



Appendix S– 2022 MOTORSPORT AUSTRALIA WA Street Car Series

S.1 ELIGIBILITY & NAMING

(i) This Appendix must be read and applied with in conjunction with the 2022 MOTORSPORT AUSTRALIA Championship and Series Policy.

(ii) The Series shall be officially known as the **MOTORSPORT AUSTRALIA WA STREET CAR STATE SERIES**”,

hereinafter referred to as the series.

(iii) The series shall be a series of races open to all competitors whose vehicles comply with the SPORTS SEDAN (3D) And complying with the Street Car Technical Regulations 2022.

(iv) Other vehicles that do not conform to these rules, but considered acceptable to compete within the series by the organisers, are not eligible to score points for the series.

(v) The onus of proof of vehicle eligibility rest with the individual competitor at all times.

S.2 CATEGORY ORGANISERS

(i) The organisers of the series shall be the Street Car Racing Association of Western Australia inc, hereinafter referred to as "the organisers".

S.3 COMPETITION NUMBERS

(i) The number 1 shall be reserved for the sole use of the outright winner of the previous year's series.

S.4 TECHNICAL REGULATIONS

(i) GENERAL REQUIREMENTS

Vehicles must conform to General Requirements of Automobiles (as applicable) as detailed in Schedules A, B and C of the MOTORSPORT AUSTRALIA Manual.

(ii) TYRES

(a) The eligible tyres for the Outright Vehicle Competition Class (Over 2L) is the Hankook Z221 purchased from Kosteras Garage

(b) The eligible tyres for the Under 2060L Vehicle Competition Class is as per the MOTORSPORT AUSTRALIA Production Car Tyre List – ‘Schedule E’.

S.5 VEHICLES & DRIVERS

All vehicles and drivers must comply with these regulations and the 2022 Street Car technical regulations.



E.6 VEHICLE MARKINGS

Each vehicle will display the following category Sponsor markings, appropriately attached and positioned as detailed below at all times during each round of the Series.

The Sponsor markings will be provided by the Street Car Racing Association WA inc.

- Front windscreen strip=Series Naming Sponsor (upper portion of front windscreen)
- All other sponsors to be affixed to both sides of the vehicle in a suitable visible position on a vertical surface forward of the B-pillars.

S.6 VEHICLE COMPETITION CLASSES

Competition classes are as follows:

- (a) **Outright** – All vehicles over 2060cc in engine capacity as calculated in accordance with their Group Regulations.
- (b) **Under 2L** – All vehicles 2060cc or under in engine capacity as calculated in accordance with their Group Regulations.

S.7 GRID DETERMINATION & POINTS

(a) Starting Format for all races with the exception of the “Torque Trophy”.

- i) Race 1 shall be 8 Laps (or as determined by the promoter) gridded on qualifying times, fastest driver on position 1, and second fastest driver on position 2 and so on.
- ii) Race 2 shall be 10 Laps (or as determined by the promoter) gridded on finishing order from race 1 with nonstarters and non-finishers to rear of grid in order of qualifying times.
- iii) Race 3 shall be 8 laps (or as determined by the promoter) gridded on accumulated points from race 1 & 2, with the remainder gridded according to finishing position in race 2 with zero point scoring non finishers in race 2 to rear of grid in order of qualifying times.

(b) POINT SCORE

- (i) Points will be awarded for place getters within each category in each race.
- (ii) The championship shall be won by the driver accumulating the highest number of points throughout the series.
- (iii) The 2022 Motorsport Australia WA Race Championship Sporting Regulations 3.3 & 3.4 (i) Point Scores to be used.
- (iv) Point score and starting order for the “Torque Trophy” will be set out in the supplementary regulations for that meeting.

S.8 CHAMPIONSHIP ROUNDS AND POINTS

Round 1,2,3,4,5,6,7,8. A maximum of the first 3 races will receive championship points.

S.9 SERIES ROUNDS

R1	Wanneroo	February 2022
R2	Collie	May 2022
R3	Wanneroo	May 2022
R4	Wanneroo	June 2022
R5	Collie	August 2022
R6	Wanneroo	September 2022
R7	Wanneroo	November 2022