



SUPPLEMENTARY REGULATIONS SPRINTCARS - 2026/2027 SEASON

ALL SPRINTCAR EVENTS HELD AT THE VENUE DURING THE 2026/27 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 John Kelly (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
 - o 0407 175 341
 - o office@toowoombaspeedway.com
 - o 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

The Queensland Speedway Spares Ultimate Sprintcar Championship will be held over 15 rounds with all events at Toowoomba forming the track series (except the following four events – Prelude (18 Nov), Australian Title (20 & 21 Nov), Golden Jubilee 50 lapper (23 & 24 Apr) and the Queensland Title (8 May). For the USC points fund, drivers/teams will get to drop their worst 3 rounds from any of the 15 rounds of USC, apart from the grand final.

Date	Event	Format Summary (refer to FORMAT SECTION FOR MORE DETAIL)
22 Aug	Practice night #1	-
29 Aug	Practice night #2	-
5 Sep	Practice night #3	-
18 Sep (F)	Thunder on the Downs R1 / USC R1	Outlaws format - time trials, 1 heat, dash + features
19 Sep	Thunder on the Downs R2 / USC R2	Outlaws format - time trials, 1 heat, dash + features
25 Sep (F)	Thunder on the Downs R3 / USC R3	Outlaws format - time trials, 1 heat, dash + features
26 Sep	Thunder on the Downs GF / USC R4	Outlaws format - time trials, 1 heat, dash + features
16 Oct (F)	Practice night #4	-
17 Oct	USC R5 – Men's Mental Health Night	Group Time Trials, 2 heats (both invert) + features
31 Oct	USC R6	Group Time Trials, 2 heats (both invert) + features
6 Nov (F)	Practice night #5	
18 Nov (W)	Prelude to the Title	Outlaws format - time trials, 1 heat, dash + features
20 Nov (F)	Nutrend Homes Australian Championship – Night 1	As per Championship Supp Regs
21 Nov	Nutrend Homes Australian Championship – Night 2	As per Championship Supp Regs
11 Dec (F)	Practice night #6	
12 Dec	USC R7 – Twin Feature Night	Group Time Trials, 2 heats (both invert) + Twin Features
26 Dec	USC R8	Group Time Trials, 2 heats (both invert) + features
28 Dec	USC R9	Group Time Trials, 2 heats (both invert) + features
1 Jan	USC R10	Group Time Trials, 2 heats (both invert), + features
8 Jan (F)	Nutrend Homes Red Hot Shootout Night 1 / Power Tour	Single car time trials, 2 heats + prelim features <i>(Two Night Format with 'every lap matter points' that carry over)</i>
9 Jan	Nutrend Homes Red Hot Shootout Night 2 / USC R11 / Power Tour	1 heat, shootout + features <i>(Two Night Format with 'every lap matter points' that carry over)</i>
5 Feb (F)	Practice night #7	
20 Feb	USC R12 – Dondex Ultimate Pink Night	Group Time Trials, 1 heat (invert) dashes + features
6 Mar	USC R13	Group Time Trials, 1 heat (invert), dashes + features
20 Mar	USC R14	Group Time Trials, 2 heats (both invert) + features
2 Apr (F)	Practice night #8	
10 Apr	USC GRAND FINAL	Group Time Trials, 1 heat (invert) + dashes + features + lucky dog dash
23 Apr	Clay-Per View Golden Jubilee 50 lapper – Night 1	Hotlaps, 2 heats (Draw / invert) + prelim features (points)
24 Apr	Clay-Per View Golden Jubilee 50 lapper – Night 2	2 heats (Draw / invert) + features
8 May	Queensland Title	Single car time trials + 2 heats + Shootout + features

5. PAYOUT SCHEDULE

#	Red Hot Shootout (with Power Tour)					Clay-Per-View Golden Jubilee 50 lapper				
	Prelim A	Prelim B	A Main	B Main	C Main	Prelim A	Prelim B	A Main	B Main	C Main
1	\$5,000	Transfer	\$20,000	Transfer	Transfer	\$3,000	Transfer	\$10,000	Transfer	Transfer
2	\$2,000	Transfer	\$10,000	Transfer	Transfer	\$2,000	Transfer	\$4,000	Transfer	Transfer
3	\$1,000	Transfer	\$5,000	Transfer	\$100	\$1,000	Transfer	\$2,500	Transfer	\$50
4	\$900	Transfer	\$3,000	Transfer	\$100	\$800	Transfer	\$2,000	Transfer	\$50
5	\$850	\$200	\$2,000	\$400	\$100	\$750	\$150	\$1,000	\$150	\$50
6	\$750	\$200	\$1,700	\$400	\$100	\$700	\$150	\$800	\$150	\$50
7	\$700	\$200	\$1,650	\$300	\$100	\$600	\$150	\$775	\$150	\$50
8	\$650	\$200	\$1,600	\$300	\$100	\$575	\$150	\$750	\$150	\$50
9	\$600	\$200	\$1,550	\$300	\$100	\$550	\$150	\$725	\$150	\$50
10	\$550	\$200	\$1,500	\$300	\$100	\$525	\$150	\$700	\$150	\$50
11	\$500	\$100	\$1,200	\$300	\$100	\$500	\$150	\$700	\$150	\$50
12	\$500	\$100	\$1,200	\$300	\$100	\$500	\$150	\$700	\$150	\$50
13	\$500	\$100	\$1,200	\$300	\$100	\$500	\$150	\$700	\$150	\$50
14	\$500	\$100	\$1,200	\$300	\$100	\$500	\$150	\$700	\$150	\$50
15	\$500	\$100	\$1,200	\$300	\$100	\$500	\$150	\$700	\$150	\$50
16	\$500	\$100	\$1,200	\$300	\$100	\$500	\$150	\$700	\$150	\$50
17	\$500	\$100	\$1,200	\$300	\$50	\$500	\$100	\$700	\$100	\$50
18	\$500	\$100	\$1,200	\$300	\$50	\$500	\$100	\$700	\$100	\$50
19	\$500	-	\$1,200	\$300	-	\$500	-	\$700	-	-
20	\$500	-	\$1,200	\$300	-	\$500	-	\$700	-	-
	\$18,000	\$2,000	\$60,000	\$5,000	\$1,500	\$15,500	\$2,000	\$30,250	\$2,000	\$800

#	USC Club Show (per round)		Twin Feature Night (per feature race)		Thunder on the Downs (per night - 4 separate payouts)			QLD Title & Prelude	
	A Main	B Main	A Main (x2)	B Main	A Main	B Main	C Main	A Main	B Main
1	\$3,500	Transfer	\$1,250	Transfer	\$7,500	Transfer	Transfer	\$5,000	Transfer
2	\$2,250	Transfer	\$1,000	Transfer	\$4,000	Transfer	Transfer	\$2,500	Transfer
3	\$1,750	Transfer	\$750	Transfer	\$2,500	Transfer	\$50	\$2,000	Transfer
4	\$1,250	Transfer	\$550	Transfer	\$2,000	Transfer	\$50	\$1,500	Transfer
5	\$1,000	\$150	\$450	\$150	\$1,000	\$150	\$50	\$1,000	\$150
6	\$600	\$150	\$350	\$150	\$600	\$150	\$50	\$700	\$150
7	\$575	\$150	\$325	\$150	\$575	\$150	\$50	\$650	\$150
8	\$550	\$150	\$300	\$150	\$550	\$150	\$50	\$600	\$150
9	\$525	\$150	\$275	\$150	\$525	\$150	\$50	\$550	\$150
10	\$500	\$150	\$250	\$150	\$500	\$150	\$50	\$500	\$150
11	\$500	\$150	\$250	\$150	\$500	\$150	\$50	\$500	\$150
12	\$500	\$150	\$250	\$150	\$500	\$150	\$50	\$500	\$150
13	\$500	\$150	\$250	\$150	\$500	\$150	\$50	\$500	\$150
14	\$500	\$150	\$250	\$150	\$500	\$150	\$50	\$500	\$150
15	\$500	\$150	\$250	\$150	\$500	\$150	\$50	\$500	\$150
16	\$500	\$150	\$250	\$150	\$500	\$150	\$50	\$500	\$150
17	\$500	\$100	\$250	\$100	\$500	\$100	\$50	\$500	\$100
18	\$500	\$100	\$250	\$100	\$500	\$100	\$50	\$500	\$100
19	\$500	-	\$250	-	\$500	-	-	\$500	-
20	\$500	-	\$250	-	\$500	-	-	\$500	-
	\$17,500	\$2,000	\$8,000	\$2,000	\$24,750	\$2,000	\$800	\$20,000	\$2,000

Note – Payout and format for the Australian Sprintcar Championship (20 & 21 November), is as per the SCCA Title Supp Regs.

6. USC POINTS FUND PRIZE MONEY

- **Total - \$20,000**
 - o 1st - \$10,000
 - o 2nd - \$5,000
 - o 3rd - \$2,500
 - o 4th - \$1,500
 - o 5th - \$1,000
- sponsored by **Queensland Speedway Spares**
- The end of series points fund prize money will be paid out by Sprintcars Queensland after the trophy dinner.
- The USC QLD points will be structured as followed:
 - o 1st – 150, 2nd – 146 and then decreasing by 2-point increments for the balance of the field.
 - o A 4-point bonus will be awarded to the driver who leads the most laps in the A Main only
 - o A 2-point bonus will be awarded to the driver with the fastest lap in the A Main
 - o For all bonus points only 1 driver can receive ie: If 2 or more tie no bonus points will be awarded.
- If there are drivers tied on points after the completion of the last round, the tie breaker will be the driver who places higher in the last completed main event.
- If Mains are set and are not raced for unforeseen circumstances, drivers will receive the average for their qualified position.

A Main		B Main		C Main		D Main	
1 st	150	1 st	-	1 st	-	1 st	-
2 nd	146	2 nd	-	2 nd	-	2 nd	-
3 rd	144	3 rd	-	3 rd	80	3 rd	48
4 th	142	4 th	-	4 th	78	4 th	46
5 th	140	5 th	108	5 th	76	5 th	44
6 th	138	6 th	106	6 th	74	6 th	42
7 th	136	7 th	104	7 th	72	7 th	40
8 th	134	8 th	102	8 th	70	8 th	38
9 th	132	9 th	100	9 th	68	9 th	36
10 th	130	10 th	98	10 th	66	10 th	34
11 th	128	11 th	96	11 th	64	11 th	32
12 th	126	12 th	94	12 th	62	12 th	30
13 th	124	13 th	92	13 th	60	13 th	28
14 th	122	14 th	90	14 th	58	14 th	26
15 th	120	15 th	88	15 th	56	15 th	24
16 th	118	16 th	86	16 th	54	16 th	22
17 th	116	17 th	84	17 th	52	17 th	20
18 th	114	18 th	82	18 th	50	18 th	18
19 th	112	-	-	-	-	-	-
20 th	110	-	-	-	-	-	-
Total	2582		1330		1040		528
Average	129		95		65		33

7. USC LUCKY DOG CHALLENGE (GRAND FINAL – 10 APRIL)

- **Lucky Dog Dash Payout – Total \$5,000** sponsored by **Sprint Shack Australia**
 - o 1st - \$1,500
 - o 2nd - \$1,000
 - o 3rd – \$700
 - o 4th – \$500
 - o 5th – \$400
 - o 6th – \$350
 - o 7th – \$300
 - o 8th – \$250
- **How to qualify:**
 - o 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.
 - o 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.
 - o 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.
 - o 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 track specific tyre rules at events held at Hi-Tec Oils Toowoomba Speedway.
- 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.
- 115% Qualifying rule will be in play at all events.

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

- | | |
|--|----------------------|
| • USC Club Shows Rounds / QLD Speedweek: | Page 7 - section 8a |
| • Thunder on the Downs / Prelude to the Title: | Page 9 - section 8b |
| • Red Hot Shootout: | Page 10 – section 8c |
| • Golden Jubilee 50 lapper: | Page 12 – section 8d |
| • Queensland Title: | Page 14 – section 8e |

8a. USC CLUB SHOWS (INCL. QLD SPEEDWEEK ROUNDS)

Qualifying (4 laps)

Nominated drivers will be seeded into equal groups of no more than 5 cars (under 40 cars – 1 flight / 40 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.

For USC rounds (Rounds 12, 13 & Grand Final) use a 1-heat format with dashes:

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

Qualifying points for 1-heat format will be:

1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th	10 th
50	48	46	44	42	40	38	36	34	32
11 th	12 th	13 th	14 th	15 th	16 th	17 th	18 th	19 th	20 th
30	28	26	24	22	20	19	18	17	16
21 st	22 nd	23 rd	24 th	25 th	26 th	27 th	28 th	29 th	30 th
15	14	13	12	11	10	9	8	7	6
31 st	32 nd	33 rd	34 th	35 th	36 th	37 th	38 th	39 th	40 th
5	5	5	5	5	5	5	5	5	5

For USC rounds (Rounds 5, 6, 7, 8, 9, 10, 14) use a 2-heat format without dashes.

- Round 1: Based on up to a 8 car invert from qualifying
- Round 2: Based on up to a 8 car invert of aggregate points from qualifying and 1st heat

Qualifying points for 2-heat format will be as followed:

1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th	10 th
66	64	62	60	58	56	54	52	50	48
11 th	12 th	13 th	14 th	15 th	16 th	17 th	18 th	19 th	20 th
46	44	42	40	38	36	34	32	30	28
21 st	22 nd	23 rd	24 th	25 th	26 th	27 th	28 th	29 th	30 th
26	24	22	20	18	17	16	15	14	13
31 st	32 nd	33 rd	34 th	35 th	36 th	37 th	38 th	39 th	40 th
12	11	10	9	8	7	6	5	5	5

Heats (10 laps)

Heat points at all events (1 or 2 heat format) will be as followed:

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.

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.
- Any cars that qualify outside the 115% rule, will tag onto the back of the C-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.

NOTE - TWIN FEATURE NIGHT (12 DECEMBER – USC R7)

Qualifying and Heat races is the same format as the other rounds listed previously.

Feature Race #1 – (20 laps)

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 USC A-Main points will be used for BOTH features, meaning both features will count towards the overall series points fund.

8b. THUNDER ON THE DOWNS / PRELUDE TO THE TITLE (INDIVIDUAL NIGHT EVENTS WITH NO CARRY OVER POINTS)

Note - The World of Outlaws Format will be used at these events as followed:

Qualifying – 2 laps

- Single car time trials after hotlap session (under 40 cars – 1 flight / 40 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.

Heats (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.
 - **Based on 40+ cars:**
 - Heat 1 & 2 = Flight A
 - Heat 3 & 4 = Flight B
 - Top 2 from each heat qualify for the 8-car Dash
 - 3rd & 4th transfer directly to the A Feature
 - 5th to 9th transfer directly to the B Feature
 - 10th & 11th transfer directly to C Feature
 - Non-Qualifiers Heat Races (8 laps)
 - Drivers that qualifying 41st back will contest the Non Qualifiers heat race
 - This includes cars that qualify outside the 115% rule.
 - Top 4 finishes in Non-Qualifiers will transfer to Heats 1 – 4 and start 11th.
 - In the event that 2 x Non-Qualifier Heat races are run, the top 2 in each race will transfer to Heats 1 – 4 starting position 11.
 - **Based on 25-39 cars:**
 - Heat 1 – 3 = all from Flight A (Single flight qualifying)
 - Top 2 from each heat qualifying for the 6-car Dash
 - 3rd to 5th transfer directly to the A Feature
 - 6th to 10th transfer directly to the B Feature
 - 11th to 13th transfer directly to the C Feature

Dash – 8 laps

- Heat race top-two finishers draw for Dash starting positions.
- Dash finishing order sets starting positions in the A Feature.

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.
- 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.

8c. 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).

Qualifying (2 laps)

- Single car time trials after the hotlap session (under 40 cars – 1 flight / 40 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. 115% Qualifying is in play at this event, with all cars outside the 115% tagging onto the back of the night 2 D-Main.

Heat Races (10 laps)

- 2 heats race per car with both heat races for Every Lap Matters points (as per table below).
 - Round 1: Heads up based on qualifying
 - Round 2: 6-car invert based on aggregate qualifying & heat points. Heat race is

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	Heats	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

There are no hotlaps on night 2.

Heat Races (10 laps)

- 1 more heat race per car for Every Lap Matter Points (as per table on previous page).
 - Round 1: 6-car invert based on aggregate points (night 1)
- 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.

Top 8 Shoot-out (3 laps)

- Highest 8 in points go into the shootout, which will determine the feature race starting positions 1 through to 8. First, positions 5-8 will have 3 timed laps each in the 'bronze' shootout. The quickest 2 progress to the 'silver' shootout to run against qualifying positions 3 and 4. After another 3 timed laps, the fastest 2 cars from the 'silver' shootout will join qualifying positions 1 and 2 in the 'gold' shootout. The winner of the 'gold' shootout earns the right to start on pole position in the A-Main Feature – with lane choice.

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 8th – Top 8 Shoot-out finishing positions.
 - 9th to 16th – based on aggregate Every Lap Matters points from night 1 & 2.
 - 17th to 20th – B Main finishing positions.

8d. GOLDEN JUBILEE 50 LAPPER

Night 1 – Friday

Hotlaps (3 laps)

- Hotlaps only. There are no time trials or qualifying at this event as this is an old school retro event to celebrate the venues 50th Anniversary.
- The only timing during hotlaps that will count will be anyone outside the 115% rule will not compete in any heat race at this event.

Heat Races (8 laps)

- Each driver will contest 2 heat races for points.
- Heat races will be (draw/invert)
- Heat race groups will be seeded prior to the random drawn occurring for starting positions.
 - Round 1: Randomly draw
 - Round 2: Full invert of round 1 starting position
- Heat points will be as followed:

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

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 points as set out in the table below:

1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th	10 th
N/A	N/A	N/A	N/A	16	15	14	13	12	11
11 th	12 th	13 th	14 th	15 th	16 th	17 th	18 th	19 th	20 th
10	9	8	7	6	5	4	3	2	1

Preliminary A Main

- Qualifiers 1st to 16th in points plus top 4 from Preliminary B Main. 25 laps. Preliminary A Main is also for points as set out in the table below:

1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th	10 th
50	46	42	38	36	34	32	30	28	27
11 th	12 th	13 th	14 th	15 th	16 th	17 th	18 th	19 th	20 th
26	25	24	23	22	21	20	19	18	17

GOLDEN JUBILEE 50 LAPPER (Continued...)

Night 2 – Saturday

There are no hotlaps on night 2.

Heat Races (8 laps)

- Each driver will contest a further 2 heat races for points on night 2.
- Heat races will be again (draw/invert)
- Heat race groups will be determined by the night 1 points:
 - Round 1: Heads up based on aggregate of points. High points off pole in heat 1 using the snake method to determine the heat line-up (eg. p1 & p8, p2 & p7, p3 & p6, p4 & p5 etc.)
 - Round 2: Full invert of night 2 round 1 starting positions in the same heat groups.
- Heat points will be as followed:

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

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 (50 laps)

- No provisional, reserves or promoter choice starters in the A Main.
- Max 20 cars. 50 laps.
- Starting order in the A Main will be as followed:
 - 1st to 16th – based on aggregate points from night 1 & 2.
 - 17th to 20th – B Main finishing positions.

8e. QUEENSLAND TITLE

Time Trials (2 Laps)

- Single car time trials from the infield 2 laps per driver which will be held after a separate hotlap session.
- Less than 40 cars will be one flight for time trials, while 40 cars or more will be 2 flights. In the event of 2 flights, flight 1 will be for heats 1 & 2, while flight 2 will make up heats 3 & 4. Any car that does not qualify in its correct order will only be allowed one lap at the end of the qualifying session and in that lap they will not be permitted to keep points equivalent to better than 15th overall. Any car that does not complete a lap will not receive any points.
- Qualifying points will be as followed:

1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th	10 th
66	64	62	60	58	56	54	52	50	48
11 th	12 th	13 th	14 th	15 th	16 th	17 th	18 th	19 th	20 th
46	44	42	40	38	36	34	32	30	28
21 st	22 nd	23 rd	24 th	25 th	26 th	27 th	28 th	29 th	30 th
26	24	22	20	18	17	16	15	14	13
31 st	32 nd	33 rd	34 th	35 th	36 th	37 th	38 th	39 th	40 th
12	11	10	9	8	7	6	5	5	5

Heats (10 laps)

- In the event there are less than 25 cars, then 2 rounds of 2 heats, then the inversion will be approx 75% of the field. 25 – 29 cars – 2 rounds of 3 heats or (40 cars or more – 2 rounds of 4 heats), the Inversion will be approx 75% of the field. Inversion may be adjusted accordingly, depending on car count.
- Heat points will be as followed:

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

First Round of Heats

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

Second Round of Heats

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

Top 8 Shoot-out (3 Laps)

- Highest 8 in points go into the shootout, which will determine the feature race starting positions 1 through to 8. First, positions 5-8 will have 3 timed laps each in the 'bronze' shootout. The quickest 2 progress to the 'silver' shootout to run against qualifying positions 3 and 4. After another 3 timed laps, the fastest 2 cars from the 'silver' shootout will join qualifying positions 1 and 2 in the 'gold' shootout. The winner of the 'gold' shootout earns the right to start on pole position in the A-Main Feature – with lane choice.

C-Main – 15 laps or 12mins (whichever sooner)

- Point-scorers 33-50 will start the C-Main, highest points to the front, first 2 placegetters through to B-Main - Finishing order to determine starting positions 17 & 18 in the B-Main respectively.

B-Main – 20 laps or 15mins (whichever sooner)

- Point-scorers 17-32 plus top 2 from C-Main will start the B-Main, highest points to the front.
- First 4 placegetters through to A-Main - Finishing order to determine starting positions 17 through 20 in the A-Main respectively.

A-Main – 35 laps (max 20 cars)

- The starting position of the front 4 rows will be determined by the finishing order of the Top 8 Shoot-out.
- Positions 9th to 16th will be based on aggregate of points from time trials and both heat races
- The remaining four positions are determined by the finishing order of the Top 4 in the B-Main.