



Event Schedule

Friday 8am to 4pm Event Scrutineering

Friday Night – Opening Party

Saturday 8am to 4pm Event Scrutineering

Saturday Evening 8pm – Opening Briefing – all to attend

Sunday 8am Prologue stage starts – refer run sheet and map from office

Excellent spectating at start area

Sunday 7pm Stage 2 starts – refer new run sheet with start times and map from office

Night Navigation – not much for spectating. Support Crews and spectators interested in Pit Lane (Short course so could be minimal teams stopping) convoy departs camp strictly at 6pm.

Monday 8am Stage 3 starts – refer new run sheet with start times and map from office

150km stage – some teams will be out all day. We expect 1st teams home by early afternoon.

Spectating areas –

- Mickey Thompson Trail (Hard 4WD Track) Convoy departs camp 8.00am. Should all be through by late morning. Can then go to Pit Lane area.
- Pit Lane Area – all teams pass through pit line twice. Come and go as you please along Mt Gap Rd approx. 2 klm past the concrete crossing.
- Look Out – (Rough rocky track) Convoy departs camp 9.00am. Middle third of stage.

Monday Night – No stages

Tuesday Stage 4 starts 8.00am refer new run sheet with start times and map from office. Stage 4 is a run to the day's competition area – nothing for spectators in this stage

During the day, there are 3 stages. Teams will cycle through the stages in their groups (run sheet). Stages 5 & 6 have multiple winching sections so it is paramount they run to schedule. Teams are asked to be ready from prompt starts and the sooner they complete their 3 stages the earlier they get to do the run back home and avoid driving into the sun.

Stages 5 & 6 is an exciting day of spectating in the one area. Winching and rock crawling. Spectator Convoy departs 8.00am and heads out the Mt Gap Rd and a right turn 2klm past the concrete cross over. Take drinks and lunches. Support crews take fuel – not a lot of driving but small tanks will run low.

Stage 7 during the day offers no spectating.

Stage 8 is the run back to camp – again no designated spectating although spectators can watch the finish. If time and recourses permit we will try to run a spectator convoy from the finish area out onto the track area. To be announced on Ch30.

Tuesday Night – Stage 9 is 30 Waypoint navigation stage. No designated run sheet or start sequence.

Spectators welcome to come out to start and finish areas. Not much to see.

Wednesday Stage 10 starts 8.00am refer new run sheet with start times and map from office. Stage 10 is a run to the day's competition area – nothing for spectators

During the day, there are 3 stages. Teams will cycle through the stages in what ever sequence they prefer. Teams are asked to be ready from prompt starts and the sooner they complete their 3 stages the earlier they get to do the run back home and avoid driving into the sun.

Stages 11 12 & 13 is an exciting day of spectating in the one area. Winching and rock crawling. Spectator Convoy departs 8.00am and heads out along the fence past the creek crossing. Take drinks and lunches. Support crews take fuel – not a lot of driving but small tanks will run low.

Stage 14 is the run back to camp – again no designated spectating although spectators can watch the finish. If time and recourses permit we will try to run a spectator convoy from the finish area out onto the track area. To be announced on Ch30.

Wednesday Night – No Stages

Thursday Stage 15 starts 8.00am refer new run sheet with start times and map from office. Stage 15 is a run to the day's competition area – nothing for spectators in this stage

During the day, there are 3 stages. Teams will cycle through the stages in their groups (run sheet). Stages 5 & 6 have multiple winching sections so it is paramount they run to schedule. Teams are asked to be ready from prompt starts and the sooner they complete their 3 stages the earlier they get to do the run back home and avoid driving into the sun.

Stages 16 & 17 are an exciting day of spectating in the one area. Winching, rock crawling and side by side racing. Spectator Convoy departs 8.00am and heads out along the fence past the creek crossings. Support crews take fuel – not a lot of driving but small tanks will run low.

Stage 18 during the day is navigational and offers no spectating.

Stage 19 is the run back to camp – again no designated spectating although spectators can watch the finish. If time and recourses permit we will try to run a spectator convoy from the finish area out onto the track area. To be announced on Ch30.

Thursday Night – Stage 20 is a Night Motorkhana stage. Excellent spectating with teams chasing each other. Convoy leaves camp at 7pm

Friday has two stages – All groups to stage 21 then all classes to Stage 22

Convoy departs camp at 8am heading North West past the camp tip. Once completed all teams head to stage 22 together out on the Mt Gap Rd to the concrete crossing.

Friday Night Presentation at 8pm then we party

Toilets/Showers and Medics pack up and go home Saturday



PJ's Off Road

HD Axles & Custom Components

SS1

PJ's Prologue

Marshal Grp **RED**

UHF Channel 25

DNF 3hrs from start time

This is the Prologue stage sponsored by PJ's Off Road.

Starts 1 car at a time with a winch then a navigation. There will be 2 cars on the winch section at a time. The stage has an overall DNF time of 3 Hours but you have to be clear of the wall within 15 minutes of your start or that too would be a DNF for the stage and you can not then go on to the navigation.

All marshals to assist with this stage.

We want to start this stage as early as we can. That way the last people to start get to do the navigation in daylight. Refer to run sheet available at the office with estimated start times. Teams starting later can arrive later or come and watch

Super Tourers will start first in car number sequence (smallest first) as their winch section is only wide enough for 1 car at a time. The Winch trucks and Ultra4s can use that time to check out their own wall options and encourage the super tourers.

Then the Winch Trucks and Ultra4s will be mixed up together and start in team number sequence (lowest first). Their winch area is wide enough for 2 teams at a time. Once the first team is on the wall the next team will start. Then once a team clears the wall a new team will start. It is important we get teams going through quickly so we get all teams out as soon as possible.

The start marshal will make sure you are ready and give you a start time and record that time in their own notes. Teams will start themselves off their Rallysafe clocks on the next minute.

There are 19 waypoints (refer below). Note the entire event is in WGS84. The waypoints can be done in any sequence are not compulsory but the teams who get all of them will be split by times to establish a winner. If you are missing some waypoints, regardless of how fast you get them, teams with more waypoints will score better even if they take longer. Take extra caution while navigating as there is some very tough terrain out there.

The finish waypoint is a Flying Finish. It's just another waypoint and there will be finishing marshals nearby recording what time you finish. Once you finish don't go near the finish again and confuse Rallysafe with a second finish and effectively add to your time – that would be bad.

Refer to table of waypoints over page ...

SS1 PJ's Prologue

PJ's Off Road

HD Axles & Custom Components

START	31.290050	145.078227
2	31.314980	145.049933
3	31.304570	145.069982
4	31.290338	145.072103
5	31.301160	145.059372
6	31.298017	145.071940
7	31.298708	145.063020
8	31.319648	145.064238
9	31.300002	145.077595
10	31.309513	145.056892
11	31.301355	145.075063
12	31.308908	145.059947
13	31.293042	145.067863
14	31.319600	145.058100
15	31.301917	145.070570
16	31.296087	145.064938
17	31.300332	145.069713
18	31.287063	145.071032
19	31.309358	145.054055
20	31.291018	145.074850
FINISH	31.297432	145.078217



SS2

Ultra Vision

Marshal Grp **Blue**

UHF Channel 26

DNF 4hrs from start time

This is a night point to point navigation stage of approx. 50klm in length. All teams will do this stage on the Sunday night. All classes will be mixed in as one big group. If the prologue results are ready in time these will set the start sequence with best prologue result starting first and worst starting last. This in theory will produce the least catch ups and need for overtaking.

First team will depart at 7:00 pm based upon their Rallysafe and each team will depart at 1 minute intervals.

- 1. Start 31.293940 145.098030
- Caution 31.301357 145.107073 (not in Rallysafe)
- Caution 31.300620 145.111868 (not in Rallysafe)
- Caution 31.300668 145.112312 (not in Rallysafe)
- 2. Water Tank 31.300592 145.114795 – No more Caution warnings – proceed with care
- 3. Via 31.315163 145.150450
- 4. Gate 31.316907 145.131868
- 5. Via 31.391874 145.099599
- 6. Via 31.385352 145.066835
- 7. Gate 31.382673 145.057255 Cross main road when safe but do not drive along road. **Marshal to shut gate at end of stage.**
- 8. Via 31.374348 145.060702
- 9. Via 31.373983 145.058338 Drop speed at next waypoint
- 10. Pit Entry 31.374822 145.057322 Notify Marshal if you wish to stop. Your time does not stop. Would pay to communicate via radio with your support team so a runner from your team is ready at the start of Pit area to lead you to your pit area at walking pace. Whether you stop or not stop, **do not exceed 20 kph before the next waypoint.**

Continued on back of page

- 11.Pit Exit 31.375633 145.056047 You can resume normal speed.
- 12.Via 31.325875 145.052133
- 13.Windmill 31.312745 145.030582 Beware of Poly pipe at gate. Marshal to shut gate at end of stage.
- 14.Windmill 31.289832 145.026177
- 15.Gate 31.277632 145.052838 Go through both gates. Marshal to shut all gates at end of stage.

Do not cross or enter creek (live course) until next waypoint

- 16.Enter Creek 31.258822 145.033845 Turn right into creek. Do not exit creek unless obstruction sign displayed as follows and then immediately return to creek. Marshals to pre-drive creek and mark obstructions that can not be avoided. Remove signs after stage.

O = Obstruction

- 17.Caution 31.272703 145.062960 Marshals to open before stage and close after.
- Flying Finish 31.284387 145.080447 Do not stop at or go near finish after crossing. Marshals will usher you to a safe area then once given clearance you can return to camp.



SS3

Dynamic Wheel
Enduro 150

Marshal Grp **AMBER**

UHF Channel 27

DNF 8hrs from start time

Marshal Notes in Green

These are the following spectator points... (Convoy Groups please)

- Wpt 27 Is a high lookout. The track to this is very hard 4WD and will need deflated tyres and front diff lock. It is an early point all teams should have cleared this by 11am. Not for support crews. Convoy departs at creek crossing near camp at 8.00 am
- Yukon Pit Lane Wpt 34 and 46 – this location gets used twice and is for all support crews – also good for spectating. Easy access back along the Mt Gap Rd about 2klm beyond the concrete crossing. Come and go via Mt Gap Rd as you please.
- Wpt 40 (1/2 Way) this is a high up look out location and is a rough long drive to get there but well worth it. All teams should have cleared this point by 1pm. Suits any good 4WD. Convoy departs Camp entrance at 9.00 am.
- Finish is in the big creek near homestead other side of crossing.

Starting at 1 minute intervals. All classes will be mixed up based upon progressive scores, fastest first so as to avoid traffic.

This is a long distance stage cross country, following tracks, creek beds and fence lines of approx. 150 klm. Use caution as the terrain can be extremely steep and there are sudden deep wash outs. We have not issued caution signs or waypoints.

This is a Rallysafe stage – Rallysafe will be saying waypoint achieved. It is important to get the waypoints in the correct sequence.

Treat it like a navigation event. You will be scored based upon how many waypoints are achieved. If you miss a waypoint on your Rallysafe you wont DNF the stage but you will be scored along with all teams with that same number of achieved Rallysafe waypoints. If you cut and run off course to the finish at the end beware of spectators on farm tracks. Your score will reflect that not all points were achieved and will be scored against teams with same level of achievement.

When the notes say to stay in the creek it means stay in the creek and don't get out until your next waypoint. I have driven this course and recorded the Rallysafe routes in creeks and I will be notified when teams are outside the creeks – the definitions of a creek are

obvious when you are there. It's just some people choose to stay out of the rocks and get higher speeds by skirting along the outside of the creek but now with Rallysafe big brother is watching. 50 point penalty for each breach of skirting a creek. If a creek is blocked by a fallen tree or a broken down car it is OK to get out and go around the obstruction – yes we will be notified but when we look at your GPS plotted track we can see you get straight back in and that is OK.

Another safety note – there are farm tracks out there and also tracks will form as more cars take the same route cross country. I have designed the layout so there is no tendency to need to drive back along your course and creating a hazard of oncoming traffic. You can use the farm tracks. Also when going cross country to a waypoint you don't have to straight line it and you can deviate as far off course as you like to go around a patch of heavy scrub or maybe even go around a mountain. If the situation arises that you can back track along something you have already driven please do not follow that course so as to avoid this potential hazard.

1	-31.279843	145.077007	Start	
2	-31.271847	145.066722	Gate	Shut
3	-31.266488	145.073350		
4	-31.242375	145.051820		
5	-31.252667	145.036400		
6	-31.255528	145.039743	Gate	Open
7	-31.258780	145.034013	Enter Creek and stay in it	
8	-31.272732	145.062730	Exit Creek	
9	-31.278866	145.036918		
10	-31.260127	145.033402		
11	-31.271849	145.010526		
12	-31.275812	145.026625		
13	-31.280915	145.035522		
14	-31.287503	145.022830	Gate	Shut
15	-31.287578	144.997000		
16	-31.273510	145.008092		
17	-31.289128	144.981380		
18	-31.289535	145.025348	Gate at windmill	Shut
19	-31.309742	145.028725	Enter Creek and stay in it	
20	-31.297070	145.020977	Exit Creek	
21	-31.326358	145.004515	Enter Creek and stay in it	
22	-31.337617	145.014965	Caution - Stay in Creek	
23	-31.349740	145.020307	Exit Creek	
24	-31.327887	145.025895		
25	-31.316930	145.042104		
26	-31.326143	145.052733		
27	-31.313131	145.070917		Spectator point
28	-31.307343	145.075607		
29	-31.310077	145.074636		
30	-31.315767	145.070342		
31	-31.318578	145.073847	Proceed with Caution	

32	-31.322478	145.090253	Gate	Shut
33	-31.335367	145.095737	Gate	Open
34	-31.339300	145.089460	Start Pit Lane - don't exceed 20kph	Shut
35	-31.339137	145.082857	End Pit Lane - resume speed	
36	-31.334082	145.078117		
37	-31.370125	145.041992		
38	-31.382697	145.057298	Gate	Shut
39	-31.409315	145.076383		
40	-31.372589	145.131136		Spectator Pont - Look Out
41	-31.359537	145.152123	Cross Fence	
42	-31.358247	145.157427	Enter Creek and stay in it	
43	-31.349692	145.172640	Exit Creek	
44	-31.355585	145.158052	Cross Fence	
45	-31.377377	145.087897		
46	-31.339300	145.089460	Start Pit Lane - don't exceed 20kph	Shut
47	-31.339137	145.082857	End Pit Lane - resume speed	
48	-31.316745	145.079307		
49	-31.305912	145.089610		
50	-31.302997	145.096430	Gate	Shut
51	-31.300625	145.098267		
52	-31.315442	145.149025		
53	-31.340650	145.173083	Enter Creek and stay in it	
54	-31.348160	145.172800	Stay in Creek	
55	-31.346153	145.189902	Exit Creek	
56	-31.347492	145.191453		
57	-31.327005	145.207940		
58	-31.328772	145.202333		
59	-31.324117	145.207885		
60	-31.323283	145.236497		
61	-31.303653	145.237410		
62	-31.302262	145.248550		
63	-31.326033	145.248460		
64	-31.347942	145.245945		
65	-31.344260	145.242442		
66	-31.377462	145.209533	Enter Creek and stay in it	
67	-31.342863	145.172632	Exit Creek	
68	-31.333028	145.191807		
69	-31.329110	145.185483	Enter Creek and stay in it	
70	-31.325337	145.175502	Exit Creek	
71	-31.315675	145.173757	Enter Creek and stay in it	
72	-31.315092	145.165632	Exit Creek	
73	-31.313273	145.173950		
74	-31.292902	145.147503	Enter Creek and stay in it	
75	-31.288178	145.151578	Exit Creek	
76	-31.278523	145.142837		
77	-31.299118	145.100598	Enter Creek and stay in it	
78	-31.292625	145.090598	Finish	



SS4

Mickey Thompson Trail

Marshal Grp **Blue**

UHF Channel 26

DNF 50 mins from start time

Marshal Notes in Green

This is a quick stage that gets you to today's competition area via the newly created Mickey Thompson Trail. This is a spectacular 4WD track with amazing views and landscapes.

Your mission is get to the finish waypoint in the shortest possible time. Follow the bunting streamers which define the new trail. There's no penalty for missing one but it does define the easiest and fastest route.

Rallysafe will be managing the timing. **Marshals to record start and finish times.**

All classes will do this stage.

The start can be seen from the creek crossing near camp. Teams will depart at 1 minute intervals and the run sheet will be handed out at the office in the morning. Be ready for a 8am start and note start times on run sheet.

There's no spectating on this stage. Spectators be ready to leave camp at 8.00 for convoy to the day's stage area.

Start -31.289285 145.084063

Finish -31.325108 145.055062



SS5

Mickeys Challenge

Marshal Grp **Red**

UHF Channel 25

DNF 60 mins from start time

Marshal Notes in Green

This is potentially the most exciting winch stage Cliffhanger has ever seen.

From the start, stay in the confines of the creek until you reach the Red arrow and bunting. Keep the yellow bunting on your right and the red bunting on your left. Once you reach the top at Waypoint -31.32208 145.05406 (not in Rallysafe) follow the red arrows to the finish.

The climb in this stage has 4 terrace steps and some people will have to winch up all four plus winch in the creek. Apart from in the creek there is enough room for several teams to climb each terrace level at the same time.

Teams will start at 5 minute intervals. **When you arrive the marshals will note your arrival and assign your start time.** Don't avoid reporting to the start to get more preparation time because you are already running out of time. This stage can not afford delays. Report to the start and be given your start time. You have until then to look at the stage and be ready to start. The first team of the day will be given 20 minutes. Each team there after starts 5 minutes after the one ahead of them.

Be aware of multiple teams on the stage. A team with an already live rope has right of carriage and is not expected to disconnect it so you can cross. Putting yourself in danger of another team will earn you a penalty. Doing something that puts others in danger will also earn you a penalty.

If this stage is not completed on this day remaining teams (with their spectators) will come back when time permits later in the week. It's why this stage is earlier in the week.

Rallysafe will not be managing the timing except teams will use their Rallysafe to do their own count downs to the start time given them by the start marshal. **Marshals to record start and finish times and we work off these.**

The start is close to the finish... Finish -31.324233 145.051947



SS6

Mickey Thompson
PowerPly

Marshal Grp **Amber**

UHF Channel 27

DNF 25 mins from start time (Super Tourers +10 min)

Marshal Notes in Green

This is another exciting stage with multiple winching.

This track forms an extension to the Mickey Thompson Trail and after this day will be hailed to rival the likes of USA's Rubicon Trail – just harder.

Bunting defines the course which starts with a climb, has a down hill and a side slope then a climb back up to the finish. The Flying finish sign is just beyond the top of the second climb.

Rallysafe will not be managing the timing except teams will use their Rallysafe to do their own count downs to the start time given them by the start marshal. **Marshals to record start and finish times and we work off these.**

Start -31.325555 145.053743

All classes will do this stage. You will be broken into 3 groups with allocated run sheets – refer to office in morning.

Teams really do need a 25 minute DNF but the days are not long enough to offer 60+ teams 25 minutes each. Once a team reaches the second winch wall the next team will start at the fall of the next minute. If the team ahead is delayed the behind team will have their wait time recorded and the next team will not start until the course is ready again. **Marshals to have a stop watch to record wait times on the climb out.**

If this stage is not completed on this day remaining teams (with their spectators) will come back when time permits later in the week. It's why this stage is earlier in the week.

SS7



Mickey Thompson
Sidebiter

Marshal Grp **Blue**

UHF Channel 26

DNF 50 mins from start time

Marshal Notes in Green

This stage is a point to point basic navigational stage. Follow the waypoints in sequence and follow the instructions where stipulated.

All classes will do this stage. You will be broken into 3 groups with allocated run sheets – refer to office in morning.

Teams can start when ready with at least 2 minute intervals – there will be multiple teams on this stage at any time.

On the run to the finish you must be in the creek. If you need to pass a team in front of you then it would be OK to exit the creek for a brief moment if it's the only way. We will see on Rallysafe that you exited the creek but we will also see the team you are passing.

Rallysafe will be managing the waypoints and timing. **Marshals to record start and finish times.**

1	-	31.332850	145.050080	Start
2	-	31.343720	145.038625	
3	-	31.343853	145.037635	
4	-	31.344522	145.036487	
5	-	31.360458	145.033535	
6	-	31.365213	145.036427	
7	-	31.359992	145.035632	Get in Creek and head down stream. Do not exit Creek
8	-	31.352887	145.035223	Bypass Tree. Get back in Creek. Do not exit Creek
9	-	31.338225	145.061310	Finish with Creek exit.



SS8

Mickey The Boss

Marshal Group **Blue**

UHF Channel 26

DNF 60 mins from start time (Super Tourers +10 min)

Marshal Notes in Green

This is your run back to home.

All classes will do this stage. You can do this in any sequence. The sooner you start the sooner you get home and not driving into the sun. Also good to spread teams out as much as possible to keep dust down. There are no set time intervals but the start marshal will allocate you a start minute off your Rallysafe. If there are teams waiting behind you then you can not delay your start to get advantage of no dust and your start time is not a negotiation. We don't want teams driving home in the dark because some teams earlier delayed their starts or claimed it was only fair they too had a 10 minute gap. That's not happening.

It would make sense that you have complete stages 5, 6 and 7 before going back to camp with this stage.

Rallysafe will manage this stage. There are a series of waypoints to take you home. Watch for fences and only cross fences when told. If you get to a shut gate then shut it behind you even if another team is approaching otherwise they will not know to shut it.

1	-	31.322575	145.045605	Start
2	-	31.319470	145.049990	
3	-	31.314485	145.057032	
4	-	31.295035	145.066597	
5	-	31.289160	145.064122	Cross Fence
6	-	31.312407	145.030098	
7	-	31.289823	145.026220	
8	-	31.277572	145.053005	Keep Gate Shut
9	-	31.277457	145.072890	
10	-	31.279838	145.077005	Finish



SS9

JTX Night Nav

Marshal Grp **Red**

UHF Channel 25

DNF 50 mins from start time

Marshal Notes in Green

This stage is 30 waypoint navigation stage. It will be run on Tuesday night and should start 7pm.

You are not given time for plotting.

There will be a **marshal ushering starters and making sure you have an allocated start time**. When it is time to start (per your Rallysafe) approach the start gate and a **second marshal will give you your waypoint sheet through the Navi window**. Drive at least 100m to 200m out into the paddock and plot your waypoints safely away from the start. No need to rush the getting of waypoint sheet because your real time starts when you move away from the start gate.

Get to as many waypoints as you can and cross through the finish within 50 minutes of your start to avoid DNF.

There is no need to cross a fence. The start is the gate into the paddock. The flying finish is another gate out of the paddock.

There will be multiple teams on this stage at a time.

All classes will do this stage and there is no set start sequence. The start will stop accepting starters after a 30 minute break of no new starters.

Rallysafe will be managing the waypoints and timing. **Marshals to record start and finish times**.

Start Gate -31.255528 145.039743

Marshals to collect waypoint sheets from office and take with them to the start.



SS10

Century

Marshal Grp **Amber**

UHF Channel 27

DNF 60 mins from start time

Marshal Notes in Green

This is a point to point navigation stage that takes you to the day's competition area.

Teams will start at 1 minute intervals. Get a printed start list from the office in the morning.

All classes will do this stage and there will be multiple teams on this stage at a time.

Rallysafe will be managing the waypoints and timing. **Marshals to record start and finish times.**

Start	- 31.303783	145.096697
1	- 31.303808	145.098197
2	- 31.335247	145.095622
3	- 31.340848	145.089833
4	- 31.363743	145.088042
5	- 31.391320	145.101397
6	- 31.372589	145.131136
7	- 31.359537	145.152123
Finish	- 31.374803	145.143862



PJ's Off Road

HD Axles & Custom Components

SS11A

PJ's Stair Case

Marshal Group **Red**

UHF Channel 25

DNF 15 mins from start time

Marshal Notes in Green

Stage area -31.379465 145.141380

This is a winning stage.

This stage is being done by **Super Tourers Only**

Rallysafe not will be managing the timing. Marshals will give you a start time and you start yourself off your Rallysafe. Marshals will record your finish time when you are clear of the top, all back on board and set to go.

Cones or bollards mark the gate at the top of your climb and it's your ultimate objective to get up through these in the shortest possible time.



SS11B

Killa's Wall

Marshal Grp **Red**

UHF Channel 25

DNF 10 mins from start time

Marshal Notes in Green

Stage area -31.379465 145.141380

This is a winning stage.

This stage is being done by **Winch Trucks and Ultra4**

Rallysafe not will be managing the timing. Marshals will give you a start time and you start yourself off your Rallysafe. Marshals will record your finish time when you are clear of the top, all back on board and set to go.

Cones or bollards mark the gate at the top of your climb and it's your ultimate objective to get up through these in the shortest possible time.



SS12A

Ultimate9 Challenge

Marshal Grp **Blue**

UHF Channel 26

DNF 10 mins from start time

Marshal Notes in Green

Stage area -31.379465 145.141380

This is a winning stage.

This stage is being done by **Super Tourers Only**

Rallysafe not will be managing the timing. **Marshals will give you a start time** and you start yourself off your Rallysafe. **Marshals will record your finish time** when you are clear of the top, all back on board and set to go.

Cones or bollards mark the gate at the top of your climb and it's your ultimate objective to get up through these in the shortest possible time.



SS12B

Rocky Roadsafe

Marshal Group **Blue**

UHF Channel 26

DNF 10 mins from start time

Marshal Notes in Green

Stage area -31.379465 145.141380

This is a winning stage.

This stage is being done by **Winch Trucks and Ultra4**

Rallysafe not will be managing the timing. **Marshals will give you a start time** and you start yourself off your Rallysafe. **Marshals will record your finish time** when you are clear of the top, all back on board and set to go.

Cones or bollards mark the gate at the top of your climb and it's your ultimate objective to get up through these in the shortest possible time.



SS13A

Wyang Winch Wall

Marshal Grp **Amber**

UHF Channel 27

DNF 10 mins from start time

Marshal Notes in Green

Stage area -31.379465 145.141380

This is a winching stage.

This stage is being done by **Super Tourers Only**

Rallysafe not will be managing the timing. **Marshals will give you a start time** and you start yourself off your Rallysafe. **Marshals will record your finish time** when you are clear of the top, all back on board and set to go.

Cones or bollards mark the gate at the top of your climb and it's your ultimate objective to get up through these in the shortest possible time.



SS13B

Road Runner

Beep Beep

Marshal Grp **Amber**

UHF Channel 27

DNF 10 mins from start time

Marshal Notes in Green

Stage area -31.379465 145.141380

This is a winching stage.

This stage is being done by **Winch Trucks and Ultra4**

Rallysafe not will be managing the timing. **Marshals will give you a start time** and you start yourself off your Rallysafe. **Marshals will record your finish time** when you are clear of the top, all back on board and set to go.

Cones or bollards mark the gate at the top of your climb and it's your ultimate objective to get up through these in the shortest possible time.



SS14

4WD Shed River Run Home

Marshal Group **#1**

UHF Channel **25**

DNF 60 mins from start time (Super Tourers +10 min)

Marshal Notes in Green

This is your run back to home.

All classes will do this stage. The sooner you start the sooner you get home and not driving into the sun. Also good to spread teams out as much as possible to keep dust down. There are no set time intervals but the start marshal will allocate you a start minute off your Rallysafe. If there are teams waiting behind you then you can not delay your start to get advantage of no dust and your start time is not a negotiation. We don't want teams driving home in the dark because some teams earlier delayed their starts or claimed it was only fair they too had a 10 minute gap. That's not happening.

The start is in a creek. Stay in the creek and don't get out. It's downstream all the way. Did you know that all the water here runs past camp. However there is a bit of a jungle and a million trees blocking passage so we have a few waypoints which will help you get the rest of the way home once you leave the creek.

Rallysafe will manage this stage

1	-31.379473	145.143173	Start – Stay in the creek until allowed out. Always go downstream.
2	-31.349539	145.172663	Stay in Creek and keep going down stream
3	-31.313348	145.151668	Exit Creek to right and follow track – beware 3 x cautions after tank
4	-31.293933	145.098182	Flying Finish



SS15

Century Run For The Hills

Marshal Group **RED**

UHF Channel 25

DNF 60 mins from start time (Super Tourers +10 min)

Marshal Notes in Green

All classes will do this stage. Refer to run sheet handed out at the office in the morning with your Rallysafe start times.

Teams will start at 1 minute intervals.

Follow the waypoint instructions.

This stage will be managed by Rallysafe.

Start	-	31.341012	145.093195	
2	-	31.335566	145.099342	Gate
3	-	31.333055	145.100695	Enter Creek and do not exit creek until next waypoint
4	-	31.369592	145.136530	Exit Creek
5	-	31.338367	145.158508	Flying Finish



Superior ENGINEERING

SS16

Superior Hangers

Marshal Group **Blue**

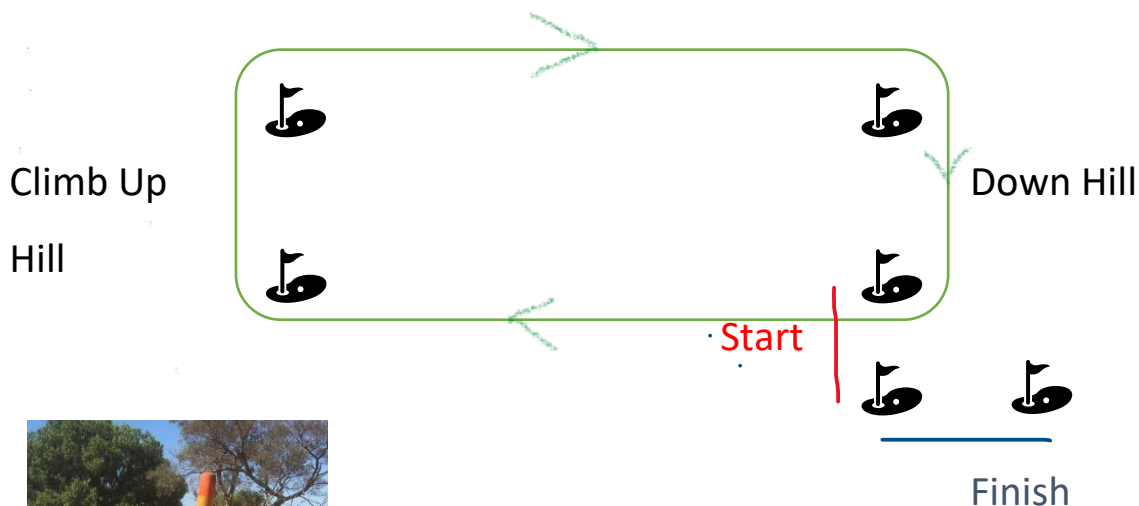
UHF Channel 26

DNF 25 mins from start time

Marshal Notes in Green

This is a circuit teams will do **3** times. The course is rectangular defined by cones close enough to see from each other. The climbs up hill are defined by bunting. The 2 x **Red** bunted climbs are for both Ultra4s and Winch Trucks. The 2 x **Yellow** bunted climbs are just for Super Tourers and yes one of those is last event's Buggy climb. Teams need to make sure they do both climb options at least once. So teams will do one climb once and the other climb twice.

The next exciting aspect – there will be 2 teams on the course at once and both teams will start together side by side. That no doubt will determine what climbs you do if the other is busy. Super Tourers must race against other Super Tourer teams but the others can mix up as they wish. No one races alone unless they are the last team and after which no other teams can start late.



Start/ Finish area -31.331937 145.157698

Rallysafe is not used in this stage except marshals will give you a start time and record you're your finish times.



SS17

Ice Pack Blast

Marshal Group **Amber**

UHF Channel 27

DNF 15 mins from start time (super tourers +5min)

Marshal Notes in Green

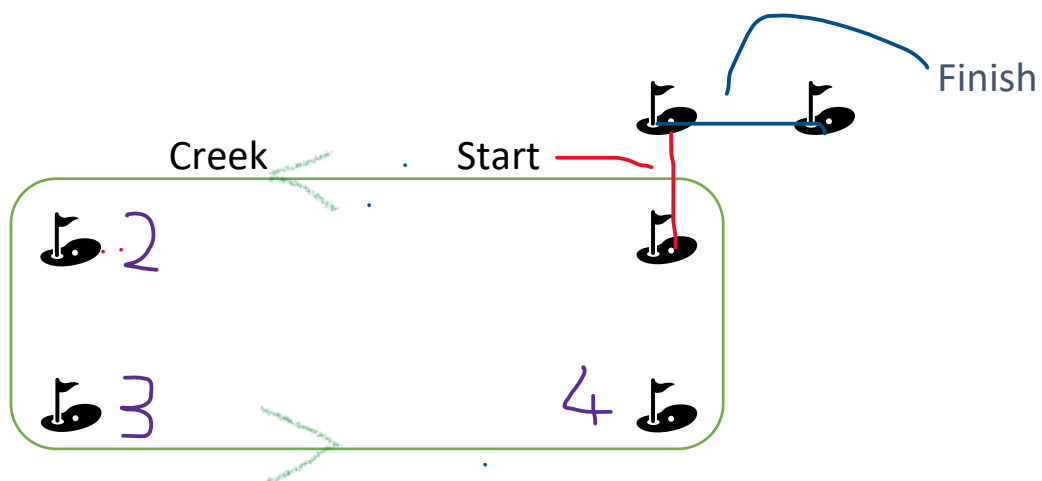
This is a circuit teams will do **3** times. The course is rectangular defined by Bollards at the following 4 locations.

Start/Finish	-31.331573 145.158807	Do not leave creek until #2
#2	-31.345737 145.158625	Cross country to #3
#3	-31.346083 145.160035	Cross country to #4
#4	-31.330643 145.163212	Cross country to Start/Finish

Do 3 laps

The next exciting aspect – there will be 2 teams on the course at once and both teams will start together side by side. It doesn't matter which other team you race against nor which class they are from.

The start is in the creek (side by side) – stay in the creek and follow the arrows until you reach the exit bollard at waypoint #2. Then cross country direct to #3 then #4 then back to start bollard and do 3 laps.



Rallysafe is not used in this stage except marshals will give you a start time and record you're your finish times.



SS18

Driveline Nav

Marshal Group **Red**

UHF Channel 25

DNF 50 mins from start time

Marshal Notes in Green

This stage is 10 waypoint navigation stage.

You are not given time for plotting.

There will be a marshal ushering starters and making sure you have an allocated start time. When it is time to start (per your Rallysafe) approach the start gate and a second marshal will give you your waypoint sheet through the Navi window. Drive at least 100m to 200m in a westerly direction away from the finish (near the creek) and plot your waypoints safely away from the start. No need to rush the getting of waypoint sheet because your real time starts when you move away from the start gate.

Get to as many waypoints as you can and cross through the finish within 50 minutes of your start to avoid DNF.

There is no need to cross a fence.

There will be multiple teams on this stage at a time.

All classes will do this stage and there is no set start sequence.

Rallysafe will be managing the waypoints and timing. Marshals to record start and finish times.

Start Gate -31.331562 145.156543

Marshals to take waypoint sheets with them to the start.



SS19

Blue Flame Run Home

Marshal Group **Amber**

UHF Channel 27

DNF 40 mins from start time (Super Tourers +10 min)

Marshal Notes in Green

This is your run back to home.

All classes will do this stage. The sooner you start the sooner you get home and not driving into the sun. Also good to spread teams out as much as possible to keep dust down. There are no set time intervals but the start marshal will allocate you a start minute off your Rallysafe. If there are teams waiting behind you then you can not delay your start to get advantage of no dust and your start time is not a negotiation. We don't want teams driving home in the dark because some teams earlier delayed their starts or claimed it was only fair they too had a 10 minute gap. That's not happening.

The start is in a creek.

Rallysafe will manage this stage

Start	- 31.329550	145.157482	Do not exit creek until next waypoint
2	- 31.320758	145.155668	Exit Creek
3	- 31.330045	145.145942	Enter Creek and do not exit creek until next waypoint
4	- 31.318568	145.146478	Exit Creek
5	- 31.321427	145.141273	
6	- 31.316858	145.131870	Gate and follow Track to Left
Finish	- 31.296898	145.094742	



SS20

Excavator Parts Chaser

Marshal Group **Red**

UHF Channel 25

DNF 5 mins from start time

Marshal Notes in Green

This is a circuit teams will do **2** times. The course is a well worn in track – keep red bunting on your left and yellow bunting on your right.

Beware some corners are sharp and off camber.

When the team ahead of you passes the start and commences their second lap your start will be 30 seconds later and you will chase that team. When that team completes their second lap they peel off through the flying finish (don't follow them across the finish). Then when you commence your second lap, 30 seconds later the team after you starts chasing you.

Sounds exciting – but wait there's more – this is a night stage and promises to be excellent for spectators. From their vantage point they should see the entire course. It should only take about 2 hours to get through all the teams because apart from the 30 second head start you get there will always be 2 teams on the course at a given time and there will never be any down time.

All classes will do this stage and the strict start sequence will be available at the office and at the start.

There is no Rallysafe on this stage – Wayne has to go and help the Rallysafe team with Targa Tasmania so we are sending him home early. **Starts will be counted down the traditional way (5 4 3 2 1 Go) and marshals will record your start and finish times.**

Start/Finish area : -31.251900 145.038590



SS21

Engel Kidney
Bean

Marshal Group **Amber**

UHF Channel 27

DNF 10 mins from start time

Marshal Notes in Green

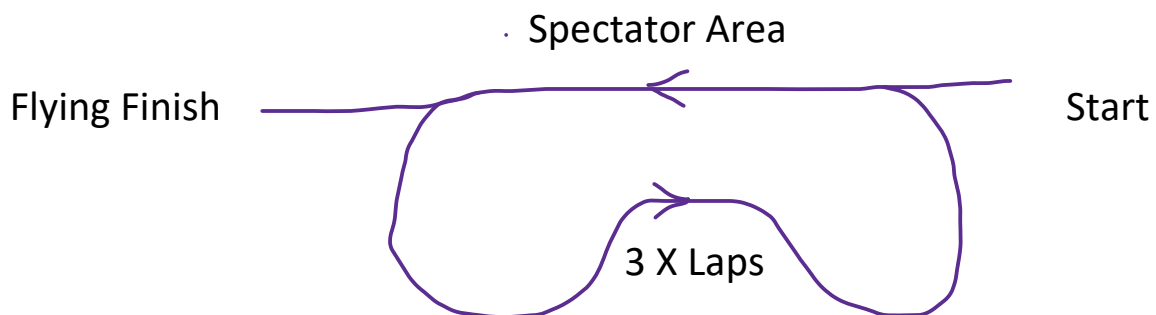
This is a circuit teams will do **3** times. The course is a well worn in track – keep stakes with orange toppers on your left and keep yellow bunting on your right. That means you will not get away with cutting corners or taking short cuts.

This is great for spectators who will see the entire and the straight section of the course takes teams straight below the spectator area.

All classes will do this stage and the start sequence is not preset.

There is no Rallysafe on this stage – Wayne has to go and help the Rallysafe team with Targa Tasmania so we are sending him home early. **Starts will be counted down the traditional way (5 4 3 2 1 Go) and marshals will record your start and finish times.**

Location area : -31.252570 145.059222





SatPhone Shop

SS22

SatPhone Shop
Cliffhanger Wall

Marshal Groups **Red** & **Blue**

UHF Channel 25

DNF 10 mins from start time

Marshal Notes in Green

This is a run down a creek with a Cliffhanger Wall.

Start Location -31.335167 145.065672

There is a run sheet available from the office in the morning. The run sheet has a wall number assigned to each team.

Drive down the creek and stay in the creek until you reach the bit of wall with your assigned number. Climb your wall and clear the top. Then get back down your wall and you can do this forwards or backwards, with or without the winch. Continue down the creek to the flying finish.

Finish Location -31.322133 145.088928

Spectators need to stay on their spectator side (East) of the creek and can move up and down at their own discretion so long as they stay on that side of the creek and do not cross or get in the creek area at all.

The numbered wall sections are not in one area as there was no one section of wall big enough. They are spread out. Some sections can have as many as 10 winch walls and teams will have other teams working directly next to them.

The walls are numbered in sequence 1-50 down the left side and we have some more at the far end on the right side if required. The allocation of wall numbers is based purely upon progressive scores so teams with similar scores have similar walls close to each other.

There will be a lot of activity at the wall sections. Travelling teams must pass with caution and also teams working a wall can not block the creek and must allow enough safe room behind them for other teams to pass.

The start sequence will be such that teams with the furthest walls start first. By the time a lot of later teams pass they will be finished so we will have the least amount of traffic in the creek.

Teams will start at 2 minute intervals

All classes will do this stage.

No concession was given to classes and wall allocations so Super Tourers will again be treated equally. However Super Tourers with their less stringent roll cage specs can not risk back flipping so they must winch up the wall and can not attempt to drive it.

Continued next page

Continued from previous page

When breaking down the wall the winch rope is not deemed to be live so it can be handled. When attempting to winch up the wall the rope is deemed to be live once the ground anchor bites.

Drivers are reminded to wear harnesses and helmets when moving the vehicle. Navis may remove helmets when out of the car and working on the wall. Helmets must be worn and strapped tight once back in the vehicle. Drivers and Navis may swap roles during the stage given the Navi has a AASA driver licence. Drivers please make sure your Navi drinks water and does not over exert themselves.

There is no Rallysafe on this stage – Wayne has to go and help the Rallysafe team with Targa Tasmania so we are sending him home early. Starts will be counted down the traditional way (5 4 3 2 1 Go) and marshals will record your start and finish times.

The End