



Supplementary Regulations

*Round 1 & 2 – 31 July & 1 August 2026
Cairns Speedway*

Mareeba Speedway – 4th August 2026

*Cairns Street Parade followed by
“Meet & Greet” 5th August 2026*

*Round 3 & 4 – 7 & 8 August 2026
Cairns Speedway*

WELCOME TO THUNDER IN THE CANEFIELDS 2026

Thunder in the Canefields is back at Cairns Speedway for two massive weekends of racing. Thunder in the Canefields returns as being exclusively club promoted by the Cairns Speedway club to make this into a “must do” event each season during the Winter. This event is for **360/LS Sprintcars** and supporting classes.

Thunder in the Canefields will be run with the support of Sprintcars Queensland.

Thunder in the Canefields will be run at Cairns Speedway. Supplementary Regulations apply any time before, during or after a race meeting and are not subject to appeal. Please direct any queries to Rob Goodwin, Vice President, Cairns Speedway on 0404 849 387 or robwgoodwin55@gmail.com or Wes Jenkins, President, Cairns Speedway on 0421 197 646 or wes@wsrs.com.au

AMENDMENT OF THESE REGULATIONS

Cairns Speedway reserves the right to update, change or amend any of the Supplementary Regulations at any time and no correspondence will be entered into.

1. CONTACTS

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2. OFFICIALS / TRACK INFO

Chief Steward and assistant officials will be nominated by the Cairns Speedway.
Log books must be filled out and brought to and then collected from NQ Sprintcar representative. Indemnity form must be signed by driver before driver briefing.

Raceceivers on Channel 970 are compulsory.

Drivers briefing will be at approx. **5.00pm each Friday; 4.00pm each Saturday**
Engine Starts will be at approx. **6.00pm each Friday; 5:00pm each Saturday.**

Qualifying will commence from approx. **7.00pm each Friday; 6.00pm each Saturday**

3. CALENDAR

- Weekend #1
 - Round 1 - Friday July 31st 2026
 - Round 2 - Saturday August 1st 2026
- Mareeba Speedway – 4th August 2026
- Weekend #2
 - Round 3 - Friday August 7th 2026
 - Round 4 - Saturday August 8th 2026

The Series will be held across the above 5 nights of racing.

4. SERIES POINTS

The Thunder in the Canefields points structure will be as follows:

Total of points for Qualifying, Heats and Feature Races for the four nights.

If there are drivers tied on points after the completion of the last round, the tie breaker will be the driver who places highest over each of the four nights of Time Trials.

5. NOMINATIONS

Nominate directly to Cairns Speedway via online nomination on **nominations.cairnsspeedway.com** (required for program, marketing etc) and also on **fuelled.au**

Length of your transporter with the **tailgate down**

Nominations close on Friday 24th July 2026 at 6pm.

There is **NO** tyre rule at this series.

6. RULES

This event will be run to the Sprintcar Control Council of Australia Racing Rules and Regulations supplemented by these Supplementary Regulations. All 360/LS 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. Crews must hold a minimum of a Speedway Australia pit entry/mechanic licence (Class C).

7. LAP-SCORING

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 Cairns Speedway to arrange hire or use. Drivers who do not have a transponder fitted and/or working will forfeit their time or position.

8. BREAKING TRACTION

Once started drivers are not permitted to break traction (wheel spin) whilst the yellow light is on or until the chief steward directs the drivers over the receiver or directed by officials.

Any driver breaking traction prior to the form up directive will be advised to desist and may be subject to a penalty of Dangerous Driving.

Any driver that continues to break traction thereafter may be subject to disqualification.

9. 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 the scales.

Failure to report to the scales when directed will result in a disqualification from the race in question.

10. 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 10-point penalty.

STREET PARADE

A number of Sprintcars will be required to take part in a parade through Cairns on Wednesday 5th August, terminating at the Reef Hotel Casino where a "Meet and Greet" will be held for all and for the general public to attend. Please note that this is important and your participation will go a long way towards further cementing our relationship and financial commitment with Cairns Regional Council.

11. 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 10 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 wear.

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) Hot Laps

4 laps in groups of 4 cars (Hot Lap order via Pill Draw)

iv) Format

- Qualifying – will be a time trial format, 2 laps one car at a time.
- Cars to qualify from infield
- Groups will be determined at the Driver's Briefing via a Pill Draw
- Qualifying will be used to rank the cars based 1 – 30 or the specific number of cars at the event
- Less than 30 cars will be 1 flight. More than 31 cars will be split into 2 flights.
- Flight 1 will be for heats 1 and 2. Flight 2 will be for heats 3 and 4.
- Any car that does not qualify in correct order will be afforded 1 lap at the end of the session. Cannot qualify better than 15th or 50% of the field.

v) Heats

- There will be two rounds of heats
- Heats will have a maximum of 12 cars
- All heats will be 10 laps
- 24 cars or less will be 2 rounds of 2 heats (12 cars per heat) or 2 rounds of 3 heats (8 cars per heat).
- 25 or more cars will be 2 rounds of 3 heats.
- Inversion will be 75% of the field but may be adjusted accordingly. Next fastest lines up in grid behind inversion.

vi) First Round of Heats

- The first round of heats will be an inversion determined by the fastest qualifier to the rear of the inversion (ie fastest qualifier will start last place in inversion Group 1, second fastest rear of inversion Group 2)

vii) Second Round of Heats

- The second round of heats will be an inversion of the highest points scorer after Qualifying and Round 1 heats

viii) Shootout – lap times

- Top 8 cars on points will progress into the shootout to determine the feature starting order.
- Bronze shootout: Cars 5-8 on points will have 3 laps (cars will be spaced on track as per Hot Laps). Quickest 2 cars progress to Silver Shootout.
- Silver Shootout: Quickest 2 cars from Bronze shootout plus cars 3-4 on points (cars will be spaced on track as per Hot Laps). 3 timed laps. Fastest 2 cars transfer to Gold shootout.
- Gold Shootout: Cars 1-2 on points plus 2 transfers from Silver shootout (cars will be spaced on track as per Hot Laps).
- Winner of Gold shootout has lane choice in A-main.

ix) B Main (if Required)

- Will be cars 17th to 32nd on points
- The race will be over 15-20 laps, the first 4 placegetters to the rear of the A Main and take up positions 17 through 20

x) A Main

- The highest 16 point scorers directly into the A Main
- The race will be over 30 laps.

xi) Change of format

If for whatever reason the format needs to change due to unforeseen circumstances, the management of the track reserves the right to change the format which will be communicated to the drivers via a drivers briefing to explain the revised format, depending on car count, how it would be implemented.

xii) Field Sizes

All heat fields will have a maximum of 12 cars.

All main events will have a maximum of **20 cars** for feature races.

xiii) Main Event Presentation

Time permitting, a 4 wide presentation lap prior to the main event and will commence and conclude on the direction of the chief steward. If any car stops due to an incident during the presentation lap they will be allowed to restart in their qualified position. All instruction will be given to the drivers via the receiver.

xiv) Post Event Scrutineering

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. All cars completing a race shall be regarded as being in Parc Ferme conditions and cannot be touched by any crew member or driver until permission is granted by the Chief Steward.

POINTS ALLOCATION

Time Trials	
Place	Points
1 st	66
2 nd	64
3 rd	62
4 th	60
5 th	58
6 th	56
7 th	54
8 th	52
9 th	50
10 th	48
11 th	46
12 th	44
13 th	42
14 th	40
15 th	38
16 th	36
17 th	34
18 th	32
19 th	30
20 th	28
21 st	26
22 nd	24
23 rd	22
24 th	20
25 th	18
26 th	17
27 th	16
28 th	15
29 th	14
30 th	13

Heats	
Place	Points
1 st	25
2 nd	22
3 rd	19
4 th	17
5 th	15
6 th	13
7 th	11
8 th	9
9 th	7
10 th	5
11 th	3
12 th	2
13 th	1

A Main		B Main	
1 st	80	1 st	TRF
2 nd	70	2 nd	TRF
3 rd	64	3 rd	TRF
4 th	60	4 th	TRF
5 th	56	5 th	14
6 th	52	6 th	13
7 th	48	7 th	12
8 th	44	8 th	11
9 th	40	9 th	10
10 th	36	10 th	9
11 th	34	11 th	8
12 th	32	12 th	7
13 th	30	13 th	6
14 th	28	14 th	5
15 th	26	15 th	4
16 th	24	16 th	3
17 th	22	17 th	2
18 th	20	18 th	1
19 th	18	19 th	1
20 th	16	20 th	1

Tow Money

Tow Money of \$1,000 will be paid to cars travelling from Rockhampton south.

To qualify, the nominated car must compete in the complete series.

OVERALL PRIZE MONEY

To be paid at the conclusion of Thunder In The Canefields and consists of the Series Prize Fund PLUS the Round(s) Prize Fund as listed below.

SERIES PRIZE FUND

Thunder in the Canefields (**overall**) will pay out \$5,000 in series money to the top 3 drivers of the series.

#	Series Prize
1st	\$2,500
2nd	\$1,500
3rd	\$1,000

ROUND PRIZE FUND (Each Round)

A Main Payout based on 20 cars \$150 a car who do not make the A main

1	\$ 1,200.00
2	\$ 800.00
3	\$ 625.00
4	\$ 525.00
5	\$ 400.00
6	\$ 375.00
7	\$ 350.00
8	\$ 300.00
9	\$ 225.00
10	\$ 200.00
11	\$ 200.00
12	\$ 200.00
13	\$ 200.00
14	\$ 200.00
15	\$ 200.00
16	\$ 200.00
17	\$ 200.00
18	\$ 200.00
19	\$ 200.00
20	\$ 200.00
	\$ 7,000.00

Total for Series Feature Races - \$7,000 x 4. \$28,000

Total Series Prizemoney \$33,000.