



SHOWTIME



TEAMWORK: it is the fuel that allows common people to attain uncommon results.

**2017-18
SUPPLEMENTARY REGULATIONS**

2017-18 WORLD SERIES SPRINTCARS SUPPLEMENTARY REGULATIONS



Supplementary Regulations apply any time before, during or after a race meeting and are not subject to appeal. Please direct any queries to Speedway Australia in the first instance.

AMENDMENT OF THESE REGULATIONS

Speedway Australia reserve the right to update, change or amend any of the supplementary regulations at any time and no correspondence will be entered into.

CONTACTS AND CALENDAR

1 WORLD SERIES SPRINTCARS OFFICIALS

Speedway Australia	Head Office	08 8139 0777	9am – 5pm weekdays, SA time
Race Director	Shawn Mortimer	0429 333 528	shawn@speedwayaustralia.net.au
General Manager	Tim Savell	0424 923 494	tim@speedwayaustralia.net.au
Race Secretary	James Hadley	0426 952 306	james@speedwayaustralia.net.au
Track Development	Liz Weaver	0487 002 287	liz@speedwayaustralia.net.au
Chief Steward	Gary Winterbottom	0425 205 095	garywinterbottom@hotmail.com

2 2017/18 WORLD SERIES SPRINTCARS CALENDAR

WSS Speedweek

Round 1	December 26, Murray Machining and Sheds, Murray Bridge Speedway – SA
Round 2	December 27, Murray Machining and Sheds, Murray Bridge Speedway – SA
Round 3	December 28, Borderline Speedway - Mount Gambier, SA
Round 4	December 30, Avalon Raceway – Geelong VIC
Round 5	January 1, Sungold Stadium Premier Speedway, Warrnambool - VIC

Sunshine Swing

Round 6	January 3, Ausdeck Patios Archerfield Speedway - QLD
Round 7	January 5/6, Ausdeck Patios Archerfield Speedway (Australian Open)- QLD

Devil Swing

Round 8	February 2, Gulf Western Independent Oils Raceway, Latrobe – TAS
Round 9	February 3, Gulf Western Independent Oils Raceway, Latrobe – TAS
Round 10	February 10, Solo Hobart Speedway - TAS

Western Swing

Round 11	February 16, Attwell Park Speedway – Albany WA
Round 12	February 17, Quit Bunbury Speedway – WA
Round 13	February 24, Perth Motorplex - WA
Round 14	February 25, Perth Motorplex - WA

Presentation Dinner	February 26, Perth
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GENERAL SERIES INFORMATION



3 INDIVIDUAL ROUND NOMINATIONS: NON-CONTRACTED DRIVERS

- 3a Drivers who wish to participate in selected rounds of WSS will be required to complete the online WSS Nomination Form available at www.worldseriesprintcars.com and pay a \$250 (+ GST) nomination fee for a one night round or \$350 (+ GST) nomination fee for a two night round.
- 3b All non-contracted drivers must be nominated and have paid the required fee prior to the Drivers Meeting in order to be included in the draw for Time Trials. If this fee is not paid the driver will not be able to participate in Time Trials and will start ROF in all heats.
- 3c The WSS officials reserve the right to determine the eligibility of any competitor and accept or reject any nomination.

4 VENUE ENTRY

Included in the nomination fee, all nominated entrants will receive three pit entry passes per night.

5 HOOSIER RIGHT REAR TYRE RULE

All cars must be fitted with a Hoosier right rear tyre with in the following compounds. (Hoosier – D15, must be marked as WAV or harder is acceptable). These tyres must be purchased from the Hoosier Truck at the race meeting or from an authorised Australian agent.

6 SPEEDWAY AUSTRALIA LICENCE

All drivers must hold a current Speedway Australia licence for Sprintcar Racing (AA-Sprintcars). Crews must hold a Speedway Australia pit entry/mechanic licence (Class C).

7 SCCA RULEBOOK

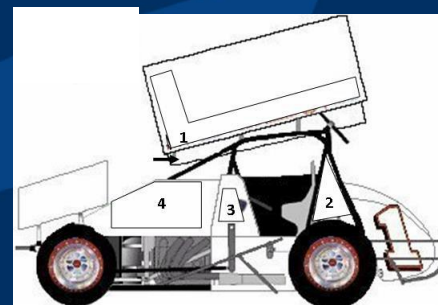
World Series Sprintcars will be run to the Sprintcar Control Council of Australia Racing Rules & Regulations, supplemented by these supplementary regulations. All Sprintcars must comply with the specifications within the current SCCA rulebook.

8 LAPSCORING

Transponders will be used at all tracks. Transponders must be fitted in the standard position as determined by Speedway Australia. All drivers who do not own their own AMB/MyLaps transponder must hire a transponder for \$30 +GST per round. **All prize money may be withheld if transponder is not returned at the completion of the race meeting.**

9 SERIES DECALS

- 9a All cars must display the supplied official decals of major WSS sponsors to be eligible for contingency, point fund and prize money. Failure to do so will render your team ineligible for contingency prizes and or prize money.
- 9b To be eligible for any contingency awards or points fund, all contingency decals must be displayed as below, on the LHS of the car in position 1. If they cannot be displayed in position 1 (right), then you may apply to the Race Director to place the decals in position 2, 3 or 4.



GENERAL SERIES INFORMATION



10 BREAKING TRACTION

- 10a Once started, drivers are not permitted to break traction (wheel spin) whilst the yellow light is on or until the Chief Steward directs the drivers per the Racever or the WSS Race Director signals to form up.
- 10b Any driver breaking traction prior to the form up directive will be advised per receiver to desist and may be fined up to a maximum of \$2000. If a driver continues to break traction thereafter, the driver will be disqualified from the race.

11 VEHICLE WEIGH-INS

- 11a During the driver's briefing, the Chief Steward will advise the procedure for weight confirmation at the end of every race heat.
- 11b In addition, the Chief Steward may also advise specific car numbers at the end of each heat to attend the scales for weight confirmation.

RACE DAY FORMATS

12 DRIVERS MEETING

All drivers must attend the compulsory drivers meeting. An infraction of this rule will result in a maximum 25 point penalty.

13 ENGINE STARTS/WHEEL PACKING

- 13a Any driver not on the infield for engine starts, seated and ready for push off at the correct time may be penalised 10 points.
- 13b Any driver not deemed by the steward to have completed their share of wheel packing laps may be penalised 10 points and may forfeit their right to time trial.

14 HOT LAPS

All cars must hot lap in their allocated group only. With a split field format, Flight 2 must be ready to go to the infield immediately as called, with no 2 minute allocation permitted.

15 TIME TRIALS

- Drivers will time trial either individually or in pairs for 2 laps.
- If time trialing in pairs, drivers are seeded by WSS Officials.
- A random marble draw determines the time trial order for each car / pair.
- Cars are to assemble on the infield before track packing.
- After track packing cars will be given the opportunity to hot lap.
- Following hot laps, cars must Time Trial in order of marble draw. If a car is unable to take its correct place in the order, they may have 1 lap at the end of time trials. The lap must commence within 2 minutes of the final car completing its lap. Regardless of their time they will not be placed higher than 15th.

- If a car sets a lap time in time trials but then causes a stoppage, they are to go to the infield and will not be able to complete a second lap. Their first time will stand.
- If there is a tie in qualifying, the second best lap time of those drivers will be used.

15a Cars must remain assembled on the infield during all group time trials.

15b If track conditions are unsuitable to begin time trialing, WSS Officials will advise drivers of any change, which may include further wheel packing, hot lapping or a support category to help prepare the track.

15c All cars MUST go directly to the scales after Time Trials, failure to do will result in disqualification from Time Trials and loss of all points up until that point in the race meeting, and start Rear of Field for all heats.

16 TIME TRIAL CANCELLATION: SUBSEQUENT SEEDING PROCESS

If Time Trials are cancelled for whatever reason the following methods of seeding and drawing positions will occur.

16a If cancelled **BEFORE** the Time Trial draw has taken place, heats will be seeded as per championship points. Championship leader to Heat 1, second to Heat 2, third to Heat 3, fourth to Heat 1, etc. WSS Officials will seed drivers new to the series.

16b If cancelled **AFTER** the Time Trial draw has taken place, heats will be seeded as per time trial draw. Marble draw 1 to Heat 1, marble 2 to Heat 2, marble 3 to Heat 3, marble 4 to Heat 1 etc. Lower Time Trial draw will act as tiebreaker.

16c Once seeded, each driver will be drawn for position for the first round of heats. The second round of heats is reverse grid and change lane. (ie inside starters from round 1 will start outside in round 2 in the same heat group). Lower Time Trial draw will act as tiebreaker.

17 TIME TRIALS: SPLIT FIELD

17a When WSS Management deem that the nominations received are of a significant enough count to merit 4 heats per round, the WSS qualifying (Time Trials and Heat races) will be split into two even groups (Flight1 and Flight 2).

17b Cars will be seeded as per Clause 12 into pairs, and then seeded into each flight, as per the below:

Flight 1			Flight 2			Marble Draw
Group	Car	Car	Group	Car	Car	
A	A1	W2	A	W3	NQ25	6

NOTE: Each groups Marble Draw will be the same for both flights.

17c All cars from both flights will assemble on the infield before track packing. All cars will engine start and then track pack.

17d At the conclusion of track packing, all cars from Flight 1 will go to their infield peg, whilst all cars from Flight 2 will return to the pits.

17e All Flight 1 cars will then hot lap and time trial as per Clause 12.

17f On completion of Flight 1 qualifying, all Flight 1 cars will return to pits, whilst Flight 2 cars will return to infield for hot laps and time trials.

17g Flight 2 Hot Lap session will commence immediately.

17h Refer to Clause 32 for Split Field Time Trial point structure.

18 FIELD SIZES

- 18a All heat fields will be between a minimum 10 and maximum 14 cars.
- 18b C & B Mains will start with up to 18 cars.
- 18c A-Main events will start with a maximum 20-car field.
- 18d Exceptions to the above:
 - 1) The preliminary night A-main feature at the Australian Open is 18 cars.
 - 2) Grand Final weekend A-mains are 24 cars.

19 DEAD HEAT

When a race is deemed to be a dead heat (ie: Chief Steward cannot decide between 2 or more cars at the line) the points for the positions shall be added together and then divided between the respective drivers. Transponder results shall be final.

20 FEATURE PRESENTATION

- 20a Feature Presentation laps will be either 3 or 4 cars wide as directed by WSS officials on the night. These will commence when a direction by the Chief Steward or Race Director is advised to you and will be completed when the 1 lap signal is shown by the Race Director.
- 20b If a car stops due to an accident during the presentation laps they will be allowed to restart in their original position. All instructions will be given to drivers through their Raceivers.

21 POST RACE CHECKS

The first 5 cars after the A-Main are to go directly to the scales for weight confirmation. Failure to go directly to scales will result in disqualification from the race.

22 FIELD SIZE DETERMINES FORMAT

- 22a **30+ CARS:** When there are more than 30 cars, the top 30 qualifiers after time trials will be inverted into the heats (i.e. fastest qualifier will start from position 10 in the first heat etc). If there are 4 heats per round (split field), the top 20 cars in each flight will be inverted after time trials. All other cars will start from the rear of the heats.
- 22b **All in Field Only:** When there is a field of less than 30 cars, WSS will invert the field to a multiple of 3 (eg. 28 car field will result in 27 cars inverted and the 28th off the rear).
- 22c **Split Field Only:** When there is a flight of less than 20 cars, WSS will invert the field to a multiple of 2 (eg. 17 car flight will result in 16 cars inverted and the 17th off the rear).
- 22d It is at the discretion of WSS Officials and the promoter as to whether there will be 3 heats per round or 4 heats per round, dependent on number of entered cars. The maximum field per heat is to be 14 cars. Only 42 cars (3 heats per round) or 56 cars (4 heats per round) will qualify for heat racing. At the discretion of WSS officials, all non-qualifiers may compete in a non-qualifiers race OR may simply start off the rear of the D-Main, with time trials to determine grid position.

23 HEAT STARTING POSITIONS

Each driver will be given one inside row start and one outside row start and rows will swap between heats as follows:

23a Three Heats Per Round

Heat 4: Outside row heat 2, inside row of heat 1
Heat 5: Outside row heat 1, inside row of heat 3
Heat 6: Outside row heat 3, inside row of heat 2

23b Four Heats Per Round

Flight 1
Heat 5: Outside row heat 1, inside row heat 2
Heat 6: Outside row heat 2, inside row heat 1
Flight 2
Heat 7: Outside row heat 3, inside row heat 4
Heat 8: Outside row heat 4, inside row heat 3

24 SPLIT FIELD FORMAT

- 24a When WSS Management deem that the nominations received are of a significant enough count to merit 4 heats per round, the WSS qualifying (Time Trials and Heat races) will be split into two even groups (Flight 1 and Flight 2).
- 24b During time trials and heat races, Flight 1 and Flight 2 will accumulate points as 2 x individual race meeting.
- 24c Prior to feature races and Top 8 shoot-out, both flights are merged together, which defines the overall point's structure for the night.
- 24d In the event that two cars are equal on points, the initial tie-breaker will be the points accrued during time trials.
- 24e If it becomes apparent that a second tie-breaker is required between the same two cars, the tie-breaker will be the fastest individual lap time recorded during heat races.

25 TOP EIGHT SHOOTOUT

- 25a The top 8 point scorers after the heats will qualify for the Top 8 Shootout.
- 25b The shootout consists of 3 timed hot laps
- 25c The Chief Steward can call a yellow light for the following:
- o A car stopped on track
 - o If it is deemed a driver has impeded another driver in any way.
- 25d Any driver who is deemed to have caused a yellow/red light stoppage, will be automatically awarded 4th place only in that particular shootout, regardless of any existing time set.
- 25e If a driver is unable to restart after a stoppage and they were not deemed the cause, any existing time they have already set will remain for that particular shootout.
- 25f A crew member is required on the infield with the car and driver during the shootouts, but they cannot work on the car. Any crew member working on a car will mean automatic disqualification from their particular shootout.

BRONZE SHOOTOUT

- 25g "Bronze Shootout" includes the 4 cars qualifying from 5th to 8th position after the heats.
- I. The 4 cars will complete 3 timed hot-laps together and the quickest 2 cars will transfer to the "Silver Shootout".
 - II. The remaining 2 cars will make up positions 7th, 8th in the A Main.

SILVER SHOOTOUT

- 25h "Silver Shootout" includes the 2 cars qualifying from 3rd to 4th position after the heats plus the 2 cars that have transferred from the "Bronze Shootout".
- I. The 4 cars will complete 3 timed hot-laps together and the quickest 2 cars will transfer to the "Gold Shootout".
 - II. The remaining 2 cars will make up positions 5th & 6th in the A Main.

GOLD SHOOTOUT

- 25i "Gold Shootout" includes the 2 cars qualifying from 1st to 2nd positions after the heats, plus the 2 cars transferring from the "Silver Shootout".
- I. The 4 cars will complete 3 timed hot-laps together.
 - II. The quickest car in the "Gold Shootout" wins pole position for the A Main. The 2nd quickest car will be 2nd in the A Main and so on.

26 MAIN EVENT FORMATS

- 26a At all rounds excluding the Australian Open & Grand Final, the following will take place:
- I. Cars qualified 1 to 8 will start the A Main in order determined by the Top 8 Shootout.
 - II. Cars qualified 9 to 14 will transfer directly into the A Main in their respective starting position.
 - III. Cars qualified 15 to 30 will contest the 18 car B-main. The top 6 finishes will transfer to the 20 car A main and fill positions 15 to 20.
 - IV. Cars qualified 31 to 46 may contest in the 18 car C-Main, time permitting. The top 2 will transfer to positions 17 and 18 in the B-Main.
 - V. Cars qualified 47 and onwards may contest in the 18 car D-Main, time permitting. The top 2 will transfer to positions 17 and 18 in the C-Main.
- 26b Main events may be cancelled or shortened to ensure the A-Main has begun by 9.45pm. If a main event is cancelled, then the vacant positions in the next main event will be filled by the qualifying order or by the last recorded lap if a main is cut short.
- 26c All A Mains 30 laps, except Speedweek (35 laps), BIS Australian Open (50 laps). Preliminary Feature for BIS Australian Open (20 laps).

AUSTRALIAN OPEN FORMAT

- 27a Time Trial as per normal WSS rounds.
- 27b 4 Rounds of Heats (Heats 1 & 2, Night 1 and Heat 3 & 4, Night 2).
- First 2 rounds of heats, grid draws as per normal WSS round.
 - Grid Draw for Preliminary Feature will be calculated on driver points after these 2 rounds of heats.
 - Positions 1 to 14 on points will start in that order for Preliminary feature. Cars 15 onwards will compete in a 12 lap B Main, with top four transferring to the back of the Preliminary feature filling grids 17 & 18.
 - The 18 cars will then compete in a 20-Lap Preliminary Feature. The Preliminary Feature will pay 18 Bonus Points for first, 17 Bonus points for second and so on, with 18th receiving 1 Bonus point. Bonus Points are for qualification for night 2 finals only and will not be added on to Championship Points.
 - Third and Fourth round of heats grid draw is based on overall points after Round 2 of Heats with the highest point scorer starting out of 10th in Heat 7 and so on. (10 car inversion)
- 27c After all heat races are completed over the 2 nights, cars qualified 1-8 qualify for the Top 8 Shootout. Cars qualified 9th-14th will automatically qualify for A Main in those positions.
- 27d Cars qualified 15-30 will contest the 18 car B Main. The top 6 finishes will transfer to the 20 car A Main and will fill positions 15 to 20. Cars qualified 31-46 may contest the 16 car C-Main time permitting. The top 2

will transfer to positions 17th and 18th in the B Main.

27e A Main is 50 Laps. A red flag may be called if there are 30 laps under caution from either the first green flag shown or 30 laps after a red flag.

GRAND FINAL FORMAT

28a Time trials, heats and shootouts to be completed as per normal WSS rounds.

28b Cars qualified 15-30 will contest the 18 car B Main. The top 10 finishes will transfer to the 24 car A Main and will fill positions 15 to 24. Cars qualified 31-46 may contest the 16 car C-Main time permitting. The top 2 will transfer to positions 17th and 18th in the B Main.

RACE NIGHT & SERIES POINTS

29 TIME TRIAL POINTS:

All In Field (3 Heats per Round)						Split Field	
25+ Cars				24 Cars & Below		4 Heats/Round	
POS	PTS	POS	PTS	POS	PTS	POS	PTS
1	60	22	25	1	60	1	60
2	58	23	25	2	57	2	57
3	56	24	25	3	54	3	54
4	55	25	20	4	51	4	51
5	55	26	20	5	48	5	48
6	55	27	20	6	45	6	45
7	50	28	15	7	42	7	42
8	50	29	15	8	39	8	39
9	50	30	15	9	36	9	36
10	45	31	14	10	33	10	33
11	45	32	14	11	30	11	30
12	45	33	14	12	27	12	27
13	40	34	13	13	24	13	24
14	40	35	13	14	21	14	21
15	40	36	13	15	18	15	18
16	35	37	12	16	16	16	16
17	35	38	12	17	14	17	14
18	35	39	12	18	12	18	12
19	30	40	11	19	10	19	10
20	30	41	11	20	8	20	9
21	30	42	11	21	6	21	8
				22	4	22	7
				23	2	23	6
				24	1	24	5
						25	4
						26	3
						27	2
						28	1

RACE NIGHT & SERIES POINTS

30 HEAT RACE POINTS:

All In Field (3 Heats per Round)				Split Field	
25+ Cars		Under 24 Cars		(4 Heats per Round)	
POS	POINTS	POS	POINTS	POS	POINTS
1	22	1	25	1	22
2	19	2	20	2	19
3	17	3	16	3	17
4	15	4	13	4	15
5	13	5	11	5	13
6	11	6	10	6	11
7	9	7	9	7	9
8	7	8	8	8	7
9	5	9	7	9	5
10	4	10	6	10	4
11	3	11	5	11	3
12	2	12	4	12	2
13	1	13	3	13	1
14	1	14	2	14	1

31 FEATURE RACE POINTS:

Note: All cars that don't make the Australian Open Prelim A Main receive 50 championship points.

POS	A MAIN	B MAIN	C MAIN	PRELIM A MAIN	GRAND FINAL A MAIN	GRAND FINAL B MAIN
1	250	-	-	100	250	-
2	220	-	-	95	220	-
3	200	-	70	90	200	-
4	190	-	68	87	190	-
5	180	-	66	84	180	-
6	170	-	64	81	170	-
7	160	94	62	78	160	-
8	150	92	60	75	150	-
9	145	90	58	72	145	-
10	140	88	56	69	140	-
11	135	86	54	67	135	86
12	130	84	52	65	130	84
13	125	82	50	63	125	82
14	120	80	48	61	120	80
15	115	78	46	59	115	78
16	110	76	44	57	110	76
17	105	74	42	55	105	74
18	100	72	40	53	100	72
19	98				98	
20	96				96	
21					94	
22					92	
23					90	
24					88	

RACE NIGHT & SERIES POINTS

32 ELIGIBILITY FOR POINTS

- 32a Cars need to receive the mechanical defect flag to get heat points. There are no drop out points.
- 32b Anyone who qualifies for the A Main and cannot compete due to mechanical problems will be awarded last place points and will receive last place prize money. If more than one car cannot compete, their final position is dependent on their overall points of the night.
- 32c Anyone who qualifies for the B Main and cannot compete due to mechanical problems will be awarded 70 points but will not receive any prize money.
- 32d Anyone who qualifies for the C Main and cannot compete due to mechanical problems will be awarded 40 points but will not receive any prize money.
- 32e All non-qualifiers will receive 40 points regardless of finishing position.
- 32f If either an A, B or C Main event is cancelled, championship points will be paid as per qualifying order.
- 32g Championship Points will include all points earned throughout the race meeting, including Time Trial Points, Heat Points, Preliminary - Feature points and Feature Points.
(Does not include Preliminary Qualifying Points but does include Preliminary Feature Points)

33 SERIES TIE

If a tie occurs in the Championship Points the winner will be the driver with the most feature wins throughout the series, if still a tie then most second places in a feature throughout the series and so on.

PRIZE MONEY SCHEDULE

Prize money is to be paid +GST if Teams are registered for GST. Prize money payments will be made within 14 days post event.

	STANDARD			WEEKDAY			SPEEDWEEK			AUSTRALIAN OPEN			GRAND FINAL		
	ROUND	ROUND	ROUND	ROUND	ROUND	ROUND	FRIDAY	SATURDAY	FRIDAY	SATURDAY	SATURDAY	SUNDAY			
A MAIN													A MAIN		
1st	\$5,000	\$5,000	\$10,000	1st	\$2,727	\$18,182	1st	\$5,000	\$10,000	2nd	\$3,500	\$5,000	2nd	\$3,500	\$5,000
2nd	\$3,500	\$3,000	\$3,500	2nd	\$1,818	\$9,091	3rd	\$2,500	\$3,500	3rd	\$2,500	\$3,500	3rd	\$2,500	\$3,500
3rd	\$2,500	\$2,000	\$2,500	3rd	\$909	\$4,545	4th	\$1,940	\$1,940	4th	\$1,940	\$1,940	4th	\$1,940	\$1,940
4th	\$1,940	\$1,700	\$1,940	4th	\$727	\$2,500	5th	\$1,540	\$1,540	5th	\$1,540	\$1,540	5th	\$1,540	\$1,540
5th	\$1,540	\$1,450	\$1,540	5th	\$636	\$1,591	6th	\$1,340	\$1,340	6th	\$1,340	\$1,340	6th	\$1,340	\$1,340
6th	\$1,340	\$1,300	\$1,340	6th	\$545	\$1,182	7th	\$1,140	\$1,140	7th	\$1,140	\$1,140	7th	\$1,140	\$1,140
7th	\$1,140	\$1,000	\$1,140	7th	\$455	\$1,000	8th	\$940	\$940	8th	\$940	\$940	8th	\$940	\$940
8th	\$940	\$900	\$940	8th	\$318	\$909	9th	\$840	\$840	9th	\$840	\$840	9th	\$840	\$840
9th	\$840	\$800	\$840	9th	\$273	\$818	10th	\$740	\$740	10th	\$740	\$740	10th	\$740	\$740
10th	\$740	\$700	\$740	10th	\$227	\$727	11th	\$640	\$640	11th	\$640	\$640	11th	\$640	\$640
11th	\$640	\$600	\$640	11th	\$182	\$636	12th	\$575	\$575	12th	\$575	\$575	12th	\$575	\$575
12th	\$575	\$500	\$575	12th	\$136	\$591	13th	\$500	\$500	13th	\$500	\$500	13th	\$500	\$500
13th	\$500	\$500	\$500	13th	\$136	\$545	14th	\$500	\$500	14th	\$500	\$500	14th	\$500	\$500
14th	\$500	\$450	\$500	14th	\$136	\$500	15th	\$500	\$500	15th	\$500	\$500	15th	\$500	\$500
15th	\$500	\$450	\$500	15th	\$136	\$500	16th	\$500	\$500	16th	\$500	\$500	16th	\$500	\$500
16th	\$500	\$400	\$500	16th	\$136	\$455	17th	\$500	\$500	17th	\$500	\$500	17th	\$500	\$500
17th	\$500	\$400	\$500	17th	\$136	\$455	18th	\$500	\$500	18th	\$500	\$500	18th	\$500	\$500
18th	\$500	\$350	\$500	18th	\$136	\$364	19th	\$300	\$300	19th	\$300	\$300	19th	\$300	\$300
19th	\$300	\$250	\$300	19th	-	\$364	20th	\$250	\$250	20th	\$250	\$250	20th	\$250	\$250
20th	\$250	\$250	\$250	20th	-	\$364									
B MAIN													B MAIN		
7th	\$200	\$150	\$200	7th	-	\$273	21st	\$200	\$200	22nd	\$185	\$200	22nd	\$185	\$200
8th	\$185	\$150	\$185	8th	-	\$227	23rd	\$140	\$200	23rd	\$140	\$200	23rd	\$140	\$200
9th	\$140	\$150	\$140	9th	-	\$182	24th	\$140	\$200	24th	\$140	\$200	24th	\$140	\$200
10th	\$140	\$150	\$140	10th	-	\$182	B MAIN								
11th	\$140	\$100	\$140	11th	-	\$182	11th	\$140	\$140	11th	\$140	\$140	11th	\$140	\$140
12th	\$140	\$100	\$140	12th	-	\$182	12th	\$140	\$130	12th	\$140	\$130	12th	\$140	\$130
13th	\$140	\$100	\$140	13th	-	\$136	13th	\$140	\$130	13th	\$140	\$130	13th	\$140	\$130
14th	\$140	\$100	\$140	14th	-	\$136	14th	\$140	\$130	14th	\$140	\$130	14th	\$140	\$130
15th	\$140	\$100	\$140	15th	-	\$136	15th	\$140	\$130	15th	\$140	\$130	15th	\$140	\$130
16th	\$140	\$100	\$140	16th	-	\$136	16th	\$140	\$130	16th	\$140	\$130	16th	\$140	\$130
17th	\$140	\$100	\$140	17th	-	-	17th	\$140	\$130	17th	\$140	\$130	17th	\$140	\$130
18th	\$140	\$100	\$140	18th	-	-	18th	\$140	\$130	18th	\$140	\$130	18th	\$140	\$130
TOTAL	\$26,030	\$23,400	\$31,030		\$9,773	\$47,091		\$26,030	\$33,595						

Rain out / meeting abandoned

In the event of rain, electrical defect or any reason beyond the Promoters control causing cancellation, postponement or abandonment of the meeting, the following will apply: -

- The relevant SCCA Rule i.e. *Half race distance to be completed to declare placing's and a prize money payout. Anything less than prize money to be divided equally among all starters if the race is not rescheduled.*
- The tow and prizemoney rates below.

POINT IN SHOW	TEAMS
Prior to drivers meeting	No tow money, no prizemoney
Prior to time trial	No tow money, no prizemoney
Time trial started	Tow money paid, no prizemoney
Round one heats completed	Tow money, 25% prize money split evenly
Round two heats started	Tow money, 50% prize money split evenly
Shootout started	Tow money, 50% prize money split evenly
B Main started	Tow money, 50% prize money including B main payout under SCCA rule
A Main Started	Tow money, 100% prize money including A main payout under SCCA rule