



2009-10 WORLD SERIES SPRINTCARS
SUPPLEMENTARY REGULATIONS

These Supplementary Regulations will be imposed by the Chief Steward, Race Director and the WSS Officials and WSS Management Group at anytime before, during or after a race meeting and are not subject to appeal.

WSS SERIES OFFICIALS

Race Director:	Shane Collins	0403 355 069
SCCA Chief Steward	Gary Pendlebury	0418 828 133
NASR Management & Electronic Timing/Pointscores	Paul Trengove	0417 853 857

WSS MANAGEMENT GROUP

Gavin Migro (Promoter Rep)
Steve Green (Promoter Rep)
John Kelly (Promoter Rep)
Peter Mitchell (SCCA Competitor Rep)
Geoff Kendrick (Competitor Rep)
Dale Rodgers (Sprintcar Racing Pty Ltd Rep)
Paul Trengove (NASR Management Rep)

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INDIVIDUAL ROUND NOMINATIONS

NON-CONTRACTED DRIVERS

Drivers who wish to participate in selected rounds of WSS will be required to complete the WSS Nomination Form and pay a \$220.00 (incl GST) nomination fee for a one night round or \$330.00 (incl GST) nomination fee for a two night round.

The WSS officials reserve the right to determine the eligibility of any competitor and accept or reject any nomination.

MEDIA DAY	Brisbane, Venue TBC	Fri 20 Nov 09
Round 1	Brisbane International Speedway, QLD	Sat 21 Nov 09
Round 2	Charlton Raceway, Toowoomba, QLD	Sat 28 Nov 09
Round 3	Tyrepower Parramatta City Raceway, NSW	Sat 5 Dec 09
SPEEDWEEK		
Round 4	Speedway City, Adelaide SA	Sat 26 Dec 09
Round 5	Murray Bridge Speedway, SA	Sun 27 Dec 09
Round 6	Borderline Speedway, Mt Gambier SA	Mon 28 Dec 09
Round 7	Avalon Raceway, VIC	Wed 30 Dec 09
Round 8	Premier Speedway, Warrnambool VIC	Fri 1 Jan 10
Round 9	Brisbane International Speedway, QLD	Fri 8 Jan 10
Round 10	Charlton Raceway, Toowoomba QLD	Sat 9 Jan 10
Round 11	Tyrepower Parramatta City Raceway, NSW	Sun 10 Jan 10
Round 12	Premier Speedway, Warrnambool VIC	Fri 15 Jan 10
Round 13	Kalgoorlie International Speedway, WA	Sat 16 Jan 10
GRAND FINAL		Tue 26 Jan 10
Round 14	Perth Motorplex, WA	Wed 3 Feb 10
PRESENTATION DINNER	Perth, WA	Fri 5 Feb 10 Sat 6 Feb 10
		Sun 7 Feb 10

1. All cars must be fitted with a **HOOSIER WAV D15** right rear tyre in every event. A harder compound Hoosier may be used – D20, D25 & F55. The WAV tyre is the equivalent compound of a D15. An RD20 is NOT allowed at WSS meetings. These tyres **MUST** be purchased from Max Dumesny Motorsport or authorised Australian Hoosier agent.
2. All drivers and crews **MUST** hold a current NASR speedway licence.
3. Maximum engine capacity is 410ci.
4. World Series Sprintcars will be run to the SCCA Rules, supplemented by these supplementary regulations.
5. Minimum weight including driver for both 410ci & 372ci cars is 1450 pounds.
6. Transponders will be used as all tracks. Transponders must be fitted in the standard position as determined by the SCCA & WSS. All contracted drivers are required to provide their own transponders. Non contracted drivers who do not own their own transponder can hire a transponder for \$20 per round (incl GST).
7. All Drivers, Cars & Crews **MUST** be in the pits before **4.30pm**. Compulsory drivers meeting will be held at 4.45pm sharp. 50 bonus points awarded for being in the pits on time, being present for the whole drivers briefing in race suit and also having contingency decals in place as per diagram - #30.
8. All drivers **MUST** attend Drivers Meeting promptly. Drivers must be in Driving Suit unless told otherwise by Chief Steward. Drivers must also have their working "Raceiver" with them for testing. Drivers must sign the Duty of Care Form. All non contracted drivers must complete the Official Nomination Form and pay the required fee prior to the Drivers Meeting in order to be included in the draw for Time Trials. If this fee is not paid the Driver **WILL NOT** go into the night's draw.
9. Teams are requested to move cars to the dummy grid at the start of the Driver's Meeting and drivers are encouraged to go directly to their cars on the dummy grid at the completion of the driver's meeting.
10. Engine starts and wheel packing will commence at 5.15pm sharp, unless advised otherwise at the driver's meeting. Any driver not on the infield for engine starts, seated and ready for push off by 5.15pm will be penalised 10 points. Any driver not deemed by the steward to have completed their share of wheel packing laps may be penalised 10 points and may forfeit their right to time trial.

- 11.** There are 2 options of Time Trialling which will be used throughout the series. Each night the option chosen will be at the discretion of the WSS Officials and the Promoter.

Option 1

- Drivers will time trial one at a time for 2 laps as per the previous year's series.
- A random marble draw determines the time trial order for each car.
- Cars are to assemble on the infield in their correct order before track packing.
- After track packing cars will be given the opportunity to hot lap.
- Following hot laps cars MUST Time Trial in order of marble draw. If a car is unable to take its correct place in the order, they may have 1 lap at the end of time trials. The lap must commence within 2 minutes of the final car completing its lap. Regardless of their time they will not be placed higher than 15th.
- WSS reserves the right to run time trials in groups of 2 or 3 cars under Option 2.

Option 2

- Drivers will be seeded into groups of 4-6 cars at the discretion of WSS Officials. Drivers will be notified of their group at the Drivers Briefing.
- A random marble draw will determine the order groups will time trial in.
- Cars are to assemble on the infield and line up in their group in the correct order.
- Following track packing, the first group of 4-6 cars will complete 4 timed Hot Laps. The driver's quickest time will earn them their time trial points. The following groups will follow in order determined by the marble draw.

The Time Trial session will be from 5.30pm. Cars MUST time trial in their correct group as directed by WSS Officials. If a car is unable to take its correct place in the order, they may have 1 lap at the end of time trials. The lap must commence within 2 minutes of the final car completing its lap. Regardless of their time they will not be placed higher than 15th.

Cars must remain assembled on the infield during all group time trials.

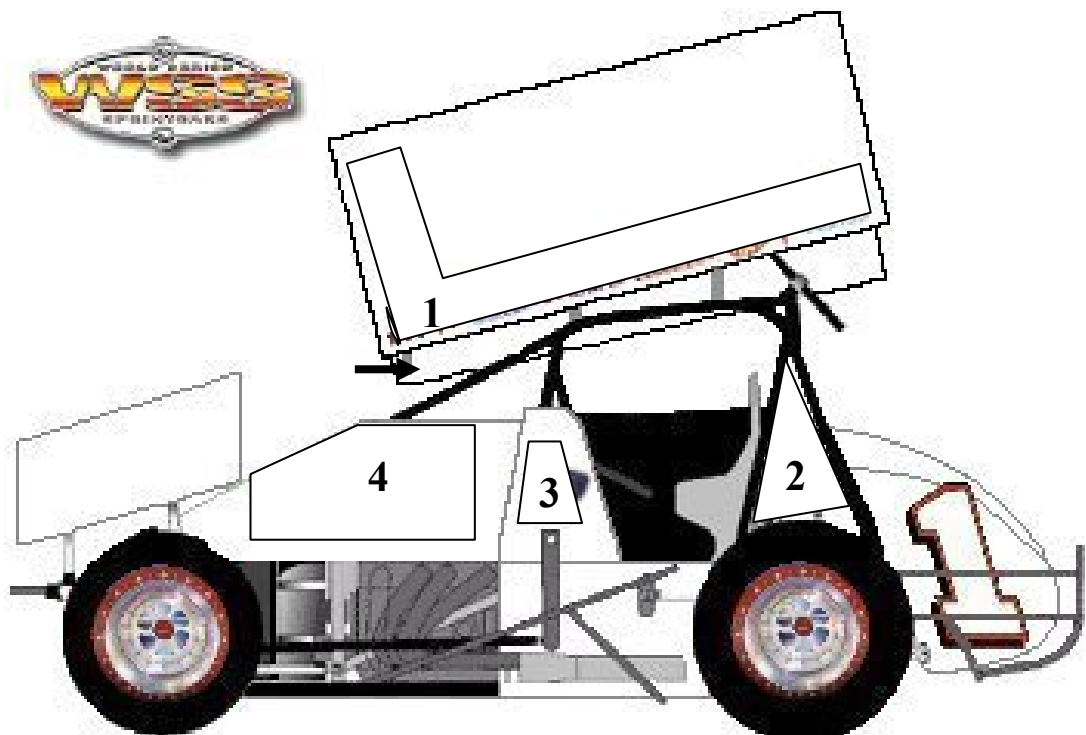
At PCR, the pits will be used in place of the infield for the purposes of these supplementary regulations.

- 12.** If track conditions are unsuitable to begin time trialling, WSS Officials will advise drivers of any change, which may include further wheel packing, hot lapping or a support category to help prepare the track.

13. All cars **MUST** go directly to the scales after Time Trials, failure to do will result in disqualification from Time Trials and loss of all points up until that point in the race meeting, and start Rear of Field for all heats.
14. Car and Driver qualify as a Team. Each driver can qualify only one car. A driver may change cars as per SCCA rulebook.
15. If a car is deemed to have jumped the start twice, the car/s will be put back one row (variation from rule 4.7.1). Baulking is considered jumping.
16. The first 5 cars after the A-Main are to go directly to the scales. Failure to do so will result in disqualification from the A-Main and all points & prize money back until the last time weighed legal in the race meeting.
17. All feature races will start with an 18-car field unless otherwise advised.
18. Cars not finishing a heat do not gain qualifying points. The Chief Steward must declare cars as finishers.
19. Anyone who qualifies for the A Main and cannot compete due to mechanical problems will be awarded last place points and no prize money.
20. Feature Presentation laps will be either 3 or 4 cars wide as directed by WSS officials on the night. The presentation laps are deemed to have commenced when the 3 or 4 wide has been signalled by the Race Director and completed when the 1 lap signal is shown by the Race Director. If a car stops due to an accident during the presentation laps they will be allowed to restart in their original position. All instructions will be given to drivers through their Raceivers.
21. Cars must be in a race worthy condition to start in all events.
22. Reserves are not required for the A Main
23. On a restart, lapped cars are to take their positions as per the last recorded lap in order of placing behind those cars on the current lap, in accordance with the SCCA rule book.
24. Red Light Stoppages. It will be at the discretion of the Chief Steward whether the pit gate is to be opened or closed. If it is a Closed Red light the Driver is not allowed out of the car to work on it. If they do they will start off the rear of the field at the restart. Cars directly involved in the incident may be permitted two minutes at the discretion of the steward in a closed red situation.
25. Starts will happen in a **START ZONE**. This will be from the mid of turn 4 to a line placed on the track partway into the main straight. The race will go green when it is considered that the front two cars are lined up side by side. If cars are not side-by-side before they reach the white line the race will not start. The pole car will still set the pace at the start but will not accelerate until the green flag is shown. If a car goes before the flag is shown then that car will be considered to have jumped and the jump-start rule will apply.
26. When a race is deemed to be a dead heat (ie: Chief Steward cannot decide between 2 or more cars at the line) the points for the placing's shall be added together and then divided between the respective drivers. Transponder results shall be final.

27. All questions on any decisions must be made through the driver's representative. Drivers who approach officials to protest and/or argue a point and/or act in an aggressive manner towards officials will be subject to rules 7.1. of the Australian Speedway Racing Rules and Regulations, August 2009.
28. Drivers are responsible for their own actions and that of their pit crew and or team member. Drivers are requested at all times to act in a manner that is befitting the positive image of Sprintcar Racing. Aggressive behaviour from members of any team may see that respective driver be requested by WSS officials to withdraw from the race meeting immediately.
29. All cars must display the official decals of major WSS sponsors, or any other designated sponsors to be eligible for contingency, point fund and prize money. Please consult a WSS official if this position is currently taken on your car to arrange another placement.
30. Contingency decals to be placed as below

To be eligible for the 50 bonus points and any contingency awards or points fund, all decals shown below must be displayed on the LHS of the car in position 1, if they can not be displayed in position 1, then you may apply to the Race Director to place the decals in position 2, 3 or 4.



Further details regarding decals will be advised shortly.

31. If a tie occurs in the Championship Points the winner will be the driver with the most feature wins throughout the series. If still a tie then most second places in a feature throughout the series and so on.
32. All Competitors MUST have and use a RACEceiver scanner.

33. Drivers who do not stop in the Hot Zone when entering the pits under power may be subject to a \$100 fine.
34. Quad bike riders who do not wear a compliant AS1698 helmet or fail to fasten the helmet straps may subject their team to a \$100 fine.
35. All NASR Pit Rules and OH&S workplace regulations must be followed at all times. Failure to comply may result in a \$100 fine.
36. World Series Sprintcars have the right to change the Sup-Regs at any time and no correspondence will be entered into.
37. ONLY feature points count towards the series championship. Half championship points will be awarded for preliminary A Main features. All non qualifiers for preliminary feature nights will receive 56 points.

FORMAT AND POINTS STRUCTURES

38. Time Trial Points:

TIME TRIAL POINTS 25 cars and above			
Place	Points	Place	Points
1 st	66	25 th	18
2 nd	64	26 th	16
3 rd	62	27 th	15
4 th	60	28 th	14
5 th	58	29 th	13
6 th	56	30 th	12
7 th	54	31 st	11
8 th	52	32 nd	10
9 th	50	33 rd	9
10 th	48	34 th	8
11 th	46	35 th	7
12 th	44	36 th	6
13 th	42	37 th	5
14 th	40	38 th	4
15 th	38	39 th	3
16 th	36	40 th	2
17 th	34	41 st	1
18 th	32	42 nd	1
19 th	30	43 rd	1
20 th	28	44 th	1
21 st	26	45 th	1
22 nd	24	46 th	1
23 rd	22	47 th	1
24 th	20	48 th	1

TIME TRIAL POINTS 24 cars and below	
Place	Points
1 st	66
2 nd	63
3 rd	60
4 th	57
5 th	54
6 th	51
7 th	48
8 th	45
9 th	42
10 th	39
11 th	36
12 th	33
13 th	30
14 th	27
15 th	24
16 th	21
17 th	18
18 th	15
19 th	12
20 th	10
21 st	8
22 nd	6
23 rd	4
24 th	2

39. Heats:

- a) At all rounds except PCR and the 2 night shows at Brisbane Speedway and Perth Motorplex, there will be two rounds of three heats.

- I. A maximum field of 42 cars can qualify for the heat races, with a maximum of 14 cars per heat. When there are more than 30 cars, the top 30 qualifiers after time trials will be inverted into the heats. (ie fastest qualifier will start from position 10 in the first heat etc.)

Qualifying positions 31-42 will start from the rear of the heats.

When there is a field of less than 30 cars, WSS will invert the field to a multiple 3 (eg. 28 car field will result in 27 cars inverted and 28th off the rear).

- II. If there are more than 42 cars, the top 36 will be placed into the heats and the cars qualifying 37 onwards will race a non-qualifiers heat to determine the starting order in the C & D-main events following the top 36 cars.
- III. Each driver will be given one inside row start and one outside row start and rows will swap between heats as follows:
Heat 4 – Outside row of heat 2 and inside row of heat 1
Heat 5 – Outside row of heat 1 and inside row of heat 3
Heat 6 – Outside row of heat 3 and inside row of heat 2

- b) At PCR only, there will be two rounds of four heats.

- I. A maximum field of 48 cars will qualify for the heat races with a maximum of 12 cars per heat. If up to 52 cars are in attendance, this may be extended to 13 cars per heat.
There will be a top 10 inversion in all heat races. Ie the fastest time will start from position 10 in heat 1 etc
- II. If there are more than 52 cars, the top 48 will be placed into the heats and the cars qualifying 49 onwards will race a non-qualifiers heat to determine the starting order in the main events following the top 48 cars.
- III. Each driver will be given one inside row start and one outside row start and rows will swap between heats as follows:
Heat 5 – Outside row of heat 1 and inside row of heat 2
Heat 6 – Outside row of heat 2 and inside row of heat 1
Heat 7 – Outside row of heat 3 and inside row of heat 4
Heat 8 – Outside row of heat 4 and inside row of heat 3

- c) For the two night shows at BIS, PCR and Perth Motorplex, there will be four rounds of heats and a preliminary feature as follows:

Night One

- I. First and second rounds of heats as per normal round
- II. Third round of heats will be determined by the highest points (including bonus points, time trial points and heat points) starting from position 10 in heat 7 and so on (10 inversion).
- III. Top 16 in total points to compete in a preliminary feature, high points to the front. Feature will pay 16 points for first, 15 points for second and so on, with 16th receiving 1 point.

Night Two

- IV. Total qualifying points from night one will be used to determine starting positions in the fourth round of heats. Highest points to position 10 of heat 10 and so on. (10 inversion).
- V. Grid draws for the fourth round of heats will be finalised before the night 2 drivers briefing. Any absent drivers will not alter the grid draw and in this case, cars will move forward in their existing row.
- VI. Dashes, C and B-mains as per normal format. A-Main 50 laps.
- VII. A Red flag will be called if there are 30 laps under caution from either the first green flag shown or 30 laps after a red flag.
- VIII. PCR format may vary depending on amount of cars.

- d) Heat points for all rounds will be as follows:

HEAT RACES	
Place	Points
1st	25
2nd	20
3rd	16
4th	13
5th	11
6th	9
7th	7
8th	5
9th	4
10th	3
11th	2
12th	1
13th	1
14th	1

40. Top 8 Shootout

The top 8 pointscorers after the heats will qualify for the Top 8 Shootout:

- a) “Bronze Shootout” includes the 4 cars qualifying from 5th to 8th position after the heats.
 - The 4 cars will complete 3 timed hot-laps together and the quickest 2 cars will transfer to the “Silver Shootout”
 - The order on the track will be 8th, 7th, 6th, 5th (based on the drivers qualifying points.).
 - The quickest 2 cars will be instructed to remain on track to compete in the “Silver Shootout”
 - The remaining 2 cars will make up positions 7th, 8th in the A Main.

- b) “Silver Shootout” includes the 2 cars qualifying from 3rd to 4th position after the heats plus the 2 cars that have transferred from the “Bronze Shootout”
 - The 4 cars will complete 3 timed hot-laps together and the quickest 2 cars will transfer to the “Gold Shootout”
 - The order on the track will be the 2 cars which have transferred from the Bronze Shootout followed by 4th then 3rd (based on the drivers qualifying points.).
 - The quickest 2 cars will be instructed to remain on track to compete in the “Gold Shootout”
 - The remaining 2 cars will make up positions 5th & 6th in the A Main.

- c) “Gold Shootout” includes the 2 cars qualifying from 1st to 2nd positions after the heats, plus the 2 cars transferring from the “Silver Shootout”.
 - The 4 cars will complete 3 timed hot-laps together.
 - The order on the track will be the 2 cars that transferred from the “Silver Shootout”, followed by 2nd then 1st (based on the drivers qualifying points).
 - The quickest car in the “Gold Shootout” wins pole position for the A Main and can choose inside or outside lane. The 2nd quickest car will be 2nd in the A Main and so on.

- d) If the heats are not completed by 8.30pm, then the Top 8 Shootout and the D and C mains may be cancelled and the B - feature line up will be allocated as per qualifying points (18 cars).

41. Main Events:

- a) At all rounds, the following will take place:
 - I. Cars qualified 9 to 14 will transfer directly into the A Main in their respective starting position.
 - II. Cars qualified 15 to 30 will contest the 18 car B-main. The top 4 finishes will transfer to the 18 car A main and fill positions 15 to 18.
 - III. Cars qualified 31 to 46 will contest the 18 car C-Main, time permitting. The top 2 will transfer to positions 17 and 18 in the B-Main.
 - IV. Cars qualified 47 to 62 will contest the 16 car D-Main, time permitting. The top 2 will transfer to positions 17 and 18 in the C-Main.
- b) Main events may be cancelled or shortened to ensure the A-Main has begun by 9.45pm. If a main event is cancelled, then the vacant positions in the next main event will be filled by the qualifying order or by the last recorded lap if a main is cut short.

42. Feature Race Distance (A Main):

All Rounds 30 Laps except:

Speedweek Features: 35 Laps

Preliminary Feature for 2 Night Round: 25 laps

BIS Australian Open Feature: 50 Laps

Parramatta (2 Night Round) : tba

Perth Motorplex Grand Final Feature: tba

43. Championship Points:

Championship Points for 18 car A-Main field rounds will be calculated as follows:

A MAIN		B MAIN		C MAIN	
Place	Points	Place	Points	Place	Points
1 st	150	-	-	-	-
2 nd	146	-	-	-	-
3 rd	144	-	-	3 rd	84
4 th	142	-	-	4 th	82
5 th	140	5 th	112	5 th	80
6 th	138	6 th	110	6 th	78
7 th	136	7 th	108	7 th	76
8 th	134	8 th	106	8 th	74
9 th	132	9 th	104	9 th	72
10 th	130	10 th	102	10 th	70
11 th	128	11 th	100	11 th	68
12 th	126	12 th	98	12 th	66
13 th	124	13 th	96	13 th	64
14 th	122	14 th	94	14 th	62
15 th	120	15 th	92	15 th	60
16 th	118	16 th	90	16 th	58
17 th	116	17 th	88	17 th	56
18 th	114	18 th	86	18 th	54

All other positions will be awarded in 2 point downward increments

If a D, C or B main event is cancelled, championship points will be paid as per qualifying order.

Preliminary Feature Points will be half championship points ie. 1st 75, 2nd 73 etc

Feature points & Preliminary Feature points ONLY count towards series points.

NASR and WSS reserve the right to update, change or amend any of the supplementary regulations at anytime.

