



# Presented by:



# **MAX'S RACE 2023**

Event date: Saturday December 16th, 2023

Venue: Sungold Stadium- Premier Speedway, Warrnambool

On time entries close: 7.00 pm Sunday December 10, 2023

Online nominations only for this event via Premier Speedway website

## **CONDITIONS OF ENTRY**

All competitors must have a current Sprintcar Control Council of Australia (SCCA) Competition licence. All Sprintcars must be SCCA registered. Racing is conducted as per the current SCCA Racing Rules, Regulations and Specifications. Competitors are also required to have a current and valid Speedway Australia licence card.

Noise Level 95 dba. Effective type mufflers must be used.

All Speedway Australia OH&S Pit rules and safety conditions apply at all times.

# **PROGRAM**

1. Scrutineering Starts: 2.00pm 2. Scrutineering Ends: 3.30pm 3. Driver Sign In: 3.30pm 4. Drivers Briefing: 4.15pm

5. Engine Starts: 5.30 6. Hot laps & Time Trials: 5.45pm

The above times are indicative only and subject to change.

# **DRIVERS SIGN IN TIME**

Drivers must sign in by 3.30pm so pill draws for the qualifying can be completed. Any competitors not nominated by the 3.30pm deadline will have their fastest time in the Time Trial qualify session removed.



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## **PILL DRAW**

All drivers and teams must draw for a position in time trial qualifying at the designated location at scrutineering (before 3.30pm) in order to be officially entered for the event. The drivers and/or teams are responsible for their own pill draw.

## **QUALIFYING**

- Time Trials- 2 Flights
- Qualifying will consist of two consecutive timed laps unless otherwise noted with 2 cars at a time.
- If there is an odd number of cars Flight 1 will consist of 1 additional car.
- The top 24 cars from each flight will progress to the heat races.
- Sprintcars qualifying from 25<sup>th</sup> and above in each flight will move to the Non-Qualifiers race.

Failure to qualify in your allotted slot will see the competitor permitted one lap at the end of their designated flight. Failure to set a time at all will result in the competitor placed at the rear of their qualifying flight.

Sprintcars must be able to complete the qualifying laps under their own power.

# **HEAT RACE(S)**

Four (4) heat races will be conducted.

- Invert of four (4)
  - o Fastest qualifier from Flight 1 is inverted by four, starting position 4 in Heat 1, second fastest qualifier from Flight 1 starts in position 4 in Heat 2. Other qualifiers are lined up in order of qualifying. E.g. third fastest qualifier in Flight 1 starts position 2 in Heat 1.
  - Flight 2 Sprintcars will fill positions in Heat 3 and 4, with the fastest qualifier starting position four in Heat 3.

## Dash transferees

- The winner of each heat race advances straight to the dash redraw
- If the fastest qualifier in each heat (position four starter) finishes in the top four (4) they will take the second dash transfer spot. If not, the second-place finisher in the heat will earn the second-dash transfer position.

#### Non-Qualifiers

- Sprintcars in Flight 1 will form the inside row with the fastest time (25<sup>th</sup> in flight) starting from position 1.
- Sprintcars in Flight 2 will form the outside row with the fastest time (25<sup>th</sup> in flight) starting from position 2.
- The top two cars will start in position 17<sup>th</sup> and 18<sup>th</sup> respectively in the C-Feature.
- The remainder of the finishers will transfer to D-Feature with the grid set by the finishing order of the Non-Qualifiers event.



## **DASH**

- The eight (8) cars transferring to the dash will draw for starting positions
- The draw order will be winner of Heat 1, followed by the winner of Heat 2 and remaining heat winners. The second dash transfer cars will then draw starting from Heat one, progressing through to Heat 4.
- The finishing positions of the dash set the starting order for the top eight positions in the A-Feature

# In the event the dash is not run

Sprintcars in Flight 1 will form the inside row of the feature with the winner of Heat 1 starting from position 1, winner of Heat 2 starting position three followed by the second dash transfer car in Heat 1 starting fifth.

Flight 2 will form the outside row of the feature with the winner of Heat 3 starting from position 1, winner of Heat 4 starting position three followed by the second dash transfer car in Heat 1 starting fifth.

## **FEATURES**

# D-Feature (12 cars, 12 laps)

- The starting order is set from the finishing positions from the Non-Qualifiers race with finishing position 3 in Non-Qualifiers, starting from position 1 in the D-Feature.
- The top two (2) Sprintcars will transfer to the back of the C-Feature in finishing order, filling positions 17<sup>th</sup> and 18<sup>th</sup>.
- A minimum field of six (6) Sprintcars are required to run event.
- If the D-Feature not ran, the C-Feature field will increase to 20 Sprintcars allowing finishing positions 3 and 4 from the Non-Qualifier's to line up 19<sup>th</sup> and 20<sup>th</sup> respectively.

# C-Feature (18 cars, 15 laps)

- Cars finishing ninth onwards will transfer to the C-Feature
- Flight 1 will form the inside row. Flight 2 will form the outside row
  - o Ninth place in Heat 1 will start position 1, Ninth place in Heat 2 will start position 3
  - o Ninth place in Heat 3 will start position 2, Ninth place in Heat 4 will start position 4
- The top two (2) Sprintcars will transfer to the back of the B-Feature in finishing order filling positions 17<sup>th</sup> and 18<sup>th</sup>.

## B-Feature (18 cars, 20 laps)

- Cars finishing fifth to eight in the heat race will transfer to the B-Feature
- Flight 1 will form the inside row. Flight 2 will form the outside row
  - o Fifth place in Heat 1 will start position 1, Fifth place in Heat 2 will start position 3
  - o Fifth place in Heat 3 will start position 2, Fifth place in Heat 4 will start position 4
- The top four (4) cars will transfer to the back of the A-Feature in finishing order filling positions 17<sup>th</sup> through to 20<sup>th</sup>



# A-Feature (20 cars, 30 laps)

- The finishing order of the Dash set positions one through eight
- Non-dash cars that qualify for the A-Feature are lined up by heat race finish behind the dash cars (2nd place finishers, 3rd place finishers, then 4th place finishers)
  - E.g. The highest place non-dash car in Heat 1 will start position 9, the next highest place non-dash car in Heat 1 will start position 13 in the A-Feature.

# **PRIZE MONEY**

	A-Feature	B-Feature	C-Feature
1st	\$7,000	\$0	\$0
2nd	\$3,000	\$0	\$0
3rd	\$2,000	\$0	\$250
4th	\$1,500	\$0	\$250
5th	\$1,000	\$350	\$250
6th	\$900	\$350	\$250
7th	\$800	\$350	\$250
8th	\$750	\$350	\$250
9th	\$700	\$350	\$250
10th	\$600	\$350	\$250
11th	\$600	\$300	\$200
12th	\$600	\$300	\$200
13th	\$600	\$300	\$200
14th	\$600	\$300	\$200
15th	\$600	\$300	\$200
16th	\$500	\$300	\$200
17th	\$500	\$300	\$200
18th	\$500	\$300	\$200
19th	\$500		
20th	\$500		
	\$23,750	\$4,500	\$3,950

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All other competing cars receive \$150.



#### MEETING CANCELLATION

## Rain Out or cancellation of an event due to unforeseen circumstances Clause:

If a race meeting is cancelled prior to 5pm on race day, no monies are payable from the promoter/venue operator to competitors. Nomination fees received from drivers for that event will be refunded. If the race meeting is cancelled between 5pm and the first race, 12% of the prize money is payable from the promoter/venue operator to the competitors. Rainout passes are then usually issued to everyone by the track. If the race meeting is cancelled after the 6th event and no pass outs are issued, then the full event fee plus GST is payable from the promoter/venue operator to the competitors. If the meeting is cancelled after the sixth event and pass-outs are handed out, then 60% of the prize money plus GST is payable from the promoter/venue operators to the competitors. If a B-Main has started and the meeting is cancelled, then the full amount of the prize money plus GST is payable.

In the event of the A-main starting, but the race cannot be completed, then SCCA rule 6-16 "race distance" parts 1 and 2 shall apply.

## TRANSPONDER RACING

All Sprintcars competing at this venue will be required to be fitted with an MyLaps compatible Transponder for the purpose of lap scoring and timing in all events. Hire transponders are available at a cost of \$30 Inc GST per night. Transponders not purchased through the System Operator at the event will incur a service fee of \$15 (incl. GST) per night.

# LATE NOMINATIONS

Any nomination received after 7.00 pm on Sunday the 10th of December 2023 will be classified as a late nomination and the following penalty will apply.

The competitor will have \$50 deducted from their prize money.

Any nomination received within 24 hours of the event (after 2.00pm Friday) will be classified as a late nomination and the following penalties will apply.

- 1. The competitor can gualify no better position than 50% in their group plus one position.
- 2. The competitor will have \$50 deducted from their prize money.

# **TYRES**

There is NO Control tyre for this event, the tyre rule of the SCCA applies.

SCCA Tyre Rule – SCCA Rule Book page 58 Section (IV)

Any competitor found dumping tires may forfeit all prize money and further penalties may apply.