



SUPPLEMENTARY REGULATIONS – 2024/25



WELCOME TO THE ULTIMATE SPEEDCAR CHAMPIONSHIP

The GSA Advanced Machining Ultimate Speedcar Championship will be once again held over 4 rounds at Hi-Tec Oils Toowoomba Speedway.

The Ultimate Speedcar Championship will be run by Made Too Go Pty Ltd (MTG) with the support of the Queensland Speedcar Racing Association (QSRA).

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 MTG.

AMENDMENT OF THESE REGULATIONS

MTG 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

Ryan Harris – Events Manager
0407 175 341
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2. OFFICIALS / TRACK INFO

Chief Steward will be nominated by the host track with the support of QSRA and supply assistant officials that will work in with the chief steward.

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 at approx 3pm at each event.

Engine Starts will be at approx. 4:30pm at each event.

Qualifying will commence from approx. 5:00pm.

MTG will adjust the format if they deem fit due to time restraints / track conditions.

3. CALENDAR

- All events will be held at Hi-Tec Oils Toowoomba Speedway at the following dates:
 - Round 1 – Saturday 2 November 2024
 - Round 2 – Saturday 30 November 2024
 - Round 3 – Sunday 12 January 2025 (w/ Red Hot Summer Shootout)
 - Grand Final – Saturday 29 March 2025 (w/ Qld Sprintcar Title)

Rain dates: to be announced by MTG.

- Note – There following other Speedcar dates at Toowoomba are not part of this series:
 - 5 October 2024 (Danny Davison Memorial)
 - 28 December 2024 (GSA Advanced Machining Queensland Title)
 - 17 May 2025 (Jim Holden 50 lapper)

The GSA Ultimate Speedcar Championship is a **Driver Points Championship** with points being awarded throughout the series to the **Nominated Driver**. This means a nominated driver can contest the series in multiple cars if they wish.

4. SERIES PRIZE FUND

There is NO series prize fund, as each night has an increased prize purse.

Points from each round are to accumulate over all 4 rounds with the series winner to be announced at the QSRA End of Year Prize Dinner.

A Main points, are the only points that contribute to the overall series.

5. SERIES POINTS

The Ultimate Speedcar Championship points structure will be as followed:

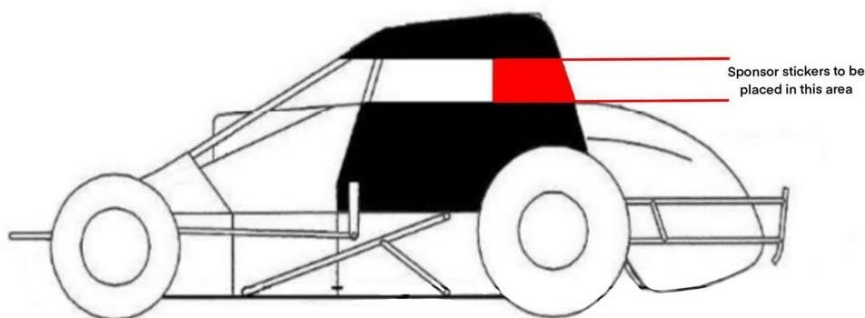
1st – 150, 2nd – 146 and then decreasing by 2-point increments for the balance of the field.

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.

At each round of the Ultimate Speedcar Championship, the driver with a confirmed entry will be awarded 100 turn up / commitment points should the meeting be cancelled after the commencement (end of drivers briefing) and before mains are set.

If Mains are set and are not raced for unforeseen circumstances, drivers will receive the average for their qualified position.

Each nominated car MUST run a GSA Advanced Machining sticker to be paid ANY Prize money. Placement of the sticker to be advised. The QSRA will provide the stickers for each car.



Finishing positions and prize money will be awarded to positions held on the previous completed lap in the instance that a particular incident occurs and several cars dropout. Primary cause who go to the head of the lead lap as per the rule book.

The Series points are as followed:

A Main	
1 st	150
2 nd	146
3 rd	144
4 th	142
5 th	140
6 th	138
7 th	136
8 th	134
9 th	132
10 th	130
11 th	128
12 th	126
13 th	124
14 th	122
15 th	120
16 th	118
17 th	116
18 th	114
19 th	112
20 th	110
Total	2582
Average	129

6. NOMINATIONS

Nominations for each round will be via the state association (QSRA). The nomination fee <\$35 per round> is payable to the QSRA.

Nominations close on the Monday leading up to each event at 12pm SHARP. Late nominations received after this time may not be accepted or subject to heat race starting penalty.

All drivers and crew will pay pit entry. No free gate passes.

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

MTG reserve the right to refuse any nomination. This includes and not limited to any drivers that continually nominates and fail to show up or any drivers found guilty of abuse, verbal abuse or social media misconduct.

7. RULES

This event will be run to the Speedcars Australia Racing Rules and Regulations supplemented by these Supplementary Regulations. All Speedcars must comply with the specifications within the current Speedcars Australia rule book.

All drivers must hold both a current Speedway Australia licence for Speedcar Racing (AA-Speedcars) & a Speedcars Australia licence. Crews must hold a minimum of a Speedway Australia pit entry/mechanic licence (Class C).

MTG management reserve the right to change the racetrack, date, pit officials on any given night of this series.

Drivers must run 1 of each series decal per car. GSA decals are to be placed on the righthand side above the area of the right rear tyre and a prominent position on the left hand side. Failure to display decals will result in no prize money being paid and all prize money forfeited to the host venue. If a driver fails to not display decals twice, this will result in the driver starting at the rear start in their heat races at the next round of the series. **NO EXCEPTIONS.**

The QSRA will provide the stickers for each car.

8. 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 track to arrange hire or use. Drivers who do not have a transponder fitted and or working will forfeit their time or position.

9. ROUND PRIZE MONEY

Prize Money per round will be as followed and will be paid by QSRA. Prize money is to be paid +GST if teams are registered for GST. The A Main prize money schedule will only be paid in full if at least 50% of the feature race has been completed. If the green flag for the A Main has been taken but the event is cancelled for any reason before 50% of the feature race is completed, the prize purse for the number of cars that started will be split evenly and shared equally between all starters. If the A Main doesn't start, no prize money will be paid.

The A Main Prize Money per round has increased by \$1,000, being paid further down the line from 4th to 20th.

#	A Main
1 st	\$3,000
2 nd	\$2,000
3 rd	\$1,000
4 th	\$500
5 th	\$300
6 th	\$200
7 th	\$175
8 th	\$125
9 th	\$100
10 th	\$100
11 th	\$100
12 th	\$100
13 th	\$100
14 th	\$100
15 th	\$100
16 th	\$100
17 th	\$100
18 th	\$100
19 th	\$100
20 th	\$100
Total	\$8,500

GSA will supply GSA caps for the podium winners.
 MTG will supply trophies to the podium winners.

10. FORMAT - ALL ROUNDS

Time Trials in Hotlaps

From the infield in groups of five cars. Cars will be seeded.

Time Trial order will be determined at drivers briefing by way of a marble draw.

Time trial points will be:

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

These points DO NOT contribute to the series point fund. They are for qualifying only.

Heat Race (10 laps)

Heat points will be as followed:

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

These points DO NOT contribute to the series point fund. They are for qualifying only.

The number of heats will be determined by the number of nominated cars, however heat races will not exceed 13 cars. There is only 1 round of heats during this series.

Round 1: Inversion. The inversion will be 6 cars per heat. With the remainder lining behind the inversion.

Points

A driver combined points from time trials and the heat race will be added at the completion of all heats to determine main event positions. All tied points will be separated by the timing system with the overall faster time from the night given preference.

Mid Pack Dash (Qualifiers 9th to 16th) – 8 laps

Positions in Mid Pack Dash will be determined by the aggregate of points from time trials and the heat races earlier in the night. Heads up – highest points to the front.

Qualifiers 9th to 16th will contest the Mid Pack Dash.

The Mid Pack Dash will be held over 8 laps.

Finishing position will determine positions 9th to 16th in the A Main.

Pole Shuffle (Top 8 Qualifiers)

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

In the event a car is determined to have jumped the start, the car will be eliminated at the end of the 2 laps.

B Main (20 car field) – 12 laps

Positions 17th back will contest the B Main. B Main to be held over 12 laps or 12 minutes, whatever happens first.

Top 4 transfer from the B Main into the A Main and start positions 17th to 20th.

A Main (20 car field) – 25 laps

Positions in the A Main will be determined by the following:

- Positions 1 to 8 – result of Pole Shuffle (if not contested – aggregate of points),
- Positions 9 to 16 – result of the Mid Pack Dash (if not contested – aggregate of points),
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- Positions 17 to 20 – results of the B Main (if not contested – aggregate of points).