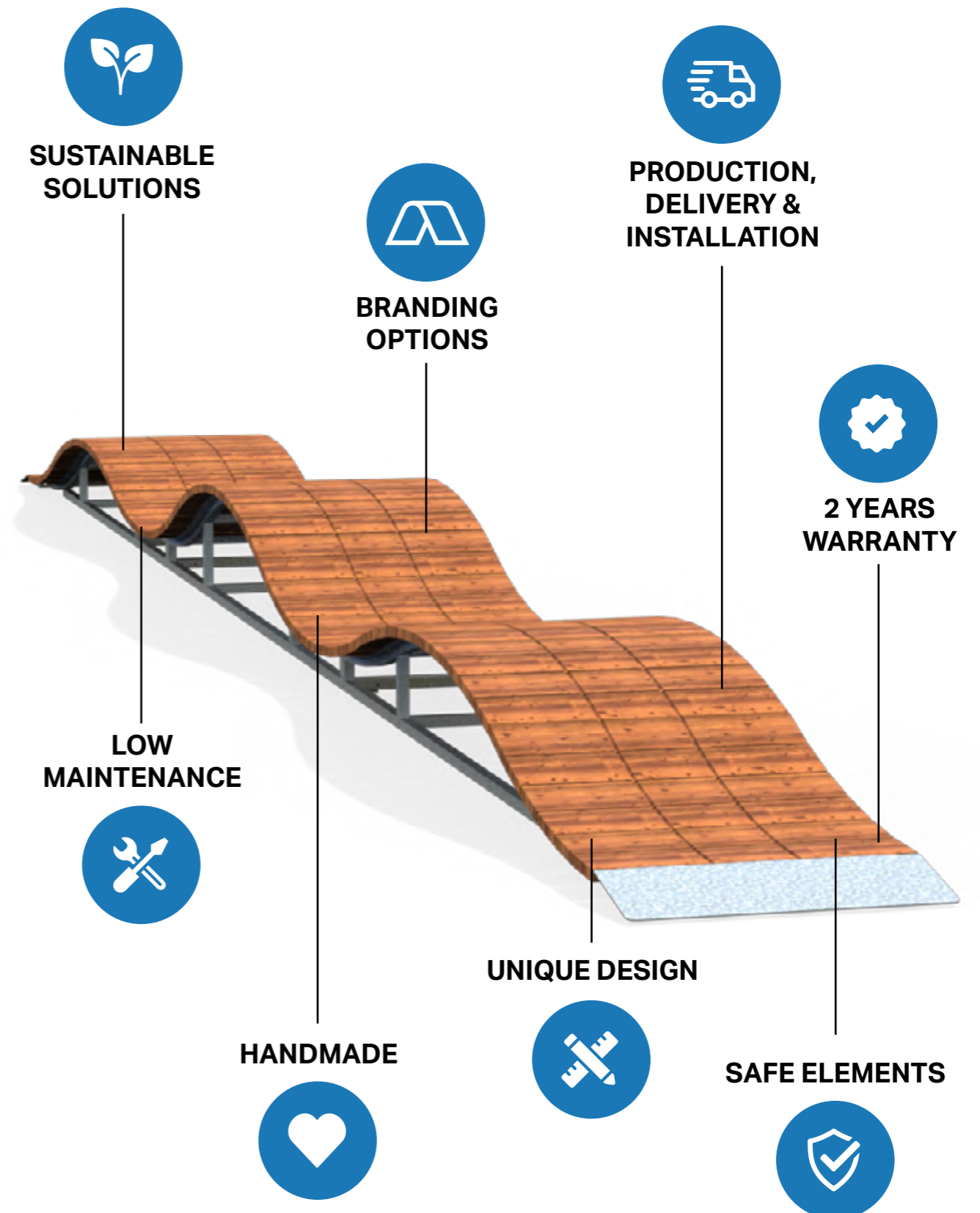
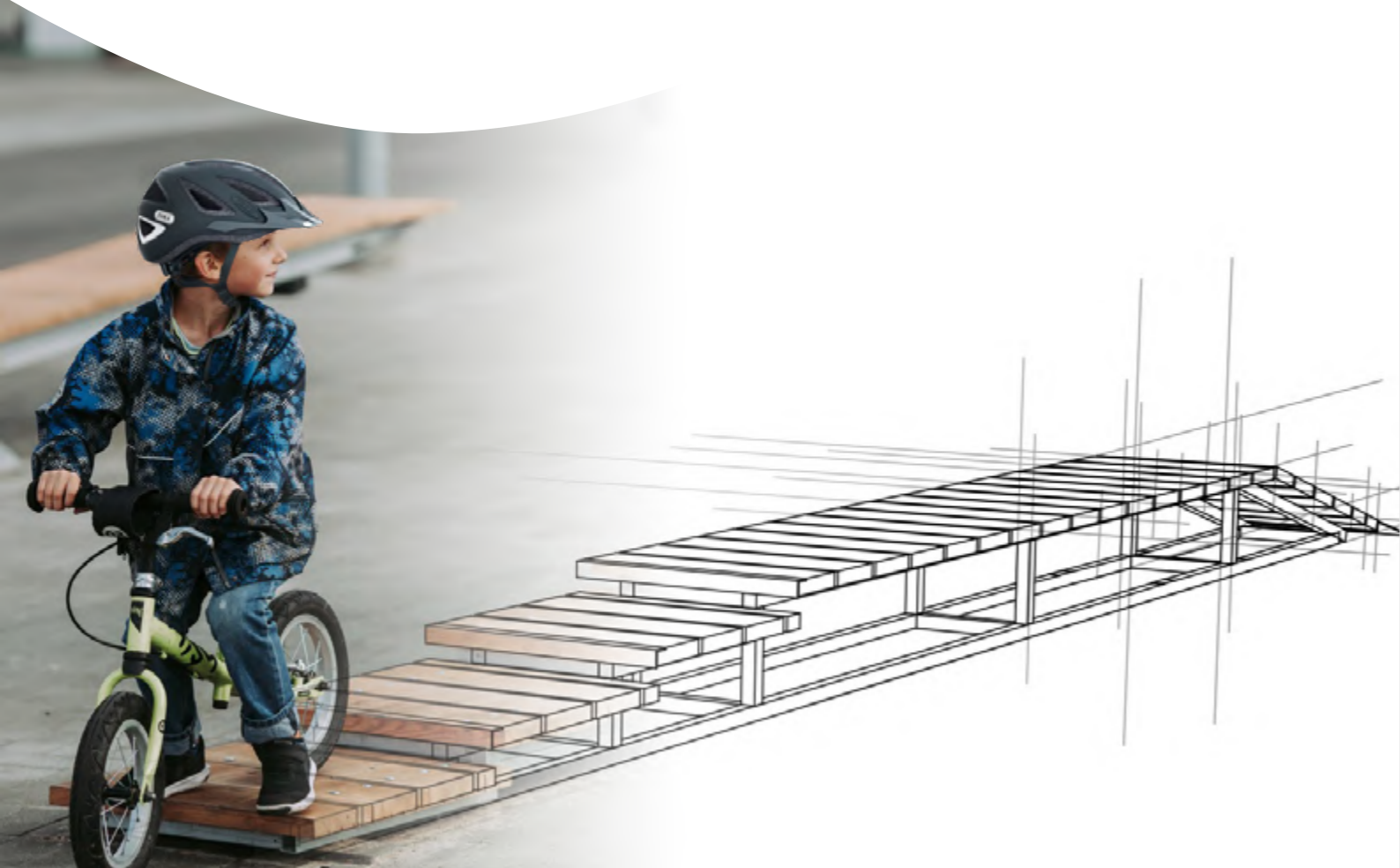
TECHNICAL DATA

INSTALLATION

- can be installed on a hard or gravel surface
- easy to set up with small machinery
- suitable as permanent installations
- can stay outdoors all year round

DURABILITY & SAFETY

- all metal frames are hot-dip galvanised, thus protected from rust and corrosion
- stainless steel screws with a metric thread allow secure connections



TESTIMONIAL

«The bike park built in the Central Sports District is a great learning platform for both children and adults who learn the cycling skills they need so much in the city every day. Studying and understanding each element, playing games, and spending time with friends - Velomaster is a valuable addition to any city.»

Ineta Rudzite,
Riga Central Humanitarian School's Director





VELOMASTER BIKE PARK

SMART IMITATION OF URBAN INFRASTRUCTURE

Location: Tallinn, Estonia





VELOMASTER BIKE PARK

SMART IMITATION OF URBAN INFRASTRUCTURE

Location: Saulkrasti, Latvia



VELOMASTER BIKE PARK

SMART IMITATION OF URBAN INFRASTRUCTURE

Location: Jelgava, Latvia

OTHER BIKE PARK TYPES



SKILLS BIKE PARK

An educational yet fun bike park with obstacles that mimic urban areas in a playful manner – a playground for young and old.



FREESTYLE BIKE PARK



WOOD BIKE PATH

A fun cycling journey through untouched territories, round the lake or.. - you choose! It can be wavy, snaky and even can have some easy jumps.



Elements allow to develop riding technique and style and focus on the art of mountain biking and tricks. Explore endless freestyle adventures!

Request more details: info@alliancease.com



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