



# Summer JUST GOT Hotter

2019/20  
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 2019/20 WORLD SERIES SPRINTCARS OFFICIALS

Speedway Australia	Head Office	08 8139 0777	9am – 5pm weekdays, SA time
Race Director	Ian Cartlidge	0438 691 027	iancartlidge@bigpond.com
Race Secretary	Adam Brook	0429 333 528	adam@speedwayaustralia.net.au
Race Co-Ordinator	Liz Weaver	0487 002 287	liz@speedwayaustralia.net.au
Chief Steward	Gary Winterbottom	0425 205 095	garywinterbottom@hotmail.com
General Manager	Tim Savell	0424 923 494	tim@speedwayaustralia.net.au

### 2 2019/20 WORLD SERIES SPRINTCARS CALENDAR

#### WSS Speedweek

Round 1	December 26/27 Murray Machining and Sheds, Murray Bridge Speedway – SA
Round 2	December 28, Borderline Speedway - Mount Gambier, SA
Round 3	December 29, Sungold Stadium Premier Speedway, Warrnambool - VIC
Round 4	December 30, Avalon Raceway – Geelong VIC
Round 5	January 1, Sungold Stadium Premier Speedway, Warrnambool - VIC

#### Sunshine Swing

Round 6	January 4, Ausdeck Patios Archerfield Speedway - QLD
Round 7	January 5, Hi-Tec Oils Toowoomba Speedway – QLD
Round 8	January 7, Fraser Shores Maryborough Speedway – QLD
Round 9	January 10/11, Ausdeck Patios Archerfield Speedway (Australian Open) – QLD
Round 10	January 14, Castrol Edge Lismore Speedway - NSW

#### Western Swing

Round 11	February 14, Esperance Speedway – WA
Round 12	February 15, Make Smoking History Bunbury Speedway - WA
Round 13	February 21, Perth Motorplex - WA
Round 14	February 22, Perth Motorplex – WA

**Presentation Dinner:** February 23, Burswood on Swan Function Centre, Perth

## GENERAL SERIES INFORMATION

### 3. Individual Round Nominations: Non-Contracted Drivers

- (a) 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.au](http://www.worldseriesprintcars.com.au) and pay a \$250 (+ GST) nomination fee for a one night round or \$350 (+ GST) nomination fee for a two night round.
- (b) All non-contracted drivers must be nominated and have paid the required fee 7-days prior to the event. Late nominations can be accepted at Speedway Australia's discretion, with Clause 4(b) to apply.
- (c) The WSS officials reserve the right to determine the eligibility of any competitor and accept or reject any nomination.

### 4. Venue Entry

- (a) As part of the nomination fee, non-contracted drivers will receive three pit entry passes per night, with the exception below.
- (b) The venue operator is not obligated to provide three pit entry passes to nominations received after the 7 day close off.

### 5. American Racer Right Rear Tyre Rule

All cars must be fitted with an American Racer MC2 34x17x15 right rear tyre. These tyres must be purchased from the American Racer Truck at the race meeting or from an authorised Australian agent.

### 6. Speedway Australia Licence

All drivers must hold both a current Speedway Australia licence for Sprintcar Racing (AA-Sprintcars) & a SCCA licence. Crews must hold a minimum of 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. Lapscoreing

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 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

- (a) 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.
- (b) To be eligible for any contingency awards or points fund, all contingency decals must be displayed as pictured (right), on the left-hand side of the car; on the lower edge of the top wing.



## GENERAL SERIES INFORMATION

### 10. **Breaking Traction**

- (a) 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 Raceceiver or the WSS Race Director signals to form up.
- (b) As per rule 7.2 iii (a) in the SCCA rule book; Any driver breaking traction while under rolling laps or yellow lights prior to being informed by the stewards with the one-way communication through the race receivers, will be liable to a minimum \$250 fine.

### 11. **Vehicle Weigh-ins**

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

### 12. **Drivers Meeting**

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

### 13. **Promotional Requirements**

Drivers competing in WSS may be required to be involved in promotional activities, including but not limited to; Grand Parade, autograph session or interviews at any event. Once notified at drivers meeting, failure to complete these responsibilities will incur a 25-point penalty.

### 14. **Engine Starts/Wheel Packing**

- (a) Any driver not on the infield for engine starts, seated and ready for push off at the correct time may be penalised 10 points.
- (b) 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.

### 15. **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.

### 16. **Formats**

Begin on next page

## 39 CARS AND UNDER: 2 HEAT FORMAT

### 1 TIME TRIALS

**Format:**

Either one or two cars on the track at a time (Promoter's choice)

**Points:**

Place	Points
1	66
2	64
3	62
4	60
5	58
6	56
7	54
8	52
9	50
10	48
11	46
12	44
13	42

Place	Points
14	40
15	38
16	36
17	34
18	32
19	31
20	30
21	29
22	28
23	27
24	26
25	25
26	24

Place	Points
27	23
28	22
29	21
30	20
31	19
32	18
33	17
34	16
35	15
36	14
37	13
38	12
39	11

### 2 HEATS

**Format:**

3 heats in each round, with points allocated as follows:-

Place	1	2	3	4	5	6	7
Points	25	22	19	17	15	13	11
Place	8	9	10	11	12	13	
Points	9	7	5	3	2	1	

**Heat One Grid:**

Based on an 8 car inversion if less than 32 cars

Based on a 10 car inversion if 32-39 cars

The rest of the field line up behind the inversion

**Heat Two Grid:**

Aggregate points from time trial and heat 1 with the 8 or 10 car inversion as per heat one.

### 3 FEATURES

**C-Main:**

Places 33 to 39 (if time and car count allows, otherwise 33 and 34 in B Main)

**B-Main:**

Places 17 to 32 plus two from C Main

**Bronze Shootout:**

Places 5 to 8 on aggregate points

**Silver Shootout:**

Places 3 and 4 on aggregate points, plus two from Bronze Shootout

**Gold Shootout:**

Places 1 and 2 on aggregate points, plus two from Silver Shootout

**A-Main:**

Grids 1- 8: As per Shootout

Grids 9-16: As per aggregate points, with time trial as tiebreaker

Grids 17-20: As per B-Main top 4

## 40-48 CARS: 2 HEAT FORMAT

### 1 TIME TRIALS

**Format:** Two flights, determined by a random draw.  
e.g. 40 car field 1-20 are in Flight 1 and 21-40 in Flight 2  
48 car field 1-24 are in Flight 1 and 25-48 in Flight 2

**Points per flight:**

Place	Points
1	50
2	48
3	46
4	44
5	42
6	40
7	38
8	36

Place	Points
9	34
10	32
11	30
12	28
13	26
14	24
15	22
16	20

Place	Points
17	18
18	16
19	14
20	12
21	10
22	8
23	6
24	4

### 2 HEATS

**Format:** 4 heats in each round

**Flight 1:** Heats 1 and 2, 5 and 6

**Flight 2:** Heats 3 and 4, 7 and 8

**Points per heat:** Allocated as follows:-

<b>Place</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>
<b>Points</b>	25	22	19	17	15	13	11
<b>Place</b>	<b>8</b>	<b>9</b>	<b>10</b>	<b>11</b>	<b>12</b>	<b>13</b>	<b>14</b>
<b>Points</b>	9	7	5	3	2	1	1

**Heat One Grid:** Based on an 8 car inversion

The rest of the field line up behind the inversion

**Heat Two Grid:** Based on aggregate points in each Flight from time trial and Heat One

Top 16 on points in each Flight inverted

### 3 FEATURES

Prior to the feature races and shootout, both flights are merged together, which defines the overall points structure for the night.

**C-Main:** Places 33 to 48 on aggregate points

**B-Main:** Places 17 to 32 plus two from C Main

**Bronze Shootout:** Places 5 to 8 on aggregate points

**Silver Shootout:** Places 3 and 4 on aggregate points, plus two from Bronze Shootout

**Gold Shootout:** Places 1 and 2 on aggregate points, plus two from Silver Shootout

**A-Main:** Grids 1- 8: As per Shootout

Grids 9-16: As per aggregate points, with time trial as tiebreaker

Grids 17-20: As per B-Main top 4

## 49 CARS AND ABOVE: 1 HEAT FORMAT

### 1 TIME TRIALS

**Format:** Two flights, determined by a random draw.

e.g. For a 50 car field 1-25 are in Flight 1 and 26-50 in Flight 2

For a 70 car field 1-35 are in Flight 1 and 36-70 in Flight 2

**Points per flight:**

Place	Points
1	50
2	48
3	46
4	44
5	42
6	40
7	38
8	36

Place	Points
9	34
10	32
11	30
12	28
13	26
14	24
15	22
16	20

Place	Points
17	18
18	16
19	14
20	12
21	10
22	8
23	6
24	4

### 2 HEATS

**Format:** 4 Heats in total, with Flight 1 in Heats 1 and 2, Flight 2 in Heats 3 and 4.

24 from each flight qualify, fastest to the front as per grids to the right.

25 onward in each flight are in the non-qualifiers race.

1	4
5	8
9	12
13	16
17	20
21	24

2	3
6	7
10	11
14	15
18	19
22	23

**Points per heat:** Allocated as follows:-

<b>Place</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
<b>Points</b>	25	22	19	17	15	13
<b>Place</b>	<b>7</b>	<b>8</b>	<b>9</b>	<b>10</b>	<b>11</b>	<b>12</b>
<b>Points</b>	11	9	7	5	3	2

### 3 FEATURES

Prior to the feature races and shootout, both flights are merged together, which defines the overall points structure for the night.

- Non-Qualifiers Race:** Places 25 and onward from each time trial Flight
- C-Main:** Places 33 to 48 on aggregate points plus two from Non-Qualifiers race
- B-Main:** Places 17 to 32 plus two from C Main
- Bronze Shootout:** Second place in each Heat
- Silver Shootout:** Two heat winners with slowest time trial time, plus two from Bronze Shootout
- Gold Shootout:** Two heat winners with fastest time trial time, plus two from Silver Shootout
- A-Main:** Grids 1-8: As per Shootout  
Grids 9-12: Third place in heats in order of fastest time trial  
Grids 13-16: Fourth place in heats in order of fastest time trial  
Grids 17-20: Top four from B-Main

## 49 CARS AND ABOVE: 2 HEAT FORMAT

### 1 TIME TRIALS

**Format:** Two flights, determined by a random draw.

e.g. For a 50 car field 1-25 are in Flight 1 and 26-50 in Flight 2  
For a 70 car field 1-35 are in Flight 1 and 36-70 in Flight 2

**Points per flight:**

Place	Points
1	50
2	48
3	46
4	44
5	42
6	40
7	38
8	36

Place	Points
9	34
10	32
11	30
12	28
13	26
14	24
15	22
16	20

Place	Points
17	18
18	16
19	14
20	12
21	10
22	8
23	6
24	4

### 2 HEATS

**Format:** 8 Heats in total, with Flight 1 in Heats 1,2, 5 and 6. Flight 2 are in Heats 3, 4, 7 and 8.

**Heat One Grid:** 24 cars from each flight qualify for the heats, based on an 8 car inversion. The rest of the field line up behind the inversion.

**Heat Two Grid:** Based on aggregate points in each Flight from time trial and Heat One. Top 16 on points in each Flight inverted

Places 25 onward in each flight time trial are in the non-qualifiers race, fastest to the front.

**Points per heat:** Allocated as follows:-

<b>Place</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
<b>Points</b>	25	22	19	17	15	13
<b>Place</b>	<b>7</b>	<b>8</b>	<b>9</b>	<b>10</b>	<b>11</b>	<b>12</b>
<b>Points</b>	11	9	7	5	3	2

### 3 FEATURES

Prior to the feature races and shootout, both flights are merged together, which defines the overall points structure for the night.

**Non-Qualifiers Race:** Places 25 and onward from each time trial Flight  
**C-Main:** Places 33 to 48 on aggregate points plus two from Non-Qualifiers race  
**B-Main:** Places 17 to 32 plus two from C Main  
**Bronze Shootout:** Places 5 to 8 on aggregate points  
**Silver Shootout:** Places 3 and 4 on aggregate points, plus two from Bronze Shootout  
**Gold Shootout:** Places 1 and 2 on aggregate points, plus two from Silver Shootout  
**A-Main:** Grids 1-8: As per Shootout  
 Grids 9-16: As per aggregate points, with time trial as tiebreaker  
 Grids 17-20: Top four from B-Main



## 39 CARS AND UNDER: 1 HEAT CONDENSED/RAINOUT FORMAT

### 1 TIME TRIALS

**Format:** Either one or two cars on the track at a time (Promoter's choice)

**Points:**

Place	Points
1	66
2	64
3	62
4	60
5	58
6	56
7	54
8	52
9	50
10	48
11	46
12	44
13	42

Place	Points
14	40
15	38
16	36
17	34
18	32
19	31
20	30
21	29
22	28
23	27
24	26
25	25
26	24

Place	Points
27	23
28	22
29	21
30	20
31	19
32	18
33	17
34	16
35	15
36	14
37	13
38	12
39	11

### 2 HEATS

**Format:** 3 heats in each round, with the fastest from time trials to the front, e.g.

1	6
7	12
13	18
19	24
25	30
31	36
37	

2	5
8	11
14	17
20	23
26	29
32	35
38	

3	4
9	10
15	16
21	22
27	28
33	34
39	

**Points:** Allocated as follows:-

Place	1	2	3	4	5	6	7
Points	25	22	19	17	15	13	11
Place	8	9	10	11	12	13	
Points	9	7	5	3	2	1	

### 3 FEATURES

**C-Main:** 11th to 13th in each heat (if time and car count allows)

**B-Main:** Sixth to 10th in each heat in order of placing, with time trial as the tiebreaker, plus two from the C-Main

**Silver Shootout:** Heat winner with slowest time trial time plus the three second places from the heats.

**Gold Shootout:** The two heat winners with fastest time trial time, plus two from Silver Shootout

**A-Main:** Grids 1-6: As per Shootout  
 Grids 7-9: Third place in the heats, in order of fastest time trial  
 Grids 10-12: Fourth place in the heats, in order of fastest time trial  
 Grids 13-15: Fifth place in the heats, in order of fastest time trial  
 Grids 16 – 20: First to fifth in the B-Main

## 40-48 CARS: 1 HEAT CONDENSED/RAINOUT FORMAT

### 1 TIME TRIALS

**Format:** Two flights, determined by a random draw.

e.g. 40 car field 1-20 are in Flight 1 and 21-40 in Flight 2  
48 car field 1-24 are in Flight 1 and 25-48 in Flight 2

**Points per flight:**

Place	Points
1	50
2	48
3	46
4	44
5	42
6	40
7	38
8	36

Place	Points
9	34
10	32
11	30
12	28
13	26
14	24
15	22
16	20

Place	Points
17	18
18	16
19	14
20	12
21	10
22	8
23	6
24	4

### 2 HEATS

**Format:** 4 heats in each round, with the fastest from time trials to the front, e.g.

Heat One - F1	
1	4
5	8
9	12
13	16
17	20
21	24

Heat Two - F1	
2	3
6	7
10	11
14	15
18	19
22	23

Heat Three - F2	
1	4
5	8
9	12
13	16
17	20
21	24

Heat Four - F2	
2	3
6	7
10	11
14	15
18	19
22	23

**Points:**

Place	1	2	3	4	5	6
Points	25	22	19	17	15	13
Place	7	8	9	10	11	12
Points	11	9	7	5	3	2

### 3 FEATURES

Prior to the feature races and shootout, both flights are merged together, which defines the overall points structure for the night.

**C-Main:** 9th to 12th in each heat in order of placing, with time trial as the tiebreaker  
**B-Main:** Fifth to 8th in each heat in order of placing, with time trial as the tiebreaker, plus two from the C-Main

**Bronze Shootout:** Second place in each heat

**Silver Shootout:** Two heat winners with slowest time trial time plus two from Bronze Shootout

**Gold Shootout:** The two heat winners with fastest time trial time, plus two from Silver Shootout

**A-Main:**

Grids 1-8: As per Shootout

Grids 9-12: Third place in the heats, in order of fastest time trial

Grids 13-16: Fourth place in the heats, in order of fastest time trial

Grids 17-20: First to fourth in the B-Main

## AUSTRALIAN OPEN AND ROUND ONE FORMAT

### 1 NIGHT ONE

**Time Trial:** Time Trial as per normal WSS format for the relevant number of entries.

**First Two Rounds of Heats:**

Grid draws according to WSS format for the appropriate entries, **with an inversion of 8 or 10 cars.**

Heat points awards according to WSS format for the appropriate entries.

**B-Main:** Cars 15 onwards in points will compete in a 15 lap B Main (**maximum field 18 cars**)

**Preliminary Feature:**

Grids 1-14: Will be calculated on driver points after the first two rounds of heats.

Grids 15-18: First to fourth in the B-Main

**Non-Series Bonus Points:**

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 will be added before calculating the grids for heats three on night two. Bonus points are non-series points.

*The Preliminary Feature will pay Series prelim feature points as per clause 24.*

### 2 NIGHT TWO

**Second Two Rounds of Heats:**

Grids for the third round of heats are based on overall points after the Prelim Main (including time trials, heats and bonus points) **and then an 8 or 10 car inversion (determined by Chief Steward in conjunction with promoter and depending on car count). Points then tallied again after third round of heats and an 8 or 10 car inversion (inversion same as determined for third round of heats).**

**C-Main:** Cars qualified 31-46 may contest the 16 car C-Main time permitting

**B-Main:** Cars 15-30 in points, plus the top two from the C-Main will compete in a 20 lap B Main

**Bronze Shootout:** Places 5 to 8 on aggregate points

**Silver Shootout:** Places 3 and 4 on aggregate points, plus two from Bronze Shootout

**Gold Shootout:** Places 1 and 2 on aggregate points, plus two from Silver Shootout

**A-Main:** Grids 1-8: As per Shootout

Grids 9-14: Cars 9 to 14 in aggregate points.

Grids 15-20: First to sixth in the B-Main

*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.*

## PERTH GRAND FINAL FORMAT

- Time Trial, heats & shootouts as per normal WSS format for the relevant number of entries.
- Cars qualified 21-36 will contest the 18 car B Main. The top 4 finishers will transfer to the 24 car A Main and will fill positions 21 to 24. Cars qualified 37-52 may contest the 16 car C-Main time permitting. The top 2 will transfer to positions 17th and 18th in the B Main.

## 17 TIME TRIAL PROCEDURES

- Drivers will time trial either individually or in pairs for 2 laps.
- 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, their best possible position will be one position less than 50 percent of the field.
- Any driver that brings a time trial session to a half e.g. yellow, red light or causes another driver to abort their qualifying lap can only have one recorded lap at the end of that group. If that driver has recorded one complete lap, then that lap will be counted. Any further laps will be deleted.
- If there is a tie in qualifying, the second best lap time of those drivers will be used.

17a Cars must remain assembled on the infield during all group time trials.

17b 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.

### Two Flights – 40+ Entries

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.

## 18 TIME TRIAL CANCELLATION: SUBSEQUENT SEEDING PROCESS

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

18a 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.

18b 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.

18c 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.

## 19 HEAT PROCEDURES

19a All heat races will be 10 laps each.

## 20 SHOOTOUT PROCEDURES

- 20a The shootout consists of 3 timed hot laps
- 20b The Chief Steward can call a yellow light for the following:
- A car stopped on track
  - If it is deemed a driver has impeded another driver in any way.
- 20c 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.
- 20d 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.
- 20e 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.

## 21 MAIN EVENT PROCEDURES

- 21a 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.
- 21b 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 Raceceivers.
- 21c 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.
- 21d Main event race lengths will be;
- |                                      |         |
|--------------------------------------|---------|
| Speedweek                            | 35 Laps |
| Standard round                       | 35 Laps |
| Preliminary Feature, Australian Open | 25 Laps |
| Australian Open Final                | 50 Laps |

## 22 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.

## 23 ELIGIBILITY FOR POINTS

- 23a Cars need to receive the mechanical defect flag to get heat points. There are no drop out points.
- 23b 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.
- 23c 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.
- 23d 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.
- 23e All non-qualifiers will receive 40 points regardless of finishing position.
- 23f If either an A, B or C Main event is cancelled, championship points will be paid as per qualifying order.
- 23g 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)

## 24 FEATURE RACE POINTS

FINISH POSITION	A MAIN	B MAIN	C MAIN	AUS OPEN PRELIM	GRAND FINAL A MAIN	GRAND FINAL B MAIN
1	250	-	-	100	250	-
2	220	-	-	95	220	-
3	200	-	66	90	200	-
4	190	-	64	87	190	-
5	180	94	62	84	180	86
6	170	92	60	81	170	84
7	160	90	58	78	160	82
8	150	88	56	75	150	80
9	145	86	54	72	145	78
10	140	84	52	69	140	76
11	135	82	50	67	135	74
12	130	80	48	65	130	72
13	125	78	46	63	125	70
14	120	76	44	61	120	68
15	115	74	42	59	115	66
16	110	72	40	57	110	64
17	105	70	38	55	105	62
18	100	68	36	53	100	60
19	98				98	
20	96				96	
21					94	
22					92	
23					90	
24					88	
DNQ						

## 25 TIE BREAKER PROCEDURES

### 25a Night Points Tie

If two cars are equal on points prior to the shootout & features, the initial tie-breaker will be the points accrued during time trials.

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.

### 25b 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 throughout the series and so on.

## 26 PRIZE MONEY SCHEDULE

	ROUNDS 1, 9	ROUNDS 1, 9	ROUNDS 2, 3, 4, 5	ROUNDS 6, 12	ROUNDS 7,8,10,11	ROUND 13	ROUND 14	
A MAIN	NIGHT 1	NIGHT 2	SPEEDWEEK	SATURDAY	OTHER	GRAND FINAL		
1	\$2,727	18,182	\$10,000	\$5,000	\$5,000	\$5,000	\$10,000	
2	\$1,818	9,091	\$3,500	\$3,500	\$3,000	\$3,500	\$5,000	
3	\$909	4,545	\$2,500	\$2,500	\$2,000	\$2,500	\$3,500	
4	\$727	2,500	\$1,940	\$1,940	\$1,700	\$1,940	\$1,940	
5	\$636	1,591	\$1,540	\$1,540	\$1,450	\$1,540	\$1,540	
6	\$545	1,182	\$1,340	\$1,340	\$1,300	\$1,340	\$1,340	
7	\$455	1,000	\$1,140	\$1,140	\$1,000	\$1,140	\$1,140	
8	\$318	909	\$940	\$940	\$900	\$940	\$940	
9	\$273	818	\$840	\$840	\$800	\$840	\$840	
10	\$227	727	\$740	\$740	\$700	\$740	\$740	
11	\$182	636	\$640	\$640	\$600	\$640	\$640	
12	\$136	591	\$575	\$575	\$500	\$575	\$575	
13	\$136	545	\$500	\$500	\$500	\$500	\$500	
14	\$136	500	\$500	\$500	\$450	\$500	\$500	
15	\$136	500	\$500	\$500	\$450	\$500	\$500	
16	\$136	455	\$500	\$500	\$400	\$500	\$500	
17	\$136	455	\$500	\$500	\$400	\$500	\$500	
18	\$136	364	\$500	\$500	\$350	\$500	\$500	
19	\$0	364	\$300	\$300	\$250	\$300	\$300	
20	\$0	364	\$250	\$250	\$250	\$250	\$250	
21							\$150	\$150
22							\$140	\$140
23							\$130	\$130
24							\$120	\$120
B MAIN	NIGHT 1	NIGHT 2	SPEEDWEEK	SATURDAY	OTHER	GRAND FINAL		
5	\$0	0	\$170	\$170	\$100	\$100	\$100	
6	\$0	0	\$145	\$145	\$100	\$100	\$100	
7	\$0	273	\$130	\$130	\$100	\$100	\$100	
8	\$0	227	\$130	\$130	\$100	\$100	\$100	
9	\$0	182	\$130	\$130	\$100	\$100	\$100	
10	\$0	182	\$120	\$120	\$100	\$100	\$100	
11	\$0	182	\$120	\$120	\$100	\$100	\$100	
12	\$0	182	\$120	\$120	\$100	\$100	\$100	
13	\$0	136	\$120	\$120	\$100	\$100	\$100	
14	\$0	136	\$120	\$120	\$100	\$100	\$100	
15	\$0	136	\$120	\$120	\$100	\$100	\$100	
16	\$0	136	\$120	\$120	\$100	\$100	\$100	
17	\$0	0	\$120	\$120	\$100	\$100	\$100	
18	\$0	0	\$120	\$120	\$100	\$100	\$100	
<b>TOTAL</b>	<b>\$9,773</b>	<b>\$47,091</b>	<b>\$31,030</b>	<b>\$26,030</b>	<b>\$23,400</b>	<b>\$26,185</b>	<b>\$33,485</b>	

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

## 27 RAINOUT / 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: -

27a The relevant SCCA Rule 6.16(ii) 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.*

27b The tow and prizemoney rates below:-

### Point in Show

Prior to drivers meeting

Prior to time trial

Time trial started

Round 1 heats completed

Round 2 heats started

Shootout Started

B Main Started

A Main Started

### Outcome for Teams

No tow money, no prizemoney

No tow money, no prizemoney

Tow money paid, no prizemoney paid

Tow money paid, 25% of prizemoney split evenly

Tow money paid, 50% of prizemoney split evenly

Tow money paid, 50% of prizemoney split evenly

Tow money paid, 50% of prizemoney incl B Main payout as per SCCA

Tow money paid, 100% of prizemoney incl A Main payout as per SCCA

## 2 2019/20 WORLD SERIES SPRINTCARS CALENDAR

### WSS Speedweek

Round 1

December 26/27 Murray Machining and Sheds, Murray Bridge Speedway – SA

Round 2

December 28, Borderline Speedway - Mount Gambier, SA

Round 3

December 29, Sungold Stadium Premier Speedway, Warrnambool - VIC

Round 4

December 30, Avalon Raceway – Geelong VIC

Round 5

January 1, Sungold Stadium Premier Speedway, Warrnambool - VIC

### Sunshine Swing

Round 6

January 4, Ausdeck Patios Archerfield Speedway - QLD

Round 7

January 5, Hi-Tec Oils Toowoomba Speedway – QLD

Round 8

January 7, Fraser Shores Maryborough Speedway – QLD

Round 9

January 10/11, Ausdeck Patios Archerfield Speedway (Australian Open) – QLD

Round 10

January 14, Castrol Edge Lismore Speedway - NSW

### Western Swing

Round 11

February 14, Esperance Speedway – WA

Round 12

February 15, Make Smoking History Bunbury Speedway - WA

Round 13

February 21, Perth Motorplex - WA

Round 14

February 22, Perth Motorplex – WA

**Presentation Dinner:** February 23, Burswood on Swan Function Centre, Perth