



5, 6 & 7 JANUARY 2024

Supplementary Regulations - 2023/2024



WELCOME TO RED HOT SUMMER SHOOTOUT

This season, the Red Hot Summer Shootout (RHSS) returns for its second annual running and will feature 2 separate events over 3 nights of racing with over \$100,000 in prize money. Last season, this event was a huge success that attracted a super impressive international line up that resulted in a 'SOLD OUT' crowd.

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

Ryan Harris
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2. OFFICIALS / TRACK INFO

Chief Steward will be nominated by the host participating SCCA State club (Sprintcars Queensland)

Sprintcars Queensland will nominate the assistant officials that will work with the Toowoomba team.



Sprintcars Queensland
gldsecretary@scca.com.au

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. 4pm at each event.

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

Qualifying will commence from approx. 5:00pm.

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

3. SCHEDULE

Racing

- Friday 5 January 2024 – Night Before Challenge - \$5,000 to win (Stand-alone event)
- Saturday 6 January 2024 – Red Hot Summer Shootout (Night 1)
- Sunday 7 January 2024 – Red Hot Summer Shootout (Night 2)

4. EVENT PRIZE FUND

The weekend incorporates 2 stand-alone events being held over the 3 nights of racing. There is over \$100,000 in prize money being paid out over the course of the weekend. The Prize Money schedule for all three nights can be found on page 6.

There is no nomination fees for these events.

Contingency awards for each night may be added at the discretion of Made Too Go Pty Ltd in due course.

5. NOMINATIONS

Nominations for this event will be via the host venue directly to the Toowoomba Speedway office or via Sprintcars Queensland via the normal methods.

Nominate directly to the Toowoomba Speedway Office (Ryan Harris via email, office@toowoombaspeedway.com) or message to 0407 175 341 or via Sprintcars Queensland (qldsecretary@scca.com.au).

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.

There is no nomination fee for either event if you nominated before the Monday 12pm closing time. All drivers and crew will pay pit entry. No free gate passes.

There is **NO** tyre rule at this series. American Racer, Hoosier or Dirt X tyres can be used at Hi-Tec Oils Toowoomba Speedway. **Minimum muffler required is SCH-14272735-78-SCHOENFELD 95DB SPRINT MUFFLER 3.5" IN/OUT 14"L X 4.5"OD BODY.**

6. 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.

7. 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. Please let Sprintcars Qld know if you need to hire a transponder, cost is \$20 per night.

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

i) 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. Drivers must attend drivers briefing in their race suit.

ii) 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.

iii) Qualifying

Qualifying will be as per the format listed in Appendix A and as per the SCCA rule 6.4 (xii) and (xiii). The officials will random draw the qualify order prior to drivers briefing.

iv) 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 the 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.

v) 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.

vi) 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.

vii) 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.

11. PRIZE MONEY PER NIGHT

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

#	Night Before - Friday		RHSS (Saturday)		RHSS (Night 2 – Sunday)		
	A Main	B Main	Prelim. A Main	Prelim. B Main	A Main	B Main	C Main
1 st	\$5,000	-	\$3,000	-	\$30,000	-	-
2 nd	\$3,000	-	\$2,000	-	\$10,000	-	-
3 rd	\$2,000	-	\$1,000	-	\$5,000	-	\$100
4 th	\$1,500	-	\$850	-	\$2,500	-	\$100
5 th	\$1,000	\$150	\$650	\$50	\$2,000	\$200	\$100
6 th	\$1,000	\$150	\$500	\$50	\$1,500	\$200	\$100
7 th	\$1,000	\$150	\$500	\$50	\$1,000	\$200	\$100
8 th	\$1,000	\$150	\$500	\$50	\$1,000	\$200	\$100
9 th	\$1,000	\$150	\$500	\$50	\$1,000	\$200	\$100
10 th	\$1,000	\$150	\$500	\$50	\$1,000	\$200	\$100
11 th	\$500	\$150	\$200	\$50	\$1,000	\$200	\$100
12 th	\$500	\$150	\$200	\$50	\$1,000	\$200	\$100
13 th	\$500	\$150	\$200	\$50	\$1,000	\$200	\$100
14 th	\$500	\$150	\$200	\$50	\$1,000	\$200	\$100
15 th	\$500	\$150	\$200	\$50	\$1,000	\$200	\$100
16 th	\$500	\$150	\$200	\$50	\$1,000	\$200	\$100
17 th	\$500	\$150	\$200	\$50	\$1,000	\$200	\$100
18 th	\$500	\$150	\$200	\$50	\$1,000	\$200	\$100
19 th	\$500	-	\$200	-	\$1,000	-	-
20 th	\$500	-	\$200	-	\$1,000	-	-
Total	\$22,500	\$2,100	\$12,000	\$700	\$65,000	\$2,800	\$1,600

Total Weekend Prize Purse - \$106,700

APPENDIX A:

FRIDAY NIGHT FORMAT (NIGHT BEFORE CHALLENGE) – THIS IS A STAND-ALONE EVENT

This format has been carefully considered factoring the current tyre and parts supply issues. By running a one heat format, we are attempting to look after the competitor by reducing costs by removing the burden of excess and non-necessary tyre wear and parts expense.

Car Count	# of Heats	# of cars in A Dash	# of cars in B Dash	Transfer
33 or less	3	8 (6 laps)	6 (6 laps)	5 from each heat + 5 from Last Chance
34 – 44	4	10 (6 laps)	8 (6 laps)	4 from each heat + 4 from Last Chance
45 or more	5	10 (6 laps)	B Dash not required	3 from each heat + 5 from Last Chance

Qualifying – 2 laps

Single car time trials (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.

3 Heats	4 or 5 heats
Single car time trails (order by pill draw) – 2 laps Qualify against the <u>entire</u> field – 1 Flight Heats are straight up by time.	Single car time trails (order by pill draw) – 2 laps Qualify against the entire field / flight * (1 – 40 cars) – 1 flight * (41+ cars) – 2 flights Heats are straight up by time.

The penalty for missed time trial position, is one (1) timed lap at the end of qualifying – best you can start your heat race is 5th.

Heats – 10 laps

1 round of heats. Heats are straight up by time. Heats will be held over 10 laps. Each heat winner will go to the podium for post-race interview. The number of cars that transfer into the dashes / features are determined by the number of heat races set out in the table above.

A Dash – 6 laps

The top 2 (first & second) finishers from each heat will transfer into the A Dash. The A Dash starting positions amongst the same place finishing cars will be determined by overall qualifying time. Heat winners in front of all second-place finishes. The final two starting positions in the A Dash (3 & 4 heat format) will be the top 2 finishes from the B Dash. The finish of the A Dash will set the top starting positions of the A Main. When the A Dash is run, the winner will start from pole position and doesn't have the opportunity for lane choice for the Main Event.

A Dash Starting Orders					
3 heats		4 Heats		5 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. 2 nd in heat
7. B Dash winner	8. 2 nd in D Bash	7. 2 nd in heat	8. 2 nd in heat	7. 2 nd in heat	8. 2 nd in heat
N/A – only 8 cars	N/A – only 8 cars	9. B Dash winner	10. 2 nd in D Bash	9. 2 nd in heat	10. 2 nd in heat

B Dash – 6 laps (3 & 4 heat format ONLY)

The drivers that finish 3rd and 4th in each heat will transfer into the B Dash. The B Dash starting positions amongst the same place finishing cars will be determined by overall qualifying time. Eg. Third place finishes in front of all fourth-place finishes. The finish of the dash will set the starting positions of the A Main behind the cars in the A Dash. The B Dash will be held immediately prior to the A Dash. The top 2 finishes in the B Dash will stay on the infield where their crew will only be able to re-fuel and adjust tyre pressures. Any other changes will result in being excluded from the A Dash. The top 2 finishing cars from the B Dash (on the infield) must be refired within 2 minutes of the last A Dash car being started. There will be no B Dash if a 5-heat format is being used.

B Dash Starting Orders					
3 heats		4 Heats		5 Heats (B Dash not held)	
1. 3 rd in heat	2. 3 rd in heat	1. 3 rd in heat	2. 3 rd in heat	n/a	n/a
3. 3 rd in heat	4. 4 th in heat	3. 3 rd in heat	4. 3 rd in heat	n/a	n/a
5. 4 th in heat	6. 4 th in heat	6. 4 th in heat	6. 4 th in heat	n/a	n/a
N/A – only 6 cars	N/A – only 6 cars	7. 4 th in heat	8. 4 th in heat	n/a	n/a
N/A – only 6 cars	N/A – only 6 cars	N/A – only 8 cars	N/A – only 8 cars	n/a	n/a

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 top 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 or 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 30 laps with a field of 20 cars. There are NO provisional starters in the A Main.

Feature Race Starting Order

3 heats		4 Heats		5 Heats	
1. Winner of A Dash	2. 2 nd in A Dash	1. Winner of A Dash	2. 2 nd in A Dash	1. Winner of Dash	2. 2 nd in Dash
3. 3 rd in A Dash	4. 4 th in A Dash	3. 3 rd in A Dash	4. 4 th in A Dash	3. 3 rd in Dash	4. 4 th in Dash
5. 5 th in A Dash	6. 6 th in A Dash	5. 5 th in A Dash	6. 6 th in A Dash	5. 5 th in Dash	6. 6 th in Dash
7. 7 th in A Dash	8. 8 th in A Dash	7. 7 th in A Dash	8. 8 th in A Dash	7. 7 th in Dash	8. 8 th in Dash
9. 3 rd in B Dash	10. 4 th in B Dash	9. 9 th in A Dash	10. 10 th in A Dash	9. 9 th in Dash	10. 10 th in Dash
11. 5 th in B Dash	12. 6 th in B Dash	11. 3 rd in B Dash	12. 4 th in B Dash	11. 3 rd in Heat	12. 3 rd in Heat
13. 5 th in Heat	14. 5 th in Heat	13. 5 th in B Dash	14. 6 th in B Dash	13. 3 rd in Heat	14. 3 rd in Heat
15. 5 th in Heat	16. 1 st Last Chance	15. 7 th in B Dash	16. 8 th in B Dash	15. 3 rd in Heat	16. 1 st Last Chance
17. 2 nd Last Chance	18. 3 rd Last Chance	17. 1 st Last Chance	18. 2 nd Last Chance	17. 2 nd Last Chance	18. 3 rd Last Chance
19. 4 th Last Chance	20. 5 th Last Chace	19. 3 rd Last Chance	20. 4 th Last Chance	19. 4 th Last Chance	20. 5 th Last Chance



SATURDAY & SUNDAY NIGHT FORMAT (RED HOT SUMMER SHOOTOUT)

Night 1 – Saturday

Every Lap Matters Points – when competitors are on track during Saturday's 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

Seeded groups of up to 5 cars. 4 laps

Qualifying

Single car time trials (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. Qualifying is for Every Lap Matters points (as per table below).

Heat Race (1 heat per car)

10 laps – 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	-	296
3	96	194	-	292
4	94	191	-	288
5	92	188	220	284
6	90	185	216	280
7	88	182	212	276
8	86	179	208	272
9	84	176	204	268
10	82	173	200	264
11	80	170	196	260
12	78	167	192	256
13	76	164	188	252
14	74	-	184	248
15	72	-	180	244
16	70	-	176	240
17	68	-	172	236
18	66	-	168	232
19	64	-	-	228
20	62 (and so on)...	-	-	224

Night 2 - Sunday

Hotlaps

Heats split into 2 groups for hotlaps – 4 laps only.

Heat Race (1 heat per car)

Lined up by Every Lap Matter Points (heads up) - 10 laps

Heats are for Every Lap Matter Points.

Stars Dash

Top 8 cars in points contest the stars Dash over 6 laps. (Heads up) Finishing positions determine starting positions in the A Main (1st to 8th).

Mid Pack Dash

9th to 16th in points contest the Mid Pack Dash over 6 laps. (Heads up) Finishing positions determined starting positions in the A Main (9th to 16th).

C Main

33rd to 50th 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

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 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 – Stars Dash finishing positions.

9th to 16th – Mid Pack Dash finishing positions.

17th to 20th – B Main finishing positions.

