



## Schedule of Events

Motorsport Australia Victorian State Circuit Racing Championships  
Round 6 Calder 2023  
Drivers Briefing in the Admin Building at 8:00am

- ☐ Events will be run in the order on this schedule. Competitors should be ready to form up in the marshalling area when they are called up  
☐ Please Note Event Start Times Are Approximate.

Saturday 28th October					Sunday 29th October				
Event	Category	Session	Time	Approx. Start Time	Event	Category		Laps/ Time	Approx. Start Time
1	Porsche 944 Challenge	Qual/Pract	20 mins	9:10 AM	15	Porsche 944 Challenge	Race 2 (Feature)	20 mins	9:10 AM
2	Improved Production	Qual/Pract	20 mins	9:40 AM	16	Improved Production	Race 2 (Feature)	20 mins	9:45 AM
3	MG & Invited British Sports Cars	Qual/Pract	20 mins	10:10 AM	17	MG & Invited British Sports Cars	Race 2 (Feature)	20 mins	10:15 AM
4	Saloon Cars	Qual/Pract	20 mins	10:40 AM	18	Saloon Cars	Race 2 (Feature)	20 mins	10:45 AM
5	BMW E30 and Excel	Qual/Pract	20 mins	11:05 AM	19	BMW E30 and Excel	Race 2 (Feature)	20 mins	11:15 AM
6	Formula Vee	Qual/Pract	20 mins	11:35 AM	20	Formula Vee	Race 2 (Feature)	20 mins	11:45 AM
7	Combined	Qual/Pract	20 mins	12:00 PM	21	Combined	Race 2 (Feature)	20 mins	12:15 PM
8	Porsche 944 Challenge	Race 1	25 mins	12:50 PM	22	Porsche 944 Challenge	Race 3	25 mins	12:45 PM
9	Improved Production	Race 1	25 mins	1:25 PM	23	Improved Production	Race 3	25 mins	1:20 PM
10	MG & Invited British Sports Cars	Race 1	25 mins	2:00 PM	24	MG & Invited British Sports Cars	Race 3	25 mins	1:55 PM
11	Saloon Cars	Race 1	25 mins	2:35 PM	25	Saloon Cars	Race 3	25 mins	2:30 PM
12	BMW E30 and Excel	Race 1	25 mins	3:10 PM	26	BMW E30 and Excel	Race 3	25 mins	3:05 PM
13	Formula Vee	Race 1	25 mins	3:45 PM	27	Formula Vee	Race 3	25 mins	3:40 PM
14	Combined	Race 1	25 mins	4:20 PM	28	Combined	Race 3	25 mins	4:15 PM



- ☐ Drivers are requested to remain at the circuit for 30 minutes after the end of each of their events.

- ☐ Drinks and nibbles will be supplied on Saturday in the cafeteria at the completion of track activity

