



2017 COMPETITOR REGULATIONS

V.1

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Preface

The rules and/or regulations set forth herein are designated to provide for the orderly conduct of rally events and to establish minimum acceptable requirements for such events. These rules shall govern the condition of the Rebelle Rally events, and by participation in these events, all Rebelle Rally participants are deemed to have complied with these rules. No express or implied warranty of safety shall result from publications of, or compliance with these rules and/or regulations. They are intended as a guide for the conduct of the sport, and are in no way a guarantee against injury or death to participants, spectators, or others.

Rebelle Rally Rules are the sole property of Rebelle Rally Enterprises, LLC. Use of these rules by any other organization or individual is forbidden unless prior written consent is given by the Rebelle Rally.

The Rebelle Rally, its members, officers, directors, or staff, assumes no responsibility, legal, or otherwise, for failure or malfunction of any products of manufacturers listed in this rulebook. The Rebelle Rally is not liable for actions or decisions made by individuals, promoters, or organizations, etc. using the Rebelle Rally Rules.

Terminology

Organizer – Rebelle Rally Enterprises, LLC and all of its appointed representatives.

Stage – A stage is defined as a period of time during which the competition is taking place and which results in a ranking for the competitor.

Marathon Stage – A Stage covering two days. Competitors will self-camp during this special stage.

Rebelle Enduro Challenge – A part of the competition during which a competitor's ranking is based on acquisition of pre-determined points using a rally supplied roadbook.

Average Speed - All average speeds shall give due consideration to the road and driving conditions at the time the event is to be held. No speeds higher than the prevailing posted speed limit may be assigned at any point in the rally.

Timing Control – Also referred to as a Passage Control, a timing control is visibly marked by a sign on the right hand side of the road. Competitors' passage times will be recorded as they pass. Competitors should continue at the prescribed average speed without stopping or slowing at or immediately after a passage timing control, as doing so will be unsafe and disruptive.

CAST – Change Average Speed To– A prompt to change average speed noted in the roadbook. It will be designated in the right hand column of the roadbook as a speed denoted in kilometers per hour (kph) inside a circle.

Pause – a period of time as prescribed in the roadbook to provide a break in timing for teams to manage vehicle and/or personal needs.

Transit – A road section with no CP's that is designed to move competitors longer distances. Time and distance will be given for the start and finish of the transit section. Proceed at your own pace and manage your time, unless a designated time of arrival is specified in your roadbook or CP Guide.

Base Camp - A main encampment providing supplies, shelter, and communications for rally competitors at the end of each stage.

Checkpoint (CP) – It is the competitor’s objective to navigate to these pre-determined destinations in order to accrue points and follow the rally course. These points will be marked according to their degree of difficulty.

Scorecard – Before the start of a stage, all teams will receive a Scorecard. The Scorecard must be presented to any Rally Official upon request. The team is entirely responsible for the accuracy of the information on the Scorecard.

Competitor - Each individual person that is participating in the event.

Team – Each competitor is responsible for their team. This implies that any information given to one competitor is considered as having been given to the team, and that each competitor has the power to sign the annotations made by the Organizer in Log Books, on reports and in general all official documents presented by the Organizer.

Base Camp Official Dispatch (BCOD) – This is the official contact for all communication between competitors and Rally Officials while out on the course.

Vehicle Impound – After unloading their vehicle for the night, teams will turn over their vehicles to the Vehicle Impound to be secured until morning.

Open Parking - After arriving at Base Camp, the free parking area will be available for the parking of competition vehicles while the team unloads their gear for the night.

Mechanics Park – If mechanical assistance is needed after a team arrives at Base Camp, they may submit their vehicle to the Mechanics Park instead of to Vehicle Impound.

Roadbook – This is a document containing various pieces of information to facilitate teams navigating to checkpoints. This document contains tulip notes, distances, navigational coordinates or written instructions.

Checkpoint (CP) Guide – This is a document containing key information regarding CP coordinates, headings, distances, map lists, important notes, CP values, CP closing times, etc.

Map – A diagrammatic representation of land, physical features, roads, etc. No maps with a scale ratio under 1:500,000 road map of the United States can be in your possession during the rally. The rally will provide you with the maps and notes for the competition.

Outside Assistance – Defined as any assistance received by a team other than the driver and navigator of that team or a registered competitive team. Teams may help each other by providing navigation assistance or mechanical assistance without incurring a penalty.

Rally Master – This is an industry representative who is very knowledgeable about the sport. The Rally Master will oversee and be a competitor liaison for any official protest.

Competition Director – The Competition Director oversees all aspects of the competition. The competition director will hold final authority over all rally decisions.

Service Manager – This is the person in charge of the mechanics and Mechanics Park. Competitors will communicate with the Service Manager when reporting their vehicle to Mechanics Park.

Competition Review Board (CRB) – This is a board of industry representatives that will be chosen to oversee and rule on formal protests that have been filed.

Official Notice Board – Location of all Official communications (e.g. Official Bulletins, Official Posting of Results, Rankings, etc.)

Official Bulletin – An official update or addendum to the competitor regulations related to competition, rules, scoring, and or penalties.

Event Overview

The Rebelle Rally is a multi-day women's driving and navigation event across portions of Nevada and California.

Teams will use maps, compasses, and roadbooks to navigate from Nevada to Southern California over 7 days of driving and navigation competition and 2 days of travel to and from the Technical Inspection and final Awards Dinner. The course will cover approximately 1,200 miles / 2,000 kilometers. Teams will work to reach approximately 8-20 checkpoints per day, and return to the appropriate Base Camp location each evening. One evening will include a designated self-camp location.

This is a competition based on precise navigation and finding checkpoints. The vehicles are stock manufacturer four-wheel drive and all-wheel drive vehicles. The course is kept confidential and not publicized until the night before each stage. Competitors will not be allowed to have any GPS or internet enabled device. As it is not a spectator event, friends, family, or personal mechanics will not accompany the teams.

SECTION 1 GENERAL REGULATIONS

- 1.1 Responsibility** – Off-highway driving can be an inherently dangerous activity which should only be undertaken by competent, experienced individuals. Each participant assumes the risk of bodily injury, death, or property damage when she participates in an event. Although safety is a concern, the Rebelle Rally cannot be held responsible for the safety of participants.
- A.** The Rebelle Rally considers safety a top priority and works with competitors, manufacturers, and outside experts to exchange useful information regarding safety designs, products, practices, and procedures and to publish and amend rules to reflect the latest safety practices as needed. The Rebelle Rally is not and does not claim to be an expert in safety standards, designs, practices, or procedures, nor is the Rebelle Rally a standards organization or a designer, manufacturer, or seller of safety-related products, or vehicle designs.
 - B.** Participants are solely responsible for their own safety when performing duties as a driver or navigator and should carry out these duties in a way that ensures minimum amount of risk or injury to themselves and others.
 - C.** Participants are responsible for knowing the rules and regulations of the rally. Ignorance will not be considered an excuse for rule breaking.
 - D.** Excessive speeding will not be tolerated. All teams must obey all posted speed limits.
 - E.** All teams must obey the laws of the land. All posted street and private property signage must be obeyed.
 - F.** Failure to observe any state and federal regulations may result in a penalty to the team.
 - G.** Substance Abuse – No rally participant may use or be under the influence of any stimulants, depressants, or tranquilizers during an event. This includes but is not limited to alcohol, narcotics, etc. The Rebelle Rally reserves the right to require drug and/or alcohol testing of any event participant.
 - H.** All final decisions are made at the sole discretion of the Competition Director.

- 1.2 Required Preparation** - A 4x4 driving course or equivalent experience, and an introductory navigation course (offered online and free of charge by the Rebelle Rally to pre-registered participants) is required to cross the starting line.
- 1.3 Team Guidelines** – A team is defined as two women (driver and navigator) and one vehicle.
- A. A driver and navigator can change roles at any time during the event.
 - B. Any person driving the vehicle must have a valid driver’s license at the time of the event.
 - C. A third person (driver or navigator) cannot be substituted during the event, unless participating as a promotional class not contending for the overall ranking.
 - D. A team cannot change vehicles during the event.
 - E. Competitors must be at least 18 years or older to compete.
 - F. Competitors must have a letter of medical clearance for participation by a licensed physician.
- 1.4 Reconnaissance** – Any reconnaissance of the route (by air or land) is strictly forbidden. Researching or obtaining, either before or during the event, information of any nature concerning the course is strictly forbidden and may be subject to penalty or disqualification.
- 1.5 Registration** – Both teammates must register their information with the Rebelle Rally individually.
- A. Registration is only secured when the team registration fee is paid in full or an installment plan is up to date.
 - B. Registration officially closes September 10th, 2017. However, the rally is on a first-come, first-served basis. Once all team places are filled, registration will be closed. This may happen prior to September 10th.
 - C. The following must be completed prior to event participation:
 - 1. Competitor Info – Basic (due at the time of registration).
 - 2. Competitor Info – Complete (to be finalized at Technical Inspection).
 - 3. Participant Agreement with Waiver (signed upon registration and signed again onsite).
 - 4. Present a signed letter at Technical Inspection from your doctor stating you are medically cleared.
 - 5. Payment for safety equipment including trackers and satellite phone.
 - D. The Rebelle Rally reserves the right to refuse and/or deny any entry application or person for any reason.
- 1.6 Payment and Cancellation** – There are two payment options:
- A. #1 - Full Payment – Both teammates pay full registration fee. Team place and best pricing is secured. Teams may pay individually or as a team.
 - B. #2 - Installment Plan – For teams that sign up between December 15th - April 1st, teams can opt to pay via 3 installments totaling \$12,000 (early registration pricing is not available with the Installment Plan option.)
 - 1. 3 payments:
 - a. \$4,000 due upon registration and holds the team place.
 - b. \$4,000 (\$2,000 per teammate) due on May 1st.
 - c. \$4,000 (\$2,000 per teammate) due on September 1st
 - 2. Teams that sign up after April 1st and want to use an Installment Plan, 3 equal payments will be agreed upon with the final payment due on September 1st.

- C. Cancellation:
 1. From December 15th – April 1st: 10% of registration fee will be retained.
 2. From April 2nd – July 30th: 25% of registration fee will be retained.
 3. From August 1st – August 31st – 50% of registration fee will be retained.
 4. Starting September 1st, no reimbursement.
 5. Cancellations must be submitted in writing. An email is valid, but your cancellation is not considered final until a rally staff person confirms receipt of the email. If you do not receive a notice, please contact the rally office immediately.
- 1.7 **Course** – The Rebelle Rally course is kept completely confidential from both the competitors and the public prior to the event.
 - A. Teams will be given the course information prior to the start of each stage or during a stage as per the Competition Regulations.
 - B. It is strictly forbidden for a competitor to share course information with any individuals other than fellow competitors.
- 1.8 **Restrictions** – Teams are not permitted to have family, friends or guests follow or meet them on the course or at any time during the competition.
 - A. Teams are not permitted to bring or allow guests into the Base Camp area.
 - B. The only exception to this rule is pre-arranged media. All onsite media must be coordinated through the Rally Press Director.
 - C. Teams are not allowed outside assistance. Use of outside assistance will result in penalty points, placement into a non-ranked category, or disqualification, depending upon the infraction.

SECTION 2 **COMPETITION REGULATIONS**

- 2.1 **Required Equipment** – In order for teams to compete in the Rebelle Rally, the following equipment is required:
 - A. Registered, plated vehicle
 - B. Full size spare tire and wheel
 - C. Compass
 - D. Plotter
 - E. First aid kit
 - F. Helmet
 - G. Fire extinguisher
 - H. 5 gallon water can
 - I. Whip/Flag for dunes
 - J. Proof of insurance
 - K. *See Section 3 – 3.2 for full equipment details
- 2.2 **Apparel** – Each competitor will be issued an Official Rally # Bib.
 - A. Competitors will receive their Official Bib at Technical Inspection.
 - B. All official logos and markings must remain intact as presented on issue. (Competitors may add personal sponsor logos after being presented with their Bib.)

- C. Official Bibs must be worn at all times during the rally unless otherwise informed by officials.
- D. Competitors must wear closed toe shoes during all active stages of the rally.

2.3 Technical Inspection and Proceedings – Technical Inspection consists of a series of stations each team is required to complete and receive official approval prior to starting the competition.

- A. Both the Driver and the Navigator must attend the mandatory opening meeting prior to Technical Inspection.
- B. Both the Driver and the Navigator must be present at Technical Inspection.
- C. No friends, family, or guests are allowed to go through Technical Inspection with the team.
- D. No team will be allowed to start Stage 1 unless they have cleared all portions of the Technical Proceedings.
- E. Teams must present all required and prohibited items at Technical Inspection for review.
- F. If a team's vehicle fits into a Special Designation category, the team must register their vehicle into this category at Technical Inspection and receive the appropriate decals for this Special Designation.

2.4 Prohibited Items – Use of the prohibited items is cause for immediate disqualification from the event proceedings.

- A. All prohibited items as listed below must be submitted within a padded or pelican type case marked clearly with the team number and name prior to the start. Competitors will provide their own case.
- B. All prohibited items will be recorded at Technical Inspection and sealed by Rally Officials prior to the start of competition upon arrival at the first Base Camp.
- C. Each day, you will show the finish line staff your sealed prohibited items. Staff will inspect your items to ensure that it has not been tampered with or opened.
- D. Only in the event of an absolute emergency can you open the sealed box. If deemed used for any reason other than a rally related emergency and a last option for communication, you will be disqualified from the Rebelle Rally.
- E. You will be permitted use of these items upon crossing the finish line of the final stage.
- F. Items that are considered Prohibited:
 - 1. Binoculars
 - 2. Zoom lenses greater than 200mm or 12x zoom lens capabilities
 - 3. Personal maps with a scale less than 1:500000
 - 4. Any Internet enabled device (including iPhones, iPods, etc.)
 - 5. Any two-way radios
 - 6. Any Global Positioning System (GPS) enabled device
 - 7. Any rally computer that has a TSD mode that corrects or provides information for course corrections, deviations, calculation corrections including:

Alfa Elite, Timewise, Rally GDP, TSD Rally Runner, RallyCore XSI, etc.

2.5 Official Notice Board – All official communications shall be posted on the Official Notice Board.

- A. It is the responsibility of the competitors to be aware of all information posted on the notice board.
- B. It shall be deemed that all competitors have received any information that is posted on the notice board.
- C. All communications posted shall be stamped with their time and date of posting.

- D. When feasible, competitors shall be given a copy of Official Notices.
- 2.6 Roadbooks & CP Guides** – A roadbook and/or CP Guide will be issued to each team prior to the start of each stage of the competition.
 - A. The roadbook and CP Guide will contain information which will help to guide the team along the competition course.
 - B. The roadbook & CP Guide may contain information such as: tulip notes, navigational coordinates, headings, distances and/or written instructions.
- 2.7 Start Order Determination** – Competitors will start each day of the competition according to predetermined guidelines. The guidelines may change for each stage of the competition and competitors are hereby advised to check the Official Notice Board for an explanation and posting of the next day's Start Order.
- 2.8 Morning Departure Procedures** – Competitors will be permitted to depart Base Camp and set out for their first checkpoint of the day according to their start order position and at the pre-determined intervals. The format will be posted on the Official Notice Board and may vary on a daily basis.
- 2.9 Stage** – A stage is typically considered to be one day of competition, unless otherwise announced.
 - A. Each stage will have a pre-determined time limit set by the Organizer. This time limit will be announced prior to the start of each stage.
 - B. A stage will typically consist of between 8-18 checkpoints.
 - C. Competitors will depart from Base Camp and proceed to their target checkpoints for the day.
 - D. Upon completion of the final checkpoint, competitors will proceed to Base Camp and remain there for the night.
 - E. During each stage, from the start to the finish, competitors are required to wear safety belts and buckled helmets while in any moving vehicle.
- 2.10 Marathon Stage** – Two days of competition comprise a Marathon Stage. Competitors will self-camp in a designated area during this special stage.
 - A. Competitors will depart from Base Camp and proceed to checkpoints.
 - B. Upon completion of Marathon Stage Day 1 by arriving at the final checkpoint, competitors will remain in a designated location and camp for the night.
 - C. Teams may depart for checkpoints on Marathon Stage Day 2 according to procedures announced at a prior competitor briefing.
 - D. Rally Officials, Fuel and Medical will be on site at the self-camp location.
 - E. Teams may camp together.
 - F. Competitors prepare their own meals from supplied ration packs. Outside food is permitted if competitors wish to bring it.
 - G. There will be no Mechanics Park at the self-camp area. Any mechanical assistance required during the Marathon Stage will be administered and penalized as per **2.17**.
- 2.11 Checkpoints** – Competitors will navigate to a series of predetermined checkpoints in order to follow the competition course.
 - A. Competitors will determine which CP's to collect using their CP guide and the CP Difficulty Rating system.

- B. CP's must be collected in ascending order. If a checkpoint is missed, skipped, or cannot be found, the team must continue forward to a higher numbered checkpoint. Competitors cannot go back or collect checkpoints out of ascending order.
- C. Collection of a CP will be determined by use of the tracking units as described and demonstrated during the Technical Proceedings.
- D. If a team does not collect a checkpoint by its designated closing time, they must forego that checkpoint and proceed to the next available CP, Base Camp, or self-camp location.
- E. There are 2 types of checkpoint challenges included in this rally:
 1. Navigation Section Challenge – For this type of challenge competitors will navigate to predetermined points using map, compass and drafting tools.
 2. Rebelle Enduro Challenge – For this type of challenge, competitors will use a rally supplied roadbook to navigate between the pre-determined points.

Note: The Rebelle Enduro Challenge Regulations will be available in a separate bulletin prior to the Rally, and will outline the specifics of this type of challenge in detail.

2.12 CP Groups – Depending upon the size of the field, teams may be assigned to a Checkpoint Group for the start of each stage. Each checkpoint group will have a set of required checkpoints, its own roadbook and will have a group name. Competitors may not be notified prior to the start of the stage which group they are in; they must go by the CP guide which they are given.

2.13 CP Difficulty Rating – The checkpoint rating system is designed to allow both the novice and the experienced rally competitor to determine which CP's to collect based on their skill level, vehicle capability, time, and personal factors. This is a method for understanding the navigation and/or driving difficulty to collect a checkpoint as well as the ease of visibility.



Green - Mandatory. Competitors must collect the Green CP's. If a Green CP is missed or not collected by the CP closing time, the team must continue to Base Camp and may not collect any more CP's during that stage.

Plotting: CP coordinate is pre-plotted on the map.

Visibility: Prominent Rebelle Flag and course worker.

Blue - Optional. Competitors may collect or skip a Blue CP.

Plotting: Competitors must plot the CP on the map, unless pre-plotted by organization.

Visibility: Small blue flag or branded stake.

Black - Optional. Competitors may collect or skip a Black CP.

Plotting: Competitors must plot the CP on the map.

Visibility: No visible marker of any kind - an *invisible* set of geo-fences with predetermined radii and point values will be listed in the CP guide.

2.14 Base Camp – A Base Camp is set up at the end of each stage of the competition.

- A. The Base Camp is the central location of all rally activities between stages. Competitors are required to remain at the Base Camp between stages.
- B. Breakfast and Dinner are provided for all competitors at the Base Camp.
- C. First Aid Services are available.
- D. Toilets and Showers will be available.
- E. Rally Staff is onsite and available at Base Camp.
- F. Standard Mechanic Services are available at all Base Camps.
- G. The layout of each Base Camp may be different but will include the following areas:
 - 1. **Main Tent** - The main tent will house all the main activities of the Base Camp including meetings, eating, and socializing. Tables and chairs will be provided.
 - 2. **Food Truck** - Meals will be either served out of the Food Truck or in the Main Tent. Water and daily rations will also be available.
 - 3. **Media and Staff Area** - Separate tents, yurts, or RV's will be provided for Media and Staff, competitors will enter these tents ONLY when requested and accompanied by Media and/or Staff.
 - 4. **Competitor Sleeping Area** - This is the sole area allowed for the setting up of competitors' tents. As it is specifically designated for sleeping, quiet hours of 9pm to 5am will be strictly enforced. If competitors leave their belongings in this area while they are out on stage it is highly recommended that all tents and belongings be thoroughly staked and otherwise held down in case of high winds. Staff will not be responsible for items left in the Base Camp during stages.
 - 5. **Finish/Start Line** - There will be a specific area from which the competitors will Start and Finish, designated by Rebelle Banners. As the terrain and course of each stage vary, the Start and Finish lines may be moved.
 - 6. **Open Parking Area** - This area will be utilized after competitors cross the Finish line and prior to checking into impound. This area will also be used by staff to line competitors up for the start each morning.
 - 7. **Vehicle Impound** - This is a Closed parking area that Opens at 5am each morning. See **2.15** for detailed information.
 - 8. **Mechanics Park** - The Mechanic's Park will host all mechanical work done to competition vehicles. See **2.16** for detailed information.
 - 9. **Toilets and Showers** - The toilet area will be available during all hours at Base Camp. Showers may have limited hours.
- H. Teams will have a specific procedure to follow upon arrival at Base Camp as listed below:
 - 1. Each team will signal their tracker at the Finish Line (in the same manner that a CP is collected) and write this information on their Scorecard. Additionally, they must check-in with the Finish Line Staff to have equipment checks performed.
 - 2. The teams will then have one (1) hour before they must submit their vehicle to the Impound Deputy(s). Late check in with the Impound Deputy will incur a penalty.
 - 3. After the Finish Line procedures, teams will pull into the Open Parking Area.
 - 4. In the Open Parking Area teams may unload their gear and prepare their vehicle for Impound. Teams may check fluids, check and adjust tire pressures, clean air filters and

generally inspect their vehicle. No changing of fluids may take place in this area due to environmental concerns.

5. Teams will fuel their vehicle prior to submitting their vehicle to Impound.
6. Once all team equipment is unloaded and the vehicle is fueled, teams will submit their vehicle to the Impound Deputy(s) who will write their Impound check-in time on their scorecard.
 - a. If no mechanical work is required, the Impound Deputy will instruct the team where to park in Vehicle Impound.
 - b. If mechanical work is needed, the Impound Deputy will direct the team to the Mechanics Park.
7. Competitors may then set up their tents, get food, shower and generally relax. *However:*
8. Teams must bring their Scorecard to the Scoring Official for review prior to 9 pm. See **2.19** for more details.

2.15 Vehicle Impound – The Impound area is specifically designed to keep the vehicles safe while they are at Base Camp.

- A. There will be an onsite Impound Deputy who will stay with the vehicles overnight and who will be responsible for checking each vehicle in.
- B. As soon as a vehicle is parked in Impound the team must lock the doors, turn their keys into the Impound Deputy(s), and leave the area immediately. Competitors entering the Impound area prior to 5am and other than for the purpose of turning in their vehicle shall be subject to penalty.
- C. Competitors may not touch or otherwise tamper with any other team's vehicle for any reason, mechanical or otherwise, when the vehicle is parked in the Impound area.
- D. Upon entering Impound and checking in with the Impound Deputy, a team may choose to enter the Mechanics Park prior to parking in Impound. Once the vehicle is done in the Mechanics Park it will be parked in Impound, locked, and keys turned in to the Impound Deputy as usual.

2.16 Mechanics Park – Mechanical assistance will be provided by the Rally to competitors with the following stipulations:

- A. Teams may not bring their own mechanics or mechanical support team.
- B. The team is responsible to carry replacement parts and other mechanical items for their vehicle.
- C. The team will fill out a form detailing necessary examination or repair, and meet with the Service Manager to discuss.
- D. Rally mechanics may work on the vehicle for a total of 2 hours maximum without incurring a penalty. Prior to starting work, the team will have the Service Manager determine if the necessary repairs will require more than the two hour limit and will sign off that they understand the penalty for this.
- E. Rally mechanics will not perform what is considered normal routine maintenance, including fluid and air pressure checks, and tire changes. Competitors must perform these items themselves or with the help of other competitors. An area of the Mechanics Park will be designated for self assistance.

- F. Teams may choose to perform additional mechanical work on their own vehicles, or with the help of another competitor within the Mechanics Park.
 - 1. Competitors must notify the Service Manager that they wish to work on their own vehicle and register with the Mechanics Park prior to beginning work.
 - 2. Competitors will have a total of 2 hours, supervised by a Rally Official, to work on their vehicle before they must leave the Mechanics Park. The Rally mechanics will record all start and stop times as well as supervise all work done.
- 2.17 On-Stage Mechanical Assistance** – During competition, if a team encounters a mechanical situation they cannot remedy themselves, On-Stage Mechanical Assistance may be requested.
- A. Teams can contact BCOD via their tracking unit and request a mechanics team.
 - B. The designated mechanical assistance team will find the team's vehicle and provide assistance in as timely a fashion as possible considering demand and course conditions.
 - C. Teams will be penalized for utilizing On-Stage Mechanical Assistance.
- 2.18 Fuel** – Fueling stations will be provided along the competition course and at Base Camp.
- A. Teams may only receive fuel in designated locations.
 - B. Teams must utilize the designated fueling staff to fuel their vehicle at the designated fueling locations.
 - C. Teams may not fuel their own vehicles at the designated fueling locations.
 - D. Teams may *not* carry additional fuel cans (Jerry Cans) either inside or outside of their vehicle.
 - E. Teams may call BCOD via their tracking unit for fuel while they are on-stage. Teams will be on a first call, first served basis.
 - F. Teams will incur a penalty for receiving fuel from rally staff while on-stage, but may continue in a ranked status.
 - G. Teams that fuel at a gas station (not part of the Rally) will receive a penalty but may continue in a ranked status. The only exception to this is if a designated fuel station has been approved and announced in the morning competitor briefing.
 - H. Vehicles are recommended to be able to travel 300 miles on one tank of fuel.
 - I. Teams are permitted to equip their competition vehicle with a larger, aftermarket fuel tank only if said auxiliary tank is mounted in the stock location and utilizes a similar fuel delivery system (e.g. - Electric fuel pump, etc.).
 - 1. Any modification made to the vehicle's fuel system must be made in compliance with all state and federal transportation regulations.
 - 2. There are several companies that make auxiliary fuel systems for many makes and models of vehicles that are compliant with all state and federal laws. The following websites may be useful in purchasing an auxiliary tank, but are not associated with or supported by the Rally:
 - a. www.JustGasTanks.com
 - b. www.thelongranger.com.au
 - c. aerotanks.com
- 2.19 Timing and Scoring** – Each team's official times, locations and scores shall be tracked via multiple satellite tracking devices as outlined in Section **3.3**.

- A. Teams shall record their beacon's readout of time and location on their scorecard at each CP.
- B. Teams will turn in their scorecard at the end of each stage to the Scoring Official who will review their stage's scores.
- C. Teams will sign off on their score for that stage during review with the Scoring Official. If any discrepancies or questions about that stage arise, they must be reviewed and dealt with prior to a team signing off on their score for that stage. Once a stage's scorecard has been signed off by a team, they may NOT contest that score.
- D. Changes MAY be made to a team's score at a later time by the Scoring Official if errors or omissions are found. Teams will be notified if their score is changed for any reason.
- E. If feasible, preliminary scores for all teams shall be posted on the Official Notice Board prior to the start of the next stage.

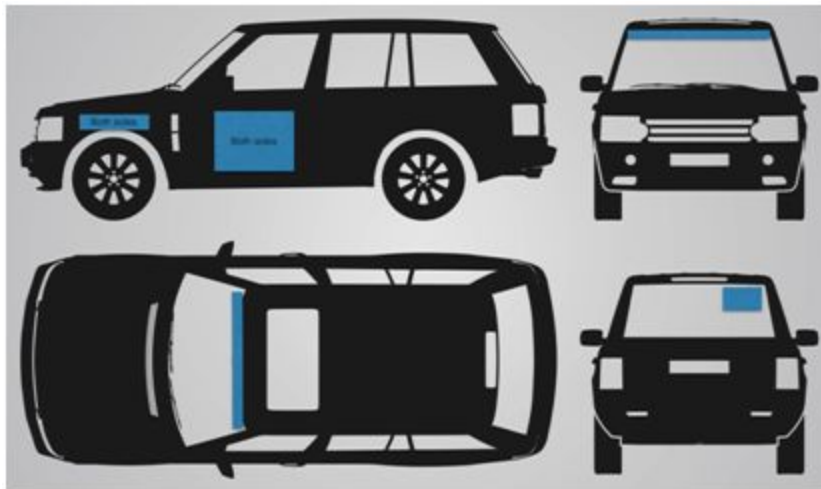
2.20 Team Numbers – All teams are assigned their official number by Rally Officials.

- A. The 100 series numbers are designated for the 4x4 Class
- B. The 200 series numbers are designated for the Crossover Class.
- C. Official team number must be displayed on the vehicle in all designated locations and to designated specification.
- D. Official team number must be prominently displayed on each competitor's helmet. Numbers must be a minimum of 1.5" tall and placed on the left side of the helmet.
- E. Official team number must be prominently displayed on each of the competitor's tents. Numbers must be a minimum of 6" tall and placed near the front entrance of the tents.

2.21 Vehicle Decals – All teams must display designated Rally Decals as specified by the organizer.

- A. Official Rally Decals will be provided at Technical Inspection.
- B. Vehicles can be wrapped or stickered with designs and sponsor decals.
- C. Please review the following areas in blue that are designated for official rally decals/sponsors and numbers. Do not place any sponsor stickers on these locations.
- D. Designated rally decals may not be covered and must be maintained during the Rally.
- E. No other logo may be placed within 6 inches of any rally decal.

Note: door and wheel well stickers are on both driver's and passenger's side.



2.22 Scorecard – Teams will receive a Scorecard for each stage of the Rally.

- A. Each team is responsible for its Scorecard.
 - B. The loss of this Scorecard is subject to penalty.
 - C. Official markings on the Scorecard may not be modified in any way. Any such modification will be subject to penalty or disqualification.
 - D. The Scorecard must be presented to any Rally Official upon request.
 - E. Failure to present the Scorecard at any time during the rally is subject to penalty.
 - F. Each team is entirely responsible for the accuracy of the Scorecard.
 - G. Scorecard procedures:
 1. Teams are responsible for filling out their Scorecards completely and in a timely manner.
 2. Penalties and Finish line checks will be filled out by officials.
 3. When a team signals their tracker to collect a CP they will record on the Scorecard the latitude, longitude and time per the tracker. They will also indicate which CP they are signaling at as well as its color and value.
 4. When arriving at a Base Camp the teams will signal their tracker at the Finish line flag and record this information in the same way that they record a CP.
 5. To Impound their vehicle the teams will have their Scorecard signed and their time recorded by the Impound Deputy.
 6. After Impounding their vehicle the competitors will bring their Scorecard to the Scoring Official in the Main Tent to review and sign off on their score for that stage.
 7. If a team does not submit their Scorecard to the Scoring Official by 9:00 pm at the end of a stage they will forgo their right to a recheck. The Scorecard must then be submitted prior to the competitor briefing at 6 am the following morning.
- 2.23 Points** – The team with the highest score is the winner of the Rebelle Rally.
- A. Teams are awarded points for reaching checkpoints.
 - B. Teams may also be awarded points for completing various challenges.
 - C. Teams may be penalized by the subtraction of points from their score.
- 2.24 Penalties** – Penalty points are subtracted from a team’s overall score.
- A. Penalties shall be determined according to the penalty chart in Section 5.
 - B. The Organization may change penalties during the Rally and will post all changes to the Official Notice Board.
- 2.25 Non-Ranking** – A team will be classified as Non-Ranked in situations where a team was unable to complete the required tasks to continue competitively, but is still permitted to complete the rally. This team will not be considered in the competition ranking. Examples of situations that would warrant a Non-Ranked position include:
- A. Requiring on course Search Assistance
 - B. Hosting a member of the media in the competition vehicle, unless after reaching a day’s final Checkpoint, or pre-approved by the Competition Director.
 - C. Other situations may be considered to qualify for Non-Ranked status. These will be decided on a case by case basis by the Rally Officials.
 - D. The Competition Director reserves the right to Non-Rank any competitor at her sole determination.
- 2.26 Disqualification** – If a team is disqualified they will have official rally markings removed from their vehicle, will be removed from Base Camp and will not be permitted to complete the rally.

- A. The following are cause for immediate disqualification from the rally:
 - Cheating
 - Stealing
 - Lying
 - Fighting
 - Unsportsmanlike conduct towards Rally Officials or representatives.
 - Outside assistance as deemed by the rally officials as blatant cheating
 - Substance Abuse
 - B. The Competition Director reserves the right to disqualify any competitor at her sole determination.
- 2.27 Prizes and Awards** – The top three teams in each class will be awarded a prize as follows:
- A. 1st Place: The prize for winning a specific class is entry into the following Rebelle Rally, bragging rights, and a custom trophy and other non-cash prizes. 4x4 Class and Crossover Class winners will receive a credit in the amount of \$5000 for each competitor toward the following year’s entry fee. (This cannot be converted to a cash prize if the competitor chooses not to compete the following year).
 - B. 2nd Place: Custom trophy and non-cash prizes.
 - C. 3rd Place: Custom trophy and non-cash prizes.
 - D. Several extra prizes and awards will be issued to competitors at the discretion of the Organizer. The details of these prizes and awards are outlined as follows:
 - 1. Team Spirit Award: This special award is selected by the competitors and given to the team that displays the best attitude, helps others, and defines the Rebelle spirit. This team will have \$5,000 donated to the charity of their choosing. This will be announced at the final gala dinner.
 - 2. Special Designation “Bone Stock” Award: This is the team that gets the highest score in a completely stock vehicle.
 - 3. Special Designation “4030” Award: This is the team that gets the highest score in a vehicle that is over 40 years old.
- 2.28 Posting of Scores** - Scores are not considered final until after the completion of the final stage.
- A. Official Scores Posting Time will be two hours prior to the start of the next stage, but scores may appear on the Official Notice Board earlier.
 - B. Competitors will have 30 minutes to file a scoring Inquiry from the Official Scores Posting Time. But an inquiry can be filed earlier if results have appeared prior to the Official Scores Posting Time.
- 2.29 Inquiries and Protests** – Overview: A competitor may make an Official Inquiry regarding scores and penalties if done so within the specified time limits. These Inquires will be reviewed by the Competition Director and delegated to the Head of the involved department for suggested action. If the results of the Inquiry are not acceptable to the competitors involved in the Inquiry, any involved team may file an Official Protest which will be reviewed by the Competition Review Board.
- A. In order to file an Inquiry, competitors must submit a written Official Inquiry to the Scoring Official or Rally Master.

1. Inquiries regarding the conduct of a team on a stage must be submitted within one hour of the inquiring team's arrival at Base Camp.
 2. Inquires regarding the score of another team shall be submitted no later than 30 minutes after the Official Scores Posting Time.
 3. Inquiries regarding the score of an inquiring team shall be deemed informal and shall be dealt with during the team's Scorecard review with the Scoring Official. If the Scoring Official deems it necessary, the team may be asked to file a written Official Inquiry and will be notified by the Scoring Official of the time limit for filing that Inquiry.
 4. An Official Inquiry Response will be posted for a written Official Inquiry no later than the following day's stage completion time for the inquiring team.
- B.** A Protest will be accepted for review if and only if the competitor files the proper Protest Form within the designated timeframe for filing.
1. Protests must be filed within 2 hours of arrival at Base Camp after completing the stage during which the Official Inquiry Response was posted.
 2. A Protest will be reviewed first by the Rally Master and then submitted for review by the CRB (see **2.31**) who will rule and make a suggestion of action.
 3. The Competition Director, while not voting on the CRB, will oversee all CRB proceedings and will maintain final authority regarding the decision made.
 4. Official rulings may only come from designated Rally Officials. These officials will be announced at the opening competitor briefing.
- 2.30 Affidavit and Deposit** – Each team must sign an affidavit before the competition and provide a deposit check of \$2,000 as a guarantee of penalty payment.
- A.** In the event a team is disqualified for any reason the deposit check will be cashed and retained by the Organizer as a financial penalty.
 - B.** If no penalty is assessed to the team, the deposit check will NOT be cashed and will be returned at the completion of the rally.
- 2.31 Competition Review Board (CRB)** – A board will be chosen to oversee and rule on formal protests that have been filed.
- A.** The board will be chosen by the Competition Director.
 - B.** The board will always consist of an odd number of people.
 - C.** The Rally Master will be the liaison between competitors and Rally Officials.
 - D.** The members of the CRB will accept testimony, review relevant footage, and seek additional information from Rally Officials as needed.
 - E.** All hearing proceedings will be completely transparent and all testimony and questioning will be conducted with all parties present.
 - F.** Following presentation of the Protest, collection of evidence and review of testimony, the CRB will deliberate privately.
 - G.** A majority decision must be reached for the Protest to prevail. If this is not possible, the Protest fails.
 - H.** Member's votes will remain anonymous and members will not discuss deliberations or individual decisions with anyone. The decision will be provided to the involved teams at the latest 2 hours prior to the start of the next stage.

- I. The Competition Director will oversee all CRB proceedings and will maintain final authority regarding the decision made.
- J. Any media, video, recordings, or witnesses may be used. If video or witnesses are unavailable in a timely manner, the board must still make a decision based on what was presented. Hearings will not be continued.

2.32 Notifications

- A. Whenever possible, Official communications (e.g. Official Bulletins, Official Posting of Results, Rankings, etc.) will be posted on the Official Notice Board. Competitors will be responsible for being aware of all information on the Official Notice Board.
- B. Other Official notifications may be communicated to the competitors through Rally Officials both at Base Camp and during the stages as necessary.

SECTION 3 SAFETY REGULATIONS – All competitors must abide by these outlined rally safety standards.

3.1 Medical Assistance – Medical assistance is immediately available any time competitors are at Base Camp. However, in the event a competitor encounters a medical emergency or needs any kind of medical assistance while on the course, she is instructed to assess the surroundings, make sure the vehicle is secure and contact the BCOD via the tracking unit.

- A. In the case that the tracking unit(s) is not functioning properly, competitors are instructed to use the supplied satellite phone to contact BCOD.
- B. If a competing vehicle is delayed during a stage because it has stopped for medical or humanitarian reasons (e.g. – assisting another competitor who may be injured), the team must still report to the Base Camp at the end of the stage.
- C. Any competitor witnessing an accident or medical situation has the first and foremost responsibility to alert the BCOD as quickly as possible.
- D. Any team who fails to stop for an injured or in distress competitor may be subject to penalty or disqualification.
- E. Any team may request medical assistance at any time, but any request designated as an emergency that is not an urgent necessity, may be subject to penalty.
- F. In the event that medical intervention is necessary during the course of the competition, the Rally medical personnel and Safety Director may make a decision as to whether or not a competitor may continue.

3.2 Required Safety Equipment – All competitors must carry at minimum this standard equipment designated by the organizer.

- A. All competitors must wear a properly fastened helmet whenever the vehicle is in motion or as outlined by the Competition Director. All helmets must fit properly and be certified to a minimum of the Snell Memorial Foundation SA 2010 rating or newer with a legible Snell sticker attached.
- B. All competitors must wear a standard three point safety belt or better whenever the vehicle is in motion during the competition.
- C. All rally vehicles must be equipped with the following items at all times:
 - 1. A functioning horn that is audible from a distance of at least 100 ft.

2. Fire extinguisher (5lb minimum ABC)
3. First aid kit that is easily accessible and that contains at minimum the following:
 - 2 – 4" Bandage Compress
 - 2 – 2" Bandage Compress
 - 1 – Triangular Bandage
 - 8 – 2" x 3" Adhesive Bandages
 - 4 – 1" x 3.375" Adhesive Bandages
 - 4 – Antiseptic Wipes (Merthiolate, etc.)
 - 2 Pairs of Latex Gloves
 - 2 Emergency Blankets

The following items are recommended in addition to the required items:

 - 1 – Eye Dressing Packet
 - 1 – Ace Bandage
 - 1 – Wire Splint (Compact)
 - 1 – CPR Face Mask
4. Two large glow sticks or two red reflective devices (reflective and glow devices must be at least 12" high by 12" long and be free standing – similar to truckers breakdown triangles).
5. Flares are NOT permitted.
6. All vehicles must carry at least one day of survival supplies and 5 gallons of water.
7. All vehicles must carry 1 full sized, fully inflated spare tire mounted on a wheel.
8. All rally vehicles must be equipped with a satellite tracking unit (this will be provided onsite).
9. All vehicles must carry a spill kit to be used to catch or collect fluids and keep them from direct contact with the ground.

3.3 Tracking – All competitors will be tracked via a minimum of 2 satellite tracking devices.

- A. These devices will be installed by Rally Officials at Technical inspection.
- B. Competitors are responsible for ensuring that the tracking units are powered on during rally stages.
- C. Rally officials will instruct competitors on the basic operations of their tracking units prior to the start of the first stage.
- D. Competitors must check that their tracking units are on at each checkpoint.
 1. If the device is off or not working, the team must report to the CP worker and not depart the CP until given direction by BCOD.
 2. If the CP is unmanned and the tracking unit is not functioning, the team must call via satellite phone or another competitor's tracking unit or after unsuccessful attempts to contact BCOD, proceed to CP's as needed until reaching a Rally Official.
- E. Tracking units will be used to track all competitors' speed, times and location during the competition.
- F. Tracking units may be used as a communication device between competitors and the BCOD.
- G. In the event an emergency occurs on course, the tracking units can be used to send for help and facilitate in rally officials finding competitors.

- H. Any tracking unit deemed intentionally tampered with or disconnected will result in disqualification.
- 3.4 Search Assistance** – This service is set up by the Rally to look for a team and bring it back to a known point (Base Camp, Green CP, road, etc.). This service intervenes only when expressly requested by a team or by the Competition Director.
- A. The team’s supplied tracking unit will be used to track their location.
 - B. In the event the tracking unit is not functioning, the team’s secondary beacon will be utilized.
 - C. If a team requests Search Assistance during the course of competition, they will be classified as Non-Ranked upon their return to the Base Camp.
 - D. If a team has not returned to the specified Base Camp at the end of a stage, the team will be contacted by the BCOD to determine if Search Assistance is necessary. If Search Assistance is used to return the competitor to Base Camp, this will result in a Non-Ranked status for that stage of the competition.
 - E. The Competition Director can initiate Search Assistance for a team that has not requested it if she deems it necessary for the team’s safety. In this situation BCOD will attempt to contact the team to check their status. If the team cannot be reached, Search Assistance will automatically be requested for them. This Assistance does not lead to the team being classified as Non-Ranked, but it may lead to penalties.

SECTION 4 General Vehicle Regulations

- 4.1 General Vehicle Rules** – Any vehicle utilized for competition in the Rebelle Rally must be street legal in all 50 states.
- A. No full tube chassis vehicles (buggies/race) trucks are permitted.
 - B. Vehicles must be in public production within 60 days prior to the time of the rally.
 - C. All participants must carry private vehicle insurance.
 - D. All participants are required to maintain personal automobile insurance coverage in amounts of at least \$500,000 per person/\$500,000 each accident and \$250,000 property damage liability.
 - E. At any time during the competition, additional inspections may be carried out to ensure the vehicle complies with all stated Rally Regulations. In the event any non-conformity is found for any reason, the team must correct the problem immediately. A penalty may be assessed at the discretion of the Competition Director.
- 4.2 Tires** – Any tire utilized for competition must be DOT approved. These are defined as tires that are intended for highway use.
- A. Tires may be no larger than 35” x 12.5”.
 - B. Tires must be available to the general public through standard dealers or normal Internet retail stores. All tires must be listed in dealer communication as available prior to use and must be listed on the company website in the same size and model of tires. Internet only or one store only tires are NOT acceptable. Tires must be able to be purchased by the general public and/or Rally Officials before being allowed to be used in the rally.

- C. Teams must carry at minimum 1 full size, fully functional, spare tire mounted on a wheel with them upon the start of each stage. Carrying 2 tires is recommended.
- 4.3 Suspension** – The following regulations apply to Rally vehicle suspensions.
- A. Aftermarket suspension systems are permitted.
 - B. Stock pivot locations must be maintained.
 - C. Tire width may not be longer than 3.5” per side from factory tire width, from outside of tire to outside of tire.
 - D. Vehicles in question must be submitted for review no later than September 1, 2017.
- 4.4 Classes** - The Rebelle Rally has two separate Classes of vehicles.
- A. **4x4 Class** – A 4x4 is defined as having a two-speed transfer case (low range).
Examples: Jeep Wrangler/Rubicon, pickup trucks with SUVs including Toyota Tacoma 4x4, Chevy Colorado, Land Rover / Range Rover
 - B. **Crossover Class** – A Crossover is defined as having a unibody construction and two-wheel or all-wheel drive (no low range).
Examples: Subaru Forester/Outback, Mitsubishi Outlander, Toyota RAV4
- 4.5 Special Designations** - The 2017 Rebelle Rally has the following special vehicle designations that apply regardless of class and that are intended to honor the varied capabilities of entered vehicles and participants. Registration in these classes must be done at Technical Inspection. Please direct any questions about the eligibility of your vehicle to the Rally Organizers *prior* to the Rally.
- A. **Bone Stock** - This designation is reserved for vehicles that have no modifications whatsoever and can be considered to be 100% stock. All parts must be OEM (Original Equipment Manufacturer) with the exception of wheels and tires.
 - B. **4030** - This designation is for vehicles that are 40 or more years old. Vehicles listed on their state registration as being a 1977 or earlier qualify for this designation.

SECTION 5 Scoring & Penalties

- 5.1 General Scoring** – Highest score wins. Navigation Checkpoint Challenges and Rebelle Enduro Challenges result in points.
- A. Each Navigation CP Challenge has a predetermined point value that varies based on difficulty, strategy and course layout.
 1. Points are accrued towards a team’s Score by checking in at locations throughout each day. These locations are each known as a “Checkpoint” (abbreviated as CP’s or CP) and carry a denoted difficulty rating as outlined in Section **2.13**.
 2. CP’s must be accrued in ascending order, i.e. you may not go back to a lower numbered CP once you have checked in at any higher numbered CP.
 3. Green CP’s are mandatory. Blue and Black CP’s are optional. All CP’s have a time limit from each competitor’s start time per the CP Guide and a CP may not be collected after its closing time.
 4. The Base Camp at the end of each stage has a point value and competitors must check in on time to receive these points.

- 5. Point values are not a specific indicator of the difficulty of each CP. However, total points available for each day vary based on the difficulty of that day with higher total points available indicating a more difficult day.
 - B. A Rebelle Enduro Challenge is a section where a team travels a route as specified by a roadbook and is awarded points based on specific challenges during that section. The Rebelle Enduro Challenge Regulations will be available in a separate bulletin prior to the Rally, and will outline the specifics of this type of challenge in detail.
- 5.2 Penalties** – Penalties detract from a team’s overall score and will be listed in a table. Updates and additions to penalties may be added via Official Bulletins or updated Rally Regulation versions.
- 5.3 Penalty Table** - A penalty table will be provided prior to the start of competition. It will list all possible infractions and the points deduction or other penalty associated with each infraction.