



SUPPLEMENTARY REGULATIONS SPRINTCARS - 2025/2026 SEASON

ALL SPRINTCAR EVENTS HELD AT THE VENUE DURING THE 2025/26 SEASON



1. GENERAL VENUE INFO / CONDITIONS OF ENTRY

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

Chief Steward will be Clem Hoffmans (Sprintcars Qld) for all events unless advertised differently. Sprintcars Queensland will nominate the assistant officials that will work with the Toowoomba team.

Log books must be filled out and brought to and collected from the Main Pit Box next to the dummy grid.

Indemnity form must be signed by driver before driver briefing.

Raceceivers are compulsory at all events. Channel 970 for all events at Toowoomba.

Drivers briefing will be held approx. one hour prior to racing commencing at each event.

Hi-Tec Oils Toowoomba Speedway will have a Competitor Information Pack available for every single event on their website during the lead up to each show. This pack will include all times, pit parking maps and necessary important venue information about each event.

All payouts will be done electronically by Sprintcars Queensland after each event.

2. VENUE CONTACT

- Ryan Harris – Venue Manager
 - 0407 175 341
 - office@toowoombaspeedway.com
 - www.toowoombaspeedway.au

3. NOMINATIONS

Nominations for all events will be via Sprintcars Queensland via the normal methods.

Nominate directly online
<https://scca.fueled.au/login>

Nomination closes on the Monday leading up to the event at 12pm SHARP.

Late nominations will be accepted but will be charged a \$150 fee (payable to Sprintcars Queensland), and this fee will ensure you start in the draw. If you nominate at 2 different race events (tracks) and subsequently don't show up at Toowoomba, you will be penalised at the next event. If you nominate for Toowoomba and don't show up, you will also be penalised at the next meeting.

If you are nominated at another track and that track gets rained out / cancelled, you are able to late nominate without fee or penalty, but the meetings must have been on the same night.

NOMINATION FEE - There are no nomination fees for any event if you nominate before the Monday 12pm closing time.

GATE PASSES - As there is no nomination fee, all drivers and crew will pay pit entry. No free gate passes.

TYRES - There is **NO** tyre rules at our venue. American Racer, Hoosier or Dirt X tyres can be used at Hi-Tec Oils Toowoomba Speedway.

MUFFLERS - Minimum muffler required is SCH-14272735-78-SCHOENFELD 95DB SPRINT MUFFLER 3.5" IN/OUT 14"L X 4.5"OD BODY.

4. SCHEDULE OF EVENTS

Date	Event	Format Summary (refer to FORMAT SECTION FOR MORE DETAIL)
26 Sep	Thunder on the Downs	Single car time trials, 1 heat, dashes + features (Single Night Show - both nights pay \$10k to win)
27 Sep	Thunder on the Downs	Single car time trials, 1 heat, dashes + features (Single Night Show - both nights pay \$10k to win)
4 Oct	USC R1	Group Time Trials, 1 heat, dashes + features
18 Oct	USC R2 - Men's Mental Health Night	Group Time Trials, 2 heats (both invert) + features
8 Nov	USC R3	Group Time Trials, 1 heat, dashes + features
22 Nov	USC R4	Group Time Trials, 2 heats (both invert) + features
26 Dec	Qld Speedweek R1	Group Time Trials, 2 heats (both invert), Dash + Features
27 Dec	Qld Speedweek R2	Group Time Trials, 2 heats (both invert), Dash + Features
3 Jan	Qld Speedweek GF	Group Time Trials, 2 heats (both invert), Dash + Features
9 Jan	Sprintcar Power Tour	As per series supp regulations
10 Jan	Sprintcar Power Tour	As per series supp regulations
21 Feb	USC R5 - Dondex Ultimate Pink Night	Group Time Trials, 1 heat, dashes + features
7 Mar	USC R6	Group Time Trials, 1 heat, dashes + features
27 Mar	Red Hot Shootout – Night 1	Single car time trials, 1 heat + prelim features (Two Night Format with 'every lap matter points' that carry over)
28 Mar	Red Hot Shootout - Night 2	1 heat, dashes + features (Two Night Format with 'every lap matter points' that carry over)
18 Apr	USC Grand Final	Group Time Trials, 2 heats (both invert) + features + lucky dog dash

5. PAYOUT SCHEDULE

#	USC (per round)		QLD Speedweek (per round)		Thunder on the Downs (per night)			Red Hot Shootout				
	A Main	B Main	A Main	B Main	A Main	B Main	C Main	Prelim A	Prelim B	A Main	B Main	C Main
1	\$5,000	Transfer	\$3,000	Transfer	\$10,000	Transfer	Transfer	\$5,000	Transfer	\$20,000	Transfer	Transfer
2	\$2,500	Transfer	\$2,250	Transfer	\$4,000	Transfer	Transfer	\$2,000	Transfer	\$10,000	Transfer	Transfer
3	\$2,000	Transfer	\$1,750	Transfer	\$2,500	Transfer	\$100	\$1,000	Transfer	\$5,000	Transfer	\$100
4	\$1,500	Transfer	\$1,250	Transfer	\$2,000	Transfer	\$100	\$900	Transfer	\$3,000	Transfer	\$100
5	\$1,000	\$150	\$1,000	\$150	\$1,000	\$250	\$100	\$850	\$200	\$2,000	\$500	\$100
6	\$700	\$150	\$750	\$150	\$750	\$250	\$100	\$750	\$200	\$1,700	\$500	\$100
7	\$650	\$150	\$700	\$150	\$700	\$250	\$50	\$700	\$200	\$1,650	\$400	\$100
8	\$600	\$150	\$650	\$150	\$650	\$250	\$50	\$650	\$200	\$1,600	\$400	\$100
9	\$550	\$150	\$600	\$150	\$600	\$200	\$50	\$600	\$200	\$1,550	\$350	\$100
10	\$500	\$150	\$550	\$150	\$550	\$200	\$50	\$550	\$200	\$1,500	\$350	\$100
11	\$500	\$150	\$500	\$150	\$500	\$200	\$50	\$500	\$100	\$1,500	\$350	\$100
12	\$500	\$150	\$500	\$150	\$500	\$200	\$50	\$500	\$100	\$1,500	\$350	\$100
13	\$500	\$150	\$500	\$150	\$500	\$200	\$50	\$500	\$100	\$1,500	\$350	\$100
14	\$500	\$150	\$500	\$150	\$500	\$200	\$50	\$500	\$100	\$1,500	\$350	\$100
15	\$500	\$150	\$500	\$150	\$500	\$200	\$50	\$500	\$100	\$1,500	\$350	\$100
16	\$500	\$150	\$500	\$150	\$500	\$200	\$50	\$500	\$100	\$1,500	\$350	\$100
17	\$500	\$100	\$500	\$100	\$500	\$200	\$50	\$500	\$100	\$1,500	\$350	\$50
18	\$500	\$100	\$500	\$100	\$500	\$200	\$50	\$500	\$100	\$1,500	\$350	\$50
19	\$500	-	\$500	-	\$500	-	-	\$500	-	\$1,500	\$350	-
20	\$500	-	\$500	-	\$500	-	-	\$500	-	\$1,500	\$350	-
	\$20,000	\$2,000	\$17,500	\$2,000	\$27,750	\$3,000	\$1,000	\$18,000	\$2,000	\$63,000	\$6,000	\$1,500

Note – Payout and format for the Sprintcar Power Tour (9 & 10 January), is as per their own series Supp Regs.

6. USC POINTS FUND PRIZE MONEY

- **Total - \$20,000** sponsored by **Queensland Speedway Spares**
 - 1st - \$10,000
 - 2nd - \$5,000
 - 3rd - \$2,500
 - 4th - \$1,500
 - 5th - \$1,000
- The end of series points fund prize money will be paid out by Sprintcars Queensland after the trophy dinner.

6a. USC NIGHTLY CONTINGENCY PRIZES

- Quicktime Award - \$200 sponsored by **BK Trading**
- Hard Charger Award - \$200 sponsored by **East Coast Power Services**
- A Dash Winner - \$200 sponsored by **Dondex Sheds, Garages & Carports**
- B Dash Winner - \$200 sponsored by **Sprint Shack Australia**

7. USC LUCKY DOG CHALLENGE (GRAND FINAL – 18 APRIL)

- **Lucky Dog Dash Payout – Total \$5,000** sponsored by **Sprint Shack Australia**
 - 1st - \$1,500
 - 2nd - \$1,000
 - 3rd - \$700
 - 4th - \$500
 - 5th - \$400
 - 6th - \$350
 - 7th - \$300
 - 8th - \$250
- **How to qualify:**
 - The top 8 cars in USC standings going into the grand final that HAVE NOT finished on the podium during any of the USC rounds during the 25/26 season, will qualify for the Lucky Dog Challenge.
 - The Lucky Dog Challenge is a stand-alone race for prize money only (no points) to reward the drivers that have supported the series but failed to finish on the podium throughout the season. If the driver doesn't choose to race in this event, the next highest driver in points at the grand final that hasn't ran a podium during the USC series will make up the field to ensure a full complement of 8 cars start the Lucky Dog Challenge.
 - The starting line-up for this event will be a 4-car invert based on qualifying times from that night. Eg. 4th fastest of this 'lucky dog' group of drivers will start pole, with 5th fastest starting from position 5 and so on.
 - This stand-alone race will be held after qualifying but before the heat racing, with ample time either side of Lucky Dog Challenge so they aren't disadvantaged during the Grand Final of Queensland Speedway Spares Ultimate Sprintcar Championship.

8. FORMATS EXPLAINED IN DETAIL

All events are run under the SCCA rulebook.

Key points:

- There is no work area at events held at Hi-Tec Oils Toowoomba Speedway.
- There is no tyre rule at events held at our venue.
- The pole sitter in any A-Main will have lane choice which the chief steward will give the opportunity to make on the race-track prior the start of the feature race (unless Supp Regs say otherwise).
- There are no provisional, promotor choice or reserves for A-Mains at our events.
- All restarts will be single file using the cone on the main straight.

Refer to the following sections for the formats explained in full detail:

- **USC Rounds:** Page 6 - section 8a
- **Thunder on the Downs:** Page 7 - section 8b
- **QLD Speedweek rounds:** Page 9 – section 8c
- **Red Hot Shootout:** Page 12 – section 8d

Massive thanks to the following business for making all these events possible this season at Hi-Tec Oils Toowoomba Speedway:

- Queensland Speedway Spares
- NuTrend Quality Homes
- Dondex Sheds, Garages & Carports
- Sweetacres Speckle Park
- Channel 7 Toowoomba
- BK Trading
- Sprint Shack Australia
- Toowoomba Ice
- SEDL Contracting
- Down Under Graphics
- S & S Genrich Painting
- Autoshift Towing
- Clay-Per-View
- East Coast Power Services
- Cush Clothing
- Field the Label
- New Light Media

8a. USC ROUNDS

Qualifying (4 laps)

Nominated drivers will be seeded into equal groups of no more than 5 cars (under 40 cars – 1 flight / 41 cars & over – 2 flights). Qualifying will be done in groups. Drivers will qualify their nominated car over 4 laps of which the cars best time will be used to form the heat fields. There will be no hotlaps prior to qualifying.

Qualifying points will be:

1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th	10 th
40	38	36	34	32	30	28	26	24	23
11 th	12 th	13 th	14 th	15 th	16 th	17 th	18 th	19 th	20 th
22	21	20	19	18	17	16	15	14	13
21 st	22 nd	23 rd	24 th	25 th	26 th	27 th	28 th	29 th	30 th
12	11	10	9	8	7	6	5	4	3
31 st	32 nd	33 rd	34 th	35 th	36 th	37 th	38 th	39 th	40 th
2	1	1	1	1	1	1	1	1	1

Heats (10 laps)

Heat points will be:

1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th	10 th	11 th	12 th	13 th
25	22	19	17	15	13	11	9	7	5	3	2	1

The number of heats will be determined by the number of nominated cars, however heat races will not exceed 13 cars.

For USC Rounds 1,3,5 & 6 – 1 heat format with dashes:

- Round 1: Based on 6 car invert from qualifying.

For USC Rounds 2, 4 & 7 (GF) – 2 heat format without dashes:

- Round 1: Based on 6 car invert from qualifying.
- Round 2: Based on 6 car invert of aggregate points from qualifying and 1st heat

Please note – in the event that a USC has under 24 cars nominated, it will revert to the 2 heat format above.

A Dash (8 laps) – 1 heat format nights only

Odd Point Scorers (1st, 3rd, 5th, 7th, 9th, 11th, 13th & 15th – based on aggregate total after qualifying & heat race), will line up heads up. There will be no marble draw or inversion of the dash. The Dash will be held over 6 laps with the finishing positions determining the inside row of the feature race.

B Dash (8 laps) – 1 heat format nights only

Even Point Scorers (2nd, 4th, 6th, 8th, 10th, 12th, 14th & 16th – based on aggregate total after qualifying & heat race), will line up heads up. There will be no marble draw or inversion of the dash. The Dash will be held over 6 laps with the finishing positions determining the outside row of the feature race.

C Main – 12 laps or 10 minutes

- Qualifiers 33rd onwards to contest the C Main. Heads up based on aggregate points. Top 2 to transfer into the B Main.

B Main – 15 laps or 15 minutes

- Qualifiers 17th to 32nd plus top 2 from C Main to contest the B Main. Heads up based on aggregate points. Top 4 to transfer into the Main Event.

A Main – 30 laps

- 20 cars with starting positions determined by results of the dashes / B-Main or by points if those events aren't run. There are NO provisional starters in the A Main.

8b. THUNDER ON THE DOWNS (2 x INDIVIDUAL / SINGLE NIGHT EVENTS WITH NO POINTS CARRY OVER)

Car Count	Number of Heats	Number of cars in Stars Dash	# of car in Mid Pack Dash	Transfer
33 or less	3	8 (8 laps)	6 (8 laps)	5 from each heat + Top 5 from B-Main
34 – 52	4	10 (8 laps)	8 (8 laps)	4 from each heat + Top 4 from B-Main
53 or more	6	8 (8 laps)	6 (8 laps)	2 from each heat + Top 8 from B-Main

Qualifying – 2 laps

- Single car time trials after hotlap session (under 40 cars – 1 flight / 41 cars and over – 2 flights). Qualifying order will be done by pill draw. Each car will contest 2 laps. In the event of 2 flights, the flights will be evenly seeded, prior to the pill draw being done.

Heat (1 round) – 10 laps

- Heats are straight up by time. The number of cars that transfer into the dashes / features are determined by the number of heat races set out in the table above.

Stars Dash – 8 laps

- Starting positions will be separated by qualifying times for the cars that finish the same position in their heat race (eg. Heat winners split by time trials, with all 2nd place cars behind them also separated by best time trial lap).

Stars Dash Starting Orders					
3 Heats		4 Heats		6 Heats	
1. Heat winner	2. Heat winner	1. Heat winner	2. Heat winner	1. Heat winner	2. Heat winner
3. Heat winner	4. 2 nd in heat	3. Heat winner	4. Heat winner	3. Heat winner	4. Heat winner
5. 2 nd in heat	6. 2 nd in heat	6. 2 nd in heat	6. 2 nd in heat	5. Heat winner	6. Heat winner
7. 1 st Mid Pack	8. 2 nd in Mid Pack	7. 2 nd in heat	8. 2 nd in heat	7. 1 st Mid Pack	8. 2 nd in Mid Pack
N/A – only 8 cars	N/A – only 8 cars	9. 1 st Mid Pack	10. 2 nd in Mid Pack	N/A – only 8 cars	N/A – only 8 cars

Mid Pack Dash – 8 laps

- The Mid Pack Dash will be held immediately prior to the Stars Dash. The top 2 finishes in the Mid Pack Dash will stay on the infield where their crew will only be able to re-fuel and adjust tyre pressures (must be refired within 2 minutes of the last car starting). Starting positions will be separated by qualifying times for the cars that finish the same position in their heat race (eg. 3rd place drivers split by time trials, with all 4th place cars behind them also separated by best time trial lap).

Mid Pack Dash Starting Orders					
3 Heats		4 Heats		6 Heats	
1. 3 rd in heat	2. 3 rd in heat	1. 3 rd in heat	2. 3 rd in heat	1. 2 nd in heat	2. 2 nd in heat
3. 3 rd in heat	4. 4 th in heat	3. 3 rd in heat	4. 3 rd in heat	3. 2 nd in heat	4. 2 nd in heat
5. 4 th in heat	6. 4 th in heat	5. 4 th in heat	6. 4 th in heat	5. 2 nd in heat	6. 2 nd in heat
N/A – only 6 cars	N/A – only 6 cars	7. 4 th in heat	8. 4 th in heat	N/A – only 6 cars	N/A – only 6 cars
N/A – only 6 cars	N/A – only 6 cars	N/A – only 8 cars	N/A – only 8 cars	N/A – only 6 cars	N/A – only 6 cars

THUNDER ON THE DOWNS (Continued...)

Main Events

- Non-Dash cars that qualify for the A-Main are lined up by heat race finish behind the dash cars (if applicable). Starting positions amongst the same place finishing cars will be determined by overall qualifying time.
- The highest 2 qualifiers from overall time trials NOT transferring automatically through the heat race to the A Main will occupy the front row of the B Main. Remaining non-transfer cars are lined up in the C & B Mains up by heat race finish. Starting positions amongst the same place finishing cars will be determined by overall qualifying time.
- C Main event transfers (2) tag onto the back of the B Main event by finish position. C Main will be held over 15 laps with a minimum of 12 laps if not a full field of 18 cars.
- B Main event transfers tag (4, 5) onto the back of the A Main event by finish position. B Main will be held over 20 with a minimum of 15 laps if not a full field of 18 cars.
- A Main will be held over 35 laps with a field of 20 cars. There are NO provisional starters in the A Main.

A Main Starting Order					
3 Heats		4 Heats		6 Heats	
1. 1 st Stars Dash	2. 2 nd Stars Dash	1. 1 st Stars Dash	2. 2 nd Stars Dash	1. 1 st Stars Dash	2. 2 nd Stars Dash
3. 3 rd Stars Dash	4. 4 th Stars Dash	3. 3 rd Stars Dash	4. 4 th Stars Dash	3. 3 rd Stars Dash	4. 4 th Stars Dash
5. 5 th Stars Dash	6. 6 th Stars Dash	5. 5 th Stars Dash	6. 6 th Stars Dash	5. 5 th Stars Dash	6. 6 th Stars Dash
7. 7 th Stars Dash	8. 8 th Stars Dash	7. 7 th Stars Dash	8. 8 th Stars Dash	7. 7 th Stars Dash	8. 8 th Stars Dash
9. 3 rd Mid Pack	10. 4 th Mid Pack	9. 9 th Stars Dash	10. 10 th Stars Dash	9. 3 rd Mid Pack	10. 4 th Mid Pack
11. 5 th Mid Pack	12. 6 th Mid Pack	11. 3 rd Mid Pack	12. 4 th Mid Pack	11. 5 th Mid Pack	12. 6 th Mid Pack
13. 5 th in Heat	14. 5 th in Heat	13. 5 th Mid Pack	14. 6 th Mid Pack	13. 1 st B Main	14. 2 nd B Main
15. 5 th in Heat	16. 1 st B Main	15. 7 th Mid Pack	16. 8 th Mid Pack	15. 3 rd B Main	16. 4 th B Main
17. 2 nd B Main	18. 3 rd B Main	17. 1 st B Main	18. 2 nd B Main	17. 5 th B Main	18. 6 th B Main
19. 4 th B Main	20. 5 th B Main	19. 3 rd B Main	20. 4 th B Main	19. 7 th B Main	20. 8 th B Main

8c. QLD SPEEDWEEK ROUNDS

Time Trials (in groups during hotlaps): 4 laps

Group Qualifying (Drivers will be seeded in to qualifying groups prior to drivers briefing, with a pill draw to determine hotlap / qualifying order), at drivers briefing.

Time Trial points will be awarded as followed:

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	14	40	15	38	16	36	17	34	18	32	19	30	20	28	21	26	22	24
23	22	24	20	25	18	26	17	27	16	28	15	29	14	30	13	31	12	32	11	33	10
34	9	35	8	36	7	37	6	38	5	39	4	40	3	41	2	42	1	43	1	44	1

First Round of Heats: 10 Laps

The inversion will be 8 cars per heat (depending on nominations) based on time trial points.

Second Round of Heats: 10 Laps

The inversion will be the aggregate points from time trials & the first round of heats and the inversion will be again be 8 cars per heat (depending on nominations).

Heat points will be awarded as followed:

1	25	2	22	3	19	4	17	5	15	6	13	7	11
8	9	9	7	10	5	11	3	12	2	13	1	14	1

Dash: 6 laps (\$1,000 to win) – no dash at Grand Final due to twin feature

The top eight points scorers will qualify for the dash. The dash will line up heads up based on aggregate points from time trials and both heats. The winner of the dash receives \$1,000. The winner of the dash will go to victory lane to do the marble draw for starting positions in the main event. The marble draw will contain numbers 4, 6 or 8. If a 4 is drawn, the top 4 will be inverted with positions 5 & back, starting as per points / dash finishing positions. If an 6 is drawn, the top 6 will be inverted with positions 7 & back, starting as per points. If an 8 is drawn, the top 8 will be inverted with positions 9 & back, starting as per points.

Last Chance Showdown (B-Main): 6 to 15 laps

The Last Chance Showdown will be a minimum of 6 laps to a maximum of 15 laps or 15 minutes – whichever is the shorter. The top four finishers will determine positions 17-20 in the Main Event. No reserves. In order to run the Last Chance Showdown there must be a minimum of 20 cars still running after the Dash is completed.

Main Event (A-Main): 30 laps *

Starting order is based on points once the dash inversion has been completed. There is no A Main Lane Choice for pole car given the starting order is based on the marble draw inversion.

Last Chance Showdown finishes 1 to 4 start positions 17 thru 20. If a car chooses not to go out for the Main Event, the next eligible car from the Last Chance Showdown may start the Main Event, provided the driver taking the position agrees to relinquish \$250 of his prizemoney for the Main Event to the other car and notifies an official of the same.

Top 3 finishes proceed to the podium for presentations after car weighing.

* Laps may be shortened to 25 at the discretion of the Stewards or the Promoter.

NOTE: In the event of tied points to qualify for A, B and Dash the times set in time trials will determine who gets the highest starting position with faster time given preference.

The Club and/or the Promoter may change the format on any given night due to unforeseen circumstances. E.g. Rain, power failure etc

QLD SPEEDWEEK (Continued...)

TWIN FEATURE FORMAT – GRAND FINAL ROUND (3 JANUARY)

Qualifying and Heat races is the same format as the other rounds, with the only difference no Dash will be run at the final round of this series.

Feature Race #1 – (20 laps)

There will be no dash at this event, instead drivers will start the first feature race heads up based on points (1 to 16) plus the top 4 from the B Main.

Right Rear Tyres will be marked by Sprintcars Queensland official, as the right rear is to be used for both feature races. If you have to change a right rear (any circumstance), you will go to the rear of the field in that feature or for Feature Race #2 if the tyre change is done between Feature Race #1 & #2.

At the conclusion of Feature Race #1 the top 3 drivers will go to the podium for presentation.

All cars back to the pits while another event is run.

Feature Race #2 – (20 laps)

Drivers will line up in a 16-car inversion (eg. 16th place from pole in the second feature race - based on finishing order from Feature Race #1). If any cars can't take their position in the field those positions will be filled from non-qualifiers from the B-Main (eg. 5th back). These cars will start behind all cars from Feature Race #1. Any cars that have changed their right rears, will start at the rear of the field behind any sub / B-Main cars. At the conclusion of Feature Race #2 the top 3 drivers will go to the podium for presentation. At the conclusion of the trophy presentation for Feature Race #2 to the overall aggregate winner of the combined feature races will be presented with trophy.

OVERALL TWIN FEATURE RACE WINNER BONUS PRIZE MONEY

- \$2,500 prize money or;
- \$5,000 prize money (if the driver wins both feature races)

The overall winner will be combined aggregate points from both feature races. The same series A-Main points will be use for BOTH features, meaning both features will count towards the overall series points fund.

Note – the Twin Feature prize money schedule is the normal QLD Speedweek Series prize money **SPLIT IN HALF** for both feature races (eg. \$1,500 to win) as per the table below:

#	Twin Feature #1 - Prize Money	Twin Feature #2 - Prize Money
1.	\$1,500	\$1,500
2.	\$1,125	\$1,125
3.	\$875	\$875
4.	\$625	\$625
5.	\$500	\$500
6.	\$375	\$375
7.	\$350	\$350
8.	\$325	\$325
9.	\$300	\$300
10.	\$275	\$275
11.	\$250	\$250
12.	\$250	\$250
13.	\$250	\$250
14.	\$250	\$250
15.	\$250	\$250
16.	\$250	\$250
17.	\$250	\$250
18.	\$250	\$250
19.	\$250	\$250
20.	\$250	\$250
	\$8,750	\$8,750

QLD SPEEDWEEK SERIES POINTS

TIME TRIAL / HEAT Points:

- Cars must finish heat to obtain points, unless given the Mechanical defect flag or instructed by the Chief Steward to go to infield.

1	15	2	13	3	11	4	9	5	8	6	7	7	6
8	5	9	4	10	3	11	2	12	1	13	0	14	0

B-MAIN Points:

1	0	2	0	3	0	4	0	5	8	6	7	7	6
8	5	9	4	10	3	11	2	12	1	13	1	14	1

And 1 point for every placing after 14th. (1st to 4th place get 0 as they go through to A-Main)

A-MAIN POINTS:

1	36	2	33	3	30	4	28	5	26	6	24	7	22	8	20	9	18	10	17
11	16	12	15	13	14	14	13	15	12	16	11	17	10	18	9	19	8	20	7

Tied Series Points:

- In the event of competitors tying on points, they will be separated by the number of highest finishes.

Series Points – Main Events:

- All A and B Main feature race points will be awarded in finishing position OR in position of dropping out. The same series A-Main points will be use for BOTH features, meaning both features will count towards the overall series points fund.

QLD SPEEDWEEK SERIES POINTS FUND MONEY

Points Fund Prize Money (based on 4 rounds* - includes Kingaroy on 29 December)

#	Series Payout
1.	\$3,000
2.	\$2,000
3.	\$1,000
Total	\$6,000

The driver/car owner who accumulates the most points from Rounds 1 though to and including Round 4 of the SERIES, will be entitled to the Points Fund Prize money. The 2nd highest points scorer entitled to 2nd place and 3rd highest to 3rd prize money.

** Pro Rata if more than 1 round/s are cancelled*

QLD SPEEDWEEK SERIES REGULATIONS

- There is no minimum amount of rounds a driver/car owner must compete in to be eligible to qualify for the series prize money, and contingency awards.
- A car owner or driver may substitute a race car or driver to use at a meeting. You are NOT permitted to substitute both car and driver at the same meeting. This decision will be based on the "Spirit of the Sport" by the Sprintcars Queensland Committee.
- All series prize money and awards will be presented to the car owner or driver at the conclusion of the series.
- EXCEPTIONS.** Please contact Sprintcars Queensland Secretary in event of special medical circumstances. No substitute people are allowed.
- All drivers must attend the drivers briefing at the advised time.
- Nominations for all rounds meetings are to be via Sprintcar Australia online portal and close early on Monday 16 December at 12pm. This will allow ample time for tracks to promote each event. Given this is a Speedweek Series, nominations will be accepted on the day up until drivers briefing without penalty. Likewise, there will be no penalty for nominating for this series and then missing a round (eg. due to damage sustained the round prior).

8d. RED HOT SHOOTOUT

Night 1 – Friday

Every Lap Matters Points

- Whenever competitors are on track during this race meeting, they will be scoring points using the Every Lap Matters format. Drivers get finishing points under this format (Qualifying, Heats and Preliminary Mains), even if they don't finish. The only exception to this is if a driver is disqualified (DQ) from a race (who will then will not receive any points from that particular race).

Hotlaps (4 laps)

- Groups of up to 6 cars.

Qualifying (2 laps)

- Single car time trials after the hotlap session (under 40 cars – 1 flight / 41 cars and over – 2 flights). Qualifying order will be done by pill draw. Each car will contest 2 laps. In the event of 2 flights, the flights will be evenly seeded, prior to the pill draw being done.

Heat Race (10 laps)

- 1 heat race per car which will be a 6-car invert based on qualifying result. Heat race is for Every Lap Matters points (as per table below).

Preliminary B Main.

- Qualifiers 17th to 34th in points line up for the Night 1 Preliminary B Main. Which will be held over 15 laps or 15 minutes. Top 4 transfer into the Preliminary A Main. Preliminary B is for Every Lap Matters points.

Preliminary A Main

- Qualifiers 1st to 16th in points plus top 4 from Preliminary B Main. 25 laps. Preliminary A Main is also for Every Lap Matters points.

Every Lap Matters Points Table				
Pos	Qualifying	Heat	Preliminary B	Preliminary A
1	100	200	-	300
2	98	197	-	295
3	96	194	-	290
4	94	191	-	285
5	92	188	248	280
6	90	185	246	278
7	88	182	244	276
8	86	179	242	274
9	84	176	240	272
10	82	173	238	270
11	80	170	236	268
12	78	167	234	266
13	76	164	232	264
14	74	-	230	262
15	72	-	228	260
16	70	-	226	258
17	68	-	224	256
18	66	-	222	254
19	64	-	-	252
20	62 (and so on)...	-	All other cars that don't start the Preliminary B Main will receive 220 points.	250

RED HOT SHOOTOUT (Continued...)

Night 2 - Saturday

Hotlaps (3 laps)

- Group of up to 6 cars.

Heat Race (10 laps)

- 1 heat race per car, lined up by Every Lap Matter Points with a 6-car invert (eg. High points from position 6) 10 laps
- Heats are for Every Lap Matter Points. If for whatever reason, you don't or can't race Night 1 (Saturday), you are not able to race on Night 2 of this event.

Stars Dash (8 laps)

- Top 8 cars in points + top 2 from Mid Pack Dash will contest the stars Dash over 8 laps. (Heads up) Finishing positions determine starting positions in the A Main (1st to 10th)

Mid Pack Dash (8 laps)

- 9th to 16th in points contest the Mid Pack Dash over 8 laps (Heads up). Top 2 finishes from Mid Pack Dash stay on the infield and transfer to Stars Dash from the back row. Finishing positions (3rd back) determine the starting positions in the A Main (11th to 16th).

D Main (12 laps or 10 minutes)

- 49th back line up head up for the D Main. To be contested over 12 laps or 10 minutes whatever happens first. Top 2 transfer to C Main.

C Main (15 laps or 12 minutes)

- 33rd to 48th line up heads up for the C Main. To be contested over 15 laps or 12 minutes whatever happens first. Top 2 transfer to B Main.

B Main (20 laps or 15 minutes)

- 17th to 32nd plus top 2 from C Main line up heads up for the B Main. To be contested over 20 laps or 15 minutes whatever happens first. Top 4 transfer to A Main.

A Main (35 laps)

- No provisional, reserves or promoter choice starters in the A Main.
- Max 20 cars. 35 laps.
- Starting order in the A Main will be as followed:
 - 1st to 10th – Stars Dash finishing positions.
 - 11th to 16th – Mid Pack Dash finishing positions.
 - 17th to 20th – B Main finishing positions.