

2007



Sporting Rules

A category of the
Australian Motor Racing Series



www.amrs.net.au
02 6562 7762
rod@amrs.net.au



thundersports.amrs.net.au
02 6562 7762
rod@amrs.net.au

Sanctioned by the
Australian Auto Sport Alliance



www.aasa.com.au
03 5766 4235
race@wintonraceway.com.au

CONTENTS

Definitions	3
1 – Administration	4
2 – General	
2.1 Title	4
2.2 Authority	4
2.3 Licence Requirements	4
2.4 Vehicles	4
2.5 Series Registration	5
2.6 Judicial Process	5
2.7 Passport	5
2.8 Windscreen Advertising	5
2.9 Vehicle & Driver Identification	5
2.10 AMRS Logo	5
2.11 Dorian Timers	5
2.12 Series Calendar.....	6
2.13 Judge of Fact – Start	6
3 - Race Format	
3.1 Scrutiny.....	6
3.2 Drivers Briefing	6
3.3 Practice Starts	6
3.4 Pre Meeting Practice	6
3.5 Practice – Friday Practice Day	6
3.6 Practice – Non Qualifying	6
3.7 Qualifying	6
3.8 Warm-Up	7
3.9 Races	7
3.10 Lap Time Penalty	7
3.11 Event Schedule	7
3.12 Grid Allocation	7
3.13 Race – Start Procedure	8
3.14 Jump Start	8
3.15 Starting From Pit Lane	9
3.16 Safety Car	9
3.17 Oversubscribed Grid	9
3.18 Parc Ferme	9
4 - Pointscores and Awards	
4.1 Series Point Score Allocation	9
4.2 Trophy Presentation at Race Meetings	10
4.3 Series Placings	11

CONTENTS – continued

5 – Technical		
5.1	Allocation of Numbers	11
5.2	Re-Fuelling	11
5.3	In-Car Camera	11
6 – Safety		
6.1	Windscreen	12
6.2	Roll Over Protection	12
6.3	Safety Harness	12
6.4	Neck Support	12
6.5	Window Nets	12
7 – Miscellaneous		
7.1	Television	12

DEFINITIONS

AASA	Australian Auto-Sport Alliance Inc
AMRS	Australian Motor Racing Series
SCR's	Series Competition Rules
ROUND	The combination of races at an AMRS Race Meeting

SPORTING RULES

Section 1 – Administration

Category Manager:	Mr Rod Dale PO Box 163 Kempsey NSW 2440	phone: 02 6562 7762 mobile: 0412 785 486 email: rod@amrs.net.au
Category Administration:	Mrs Judy Ellacott PO Box 711 Narellan NSW 2580	phone: 02 4647 2825 mobile: 0413 481 304 email: judy@amrs.net.au
Series Handicapper	TBA	
Technical Commissioner	TBA	

Section 2 – General

2.1 TITLE

The series shall be known as the “2007 Thunder Sport Series”.

The Australian Motor Racing Series reserves the right at any time to vary these regulations, which, where possible, will be advised to entrants in good time. Thunder Sport regulations will be available on the website of the AMRS. During race meetings amendments will be advised via Bulletins.

The AMRS Management reserves the right to refuse entry to any competitor and/or vehicle without explanation.

2.2 AUTHORITY

All events in the 2007 Thunder Sport Series will be conducted under the rules of the AMRS, AASA, Series Competition Rules, Category Sporting Rules for the Series and regulations published for the event.

2.3 LICENCE REQUIREMENTS

To be eligible to compete at an AMRS event the driver must hold a minimum National AASA licence or equivalent.

2.4 VEHICLES

The Thunder Sports Category is open to Prototype Sports Cars at the discretion of the organizers.

Only prototype vehicles whether they be made of carbon fibre, aluminum monocoque or space frame construction, having an open or closed cockpit and covered mudguards shall be classified as Thunder Sports Cars.

All competitors agree to comply with the rules as published in these regulations and any amendments thereto.

2.5 SERIES REGISTRATION

All competitors competing in the 2007 Thunder Sport Series are required to register with the Australian Motor Racing Series.

Membership of any other group or association is not compulsory for competitors of the Australian Motor Racing Series.

2.6 JUDICIAL PROCESS

The judicial process will be as per AASA & AMRS rules and regulations.

2.7 PASSPORT

All vehicles competing in the Thunder Sport Series must have a Vehicle Passport issued by the Australian Auto-Sport Alliance (AASA).

2.8 WINDSCREEN ADVERTISING

The area across the top of the windscreen must be available for a windscreen banner as supplied by the AMRS.

2.9 VEHICLE & DRIVER IDENTIFICATION

2.9.1 Vehicle Numbers

The vehicle race number shall be displayed on the drivers and passengers side and where available, windscreen on drivers left. For vehicles without a full screen, space must be available for series sponsors logo. The side number shall be 230mm high and the number thickness shall be approx 50mm. The side number shall be black on a white background or white on a black background. The windscreen number, where available, shall be a minimum of 150mm high and shall be Day-Glo yellow in colour. For vehicles without a windscreen a forward facing bonnet number must be fitted.

2.9.2 Driver Identification

The driver surname shall be displayed on the drivers and passengers side.

2.10 AMRS LOGO

The AMRS Logo shall be placed on the rear quarter vent window or equivalent, in line with the driver name. If not possible the Logo shall be placed at the same prominent position on both sides of the car.

2.11 DORIAN TIMERS

All vehicles shall be fitted with an operational Dorian timer unit during all on track activities.

2.12 SERIES CALENDAR

The Championship will be conducted over 8 rounds as follows

Round	Date	Venue	State
1	24 – 25 February	Wakefield Park	NSW
2	24 – 25 March	Calder Park	VIC
3	28 – 29 April	Winton Raceway	VIC
4	16 – 17 June	Queensland Raceway	QLD
5	14 – 15 July	Adelaide International	SA
6	29 – 30 September	Calder Park	VIC
7	27 – 28 October	Wakefield Park	NSW
8	24 – 25 November	Oran Park	NSW

2.13 JUDGE OF FACT – START

In addition to those appointed by the host circuit, the Thunder Sport Series Handicapper will be Judge of Fact – Start for all ATCC races.

Section 3 – Race Format

3.1 SCRUTINY

Scrutiny paperwork must be completed prior to vehicle scrutiny. Competition licence and AASA Vehicle Passport will be required at paperwork checking. Vehicle scrutiny will be held on Saturday and Sunday morning. The time and location for the above will be advised in the Additional Rules for the meeting.

3.2 DRIVERS BRIEFING

The Clerk of Course will conduct a compulsory drivers briefing at each round of the championship. The time and location of the briefing will be advised in the Additional Rules for the meeting.

3.3 PRACTICE STARTS

Pit Lane Exit will be the only place that a practice start may be permitted.

3.4 PRE MEETING PRACTICE

There will be no restriction on pre-meeting practice for series vehicles.

3.5 PRACTICE – Friday Practice Day

During the Friday Practice Day, a minimum of 2 x 20 minute non qualifying practice sessions will be scheduled.

3.6 PRACTICE – NON QUALIFYING

When event scheduling permits, a minimum of 1 x 20 minute practice session will be scheduled on the Saturday of the race meeting.

3.7 QUALIFYING

A minimum of 1 x 20 minute qualifying session will be scheduled for the Saturday of the race meeting.

3.8 WARM-UP

A morning warm-up session will not be provided.

3.9 RACES

Each round of the Series will include 3 races as follows

- Race 1 will be a scratch race of 5 laps duration
- Race 2 will be a handicap race of approximately 20 km distance
- Race 3 will be a handicap race of approximately 25 km distance

3.10 LAP TIME PENALTY

Any competitor whom improves his/her race lap time by 2% or greater from qualifying will be penalized a minimum of 30 seconds. If the circuit is wet for qualifying but is dry for any of the races, no penalty will be imposed. Any driver who fails to qualify or has difficulty during the qualifying session may nominate a time for the purpose of the handicap races. At the discretion of the organizers, allowances may be made for rookie competitors.

3.11 EVENT SCHEDULE

The Additional Rules for each race meeting will include the event schedule for Friday, Saturday and Sunday. The duration for each race will be listed as a number of laps.

3.12 GRID ALLOCATION

- 3.12.1 Grid positions for Race 1 will be allocated according to times set in qualifying. The fastest lap time recorded will be allocated position 1, 2nd fastest lap time position 2, etc until the grid is complete. Any competitors who failed to record a qualifying time may start race 1 from rear of grid at the discretion of the Clerk of Course.
- 3.12.2 Grid positions for Race 2 & Race 3 will be determined by times recorded in Qualifying or the lap time nominated (Point 3.10) and/or any known driver/car/circuit performance and will be at the sole discretion of the Series Handicapper.
- 3.12.3 The grid sheet for Race 1 will be generated and issued by the Chief Timekeeper at each round.
- 3.12.4 The grid sheet for Race 2 and Race 3 will be generated by the Series Handicapper and issued by the Chief Timekeeper at each round. Each handicap grid sheet will include the following information.
- Vehicle number and driver name
 - Grid position each vehicle is to start from
 - Indicate if the vehicle or group is to start from scratch or a number indicating the handicap group allocated
 - The number of seconds handicap each group will be held following the commencement of race start for the scratch group

3.13 RACE – START PROCEDURE

- 3.13.1 Race 1 will be a standing start as per 2007 AASA & AMRS Rules for Standing Starts except that the 2 minute, 1 minute and 30 second boards will be displayed in the marshalling area or pit lane exit . Once the vehicles proceed onto the circuit, 2 warm up laps will be completed. Following the 2 warm up laps all vehicle must stop on the allocated grid positions for the race start. Once the grid is set, the 5 second signal will be shown followed by lights on / off and race start.
- 3.13.2 Race 2 and Race 3 will be a HANDICAP START with grid positions allocated as per Point 3.12.2
- The start procedure will be as per 2007 AASA & AMRS Rules for Handicap Starts except that the 2 minute, 1 minute and 30 second boards will be displayed in the marshalling area or pit lane exit. Once the vehicles proceed onto the circuit, 2 warm up laps will be completed. Following the 2 warm up laps all vehicle must stop on the allocated grid positions for the race start.
 - From the edge of the circuit a large number board extended on a pole will be displayed indicating the group number for the race start. The first group after scratch will be group 1, the second group will be group 2, etc.
 - Once the grid is set, the 5 second signal will be shown followed by lights on / off for the scratch group.
 - Following the start for the scratch group, each group will be held for the designated time as indicated on the grid sheet. The number board will be displayed in front of the foremost vehicle in each group. Once each group commences racing the number board for the following group will be raised. This is the indication that the following start procedure is for that group.
 - Unless otherwise advised during the drivers briefing, the start for each subsequent group will be indicated by use of lights. The lights for each group will be on approx 3-5 seconds prior to race start for that group. Once the lights are extinguished this shall be the race start signal for that group.
 - The Clerk of Course may, for safety reasons, release the final group(s) prior to the designated handicap time. No penalty, adjustments or discussions regarding the early release will take place.
 - It may be necessary for 1 or more handicap groups to commence the race 1 or more laps behind others, due to lap times, race distances, etc. If this handicap is required, it will be indicated on the grid sheet.

3.14 JUMP START

If any vehicle leaves their designated starting position prior to the starting signal for their appropriate group, a time penalty for Jump Start will apply. At the discretion of the Clerk of Course and/or Stewards of the Meeting additional penalties may also apply.

3.15 STARTING FROM PIT LANE

Any vehicle which has come under starter's orders (2 minute board), but is unable to take its place on the starting grid, may start the race from pit lane exit.

3.16 SAFETY CAR

Safety Car may be used during Race 1 of the Thunder Sports events as per 2007 AASA & AMRS Rules. Where possible, the Safety Car will not be used during handicap events.

3.17 OVERSUBSCRIBED GRID

If more entries are received than track density allows, the grid shall be allocated according to qualifying, with additional vehicles held as reserves.

3.18 PARC FERME

At the completion of any practice, qualifying or race session, at the direction of the Chief Scrutineer &/or Technical Commissioner, vehicles may be required to attend Parc Ferme. When directed, all vehicles must proceed to the designated area and are not to be accessed by pit crew or removed from the area without the express approval of the Chief Scrutineer or Technical Commissioner.

Section 4 – Point Scores and Awards

4.1 SERIES POINT SCORE ALLOCATION

Point scores will be allocated as follows:

4.1.1 Outright Point Score

The series outright point score will be determined by the allocation of points from qualifying and all races as follows:

Qualifying	Points from Chart # 1 for placing in class plus points from Chart # 2 for outright placing.
Race 1	Points from Chart # 1 for placing in class plus points from Chart # 2 for outright placing.
Race 2	Points from Chart # 1 for outright placing.
Race 3	Points from Chart # 1 for outright placing.

If a race is stopped by use of a red flag or a safety car is deployed, points will be allocated as follows:

0 – less than 1/3 race distance	Re-Start where possible, otherwise zero points will be allocated
---------------------------------	--

1/3 – less than 2/3 race distance Zero points will be allocated

2/3 – full race distance ½ points will be allocated

For the purpose of point allocations the race distance will be calculated as per official race results.

4.1.2 Class Point Score

The series class point score will be determined by the allocation of points from Chart # 1 for all races. Full points will be awarded for class placings in Race 1, Race 2 and Race 3 regardless of Safety Car or Red Flag intervention.

Chart # 1

Place	Points	Place	Points	Place	Points
1	60	6	30	11	14
2	54	7	26	12	12
3	48	8	24	13 – 15	8
4	42	9	22	16 – 20	4
5	36	10	18	21 – 40	2

Chart # 2

Place	Points	Place	Points
1	10	6	5
2	9	7	4
3	8	8	3
4	7	9	2
5	6	10	1

4.2 CONSTRUCTORS CHAMPIONSHIP

The Thunder Sport Series Constructor's Championship will be determined by the allocation of points as listed in Chart # 3. Classification of constructors will be determined as nominated by the vehicle entrant and approved by the Thunder Sport Category Manager. Points will be allocated following the completion of each round to the outright round placings as per 4.1.1. The highest placed vehicle of each constructor only will be allocated points in the top 10 of the constructor's championship at each round of the series. All additional vehicles will be allocated 1 point for participation. For example if Constructor A completes the round with 3 vehicles in 1st, 2nd and 3rd placings and Constructor B has 1 vehicle in 4th place, the points will be allocated with Constructor A receiving 10 points for 1st plus point each for every additional vehicle giving a total of 12 points for the round. Constructor B will be allocated 9 points for the 2nd constructor of the round.

Chart # 3

Place	Points	Place	Points
1	10	6	5
2	9	7	4
3	8	8	3
4	7	9	2
5	6	10	1

4.3 TROPHY PRESENTATION AT RACE MEETING

Trophies will be awarded to the first 3 outright place getters for each round of the Series based on the allocation of Series Points. Class trophies will be awarded to 1st place only for a class with up to 5 cars and 1st, 2nd and 3rd place for a class with 6 or more cars based on the allocation of Class Points. Should more than 1 driver be awarded equal points in either the outright or class point score, the final position will be determined by the highest position obtained in the final full point score race. The time and location for trophy presentations will be advised prior to the commencement of the final race.

4.4 SERIES PLACINGS

Following the completion of the Series, trophies will be awarded to the first 3 outright place getters in the Series, following the allocation of points as per 4.1.1. Class trophies will be awarded to 1st place only for a class with up to 5 cars and 1st, 2nd and 3rd place for a class with 6 or more cars based on the allocation of points as per 4.1.2. Additional trophies may be awarded at the discretion of the category organizers. If more than 1 driver has been awarded equal points, final placings will be determined by the number of 1st place results over the full series. If this does not resolve the placings then the number of 2nd place results, followed by 3rd place results, etc until the finishing order for the Series is resolved.

Section 5 – Technical

5.1 ALLOCATION OF NUMBERS

The Series Winner, as determined in section 4.3, will have the option to carry the Number 1 for the year following the series win. Should the series winner decline to carry the Number 1, this number will not be allocated. The allocation of all other numbers will be at the discretion of the series manager.

5.2 RE-FUELLING

Unless indicated in the race meeting Additional Rules, re-fuelling in pit lane is not permitted during practice, qualifying or racing.

5.3 IN CAR CAMERAS

Any competitor wishing to fit an in-car camera must have the installation approved by the Scrutineer of the meeting.

Section 6 – Safety

6.1 WINDSCREEN

All vehicles shall be fitted with a laminated windscreen.

6.2 ROLL OVER PROTECTION

The roll over protection shall comply with the provisions outlined in the AMRS Sporting Manual. Windscreen cross bars will be permitted.

6.3 SAFETY HARNESS

All vehicles shall be fitted with a drivers safety harness as per the AMRS Sporting Manual.

6.4 NECK SUPPORT

The use of a neck support or HANS style devise is highly recommended during all competition.

6.5 WINDOW NETS

All vehicles shall have an acceptable safety window net fitted to the roll cage assembly as per the AMRS Sporting Manual.

Section 7 – Miscellaneous

7.1 TELEVISION

Access to the television Outside Broadcast facility is not permitted to any entrant, driver or team member.