



17 & 18 September, 2021.



Supplementary Regulations

Thunder on the Downs is an exciting new 2 night Sprintcar event set to be held at Hi-Tec Oils Toowoomba Speedway at the start of every speedway season. It's hoped this event becomes one of the must do events on the national sprintcar calendar in the years ahead.

The Prize Money Schedule for this event can be found in Appendix B.

These supplementary regulations apply any time before, during or after a race meeting and are not subject to appeal. Please direct any queries to the management of Made Too Go.

AMENDMENT OF THESE REGULATIONS

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.

1. CONTACTS

Race Director

Ryan Harris 0407 175 341
Event Manager, Hi-Tec Oils Toowoomba Speedway
office@toowoombaspeedway.com

2. OFFICIALS

This event will be officiated by a Sprintcars Queensland Chief Steward who will be assisted by the Stewards and Officials nominated by Sprintcars Queensland.



Sprintcars Queensland.
secretary@sprintcarsqueensland.com

3. EVENT DATES

This event will be held on Friday 17th September and Saturday 18th September 2021 at Hi-Tec Oils Toowoomba Speedway in Queensland.

The rain date for this event will be Sunday 19th September 2021.

There will be an open practice night held on Wednesday 15th September at the venue.

There will be an event launch with some cars in the Toowoomba CBD on Thursday 16th September. (Details to be confirmed). This event / function is not compulsory for drivers to attend, but will be a great opportunity to promote the sport, our event and sell your merchandise.

4. NOMINATIONS

Nominations for this event will be via the host State Member Club (Sprintcars Queensland). Nomination close 2 weeks prior, on **SUNDAY 5th September at 7pm.**

There is no nomination fee for this event. All drivers and crew pay pit entry. No free gate passes.

There is **NO** tyre rule at this event.

5. RULES

This event will be run to the Sprintcar Control Council of Australia Racing Rules and Regulations supplemented by these Supplementary Regulations. All sprintcars must comply with the specifications within the current SCCA rule book.

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).

6. LAPSCORING

Transponders will be used at all events. Transponders must be fitted on cars at all times. Drivers who do not have their own transponder must contact the host State Member Club to arrange hire or use. Drivers who do not have a transponder fitted and or working will forfeit their time or position.

7. BREAKING TRACTION

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 over the receiver or directed by officials.

Any driver breaking traction prior to the form up directive will be advised to desist and may be subject to a penalty of Dangerous Driving. Any driver that continues to break traction thereafter may be subject to disqualification.

8. WEIGHING OF CARS

During drivers briefing the chief steward will advise the procedure for weighing cars during the meeting. The minimum standard will be all cars during qualifying, Heat winners and top 4 after the A Main event unless advised otherwise by the Chief Steward. The Chief Steward at any time can direct a driver to report to scales.

Failure to report to the scales when directed will result in a disqualification from the race in question.

9. PROMOTIONAL REQUIREMENTS

Drivers competing in this event may be required to be involved in promotional activities including but not limited to; Grand Parade, autograph sessions or interviews on the day. Once notified at drivers meeting, failure to comply will incur a 25-point penalty.

10. RACE DAY FORMAT

Drivers Briefing

All drivers are required to attend drivers briefing. Failure to do so could subject the driver to penalty. Such as but not limited to if a points format a 15 point deduction after heats or if a transfer format a 5 sec penalty to a driver's best time.

Engine Starts and Wheel Packing

Time for engine starts will be nominated on the meeting run sheet and drivers are expected to be ready at the nominated time. Failure to do so could deem a driver does not get a start. The need for wheel packing will be determined and communicated from the promoter. If wheel packing is required it is expected that all drivers present will do equal share. If the Chief Steward deems a driver not to have done their fair share they could be subject to a points / time penalty.

Qualifying

Qualifying will be as per the format listed in Appendix A.

The officials will random draw the qualify order prior to drivers briefing.

- If a car causes a stoppage (yellow or red light) prior to taking the green and tripping the timing will be given 1 chance to restart .If done a second time will forfeit their qualifying.
- If a car causes a stoppage after taking green and tripping the timing but does not complete the will be put on the infield/pits and given 1 lap at the end of their flight and can do no better than 50% or 15th whichever is the greater.
- If a car causes a stoppage after recording a time they will be put on the infield/pits and whatever time they have will stand.
- If a car is unable to take its correct place in the order, may take 1 lap at the end of their flight and can do no better than 50% or 15th whichever is the greater. The car must be ready to go within 2 minutes of the final group finishing their qualifying.
- If there is a tie in qualifying the second best lap time of those cars will be used

The chief steward will determine when the track is suitable for qualifying and will notify drivers of any changes.

Change of format

If for whatever reason the format needs to change due to unforeseen circumstances, the Made To Go Management in consultation with the Sprintcars Queensland reserve the right to change to a 1 heat transfer format which will be communicated to the drivers via a drivers briefing to explain to format which depending on car count as to how it would work.

Field Sizes

All heat fields will have a maximum of 13 cars.

All main events will have a maximum of the track density as set by the track licence in consultation with the Sprintcars Queensland. Toowoomba has a 20 car limit for all feature races.

Main Event Presentation

Time permitting a 4 wide presentation lap prior to the main event and will commence and conclude in the direction of the chief steward.

If any car stops due to an incident during the presentation lap they will be allowed to restart in their qualified position. All instruction will be given to the drivers via the receiver.

Post Event Presentation

All post-race checks/inspections will be as directed by the chief steward or the Sprintcars Queensland officials. Failure to comply with any requests from the chief steward or officials will result in a disqualification from that race.

APPENDIX A:

FORMAT: Night 1 (Friday)

Qualifying

All cars to the infield and qualify of pegs, two cars on the track at a time.

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

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

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

Heats

The number of heats will be determined by the number of nominated cars, however heat races will not exceed 13 cars. Heat race points will be allocated as follows:

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

Round 1: Heads up

Round 2: Based on 6 car inversion (aggregate points from time Trial and round 1 heat).

Points

A driver combined points from qualifying and both their heats will be added at the completion of all heats to determine main event positions.

Night 1 B Main

Positions in the B Main will be lined up with drivers 17th to 36th. The top four finishes will transfer into the Preliminary Night 1 Feature race. The B Main will be held over 20 laps.

The following points will be awarded in the Night 1 B-Main for those that start the event and don't transfer (if you don't start the Night 1 B Main, you receive no points):

Place	Points
1 st	Transfer
2 nd	Transfer
3 rd	Transfer
4 th	Transfer
5 th	49
6 th	48
7 th	47
8 th	46
9 th	45
10 th	44

Place	Points
11 th	43
12 th	42
13 th	41
14 th	40
15 th	39
16 th	38
17 th	37
18 th	36
19 th	35
20 th	34

Preliminary Night 1 Feature

The Preliminary Night 1 Feature will be held over 25 laps. Qualifiers 1st to 16th, plus the top 4 from the Night 1 B Main.

The following points will be awarded on the completion of the Preliminary Night 1 Feature:

Place	Points
1 st	100
2 nd	95
3 rd	90
4 th	87
5 th	84
6 th	81
7 th	78
8 th	75
9 th	72
10 th	69

Place	Points
11 th	67
12 th	65
13 th	63
14 th	61
15 th	59
16 th	57
17 th	55
18 th	53
19 th	51
20 th	50

FORMAT: Night 2 (Saturday)

Hotlaps

After engine starts, all cars will remain on the infield and hotlap in their night 2 heat groups. Heat groups will be split into 2 (eg. 6 – 7 cars). Hotlap session will be over 5 laps.

Heats

Same heat points as night 1.

Night 2 (Round 1): Based on 6 car inversion (aggregate points from night 1).

Night 2 (Round 2): Heats up (aggregate of all points night 1 & night 2).

Pole Shuffle

The top 8 points scorers will contest the pole shuffle. This will be 2 drivers competing over 2 laps with 8th on points racing 7th on points, the winner to race 6th on points and so on.

The winner of the Pole Shuffle will win **\$100 cash**, courtesy of **Cush Clothing Co.**

Main events

A Main – 35 laps

Positions 1>8 = result of Shuffle or if not contested 1 >8 on points

Positions 7>16 = 7th > 16th on points

Positions 17>20 = result of B Main ie: 1st in B main starts 17th, 2nd =18th , 3rd = 19th , 4th=20th.

If a B Main is not contested, then 17th > 20th on points will make up these positions.

B Main – 20 laps with a minimum of 15 if not a full field

Positions in the B Main will be lined up with the remainder of drivers up to 2 less then track density (20 cars) with 1st and 2nd from the C Main taking the last 2 positions respectively.

C Main – 12 Laps

Positions in the C Main will be lined up with the remainder of drivers on points.

APPENDIX B:

PRIZE MONEY SCHEDULE

- No tow / appearance money will be paid at this event.
- Based on 40 cars, this event will carry a prize purse in excess of \$30,000.

Night 1 Payout

Preliminary Night 1 Feature	\$	Night 1 B Main	\$
1 st	\$1,500	1 st	Transfer to A
2 nd	\$1,000	2 nd	Transfer to A
3 rd	\$750	3 rd	Transfer to A
4 th	\$550	4 th	Transfer to A
5 th	\$450	5 th	\$100
6 th	\$350	6 th	\$100
7 th	\$300	7 th	\$100
8 th	\$250	8 th	\$100
9 th	\$200	9 th	\$50
10 th	\$150	10 th	\$50
11 th	\$150	11 th	\$50
12 th	\$150	12 th	\$50
13 th	\$150	13 th	\$50
14 th	\$150	14 th	\$50
15 th	\$150	15 th	\$50
16 th	\$150	16 th	\$50
17 th	\$150	17 th	\$50
18 th	\$150	18 th	\$50
19 th	\$150	19 th	\$50
20 th	\$150	20 th	\$50
Total	\$7,000	Total	\$1,000
Night 1 Total			\$8,000

Night 2 Payout

A Main	\$	B Main	\$	C Main	\$
1 st	\$7,500	1 st	Transfer to A	1 st	Transfer to B
2 nd	\$4,000	2 nd	Transfer to A	2 nd	Transfer to B
3 rd	\$2,000	3 rd	Transfer to A	3 rd	\$50
4 th	\$1,500	4 th	Transfer to A	4 th	\$50
5 th	\$1,000	5 th	\$200	5 th	\$50
6 th	\$700	6 th	\$200	6 th	\$50
7 th	\$600	7 th	\$200	7 th	\$50
8 th	\$500	8 th	\$200	8 th	\$50
9 th	\$400	9 th	\$100	9 th	\$50
10 th	\$300	10 th	\$100	10 th	\$50
11 th	\$250	11 th	\$100	11 th	\$50
12 th	\$250	12 th	\$100	12 th	\$50
13 th	\$250	13 th	\$100	13 th	\$50
14 th	\$250	14 th	\$100	14 th	\$50
15 th	\$250	15 th	\$100	15 th	\$50
16 th	\$250	16 th	\$100	16 th	\$50
17 th	\$250	17 th	\$100	17 th	\$50
18 th	\$250	18 th	\$100	18 th	\$50
19 th	\$250	19 th	\$100	19 th	\$50
20 th	\$250	20 th	\$100	20 th	\$50
Total	\$21,000		\$2,000		\$900
Night 2 Total				\$23,900	
'Cush Clothing' Pole Shuffle Winner				\$100	
Night 1 Total				\$8,000	
Total Prize Purse				\$32,000	

Prize money is to be paid +GST if teams are registered for GST.