

POWERPLAY ADELAIDE HILLS RALLY



RALLY SPRINT FURTHER REGULATIONS

13-15 OCTOBER 2023

ROUND 5 BOSCH MOTORSPORT AUSTRALIA RALLY CHAMPIONSHIP



POWERPLAY
ELECTRIC KARTING + GAMES

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The following Rally Sprint Further Regulations apply exclusively to the **Clemco Almonds Stadium Rally Sprint** held on the 14/10/2023 at **The Bend Kartdrome**, which is part of the **Shell V-Power Motorsport Park at The Bend**. The venue will hereafter be referred to as the “**Stadium Track**”.

These Further Regulations are to be read in conjunction with the **Powerplay Adelaide Hills Rally Supplementary Regulations 2023** and documents specified within those Supplementary Regulations.

The Clemco Almonds Stadium Rally Sprint is not part of the Australian Rally Championship or the South Australian Rally Championship and will not be subject to their Regulations.

These Regulations include several images, callouts in the regulations have been made when there is an associated image, all images have been numbered and placed at the end of this document.

1. Officials of the Event – The following officials and roles are specifically for the **Clemco Almonds Stadium Rally Sprint**. The officials may also be involved in the **Powerpass Adelaide Hills Rally** but in other capacities as specified in the **Powerpass Adelaide Hills Rally Supplementary Regulations**.
 - a. Rallysprint CoC & CRO - Tamara Brice - 0402 900 793
 - b. Rallysprint Timing - Ellie Brice - 0400 711 908
 - c. Chief Scrutineer - Ben Afford - 0407 793 991
 - d. Rallysprint Secretary - As per the Powerpass Adelaide Hills Rally Supp Regs
2. Venue Access
 - a. Access to the Stadium Track will be via the Main entry by the OTR Service Station. Once on the main driveway take the first right onto Bethlehem Way, followed by the first right onto Beersheba Way. (See image 1.1)
 - b. Upon arrival at the Stadium Track, please park in the designated location “Rallysprint Service Vehicle & Trailer Parking” zone shown in light blue (See image 1.2) Please park your competition vehicle in the designated “Rallysprint Competition Car Parking” Zone also shown in light blue (See image 1.2)
 - c. As indicated on image 1.1 Security may be present on Bethlehem Way, they will be briefed to allow Rallysprint competitors past and to the Stadium Track
 - d. Competitors are required to have their competition vehicles parked at the “Rallysprint Competition Car Parking” Carport no later than 1200hrs (12noon) so scrutineering and vehicle numbers can be distributed and applied prior to the drivers briefing.
3. Scrutineering
 - a. Scrutineering will be conducted from 1100hrs (11am) until 1245hrs (12:45pm)
4. Drivers Briefing
 - a. The Drivers briefing will be held at 1300 hrs (1pm)
 - b. Please meet at the Blue Hilux – Rego: (THRAWN) which will be parked at the rear of the Stadium Track building, in the location indicated with Dark Green (See image 1.2)
 - c. The Rallysprint CoC will determine the final location of the drivers briefing on the day and advise all competitors of the location when they meet at the meeting point

specified in 3.b

5. Sighting Lap

- a. The sighting lap will commence as soon as the drivers briefing is completed at approximately 1315hrs (1:15pm)
- b. Two Sighting laps will be completed prior to competition,
 - i. The first lap will be the Outside/Left Start Track (See image 4.1)
 - ii. The Second lap will be the Inside/Right Start Track (See image 4.2)
- c. Upon completion of the first lap the whole field will exit the track and then line up immediately for the second lap.
- d. Competitors are to remain within at least two car length of each other to avoid bottle necks and confusion on the start/finish straight and other areas where the tracks share the same section of road.
- e. Competitors who drop back any significant distance maybe refused the opportunity to start if they fall out of sequence with the rest of the recce train.

6. Watersplash

- a. The Rallysprint CoC will determine on the day if the watersplash or reroute will be used for the Rallysprint. They will advise competitors prior to the sighting lap and the sighting lap will follow the chosen route.
- b. The track will not be changed part way through the event, which ever layout is chosen will be run for all runs.
- c. The decision to run or not run the Watersplash for the Rallysprint will have no effect on the **Powerpass Adelaide Hills Rally**, as the decision to use or not use the watersplash for the rally will be at the discretion of the Rally CoC

7. Seeding

- a. All cars will be seeded in a way that competitor parings should be of near equivalent speed.
- b. The Rallysprint CoC will use previous results from SDCC Events, WACC Events, Autocross Events and previous running's of the Stadium Rallysprint to seed competitors appropriately.
- c. Seeding will be announced via Sportity on the Thursday before the event.
Sportity can be accessed from:
 - i. The Sportity Mobile APP (See image 6.1)
 - ii. [The Sportity Website for PC](#)
- d. If a competitor feels they have been significantly incorrectly seeded they are to raise this with the Rallysprint CoC no later than 1800hrs (6pm) Friday 13/10/2023 via an email to both secretary@ume.cool & xerxas.jade@gmail.com. The Rallysprint CoC will review the request, respond to the competitor and then notify all other competitors should a change to the seeding be required.

8. Timing and Results

- a. Results will be based on the lowest cumulative time across all runs completed.
- b. Timing will be to the hundredth of a second using Tag Heuer Beams, FDS Transmitters and mSport Pro Software.
- c. Automatic backup is provided via the FDS Transmitters and as such manual stopwatch backup will not be used.

- d. Results will be posted on the ARC Sportity APP Saturday evening after Trophy Presentations.

Sportity can be accessed from:

- i. The Sportity Mobile APP (See image 6.1)
- ii. [The Sportity Website for PC](#)

9. Flags

- a. Competitors will be started in pairs side by side, using the Venue Lighting System. Competitors will line up at the start line and then once both competitors are in position, they will be given a green light on the venue starting tree.
- b. The primary flag system for the Rallysprint will be the venue lights. They will be set to Flashing Red during the sighting laps so that drivers and navigators can identify their locations.
- c. Additional Flag points will be in place as required; these will be identified on the day at the drivers briefing.
- d. A stop sign will be used at the exit of the venue after each run.
 - i. The competitor finishing on the on the right track will need to slow to a complete stop and wait at the stop sign.
 - ii. The competitor finishing on the left track will also slow but may immediately exit the venue.
 - iii. Once the vehicle on the left track has exited the venue and it is safe the vehicle on the right will be given permission to leave the venue.

10. Penalties - The following penalties will be applied for the ***Clemco Almonds Stadium Rally Sprint*** in place of the penalties laid out in the ***Powerpass Adelaide Hills Rally Supplementary Regulations***. These penalties only apply to the ***Clemco Almonds Stadium Rally Sprint*** and no other component of the ***Powerpass Adelaide Hills Rally***.

- a. Striking a Cone or Bollard: - +5 Seconds per marker
- b. Wrong Direction: - Slowest time plus 5 seconds
- c. Incorrectly completing the course: - Slowest time plus 5 seconds
- d. Failure to complete a test: - Slowest time plus 5 seconds
- e. Failure to attempt test: - Slowest time plus 10 seconds
- f. Hitting a Plastic Barrier: - Slowest time + 10 seconds per Barrier
(Including any linked barriers moved out of position)

11. Time & Distance

- a. Competitors are reminded that the Stadium Track will be used as a Stage of the ***Powerpass Adelaide Hills Rally*** Saturday evening after the ***Clemco Almonds Stadium Rally Sprint*** concludes. Due to this requirement the Rallysprint will aim to finished by 1600 hrs (4pm)
- b. The event will have a Maximum of 6 runs per competitor and a minimum of 4 runs per competitor subject to no major stoppages or delays.
- c. Considering the time of the finish, competitors are reminded that any delays including stoppages to reset bollards, cones and or barriers will have a direct impact

on the quantity of runs competitors will complete and may lead to the event being stopped early if any significant infrastructure resting is required.

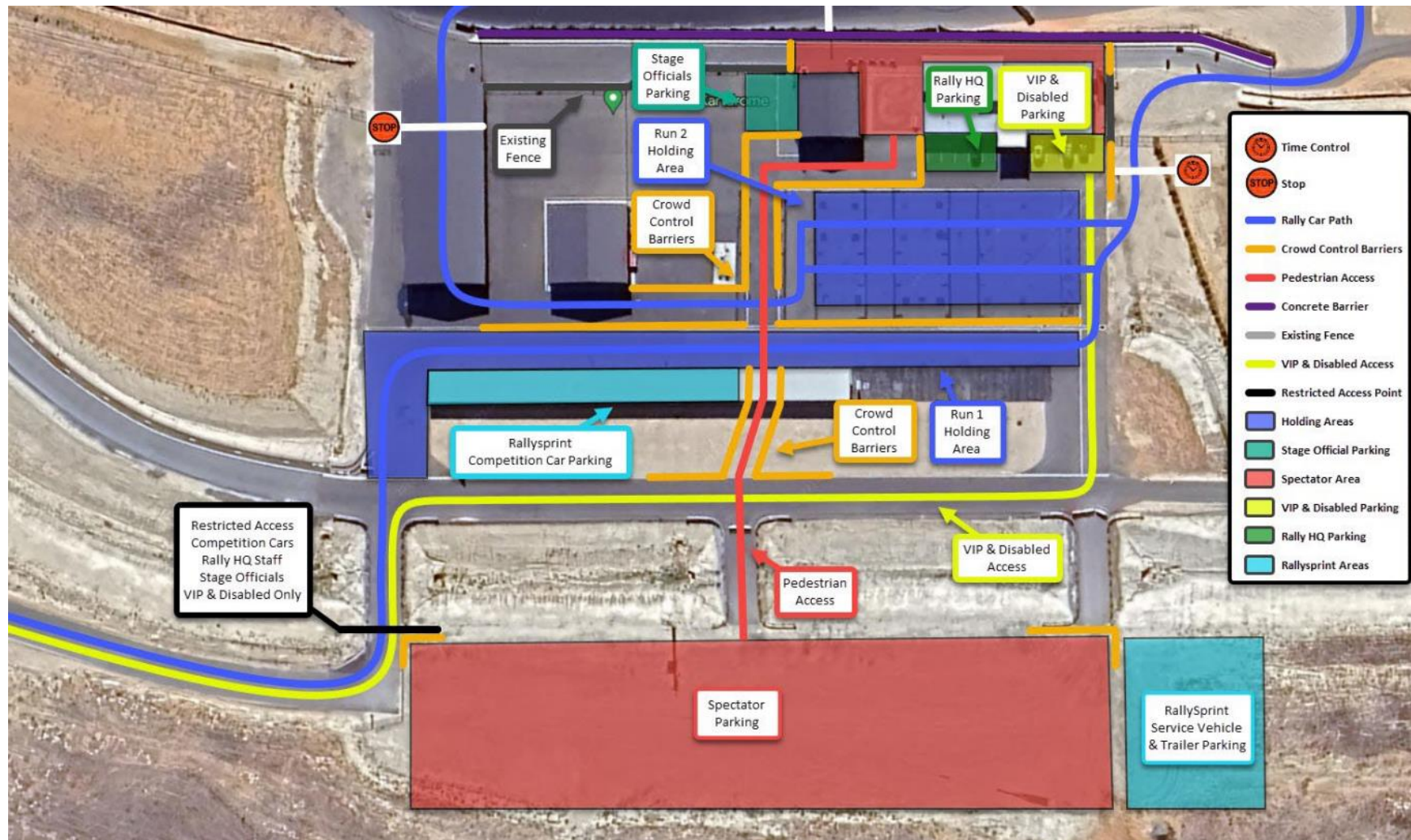
12. Trophy Presentation

- a. The Trophy presentation will be held inside the Stadium Track building at 1700 hrs (5:00pm)
- b. Trophies will be presented for:
 - i. 1st Outright 2nd Outright 3rd Outright
 - ii. 1st 2WD

Image 1.1 – How to access The Bend Kartdrome



Image 1.2 – Stadium Track Parking & Holding – Rallysprint in Light Blue



This aerial view of a karting track includes a legend and several annotations. The legend on the right side of the image defines the following elements:

- Start Line:** Represented by a red circle with a black dot.
- Finish Line:** Represented by a red circle with a black dot.
- Outside Track:** Represented by a green line.
- Inside Track:** Represented by a teal line.
- Water Splash Re-Route:** Represented by a light blue line.
- Entry / Exit Path:** Represented by a dark blue line.
- Crossover:** Represented by an orange line.
- Concrete Barrier:** Represented by a purple line.
- Water Filled Barrier:** Represented by a yellow line with black dots.
- Non-Water Filled Barrier:** Represented by a yellow dashed line.
- Bollard:** Represented by a red circle with a black dot.
- Cone:** Represented by a yellow circle with a black dot.
- Venue Flag Light:** Represented by a red circle with a black dot.
- Spectator Area:** Represented by a pink shaded area.

Annotations on the track include:

- Cross to inside track at the end of First Lap:** A yellow box with an arrow pointing to a crossover point.
- Exit Track after Second Lap:** A blue box with an arrow pointing to an exit path.
- Enter Track Outside/Left:** A blue box with an arrow pointing to an entry path.
- The Car Finishing on the Inside/Right Track MUST Give Way to the Car Exiting from the Outside/Left Track:** A red box with an arrow pointing to the start/finish line area.

Cross to outside track at the end of First Lap

The Car Finishing on the Inside/Right Track **MUST** Give Way to the Car Exiting from the Outside/Left Track

Exit Track after Second Lap

Enter Track Inside/Right

- Start Line
- Finish Line
- Outside Track
- Inside Track
- Water Splash Re-Route
- Entry / Exit Path
- Crossover
- Concrete Barrier
- Water Filled Barrier
- Non-Water Filled Barrier
- Bollard
- Cone
- Venue Flag Light
- Spectator Area

Image 4.3 – Watersplash Reroute (If required)

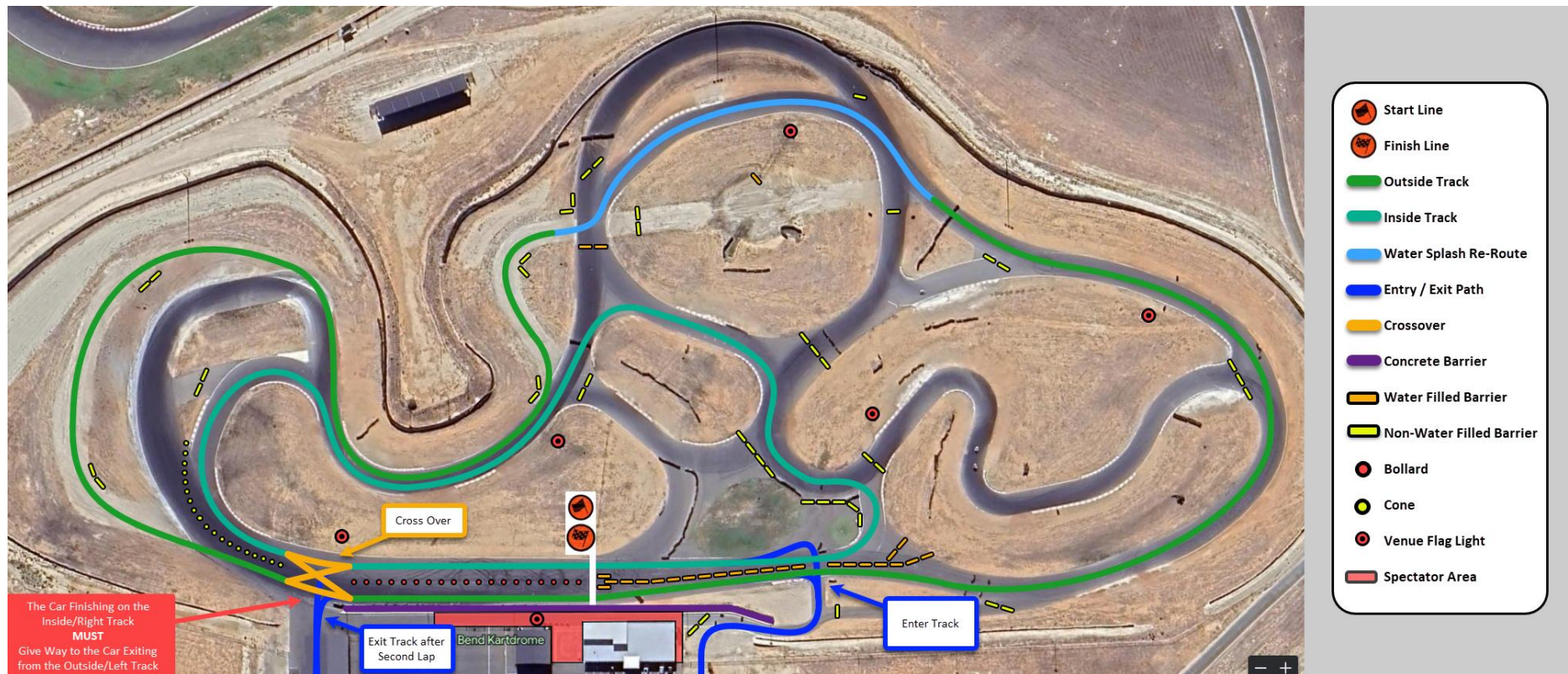


Image 6.1 – Sportity Mobile APP Details

