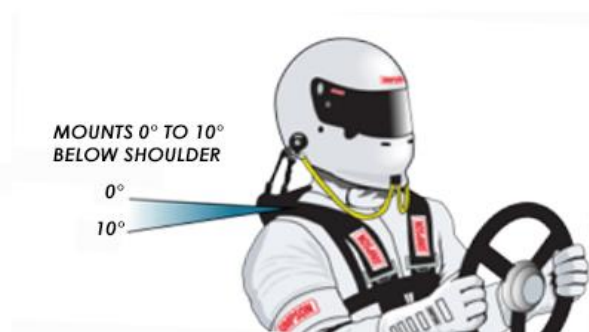


Welcome to the 151st edition of Speedway Australia's Speed eNews.

Speed eNews is a weekly communication aimed toward keeping clubs and organisations up to date on current events, handy tips to improve competition and safety, as well as any changes that may be taking place within the sport. Clubs are also encouraged to distribute this newsletter to members. Feel free to get in touch if you have any questions or require a copy of one of the previous editions.

KNOW YOUR HARNESS – THE SHOULDER BELTS



Speedway is a sport that attracts a high proportion of spinal injuries, due to the varying stresses that are placed on the body during an accident.

Fortunately, there are experts, namely the SFI Foundation who engineer and study solutions to these problems. They have established that a seatbelt angle from the shoulder to the belt mounting bar of between zero and ten degrees is optimal to minimise the injury risk.

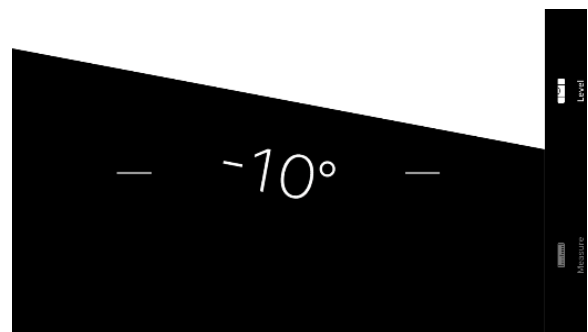
Shoulder Belt Angle

- 0 to -20° (-10° optimum) from horizontal
- Clear passage of webbing from top of shoulder (or head and neck restraint) back to the harness bar or mounting point without any interference of the seat openings
- Belts should be as short as possible back to the mounting points

Most smartphones come with an app that makes it very easy to check belt angles once the driver is seated in the car. We encourage pit crew and family members to whip out their phone and check the belt angle once their competitor is strapped in. This is a 10 second check that could greatly reduce the risk of injury. The Apple version is shown, right.

For more details, check out the SFI Foundation's handy guide, [available here](#).

For divisions that don't have mounting rules encouraging a 0–10-degree angle, we highly recommending moving in that direction to avoid greater risk of injuries.



ONE-DAY PIT LICENCES – WHERE ARE THEY ACCEPTED?



As part of Speedway Australia's commitment to assisting clubs through the COVID-19 restrictions, we rolled out a number of online initiatives to alleviate paperwork and queues at entry points to venues. One of the most notable was the One-Day Pit Licence, allowing crew to complete this prior to attending the venue.

For many competitors, the purchase of a \$10 one-day pit licence and the complimentary insurance that goes with it results in a cheaper entry to the venue on race day. However, a selected number of venues place a surcharge on the licence at their discretion above the regular price, which have been reflected when purchasing online (Warrnambool and Mount Gambier for example), with some tracks having not incorporated this into their back gate pricing at all. This has left a handful of competitors at some venues questioning why they don't receive a discount, and the misconception that the one-day pit licence hasn't been 'accepted'.

The fact is, despite a select few venues not providing a reduction in entry fee, the complimentary personal accident cover still applies should a one-day pit licence be purchased, meaning an individual who has purchased a licence can enjoy the benefits offered should an incident take place, at every Speedway Australia event.

For those that haven't already seen the digital one-day pit licence, you can view the online form [here](#), or in the licence tab of the Speedway Australia app.

SPEEDWAY AUSTRALIA CONTACTS



Office	General Enquiries	08 8139 0777	admin@speedwayaustralia.net.au
Tim Savell	General Manager	0424 923 494	tim@speedwayaustralia.net.au
James Hadley	Youth Development Officer	0457 184 080	james@speedwayaustralia.net.au
Liz Weaver	Track & Safety Dev. Officer	0487 002 287	liz@speedwayaustralia.net.au
Adam Brook	Sport Development Officer	0429 333 528	adam@speedwayaustralia.net.au
Ross Kirby	Sport Development Officer	0436 375 938	ross@speedwayaustralia.net.au
Kirsten Knox	Licensing & Operations Admin.	0499 484 738	kirsten@speedwayaustralia.net.au
Robin Pearce	Accounts	08 8139 0704	accounts@speedwayaustralia.net.au
Angela Warren	Office Administrator	0474 291 542	angela@speedwayaustralia.net.au

