

2023-2024 SEASON  
SUPPLEMENTARY  
REGULATIONS



SPRINTCARS  
HARBOUR CITY CLASSIC

30-31 March 2024



## WELCOME TO THE SPRINTCAR HARBOUR CITY CLASSIC

The McCosker Gladstone Speedway are excited to host the Harbour City Classic. We look forward to putting on a great show for a very eager Sprintcar crowd.

### AMMENDMENT OF THESE REGULATIONS

Gladstone Auto Club and McCosker Gladstone Speedway in consultation with Sprintcars Qld, reserve the right to update, change or amend any of the supplementary regulations at any time and no correspondence will be entered into.

### CONTACTS

Mickey Meehan

0408 829 637

[racing@gladstonespeedway.com.au](mailto:racing@gladstonespeedway.com.au)

### TRACK ADDRESS

Jono Porter Drive, Benaraby QLD, Australia  
4680



### ADMISSION PRICES

Nominated drivers competing at this event are **FREE** Entry.

Pit Crew and General Admission Prices Online:

**\$40 ADULTS \* \$30 PENSION/STUDENT** (student ID to be shown on entry)

**KIDS 12 & UNDER FREE** (kids tickets still need to be added to your booking and presented at gate)

**\$90 FAMILY PASS** (2 Adults and 2 Students)

**2 NIGHT DEALS - Check out the savings!**

Online tickets are cheaper than at the gate.

[www.gladstonespeedway.com.au/tickets/](http://www.gladstonespeedway.com.au/tickets/)

### PIT ENTRY

To enter the Pits you need to be 12 years or older and have Speedway Australia licence or Pit insurance. You can purchase a one night Pit insurance online for \$20 through Speedway Australia Licensing

### INDEMNITY FORM

All people entering the pits need to have completed the Speedway Australia online indemnity form. It's a good idea to do this at home before getting to track as mobile service sometimes goes down.

[https://www.speedwayaustralia.org/forms/SA\\_Indemnity.aspx](https://www.speedwayaustralia.org/forms/SA_Indemnity.aspx).

### CAMPING FEES

camping fees are \$10 per person per night.  
Please pay online to book your camping spot.  
A volunteer will attend each morning to confirm your camping fees are paid or charge accordingly.



### OFFICIALS

- The Chief Steward will be nominated by the hosting participating SCCA State Club (Sprintcars Queensland)
- Sprintcars Queensland will nominate the assistant officials that will work with the Gladstone Officials.

### COMPETITOR INFORMATION

- All competitors need to be parked in the designated pit areas by 2.00pm (Spectator traffic will block your entry if late)
- All Competitors / Pit license holders are required to complete the Speedway Australia Entry to Venue form as per the link below – PRIOR to attending the venue on Raceday.  
[https://www.speedwayaustralia.org/forms/SA\\_Indemnity.aspx](https://www.speedwayaustralia.org/forms/SA_Indemnity.aspx) We will have hard copy indemnities to sign at gate also.
- Raceceivers are compulsory for all events. Please use Channel 970
- There will be a FAN ZONE set up in the spectator area from 2.00pm - 3.00pm for those drivers wishing to sell merchandise, giveaways, autographs etc. on both days.
- Transponders are compulsory and available to hire at the track
- Drivers Briefing will be 3.30pm (your steward to advise)
- Drivers need to be in their race suit at Drivers Briefing, ready for Drivers Walk
- The Drivers Walk is immediately after Drivers Briefing, approx 3.50pm. Meet Mickey near the spectator mound (The Drivers Walk is compulsory at McCosker Gladstone Speedway)
- All payouts will be done electronically by Sprintcars Queensland after each event.



### NOMINATIONS

- Nominations for this event will be via Sprintcars Queensland via the normal methods.  
All enquiries to Gladstone Speedway (Mickey Meehan via email, [racing@gladstonespeedway.com.au](mailto:racing@gladstonespeedway.com.au) or message to 0408 829 637)  
Or via Sprintcars Queensland [qldsecretary@scca.com.au](mailto: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.
- Only 1 car per class per 'event' for all Sprintcar / Pro Sprintcar events at McCosker Gladstone Speedway. This means Pro Sprintcars cannot run in a Pro Sprintcar event and open Sprintcar event during the same night / event weekend in the same car.

*The Place to Race*



## **RULES**

- This event will be run to the Sprintcar Control Council of Australia Racing Rules and Regulations

## **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.

## **RACE DAY FORMAT**

### **Drivers Briefing**

- All drivers are required to attend drivers briefing. Failure to do so could subject the driver to penalty. 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.

### **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.

### **QUALIFYING**

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

### **CHANGE OF FORMAT**

- If for whatever reason the format needs to change due to unforeseen circumstances, the McCosker Gladstone Speedway Race Program Co-ordinator in consultation with Sprintcars Queensland reserve the right to change the format which will be communicated to the drivers via a drivers briefing to explain the format which depending on car count as to how it would work.

### **FIELD SIZES**

- All heat fields will have a maximum of 12 cars.
- All main events will have a maximum of the track density as set by the track licence in consultation with the Sprintcars Queensland. Gladstone has a 20-car limit for Sprintcar feature races.

### **MAIN EVENT PRESENTATION**

- Time permitting a 4 wide presentation lap prior to the main event both nights for **Sprintcars** only and will commence and conclude on the direction of the chief steward.

### **POST EVENT PRESENTATION**

- First 3 finishers to the podium for trophy presentation both nights.  
This includes Pro Sprintcars

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# Harbour City *Classic* SPRINTCAR FORMAT

## 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. 3 laps

### Qualifying

Single car time trials  
Qualifying order will be done by pill draw. Each car will contest 2 laps.  
Qualifying is for Every Lap Matters points (as per table).

### Heat Races ( 2 Heats 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 POINT TABLE				
Position	Qualifying	Heats	Prelim B	Prelim 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 (& so on)	-		224



# Harbour City *Classic* SPRINTCAR FORMAT

## NIGHT 2 - SUNDAY

### Hotlaps

Heats split into 2 groups for hotlaps – 3 laps only.

### Heat Races (1 Heat per car)

### Lined up by Every Lap Matter Points (heads up) - 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

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).

### B Main

To be contested over 20 laps or 15 minutes whatever happens first. Top 4 transfer to A Main.

### A Main (35 laps)

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 – Points

17th to 20th – B Main finishing positions.





# PAYOUT STRUCTURE FOR SPRINTCARS

HCC (Saturday)			HCC (Night 2- Sunday)		
	Prelim. A Main	Prelim. B Main	A Main	B Main	Tow
1.	\$10,000	-	\$20,000	-	\$150
2.	\$3,500	-	\$7,500	-	\$150
3.	\$1,500	-	\$3,500	-	\$150
4.	\$850	-	\$2,000	-	\$150
5.	\$650	\$350	\$1,500	\$350	\$150
6.	\$500	\$350	\$1,000	\$350	\$150
7.	\$500	\$350	\$1,000	\$350	\$150
8.	\$500	\$350	\$1,000	\$350	\$150
9.	\$500	\$350	\$1,000	\$350	\$150
10.	\$500	\$350	\$1,000	\$350	\$150
11.	\$400	\$350	\$1,000	\$350	\$150
12.	\$400	\$350	\$1,000	\$350	\$150
13.	\$400	\$350	\$1,000	\$350	\$150
14.	\$400	\$350	\$1,000	\$350	\$150
15.	\$400	\$350	\$1,000	\$350	\$150
16.	\$400	\$350	\$1,000	\$350	\$150
17.	\$400	\$350	\$1,000	\$350	\$150
18.	\$400	\$350	\$1,000	\$350	\$150
19.	\$400	\$350	\$1,000	\$350	\$150
20.	\$400		\$1,000		\$150
21.					\$150
22.					\$150
23.					\$150
24.					\$150
25.					\$150
26.					\$150
27.					\$150
28.					\$150
29.					\$150
30.					\$150
31.					\$150
32.					\$150
33.					\$150
34.					\$150
35.					\$150
	\$23,000	\$5,250	\$49,500	\$5,250	\$5,250

ALL DRIVERS  
ADMISSION  
IS FREE!

All drivers  
competing at the  
event are FREE entry  
both nights!  
A saving of \$80.  
Just another way  
McCosker Gladstone  
Speedway are  
supporting the  
competitors.

Near \$90,000  
PAYOUT!

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# Harbour City Classic

## PRO SPRINTCAR FORMAT

### NIGHT 1

#### HOT LAPS IN GROUPS

#### HEATS

There will be 2 rounds of heats.

All heats will be 8 laps.

#### First Round of Heats

Pill Draw at start of night

#### Second Round of Heats

Inversion of 1st heats

The second round of heats “may” be removed if track conditions and tyre wear require the event to move to a 1 heat format.

At the completion of the heats, heat points will be combined and tallied. This will form the A Main starting order.

**A Main – 15 Laps**

### NIGHT 2

#### HOT LAPS IN GROUPS

#### HEATS

There will be 2 rounds of heats.

All heats will be 8 laps.

#### First Round of Heats

Pill Draw at start of night

#### Second Round of Heats

Inversion of 1st heats

The second round of heats “may” be removed if track conditions and tyre wear require the event to move to a 1 heat format.

At the completion of the heats, heat points will be combined and tallied. This will form the A Main starting order.

**A Main – 15 Laps**

## PRIZE MONEY STRUCTURE FOR PRO SPRINTCARS

### A MAIN PAYOUT

All Pro Sprintcars will receive a total \$100 each Night they compete prize,  
plus \$150 Tow, paid once.

Car must take green flag to count

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## TRACK INFORMATION

500m on the Fence  
403m Pole Line  
12.5% Banking  
15m Wide Track Surface

## VENUE INFORMATION

20 @ 30m Long Pit Bays  
all other Pit Bays 20m  
Electricity in Pits  
Toilets  
Showers  
Camping in Pit area



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