



Introduction to Supersprints.

Our Club runs Supersprint events so that club members can experience driving their BMWs on a race circuit. It may appear to be a bit of a challenge to get involved and I hope that this introduction may assist.

Many BMW models were designed and built to be able to be driven faster than allowed on the public roads of Australia. In fact, all models are more capable than the speed limit. Your BMW, no matter what model, will perform nicely on a racetrack and you will experience the excitement.

Supersprinting is entry level motorsport and we run our Supersprint under regulations and licence from Motorsport Australia (CAMS Confederation of Australian Motor Sport). It is time-based motorsport with you in your BMW against the clock, not door handle to door handle racing.

There is a full description of our Supersprint and MotorKhana rules and regulations to make a competition with trophies out of our motorsport events. There is also a link to the Motorsport Australis Standard Regulations as well as Supplementary Regulations for the day, Disclaimer, Scrutineering Form and Annex C. You register to enter and pay the entry fee for an event on the club's website <https://www.bmwclubnsw.asn.au/events> There is a bit to know about all this but it is really easy and I hope these points help.

If you feel that you are not ready for the challenge of Supersprint we do run Driver Experience / Come & Try days where we accept members driving their TfNSW road registered daily driver. For Driver Experience days your car does not need to be to Supersprint Standards, just road registered and able to pass the normal pink slip check.

For both Supersprint and Driver Experience events, all drivers require a Motorsport Australia Speed licence or, from 14 years of age, a Junior Speed Licences. These are available from Motorsport Australia website and for Driver Experience we also usually have one day Introductory Licences available.

<https://motorsport.org.au/licence/introduction>

Preparation:

1. You need a Motorsport Australia Speed Licence. You get that by filling in the online form on the Motorsport Australia website and paying the Motorsport Australia joining fee. <https://motorsport.org.au/licence/introduction> This is your contribution to the Motorsport Australia insurance arrangements. The full Motorsport Australia Manual of Motor Sport is available on the Motorsport Australia website. <https://motorsport.org.au/regulations/manual>
2. You need an approved helmet to Motorsport Australia Schedule D and at least Australian Standard AS1698. Appropriate helmets are available from suppliers like Revolution Racegear.

3. You need non-synthetic clothing, neck to wrist to ankle and non-synthetic shoes. Jeans and a shirt are ok. You don't need a race suit but that is the best and most comfortable garment.
4. Your car needs a fire extinguisher that is less than 3 years old to Motorsport Australia Schedule H requirements. It is to be on a metal mounting bracket that is to be attached to the car within reach of you, the driver. Most drivers attach the fire extinguisher mount bracket under the passenger's seat front mounting bolts. Solid fixed installation not screwed to the carpet. Easy to do yourself or there are service companies that will mount the fire extinguisher for you. Bunnings have appropriate fire extinguishers for around \$20. We may run an "install your fire extinguisher day".
5. Your car needs front and rear tow couplings. The car comes with one tow coupling, and you can purchase a second one from a BMW Dealer or one of the BMW Dismantlers like ASV or SWEA. They screw into sockets on the front and rear of the car and are there so that your car can be towed if it breaks down or becomes stuck in a gravel pit.
6. Your car needs valve caps on each tyre. These caps are to have a secondary seal. Metal valve caps are easy to get and do the job. Some plastic caps don't have the secondary seal so are not approved.
7. You need Car Numbers on both sides of your car. Your car number is the 2 or 3 digit number that you entered on your registration. If that number is not available, you will be emailed with a suggested alternative car number. Car Numbers are to be to Motorsport Australia Schedule K, that is 230mm high in an appropriate font, Black or White and contrasting to your car's colour. You can purchase your own numbers, or we now have stock of car number digits that are for sale at the Sign-on desk for \$3.00 each digit plus we have both black and white background vinyl sheets at \$10.00 each for you to make reusable number panels. Bring cash or your credit card to purchase digits.
8. On the entry on the website there are some forms:
 - a. Print the Scrutineering Form. Use it to do your own check of your car, sign it and bring it with you to Scrutineering at the track.
 - b. Print the Motorsport Australia Disclaimer, read it, sign it and bring it with you to the sign-on desk.
 - c. Print the Motorsport Australia Compliance Form, read it, sign it and bring it with you to the sign-on desk.
9. All the rules for the Club's Supersprint championship are in Motorsport on the website. Read the rules and then complete the Annex-C form and either email it to motorsport@bmwclubnsw.asn.au or bring it with you to the sign-on desk. You need to complete Annex-C only once when entering an event for the first time in the year or if you change the modification status of your car. This form has two requirements:
 - a. You sign that you have approval from the vehicle to enter it in the Club's motorsport events and
 - b. The points description of your car, with modification status that places your car in one of the 10 Supersprint Championship Classes.
10. If you have any questions, contact motorsport@bmwclubnsw.asn.au or chat with one of the experienced club members.

On the Day:

(Using Sydney Motorsport Park Druiitt Circuit on a day Supersprint event as an example. The other circuits, as are night Supersprints are like this example.)

1. Arrive at Sydney Motorsport Park North Circuit around 7:30 AM. Enter is via the back gate and if challenged by the gate guard, just tell him/her that you are in the BMW day on Druiitt Circuit.
2. Choose a Druiitt Circuit garage or carport. Garage hire is included in your entry fee. Meet other competitors, prepare your car for the track, remove all the loose stuff from your car, tighten the wheel nuts, check tyre pressures, attach your tow couplings and drive your car to Scrutineering. It is at the east end of the pits beyond the tower. It opens at 7:30 and closes at 8:45. Don't be late.
3. Line your car up in the queue with your scrutineering form, track apparel and helmet. You need a battery location triangle for scrutineering. They are blue triangle stickers 150mm on a side. If your car is a dark colour you may need a white background triangle as well to make the blue tringle visible. Triangles are for sale at the Sign On desk in the scrutineering bay for \$1. Stick the triangle on the car to indicate the position of the battery.
4. Stay with the car. A scrutineer will check your car, collect your scrutineering form and sign and attach a PASS sticker to your car driver's side rear window. Then please move the car from the bay.
5. Go to the Sign On desk, (usually in the Scrutineering Bay office) present your disclaimer and Compliance form.
6. Sign On staff will provide your speed group sticker. Groups are numbered 1, 2, 3 etc. Your sticker is to go on your windscreen top right corner.
7. If you are a regular competitor, you will have your own numbers so have then attached to your car. If not. then the number that you registered with or sorted out with Motorsport@bmwclubnsw.asn.au is your number. Sign-on desk has numbers and number panels for sale. Stick your car numbers on the door panels or side windows.
8. Pick up your timing transmitter from timing on second level of the tower. Mount the transmitter on your car. Timing may have a bracket or may supply cable ties but be prepared to sort out attachment of the transmitter to the timing groups requirements.
9. Pick up your MyLaps Track Position Transponder from ARDC staff on ground floor of tower and install it on your car as instructed the [MyLaps Briefing](#)
10. 8:45AM Attend Driver Briefing. Location will be announced. Usually at the base of the tower or in the Hinxman room on 2nd level east end of Grid Building. Sign the driver's briefing attendance sheet.
11. The Clerk of the Course will provide briefing on the running of the day, describe the rules and the flags that will be used.
12. We may run familiarisation laps. They will be in the Supp. Regs. and will be announced at Driver Briefing. These are for drivers new to this circuit and not for bedding in the brakes or warming up the tyres. There will be groups with experienced driver leading. Drivers may be passengers in the leader's car or my take experienced drivers as passengers. All drivers and passengers are to wear their helmet.
13. All Supersprint session will be timed.

14. Each speed group will run in turn. The turns will be announced and may not be in order allowing for shared cars. Listen for announcements.
15. When your speed group is called, drive your car to the Starting Grid Assembly Area (dummy grid) at the western end of the grid building.
16. You will be in a set position on the grid and the Grid Marshal will have that position number. Your starting grid position has been determined by the time that you gave for this circuit, your previous form, or managers best guess, maybe your car type/model. Your starting Grid Marshal may permit position changes.
17. The Grid Marshal will send you out on the track spaced apart from other drivers. The session is around 10 minutes depending on temperature.
18. Take it easy, warm up your car, tyres, brakes and find your way round the circuit. Learn the lines, turn-in point, apex, exit. For corners – “Slow in fast out”. It is not a race. This is Supersprinting – you against the clock. Take your time to learn the circuit and build speed. You have a whole day to get up to speed.
19. Sessions will continue until lunch time. There will be two or three sessions before lunch. You can move around in your speed group by arrangement with the other drivers and the Grid Marshal. The aim is to have fastest to slowest positioned within the group.
20. Session times will be on Natsoft. Check them on your mobile phone.
21. At lunch time, using the times from the morning sessions, drivers may be regrouped in speed groups from fastest to slowest and those new grid positions will be used for the afternoon sessions. Be aware of announcements.
22. In the afternoon there may be another 2 or 3 sessions. You will get plenty of laps during the day. The number of sessions on the day depends on incidents and breakdown.
23. Towards the end of the day, we may combine speed groups. Be aware, listen for announcements.
24. At the end of the day, around 4PM, or when you are finished, return your timing transmitter to timing in the tower and your MyLaps transponder to ARDC. If you take either of these unit home, there is a problem and a cost for you so please return it before you leave.
25. Enjoy the day.