



Bulletin 12

To: All Competitors/ Crew
From: Clerk of the Course
Number of Pages: 1 Attachments: 0

1 Virtual Chicane Speed

The virtual chicane speed limit on page 88 of the routebook is incorrect. The correct speed limit is 25 mph. The Supplementary Regulations 15.10 and Routebook box 7 on Page 91 are correct.

2 Accident Procedures

The accident procedures listed on page 7 of the routebook are incorrect. Please see the following change to the procedure:

The following steps should be taken for an accident on stage:

1. Determine if you (the crashed competitor) need medical attention or fire suppression.
2. ~~If medical attention is needed or there is a fire,~~ confirm SOS on RallySafe on your RallySafe monitor and display a SOS sign and triangle to ~~insure~~ ensure the following vehicles arriving at the scene will be stopped safely.
3. ~~The first vehicle to arrive on the scene will stop, render aid to the best of your abilities, gather information on the situation, and staying with the crashed competitors until medical o fire has arrived.~~
4. The ~~second next~~ vehicle to arrive on the scene, ~~will should~~ take the information collected by the first car, go to the next radio location marked in the route book, inform the radio operator of the incident relay the information gathered earlier. ~~The competitor will remain at that radio point until released by net control.~~
5. All subsequent rally vehicles arriving on the scene should stop and park in a way that does not hinder the passage of emergency responders and/or inhibit emergency responders' ability to handle the accident.
6. EMT or fire suppression vehicles will be released to the scene as directed by Net Control and the Clerk of the Course.
7. If necessary, the EMT will call-in an ambulance for transport to ~~the~~ nearest hospital.
8. The Clerk of the Course will determine if the stage will be canceled, transited or continued following delay.

A handwritten signature in blue ink, appearing to read "Andrew Frick".

Andrew Frick
Clerk of the Course