



2019 REBELLE RALLY RULES

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Rebelle Rally Enterprises, LLC

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NOTE: Interpretation, application and regulation of the following rules may be undertaken by Rebelle Rally officials only and shall be final and binding. To achieve final competition results in a timely manner for the benefit of competitors, officials and the general public, all persons involved in any event using the following rules agree to the following:

-They are familiar with the most current Rebelle Rally Rules and agree to abide by them to the fullest extent permitted by law.

-Any and all determinations made by Rebelle Rally officials are non-litigable.

-They will not initiate or maintain litigation of any kind against Rebelle Rally Enterprises LLC, or anyone acting on behalf of the Rebelle Rally to change any official determinations, or to seek to recover damages or other relief allegedly incurred as a result of such determination.

-If a participant, member, competitor or official initiates or maintains litigation in violation of this provision, that participant, member, competitor or official agrees to reimburse Rebelle Rally Enterprises LLC for all costs of such litigation, including travel expenses and attorneys' fees.

Table of Contents

SECTION 1	GENERAL REBELLE RALLY RULES
1.1	Preface
1.2	Event Overview
1.3	Responsibility
1.4	Terminology
SECTION 2	REGISTRATION AND PARTICIPANT ENTRY REQUIREMENTS
2.1	Required Individual Preparation
2.2	Team Guidelines
2.3	Registration
2.4	Payment and Cancellation
SECTION 3	COMPETITION REGULATIONS
3.1	Technical Inspections
3.1.1.	Required Items
3.1.2.	Prohibited Items
3.1.3.	Apparel
3.1.4.	Affidavit and Deposit
3.1.5.	Vehicle Decals
3.1.6.	Team Numbers
3.2	Participant Restrictions
3.2.1.	Reconnaissance
3.2.2.	Friends, Family or Other Support
3.2.3.	Course Information
3.2.4.	Competition Assistance
3.3	Event Procedures
3.3.1.	Communications
3.3.2.	Base Camp
3.3.3.	Stages
3.3.4.	Fueling
3.3.5	On-Stage Mechanical Assistance
SECTION 4	TRACKING AND SCORING
4.1	Points
4.2	Tracking
4.3	Posting of Scores
4.4	Changes to Scores
4.5	Tie-Breaker
4.6	Prizes and Awards
4.7	Non-Ranking
4.8	Disqualification
4.9	Withdrawal
SECTION 5	SAFETY REGULATIONS
5.1	Medical Assistance
5.2	Required Safety Equipment
5.3	Tracking
5.4	Satellite Phone

5.5 Search Assistance

SECTION 6

VEHICLE REGULATIONS

6.1 General Vehicle Rules

6.2 Tires

6.3 Suspension

6.4 Classes

6.5 Special Designations

SECTION 7

PRIZES AND AWARDS

1. GENERAL REBELLE RALLY RULES

- 1.1. 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.
- 1.2. Event Overview** - A Rebelle Rally is a multi-day driving and navigation event in which two-person teams use maps, compasses, and roadbooks to complete stages in which the teams will travel to checkpoints in a stock manufacturer four-wheel drive or all-wheel drive vehicle. Points are accrued at checkpoints or by following a roadbook accurately depending on the stage. The team to accrue the most points during all stages combined, minus any penalties, shall be declared the winner. Between stages, teams return to an official Base Camp to receive scores, supplies, food and camp. The course is kept confidential and is not published until the night before each stage. Teams are not allowed to have any GPS or internet enabled device nor any radio, cell or similar communication devices other than the ones provided for safety by the Rally organization. It is not a spectator event; friends, family, or personal mechanics do not accompany the teams.
- 1.3. Responsibility** - Off-highway driving can be an inherently dangerous activity which should only be undertaken by competent, experienced, knowledgeable, and fully present and aware 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.
- 1.3.1. Safety** - 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.
- 1.3.2. Duties** - Participants are solely responsible for their own safety when performing duties as a competitor and should carry out these duties in a way that ensures minimum amount of risk or injury to themselves and others.
- 1.3.3. Ignorance** - Participants are responsible for knowing the rules and regulations of the rally. Ignorance will not be considered an excuse for rule breaking.
- 1.3.4. Laws** - Participants are responsible for knowing and obeying the laws of the land. All posted street and private property signage must be obeyed. Failure to observe any local, state, or federal regulations, whether republished specifically by the rally or not, may result in a penalty or disqualification to the team depending on the infraction.

1.3.5. Drug Use - Participants shall be fully responsible for knowing and abiding by all local, state and federal laws regarding drug and substance use. During a rally stage no competitor may be under the influence of ANY substances or drugs whether over-the-counter, prescribed or other, unless specifically prescribed by a physician. Competitors must supply the organization with a doctor's note regarding any prescribed medications and a list of all over-the-counter medications that they will have with them in the vehicle. In the case of over-the-counter medications, the competitors shall supply the organization with the appropriate documentation regarding the use of the medication while operating a motor vehicle, this can usually be found on or in the box that comes with the medication. The Rebelle Rally reserves the right to require drug and/or alcohol testing of any event participant at any time during the event.

1.4. Terminology - The terminology used in the Rebelle Rally is specific to the event. The list below may not be comprehensive, but is provided to establish clear communication during the event.

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

Stage – A stage is a set 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 "REC" – A part of the competition during which a competitor's score is based on how closely a team can follow specific instructions given in a rally supplied roadbook. For additional REC terminology see separate REC Regulations.

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

Checkpoint (CP) – It is the competitor's objective to navigate to these predetermined destinations in order to accrue points and follow the rally course. These points will be marked and scored 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 or Participant - Each individual person that is participating in the event.

Team - Two competitors and one vehicle who enter the event together.

Base Camp Official Dispatch (BCOD) - This is the official contact for all communication between competitors and Rally Officials while out on the course. BCOD can be reached using the competitor's satellite phone.

Vehicle Impound - A specific area that is designated for overnight storage of competition vehicles. For safety and security teams may not access their vehicle once impounded until a specified time the following day.

Open Parking - A free parking area that is available for the parking of competition vehicles while the team unloads their gear for the night prior to entering Vehicle Impound. Simple vehicle checks and maintenance may be performed here such as checking of fluids and tire pressures, cleaning of vehicle interior and maintenance of air filters.

Mechanics Park - The area where all mechanical work is to be performed (outside of simple maintenance and vehicle checks). Rally supplied mechanics will be available per the rules.

Roadbook - This is a document containing various pieces of information to facilitate teams navigating to checkpoints. This document contains tulip notes, distances, navigational coordinates, headings, and/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 teams with the maps and notes for the competition.

Outside Assistance - Defined as any assistance whether verbal or physical received by a team other than the participants that comprise that team or another registered and ranked team or a rally official.

Scoring Director - This is an industry representative who is very knowledgeable about the sport. The Scoring Director will oversee and be a competitor liaison for any official inquiry or 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 or Notice - An official update or addendum to the competitor regulations related to competition, rules, scoring, and or penalties.

2. REGISTRATION AND PARTICIPANT ENTRY REQUIREMENTS

2.1. Required Individual Preparation - These items must be completed prior to the competition and a participant's knowledge and competence gained from these may be tested during Technical Inspections.

2.1.1. Driving - A 4x4 driving course approved by the Rebelle Rally or equivalent experience.

2.1.2. Navigation - An introductory navigation course (offered online and free of charge by the Rebelle Rally to pre-registered participants) or equivalent experience.

2.2. Team Guidelines - A team is defined as two participants and one vehicle. Each participant is responsible for their team. This implies that any information given to one participant 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.

2.2.1. Roles - A driver and navigator can change roles at any time during the event.

2.2.2. Licensing - Any person driving the vehicle must have a valid and locally legal driver's license at the time of the event.

2.2.3. Participant Substitution - A third participant (driver or navigator) cannot be substituted during the event, unless participating as a promotional class not contending for the overall ranking.

2.2.4. Vehicle Substitution - A team cannot change vehicles during the event.

2.2.5. Participant Age - Participants must be at least 18 years or older to compete.

2.3. Registration - Both participants in a team must register their information with the Rebelle Rally individually but may pay the registration fee either individually or as a team.

2.3.1. Dates - Opening and closing dates for registration will be listed on the event website. Registration may be limited to a set number of teams and will be on a first-come,

first-served basis. The number of entrants allowed will be listed in advance. Once all places are filled, registration will be allowed for a waiting list.

2.3.2. Registration Fee - The fee for registration will be provided on the event website and will include options for full payment and/or installment plan payments.

2.3.3. Secured Entry - Registration is only secured when the team's basic competitor information has been registered AND the registration fee is paid in full or an installment plan is up to date.

2.3.4. Participant Information - The following must be completed prior to event participation:

2.3.4.1. Basic Competitor Info - due at the time of initial registration

2.3.4.2. Complete Competitor Info - to be finalized prior to or at Technical Inspection

2.3.4.3. Participant Agreement and Waiver - signed upon registration and signed again onsite during Technical Inspection

2.3.4.4. Medical Clearance - Each participant must be declared in writing by a licensed physician to be in the necessary physical condition to compete safely in the event. This letter must be signed by the participant's physician and the original must be presented during Technical Inspection.

2.3.5. Denial - The Rebelle Rally reserves the right to refuse and/or deny any entry application or person for any reason.

2.4. Payment and Cancellation

2.4.1. Registration Fee Payment - Instructions for paying the registration fee will be provided on the event website. The fee may vary based on the date of payment and/or initial registration date.

2.4.2. Equipment Fees - A separate fee may be charged for safety equipment including trackers and satellite phones. This fee will be collected upon distribution of this equipment during Technical Inspection.

2.4.3. Cancellation of Event Registration

2.4.3.1. Written Cancellation - Cancellations must be submitted in writing. An email is valid, but your cancellation is not considered final until an official rally staff person confirms receipt of the email. If you do not receive a notice, please contact the rally office immediately.

2.4.3.2. Registration Fee Retainment - Part or all of the registration fee may be retained by the event upon cancellation depending on the date of cancellation. Registered teams are advised to review these dates prior to cancellation.

3. COMPETITION REGULATIONS

3.1. Technical Inspections - The Technical Inspections consist of a series of stations where each team is required to complete certain tasks and receive official approval prior to starting the competition. Both the Driver and the Navigator must be present at each station and no friends, family, or guests are allowed to go through Technical Inspection with the team. Any items reviewed during these inspections may be re-inspected at any time during the event.

3.1.1. Required Items - In order for teams to compete in the Rebelle Rally, the following is required and must be presented during the inspections.

3.1.1.1. Vehicle - The team vehicle must be presented along with the following paperwork. Copies of all paperwork must be turned into the organization and also kept in the vehicle during the competition.

- 3.1.1.1.1. **Standard Equipment** - These standard vehicle items must be shown to be in working condition.
 - 3.1.1.1.1.1. **Safety Belts** - All competitors must wear a standard three point safety belt or better whenever the vehicle is in motion during the competition.
 - 3.1.1.1.1.2. **Horn** - Each vehicle must have a permanently installed, functioning horn that is audible from a distance of at least 100 ft.
- 3.1.1.1.2. **Registration** - Valid, legal, registration must be presented for the vehicle and the vehicle must have the required tags, plates and matching VIN number to the registration.
- 3.1.1.1.3. **Insurance** - Proof of Insurance must be provided showing 500k/500k/250k property damage liability for any participant that will be driving the vehicle.
- 3.1.1.1.4. **Special Designation** - 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.
- 3.1.1.2. **Equipment** - Various items must be kept in the vehicle during all stages of the event.
 - 3.1.1.2.1. **Spare Tire** - Full sized and fully inflated spare tire mounted on a wheel that is compatible with the vehicle along with all required tools and supplies to change it. Note: It is required that all participants have the knowledge to change the tire and it is highly recommended that all participants have practiced this multiple times in a variety of conditions.
 - 3.1.1.2.2. **Water Can** - A 5 gallon water can, or (2) two 2.5 gallon cans must be full of potable water and securely mounted within the vehicle prior to starting each stage.
 - 3.1.1.2.3. **Whip and Flag** - During any driving in sand dunes each vehicle shall be equipped with a whip, which is any pole, rod or antenna, that is securely mounted on the vehicle and which extends at least eight (8) feet from the surface of the ground when the vehicle is stopped. The whip shall have a solid red or orange colored safety flag with a minimum size of six (6) inches by twelve (12) inches and be attached at the top of the whip. Flags may be of pennant, triangle, square, or rectangular shape.
 - 3.1.1.2.4. **Safety Equipment** - All competitors must carry at minimum this safety equipment designated by the rally:
 - 3.1.1.2.4.1. **Fire Extinguisher** - 5lb minimum, ABC type, easily accessible.
 - 3.1.1.2.4.2. **Night Visible Devices** - 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). Flares are NOT permitted.
 - 3.1.1.2.4.3. **First Aid Kit** - 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

3.1.1.2.4.4. Survival Supplies - One extra day's worth of food, water, prescription medications and other necessary survival supplies must be kept in the vehicle during each stage.

3.1.1.2.4.5. Spill Kit - Kit must contain sufficient materials to be used to catch or collect vehicle fluids and keep them from direct contact with the ground:

- 1) absorbent material for hazardous water or hydrocarbon (oil and gasoline) based fluids (for example, but not limited to, rags, floor dry and/or absorbent mats). There must be enough material to absorb a reasonable amount of the fluids that are present on/in the vehicle.
- 2) a means of picking up/removing contaminated material.
- 3) a suitable sealable container to safely store contaminated material.
- 4) any personal protective equipment needed to deal with hazardous materials (for example, but not limited to, safety glasses or goggles, rubber gloves).

3.1.1.2.4.6. Satellite Tracking Unit - All rally vehicles must be equipped with a satellite tracking unit. This unit will be supplied by the rally and installed during Technical Inspection.

3.1.1.2.5. Helmets - During rally stages 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.

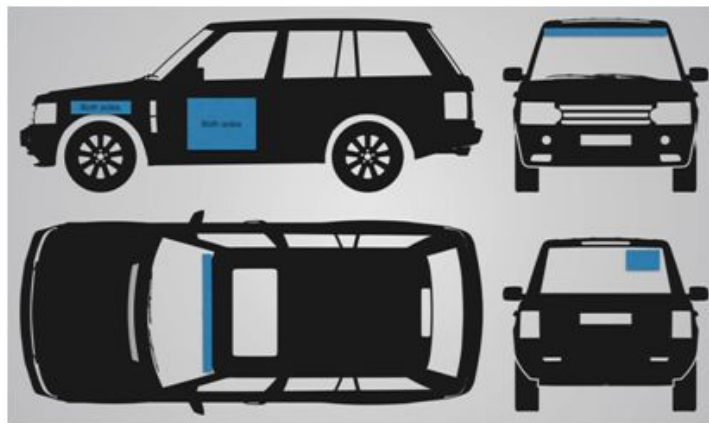
3.1.1.3. Navigation Tools - The following navigation tools are necessary for teams to safely complete the stages and thus must be presented during Technical Inspection. It is recommended that teams carry spares of these items.

3.1.1.3.1. Compass - An instrument containing a magnetized pointer that shows the direction of magnetic north and bearings from it.

3.1.1.3.2. Course Plotter - A navigational tool used to plot a heading or course on a map.

- 3.1.2. Prohibited Items** - Use of the prohibited items during the event is cause for immediate disqualification.
- 3.1.2.1. Dealings with and Recording of Prohibited Items** - All prohibited items as listed below must be submitted at Technical Inspection within a padded or pelican type case marked clearly with the team number and name. Competitors will provide their own case.
- 3.1.2.1.1. Recording Of** - All prohibited items will be recorded at Technical Inspection and sealed by Rally Officials prior to the start of competition (usually upon arrival at the first Base Camp).
- 3.1.2.1.2. Daily Inspections** - Each day, participants will show the finish line staff their sealed prohibited items. Staff will inspect the seals to ensure that they have not been tampered with or opened.
- 3.1.2.1.3. Emergency Use Of** - Only in the event of an absolute emergency may participants open the sealed container. If deemed used for any reason other than an emergency and a last option for communication, the team will be disqualified from the Rebelle Rally.
- 3.1.2.1.4. Post Event** - Teams will be permitted use of these items upon crossing the finish line of the final stage.
- 3.1.2.2. List of Prohibited Items** -
- 3.1.2.2.1.** Binoculars
- 3.1.2.2.2.** Personal Satellite Phone (not provided by the rally)
- 3.1.2.2.3.** Zoom lenses greater than 200mm or 12x zoom lens capabilities
- 3.1.2.2.4.** Personal maps with a scale less than 1:500000
- 3.1.2.2.5.** Any Internet enabled device (including iPhones, iPods, etc.)
- 3.1.2.2.6.** Any two-way radios
- 3.1.2.2.7.** Any Global Positioning System (GPS) enabled device
- 3.1.2.2.8.** Any rally computer that has a TSD mode that corrects or provides information for course corrections, deviations, calculation corrections including (but not limited to): Alfa Elite, Timewise, Rally GDP, TSD Rally Runner, RallyCore XSI, etc.
- 3.1.2.2.9.** Medications or drugs that have not been approved by the rally (see 1.3.5.)
- 3.1.2.3. Manufacturer Installed GPS Sensors** - GPS sensors and other devices not used for navigation that are pre-installed by the manufacturer as original equipment for purchase by the public are not deemed prohibited, but may be covered or disabled at the Technical Director's discretion.
- 3.1.3. Apparel** - Each participant will be issued rally branded apparel.
- 3.1.3.1. Official Bib** - A bib with the team's vehicle number will be issued to each participant at Technical Inspection.
- 3.1.3.1.1.** All official logos and markings must remain intact and visible as presented on issue.
- 3.1.3.1.2.** Competitors may add personal sponsor logos to their bib.
- 3.1.3.1.3.** Official Bibs must be worn at all times during the rally unless otherwise informed by officials.

- 3.1.3.2. **Footwear** - Competitors must wear closed toe shoes during all active stages of the rally.
- 3.1.4. **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.
 - 3.1.4.1. 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.
 - 3.1.4.2. If no financial penalty is assessed to the team, the deposit check will NOT be cashed and will be returned at the completion of the rally.
- 3.1.5. **Vehicle Decals** - All teams must display designated Official Rally Decals as specified by the organizer.
 - 3.1.5.1. Official Rally Decals will be provided at Technical Inspection.
 - 3.1.5.2. Vehicles can be wrapped or stickered with designs and sponsor decals.
 - 3.1.5.3. Designated rally decals may not be covered and must be maintained during the Rally.
 - 3.1.5.4. No other logo may be placed within 6 inches of any rally decal.
 - 3.1.5.5. 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. **Note:** door and wheel well stickers are on both driver's and passenger's side.



- 3.1.6. **Team Numbers** - All teams will be assigned their official number by Rally Officials.
 - 3.1.6.1. The 100 series numbers are designated for the 4x4 Class
 - 3.1.6.2. The 200 series numbers are designated for the Crossover Class
 - 3.1.6.3. **Vehicle** - Official team number must be displayed on the vehicle in all designated locations and to designated specification. These numbers will be provided with the Vehicle Decal package at Technical Inspection.
 - 3.1.6.4. **Helmet** - 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. Teams will supply their own helmet numbers.
 - 3.1.6.5. **Tents** - 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.
- 3.2. **Participant Restrictions**
 - 3.2.1. **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.

- 3.2.2. Family, Friends or Other Support** - Teams are not permitted to have family, friends, guests or any other supporters follow, meet them, or communicate with them in any way on the course or at any time during the competition.
 - 3.2.2.1. Base Camp** - Teams are not permitted to bring or allow guests into the Base Camp area.
 - 3.2.2.2. Media Exception** - An exception to this rule is pre-arranged media. All onsite media must be coordinated through the Rally Press Director and will be closely monitored to ensure that they are not communicating with or supporting the teams in any way.
 - 3.2.2.3. Mechanical Support** - Teams will not bring their own mechanics. Mechanical support will be provided by the Rally.
 - 3.2.2.4. Phone Calls** - At its discretion, the rally may allow competitors to use a rally supplied phone while at Base Camp. The rally may charge the competitors a monetary fee for this service and may monitor the call to ensure that the competitors are complying with all rally rules. No other phone calls to anyone outside of the event may be made during the competition.
- 3.2.3. Course Information** - The Rebelle Rally course is kept completely confidential from both the competitors and the public prior to the event.
 - 3.2.3.1.** Teams will be given the course information prior to the start of each stage or during a stage as necessary.
 - 3.2.3.2.** It is strictly forbidden for a competitor to share course information with any individuals other than fellow competitors.
- 3.2.4. Competition Assistance** - Teams may generally use any tools, skills, knowledge etc. that they have or have brought with them to the rally (other than prohibited items) during competition.
 - 3.2.4.1. Outside Assistance** - Any assistance whether verbal or physical received by a team other than the participants that comprise that team or another registered and ranked team or a rally official is strictly prohibited during the event.
 - 3.2.4.2. Participant Assistance** - Teams may help each other by providing navigation assistance or mechanical assistance without incurring a penalty. However, participants may not use another team's vehicle or trade participants during the event, nor may a team have a participant outside of their team signal their tracker for them.
 - 3.2.4.3. Assistance by a Rally Official** - Officials will only provide general assistance that may be provided to all teams. Specific assistance to a team, whether verbal or physical, if requested by that team will incur a penalty as listed in the penalty table.
- 3.3. Event Procedures** - These general procedures shall apply to all Rebelle Rally events.
 - 3.3.1. Communications** - Whenever possible, Official communications (e.g. Official Bulletins, Official Posting of Results, Rankings, etc.) will be posted on an Official Notice Board.
 - 3.3.1.1. Base Camp Notice Board** - There will be an Official Notice Board posted at every Base Camp during the event.

- 3.3.1.1.1. It is the responsibility of the competitors to be aware of all information posted on the notice board.
- 3.3.1.1.2. It shall be deemed that all competitors have received any information that is posted on the notice board.
- 3.3.1.1.3. All communications posted shall be stamped with their time and date of posting by a rally official.
- 3.3.1.1.4. When feasible, competitors shall be given a copy of Official Notices.
- 3.3.1.2. **Checkpoint Notice Boards** - During a stage it may be necessary for Rally Officials to communicate with the competitors as a whole. This communication may be done at any Green CP.
 - 3.3.1.2.1. Any Green CP may be considered an Official Notice Board and competitors must check at each Green CP to see if there are any official notices.
 - 3.3.1.2.2. It is the responsibility of the competitors to be aware of any and all information posted at a Green CP.
 - 3.3.1.2.3. It shall be deemed that all competitors have received any information that is posted on a Checkpoint Notice Board.
 - 3.3.1.2.4. All communications posted shall be stamped with their time and date of posting by a rally official.
- 3.3.2. **Base Camp** - A Base Camp is set up at the beginning and end of each stage of the competition. The Base Camp is the central location of all rally activities between stages. Competitors are required to remain at the Base Camp between stages.
 - 3.3.2.1. **Meals** - Breakfast and Dinner are provided for all competitors at the Base Camp.
 - 3.3.2.2. **First Aid** - First Aid Services are available.
 - 3.3.2.3. **Utilities** - Toilets and Showers will be available.
 - 3.3.2.4. **Staff** - Rally Staff is onsite and available at Base Camp.
 - 3.3.2.5. **Layout** - The layout of each Base Camp may be different but will include the following:
 - A. **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.
 - B. **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.
 - C. **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.
 - D. **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 10pm 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.
 - E. **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.

- F. Open Parking Area** - This area will be utilized after competitors cross the Finish line and prior to checking into Vehicle Impound. This area will also be used by staff to line competitors up for the start each morning.
 - G. Vehicle Impound** - This is a Closed parking area that Opens at 5am each morning. See **3.3.2.6** for detailed information.
 - H. Mechanics Park** - The Mechanic's Park will host all mechanical work done to competition vehicles. See **3.3.2.7** for detailed information.
 - I. Fueling Area** - The rally shall supply the fuel for the vehicles. See **3.3.4** for detailed information.
 - J. Toilets and Showers** - The toilet area will be available during all hours at Base Camp. Showers may have limited hours and may not be available at all Base Camps.
- 3.3.2.6. Vehicle Impound** – The Impound area is specifically designed to keep the vehicles safe while they are at Base Camp.
- 3.3.2.6.1.** The entry to Impound will be near the Mechanics Park. The Mechanics will monitor the entry of vehicles and keep the vehicles impounded overnight.
 - 3.3.2.6.2.** As soon as a vehicle is parked in Impound the team must lock the doors, check in with the Mechanics to record their Impound time and team number, 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.
 - 3.3.2.6.3.** Competitors may not touch or otherwise tamper with their own vehicle any other team's vehicle for any reason, mechanical or otherwise, when the vehicle is parked in the Impound area.
 - 3.3.2.6.4.** Instead of entering Impound, a team may choose to enter the Mechanics Park prior to parking in Impound. Once the vehicle is done in the Mechanics Park it must be parked in Impound.
- 3.3.2.7. Mechanics Park** – Mechanical assistance will be provided by the Rally to competitors with the following stipulations:
- 3.3.2.7.1.** Teams may not bring their own mechanics or mechanical support team.
 - 3.3.2.7.2.** The team is responsible to carry replacement parts and other mechanical items for their vehicle.
 - 3.3.2.7.3.** The team will fill out a form detailing necessary examination or repair, and meet with the Service Manager to discuss.
 - 3.3.2.7.4.** 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.
 - 3.3.2.7.5.** 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.

- 3.3.2.7.6. Teams may choose to perform additional mechanical work on their own vehicles, or with the help of another competitor within the Mechanics Park.
 - 3.3.2.7.6.1. 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.
 - 3.3.2.7.6.2. The Rally Mechanics must supervise all work done other than routine maintenance.
- 3.3.3. **Stages** - There will be a set number of stages during the event. Each stage will operate in a similar manner, but they may have differing elements and procedures.
 - 3.3.3.1. **Stage Start** - Stages will start at or near a Base Camp or pre-defined location and shall have a specific organized procedure.
 - 3.3.3.1.1. **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 a posting of the next day's Start Order.
 - 3.3.3.1.2. **Start Procedures** - Competitors must depart Base Camp and set out for their first checkpoint of the day according to their start order position and at the predetermined intervals. The format will be posted in an Official Notice and may vary on a daily basis.
 - 3.3.3.2. **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.
 - 3.3.3.2.1. The roadbook and CP Guide will contain information which will help to guide the team along the competition course.
 - 3.3.3.2.2. The roadbook and CP Guide may contain information such as: tulip notes, navigational coordinates, headings, distances and/or written instructions.
 - 3.3.3.3. **Checkpoints** - Competitors will navigate to a series of predetermined checkpoints in order to follow the competition course.
 - 3.3.3.3.1. **CP Collection** - "Collecting" a CP indicates that a team has physically traveled to the location of that checkpoint and has signaled their location using the tracking device provided.
 - 3.3.3.3.1.1. **CP Signal**: to collect a CP, teams shall signal their tracking device at a checkpoint. (See 4.2.2) This signal shall be transmitted in real time to the Rally and the score associated with that CP shall be applied to the team's score for that stage.
 - 3.3.3.3.1.2. **Wide Miss Signal**: If the tracking device is signalled between two collected checkpoints, and outside the geo-fence boundaries of that team's CP's, the team shall be penalized. The penalty shall only be applied once between any pair of collected CP's. *Note: This generally applies to four situations; (1) a signal that is too far from a Black CP, (2) a signal at a CP that does not belong to that team, (3) a signal that is sent in order for a team to use the information provided by the tracking device to figure*

out where they are, and (4) if a tracking unit is misplaced or misused it may send a signal when the team is not at a CP. All of these situations will result in the same penalty.

3.3.3.3.1.3. Multiple CP Signals: If the tracking device is signalled multiple times at a given CP, the lowest score of any of the signals shall be applied to the team's score.

3.3.3.3.2. CP Difficulty Rating - Competitors will determine which CP's to collect using the provided CP Guide and the CP Difficulty Rating system. 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 associated with a particular checkpoint as well as its 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 may be 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 Rebelle 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.

3.3.3.3.3. CP Collection Order - CP's are numbered and 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 collect checkpoints out of ascending order.

3.3.3.3.4. Either/Or Checkpoints - Some CPs may have two options. This will be indicated by a regular CP number and the same number followed by an "X" (ex. CP3 and CP3X). The "X" CP will be harder to acquire and thereby worth more points. Teams may choose either CP, but may not collect points for both. If a team signals at both CP's, only the points for the "X" CP will be applied to the team's score.

3.3.3.3.5. Opening and Closing Times - CPs will have an opening and closing time listed on the CP Guide. The CP may not be collected outside of these times. 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.

3.3.3.3.6. CP Groups – Depending upon the size of the field, teams may be assigned to a Checkpoint Group for the start of each stage. Each 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.

3.3.3.4. Checkpoint Challenges - There are 2 types of checkpoint challenges that may be used:

3.3.3.4.1. Navigation Section Challenge - For this type of challenge competitors will navigate to the Checkpoints using map, compass and drafting tools.

3.3.3.4.2. Rebelle Enduro Challenge - For this type of challenge, competitors will use a rally supplied roadbook to navigate between the Checkpoints.

Note: The Rebelle Enduro Challenge Regulations will be available in an addendum to this Rulebook.

3.3.3.5. Marathon Stage - Two days of competition comprise a Marathon Stage.

3.3.3.5.1. Camp - There will be no Base Camp available during this stage. Competitors will self-camp in a designated area. Upon arriving at the final checkpoint on Day 1, competitors will remain in a designated location and camp for the night. Teams may camp together.

3.3.3.5.2. Services - Fuel and Medical will be on site at the self-camp location. Rally Officials will be available on a limited basis. No Mechanics Park will be available as teams are still determined to be “on stage”. No food will be available, teams will be supplied MREs or equivalent and/or prepare their own meals.

3.3.3.5.3. Day 2 Start - Teams may depart for checkpoints on Marathon Stage Day 2 according to procedures announced in an Official Notice.

3.3.3.6. Stage Finish - Teams will have a specific procedure to follow upon arrival at Base Camp as listed below:

A. 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.

B. The teams will then have one (1) hour before they must submit their vehicle to the Mechanics to either be checked in to Impound or the Mechanics Park. Late check-in will incur a penalty.

C. After the Finish Line procedures, teams will pull into the Open Parking Area.

D. 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.

E. Teams will fuel their vehicle prior to submitting their vehicle to Impound.

F. Once all team equipment is unloaded and the vehicle is fueled, teams will submit their vehicle to the Mechanics who will log their check-in time.

- a. If no mechanical work is required, the Mechanics will instruct the team where to park in Vehicle Impound.
 - b. If mechanical work is needed, the Mechanics will direct the team to the Mechanics Park.
- G. Competitors may then set up their tents, get food, shower and generally relax.
- H. Teams may pick up their day's score sheet in the main tent by 9pm.
- 3.3.4. Fueling** - Fuel will be provided along the competition course and at Base Camp.
 - 3.3.4.1. Rally Provided Fueling Locations** - During the event, teams may only receive fuel at designated locations. Teams must utilize the fueling staff to fuel their vehicle at the designated fueling locations and may not fuel their own vehicles at these locations.
 - 3.3.4.2. Other Fueling Locations** - 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 specific gas station has been approved and announced in an Official Notice to be a designated fueling location. If teams receive any service other than fuel for their vehicle at these locations it will be considered Outside Assistance.
 - 3.3.4.3. Fuel Cans** - Teams may *not* carry additional fuel cans (Jerry Cans) either inside or outside of their vehicle.
 - 3.3.4.4. On-Stage Fueling** - Teams may call BCOD via their tracking unit for fuel while they are on-stage. Teams will be assisted on a first call, first served basis. Teams will incur a penalty for receiving fuel from rally staff while on-stage, but may continue in a ranked status.
 - 3.3.4.5. Fuel Capacity** - Vehicles are recommended to be able to travel 300 miles on one tank of fuel - calculated at regular highway mileage. 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.).
 - 3.3.4.5.1.** Any modification made to the vehicle's fuel system must be made in compliance with all state and federal transportation regulations.
 - 3.3.4.5.2.** 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 rally may recommend some of these companies to help the competitors, but does not endorse or receive support from these companies.
- 3.3.5. On-Stage Mechanical Assistance** - During stages, if a team encounters a mechanical situation they cannot remedy themselves, On-Stage Mechanical Assistance may be requested.
 - 3.3.5.1.** Teams can contact BCOD via their tracking unit and request a mechanics team.
 - 3.3.5.2.** 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.
 - 3.3.5.3.** Teams will be penalized for utilizing On-Stage Mechanical Assistance.

- 4. TRACKING AND SCORING** - The scoring of the rally will be completed in real time with the use of GPS tracking devices and scoring officials. Scores will be accounted for throughout the stages and reviewed at the end of each stage. Live tracking will be available for non-competitors to view throughout the stages. If feasible, stage scores and overall standings will be posted for the competitors prior to the start of each stage.
- 4.1. Points** - The team with the highest points score after the final stage is the winner of the Rebelle Rally.
- 4.1.1. Point Accumulation** - Teams are awarded points during the rally's stages. Points may be gained in two ways:
- 4.1.1.1. Navigation Section Challenge** - Points will be awarded for collection of the CPs. The point value of each CP will be listed on the CP Guide. The point value does not indicate the difficulty of the CP; for example a Green CP may be worth more than a Blue or Black CP.
- 4.1.1.2. Rebelle Enduro Challenge** - Points are awarded for following the roadbook. The amount of points available will be posted prior to each REC.
- 4.1.2. Point Penalties** - Teams may be penalized by the subtraction of points from their score.
- 4.1.2.1.** Penalties shall be administered according to the penalty table.
- 4.1.2.2.** The Organization may change penalties during the event and will post all changes in an Official Notice.
- 4.2. Tracking** - Each team's official times, locations, speeds, and scores shall be tracked via multiple satellite tracking devices as well as by Rally Officials on the course.
- 4.2.1. Device Installation and Instruction** - The tracking devices will be installed by Rally Officials during the Technical Inspections. Rally Officials will instruct competitors on the basic operations of their tracking units prior to the start of the first stage.
- 4.2.2. CP Collection Signalling**
- 4.2.2.1.** To collect a CP, teams shall signal their tracking device per the instructions given during technical inspections. It is imperative that teams know how to signal their tracking device properly. Misuse may result in unintended signalling. It will be assumed that all signals are intentional and the scores and penalties shall be applied as such.
- 4.2.2.2.** Teams may only signal their own tracking device.
- 4.2.3. Responsibilities** - Competitors are responsible for ensuring that the tracking units are powered on during rally stages and must check that their tracking units are on at each checkpoint.
- 4.2.3.1.** If any of the tracking devices is off or not working, the team must report to the CP worker and not depart the CP until given direction by BCOD.
- 4.2.3.2.** 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.
- 4.2.4. Communications** - Tracking units may be used as a communication device between competitors and the BCOD. In the event an emergency occurs on course, the tracking units can be used to send for help and facilitate Rally Officials helping competitors in a timely manner.

- 4.2.5. **Tampering** - Any tracking unit deemed intentionally tampered with or disconnected will result in disqualification.
- 4.3. **Posting of Scores** - Scores are not considered final until after the completion of the final stage and after all inquiries and protests are resolved.
 - 4.3.1. **Official Scores Posting Time** - If feasible, scores will be posted two hours prior to the start of the next stage, but scores may appear on the Official Notice Board earlier.
 - 4.3.2. **Inquiry Time Limit** - Competitors will have 30 minutes to file a scoring Inquiry from the Official Scores Posting Time. An inquiry may be filed earlier if results have appeared prior to the Official Scores Posting Time.
- 4.4. **Changes to Scores** - A competitor may make an Official Inquiry regarding scores and penalties if done so within the specified time limits. These Inquiries 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.
 - 4.4.1. **Inquires** - In order to file an Inquiry, competitors must submit a written Official Inquiry to a Scoring Official or the Competition Director who will sign the Inquiry with the time and date of acceptance.
 - 4.4.1.1. Inquiries not having to do with the scores directly (ie, conduct of a team, issue on stage, other penalties, etc) must be submitted within one hour of the inquiring team's arrival at Base Camp.
 - 4.4.1.2. Inquires regarding the score of another team shall be submitted no later than 30 minutes after the Official Scores Posting Time for the stage in question.
 - 4.4.1.3. Inquiries regarding the score of an inquiring team shall be submitted by 9pm or 30 minutes after the team's score sheet was posted, whichever is later.
 - 4.4.1.4. An Official Inquiry Response will be posted on the Notice Board for a written Official Inquiry no later than the following stage's completion time for the inquiring team.
 - 4.4.2. **Protests** - A Protest of an Official Inquiry Response may be lodged by any team involved in the Inquiry as long as it follows the specified guidelines.
 - 4.4.2.1. **Timeline** - Protests must be filed within 2 hours of arrival at Base Camp after completing the stage during which the Official Inquiry Response was posted. A Protest of an Official Inquiry Response will be accepted for review if and only if the protesting team files the proper Protest Form within the designated timeframe for filing. The Protest decision will be provided to the involved teams at the latest 2 hours prior to the start of the next stage.
 - 4.4.2.2. **Initial Review** - A Protest will be reviewed first by the Competition Director and then submitted for review by the CRB who will rule and make a suggestion of action.
 - 4.4.2.3. **Competition Review Board (CRB)** – A board of three Rally Officials will be chosen by the Competition Director to oversee and rule on formal protests that have been filed.
 - 4.4.2.3.1. The members of the CRB will accept testimony, review relevant footage, and seek additional information from Rally Officials as needed.
 - 4.4.2.3.2. All protest proceedings will be completely transparent and all testimony and questioning will be conducted with all parties present. 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 or delayed.

4.4.2.3.3. Following presentation of the protest, collection of evidence and review of testimony, the CRB will deliberate privately. A majority decision must be reached for the Protest to prevail. If this is not possible, the Protest fails. Members' votes will remain anonymous and members will not discuss deliberations or individual decisions with anyone. The Competition Director will oversee all CRB proceedings and will maintain final authority regarding the decision made.

- 4.5. Tie-Breaker** - If a tie exists between any of the top three competitors of either class after the completion of all stages, the tie will be broken according to the following rules:
- 4.5.1.** The team with the highest total score of all collected Black CPs shall be the higher ranked team.
 - 4.5.2.** If a tie remains, the team with the highest score on the last day of competition shall be the higher ranked team.
 - 4.5.3.** If a tie remains, the team with the highest total Enduro scores shall be the higher ranked team.
- 4.6. Prizes and Awards** - Winning and top scoring teams shall be awarded prizes and trophies.
- 4.6.1. Trophies** - Trophies shall be awarded for the top three teams in each class.
 - 4.6.2. Other Prizes** - Other prizes and awards shall be announced prior to the start of the event.
 - 4.6.3. Special Designations** - Several extra prizes and awards will be issued to competitors at the discretion of the Organizer.
- 4.7. 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:
- 4.7.1.** Requiring on course Search Assistance
 - 4.7.2.** Hosting a member of the media in the competition vehicle, unless after reaching a stage's final Checkpoint, or pre-approved by the Competition Director.
 - 4.7.3.** 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.
 - 4.7.4.** The Competition Director reserves the right to Non-Rank any competitor at her sole determination.
- 4.8. 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.
- 4.8.1.** The following are cause for immediate disqualification from the rally:
 - Cheating
 - Stealing
 - Lying
 - Physical Fighting
 - Unsportsmanlike conduct towards Rally Officials or representatives.
 - Outside Assistance as deemed by the rally officials as blatant cheating

- Substance Abuse

4.8.2. The Competition Director reserves the right to disqualify any competitor at her sole determination.

5. SAFETY REGULATIONS - All participants must abide by these outlined rally safety standards.

- 5.1. Medical Assistance** - Medical assistance is immediately available any time competitors are at Base Camp. 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.
- 5.1.1.** In the case that the tracking unit(s) is not functioning properly, competitors are instructed to use the supplied satellite phone to contact BCOD.
 - 5.1.2.** 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.
 - 5.1.3.** Any competitor witnessing an accident or medical situation has the first and foremost responsibility to alert the BCOD as quickly as possible.
 - 5.1.4.** Any team who fails to stop for an injured or in distress competitor may be subject to penalty or disqualification.
 - 5.1.5.** 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.
 - 5.1.6.** 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 team may continue.
- 5.2. Required Safety Equipment** - The rally requires that competitors have easy access to Safety Equipment within their vehicle while on stage. See **3.1.1.2.4** for a comprehensive list of the required equipment.
- 5.3. Tracking** - All competitors will be tracked via a minimum of two satellite tracking devices. In the event an emergency occurs on course, the tracking units can be used to send for help and facilitate rally officials finding competitors.
- 5.4. Sat Phone** - Teams will also be supplied with a Satellite Phone that may be used to contact BCOD in the event of an emergency.
- 5.5. Search Assistance** - This non- emergency 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.
- 5.5.1.** The team’s supplied tracking unit will be used to track their location.
 - 5.5.2.** In the event the tracking unit is not functioning, the team’s secondary beacon will be utilized.
 - 5.5.3.** 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.
 - 5.5.4.** 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.
 - 5.5.5.** The Competition Director may 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 depending on the situation.

6. VEHICLE REGULATIONS

- 6.1. **General Vehicle Rules** – Any vehicle utilized for competition in the Rebelle Rally must be street legal in all 50 states.
 - 6.1.1. No full tube chassis vehicles (buggies/race) trucks are permitted.
 - 6.1.2. Vehicles must be in public production within 120 days before or after the start of the rally. Proof must be provided to the Technical Director if post rally.
 - 6.1.3. All teams 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.
 - 6.1.4. 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.
- 6.2. **Tires** - Any tire utilized for competition must be DOT approved. These are defined as tires that are intended for highway use.
 - 6.2.1. Tires may be no larger than 35" x 12.5".
 - 6.2.2. 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.
 - 6.2.3. 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 spares is recommended.
- 6.3. **Suspension** - The following regulations apply to Rally vehicle suspensions.
 - 6.3.1. Aftermarket suspension systems are permitted.
 - 6.3.2. Stock pivot locations must be maintained.
 - 6.3.3. After suspension modification, the vehicle's tires may not sit wider than 3.5" per side from factory width, from outside of tire to outside of tire.
 - 6.3.4. Vehicles in question must be submitted for review no later than 6 weeks prior to the start of Technical Inspections.
- 6.4. **Classes** - The Rebelle Rally has two separate Classes of vehicles.
 - 6.4.1. **4x4 Class** - A 4x4 is defined as having a two-speed transfer case (low range).
Examples: Jeep Wrangler/Rubicon, pickup trucks with SUV's including Toyota Tacoma 4x4, Chevy Colorado, Land Rover / Range Rover
 - 6.4.2. **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
- 6.5. **Special Designations** - The Rebelle Rally may have special vehicle designations that apply regardless of class and that are intended to honor the varied capabilities of entered vehicles and

participants. These Designations and their requirements will be announced prior to the event. 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.

7. **Prizes and Awards** – The top teams in each class will be awarded a prize as follows:
 - 7.1. **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).
 - 7.2. **2nd Place:** Custom trophy and non-cash prizes.
 - 7.3. **3rd Place:** Custom trophy and non-cash prizes.
 - 7.4. **Special Designations and Spirit Awards** - Several extra prizes and awards will be issued to competitors at the discretion of the Organizer. The details of these prizes and awards may be posted prior to the event.