

## **SPEEDCAR SERIES SPORTING REGULATIONS\* OVERVIEW**

\*subject to FIA World Council approval

### **SPEEDCAR SERIES RACE EVENTS**

For its inaugural season, SPEEDCAR Series and GP2 Asia Series will compete under one flag in the "Grand Racing" events. SPEEDCAR Series is the official organiser of the Grand Racing events which features over 6 hours of on-track action combined with other auxiliary on-track entertainment and several opportunities for fans to interact with their motorsports icons; see the cars up close in the pits and inspect the Chief Mechanics at work. Speedcar Series race activities comprise of the following:

#### **RACE DAY 1:**

Practice Session	60 minutes
Qualifying	30 minutes
Race 1	45 minutes

#### **RACE DAY 2:**

Warm Up	20 minutes
Race 2	45 minute

Race 1 and Race 2 are separate races both comprising of a rolling start with a race distance not exceeding the length of 200 kilometres or 45 minutes in duration each.

### **GRID**

Grid Race 1: The starting grid for Race 1 is determined by the results of the Official Qualifying.

Grid Race 2: The starting grid for Race 2 is a Reverse Grid of the results of Race 1 – the ten first cars of Race 1 will be placed in inverse order on the starting grid for Race 2, all remaining will be placed in the same order as the Race 1 result determined.

### **DRIVERS**

Each Competitor may enter only 1 Driver per car at each event and names must be determined in writing 10 days prior to Race Day 1 of the upcoming event. Drivers may only be substituted up until the Drivers Briefing in exceptional circumstances

All drivers must have a Grade B International FIA licence to be able to participate in any Speedcar Series race activities.

### **NO MANDATORY PIT STOP – NO REFUELLING**

Speedcar races encompass no mandatory pit stop and forbid refuelling during the races.

### **COMPETITION CAR NUMBERS**

Each Car will have a unique two-digit number (from 01 to 99) allocated for the entirety of the season. This number will prominently feature on the side and top of the car as well as on the front and back left lights. The design of such number is unique to the team and/or driver of the car.

### **IDENTICAL CARS**

Speedcar Series is subject to strict rules and regulations to ensure the integrity of this one-make series.

All Speedcar drivers have identical cars, engines and tyres that are supplied by single suppliers to make sure each team has equal machinery.

### **POINTS**

All points awarded will be retained both in the Drivers' Series and Teams' Series, resulting in the Speedcar Series Season title to be awarded to the Team that has accumulated the highest number of points and the driver who has accumulated the highest number of points.

If during the season a driver changes teams, the points scored with this driver will remain with the team as well as with the driver.

Race 1 and Race 2:

Points are awarded for each Race 1 and Race 2 to the top eight finishers according to the scale below:

First place	10 points <input type="checkbox"/>
Second place	8 points
Third place	6 points <input type="checkbox"/>
Fourth place	5 points <input type="checkbox"/>
Fifth place	4 points
Sixth place	3 points <input type="checkbox"/>
Seventh place	2 points
Eighth place	1 point

If a race has been stopped and cannot be restarted, points will still be allocated if less than half the race is over, half points are awarded; if half or more of the race is run, full points are awarded.

### **PRIZE MONEY**

USD 3 million will be distributed according to the final season classification

1st place	USD 600.000
2nd place	USD 300.000
3rd place	USD 270.000
4th place	USD 240.000
5th place	USD 210.000
6th place	USD 180.000
7th place	USD 165.000
8th place	USD 150.000
9th place	USD 135.000
10th place	USD 120.000
11th place	USD 105.000
12th place	USD 90.000
13th place	USD 75.000
14th place	USD 60.000
15th place	USD 54.000
16th place	USD 48.000
17th place	USD 42.000
18th place	USD 36.000
19th place	USD 30.000
20th place	USD 24.000
21st place	USD 21.000
22nd place	USD 18.000
23rd place	USD 15.000
24th place	USD 12.000

### **OFFICIAL PRACTICE**

Speedcar Series drivers will have the opportunity to familiarise themselves with the track and car set up during the Official Practice Session lasting 60 minutes on Race Day 1.

### **QUALIFYING**

Qualifying for Race 1 takes place on Race Day 1 comprising of one 30-minute session.

All laps during Qualifying will be timed and the Qualifying Time corresponds to the fastest lap time set by each Driver during the session. By reference to the Qualifying Time of each driver shall be determined the driver's grid position for Race 1.

If a driver by Force Majeur did not take part in Qualifying, but has been admitted to start the Race he must do so from the back of the grid.

### TESTING

Speedcar Series organises Official Test Sessions for all competitors. Teams have no private access to the car for testing purposes.

### STARTING PROCEDURE

All Speedcar races comprise of a rolling start.

Thirty minutes before the start of a race, the cars will leave the pits to cover a reconnaissance lap and stop in their grid position at the end of the lap with the engines switched off. Fifteen minutes before the start of the race the pit exit is closed. Any car that has not left the pit lane by this time must start the race from the pit lane exit and wait until the rest of the field has left the grid, regardless of its original grid position.

When the one minute signal is shown, engines are started and all team members must leave the grid by the time the 15 second signal is given. If any driver needs assistance after the 30 second signal they must raise their arm and when the other cars have left the grid, the car will be pushed to safety.

The start of the race is announced by signals shown 10 minutes, five minutes, three minutes, one minute and 15 seconds before the start of the formation lap, each of which is accompanied by an audible warning. When the 10 minute signal is shown, everybody except drivers, officials and team members must leave the grid.

When the green flag is shown, the cars begin the formation lap with the pole position driver leading behind the pace car. Overtaking on the formation lap is not allowed. Drivers may only overtake if they are delayed when leaving their grid position, but still managed to get away before the rest of the field left the grid. Under these circumstances a car may overtake another car for the purpose of re-establishing the original starting order.

The pace car pulls off the track into the pit lane at the end of the lap, leaving the car which qualified on pole position leading the field. The pole position car now controls the speed of the pack as they approach the start/finish line.

### THE SPEEDCAR

Speedcar Series has deliberately chosen to be a one-make series in order to create a close grid encouraging lots of overtaking and thrilling race moments. The Speedcar, custom-built in the United States for the Speedcar Series, is a tremendously powerful car with lots of over- and under-steering providing drivers with a unique race experience. Each Competitor receives two ready-to-race race cars for the whole season allocated to him by way of ballot.

### CHASSIS

Made and designed by Speedcar Series, the Speedcar stock car chassis are made of fibreglass and metal bodywork material. Driver protection is ensured through the roll cage as part of the frame of the race car.

OVERALL LENGTH	5283 mm
WIDE TRACK	2032 mm
HEIGHT	1321 mm

The car's overall height can be adjusted and changed depending on track conditions and driver preferences.

### FRAME

Protecting the driver during race accidents SPEEDCAR Series race cars are equipped with what is known as a roll cage, as opposed to the monocoque used in open wheel racing cars.

The roll cage forms part of the frame, which consists of a structure of steel tubes varying in thickness and reinforced by gussets at many of the crossing points.

While the roll cage is made of the thickest tubing, the front and rear sections of the frame, called the front and rear clip, are built of thinner steel tubing in order to allow for crushing and thus shock absorption upon impact. In addition, the front clip is designed to push the engine out of the bottom of the car, rather than into the driver's compartment, during an accident.

### ENGINE

The Speedcar Engine was developed specifically for the Speedcar Series. Using type V8 engines Speedcar Series developed, through extensive testing sessions in the US and the Middle East, a reliable engine that will serve stock car racing on road tracks well.

Due to severe weather conditions expected at most Speedcar tracks special attention was paid to engine cooling and engine insulation to prevent overheating and extensive dust absorption.

The 6 litre V8 Speedcar unit developing 620 bhp will perform during the entire season.

MAX TORQUE	680 Nm
MAX POWER	620 bhp
GEARBOX	4 gears H-Type

CLUTCH	Clutch assembly and bell housing
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A key component to any high-powered racing engine is air. Air is the essential ingredient for combustion to take place in the engine. The air needed is sucked through the multiple air intakes, located in the front bumpers, onwards to the air filter located on top of the engine below the engine cover.

### **FUEL**

The Speedcars run on control race fuel rated at 101 RON. This 101 octane unleaded gasoline is similar to the high performance fuel available to buy from regular service stations.

The fuel tank is actually a flexible bag (aka fuel cell), which can contain 95 litres of fuel, enough to last the duration of a Speedcar race. The fuel tank is situated in the middle part of the car, i.e. right behind the driver's seat. The fuel cell is designed to be flexible as to prevent fuel leaks and potentially a fire in case of accident, deforming the bag rather than puncturing it.

### **TYRES**

Each Competitor will be allocated the following sets of identical tyres per car per event:

#### **TYRE ALLOCATION**

- 3 sets of dry weather slick tyres for each event
- 1 sets of wet weather tyres for each event

Wet weather tyres may only be used if the track has been declared wet by the Race Director. Once the Wet Weather Board has been raised, competitors are free to chose to either carry on running on dry weather tyres or change to wet-weather tyres. However, the use of wet-weather tyres during dry weather conditions is prohibited.

All tyre changes must be performed by the team in front of the competitor's box in the In ner Lane. The change of tyres during the Official Practice and Qualifying may be performed by a maximum of 4 of the team's mechanics per car with a maximum of two air-guns. During a race any change of tyre must be performed by a maximum of two mechanics per car with a maximum of one air-gun.