

Event Name : **HORNBILL OFF ROAD CHALLENGE**
Date : 5th & 6th December, 2019
Venue : TBA
Organized by : Nagaland Adventure & Motor Sports Association
Programme :

SAFETY

IT IS RECOMMENDED 4 point seat belts and roll-cage for your off-roading vehicle. It is for the safety

Each Team will consist of 2 vehicles (All type of Modifications Allowed)The competition will be over two days on 5th and 6th Dec 2019. There are a total of up to 5 obstacles to be driven over the two days of competition. Day 1 will have one obstacles and Day 2 will have up to 4 obstacles.

FLAG POINTS

Each flag collected by the driver would earn him/her +10 points. The flag must be collected by hand only by the driver. Flags may be on driver side or co-driver side. Only the driver is allowed to pick up the flags. Co-driver must not touch the flag. When flags are on the driver side, the driver must pick up the flag by hand only. Flags knocked off by feet will not be counted. The driver may open the door, but must not remove the seatbelt.

If the flag is on the co-driver side, the driver can unbuckle the belt and pick up the flag. However, he must put the belt on before the vehicle is moved again. The belts may lock if the vehicle is at an angle. No external device to hold/lock the belt in place is allowed. However, you may use your co-driver. Vehicle must be secured in case the driver leaves his seat. Uncontrolled

movement of vehicle during this operation, will nullify that particular flag. If the belt is not worn again after picking up the flag for whatever reason, the next flag picked will not count.

In case the vehicle hits the flag and dislodges it, that particular flag will not count. Obstacles will have a 'Super Flag' which will earn the driver +20 points.

CONE PENALTIES

Each cone that the vehicle displaces/topples deducts -10 points from the overall score. The vehicle is allowed to touch the cone, but if there's lateral displacement or toppling of the cone, the penalty will apply. If the negative points are more than the positive points, the overall score will remain at zero.

VEHICLE PRESERVATION/SAFETY & COMPLETION BONUS

Vehicle preservation and safety is on a 5-point scale where the judges will decide if the vehicle is being operated in a safe/unsafe manner. If the vehicle is being driven in a fashion where damage to the vehicle may occur, the judges will deduct marks. If MPL has been crossed, minimum score of 2 points will be awarded. Completion bonus of 5 points is only awarded if the driver completes the obstacle before MPL.

MAXIMUM PERMITTED LIMIT (MPL)

Each obstacle will carry a maximum time in which the obstacle must be completed. If the vehicle is unable to finish the obstacle, it will automatically be counted as a DNF. Please note, this is not a race and fastest time does not win. In case of MPL being crossed, all flag and cone points will be considered till the point of stoppage. Vehicle preservation/safety parameter will automatically be pegged at 2 points.

GENERAL RULES & REGULATIONS

Each Team consists of 2 vehicle (All types of Modifications allowed)

1. All competitors must wear seatbelts and helmets at all times.
2. Co-drivers may choose to be inside or outside the vehicle, but must not be directly in front of the vehicle. If safety is compromised, the spotter's points will be deducted.
3. Competitors are allowed to carry communication devices during the competition.
4. All obstacles will be allotted a maximum permitted time. A timeout will result in minimum points.
5. In case a vehicle is red flagged from marshals on any grounds whatsoever during the hurdle, flag points and penalties up to the point of disqualification will count.
6. Judge's decisions are final. Protests after appeal will not be entertained.
7. The vehicle is allowed to touch the boundary zones, but cutting of tapes, dislodging of cones, or tape stands will invite penalties from Vehicle Preservation/Safety parameter. If the participant puts two wheels outside the tapes, he/she will be disqualified.
8. At any point in time, if vehicle/spotter operation is dangerous and undermines safety, the judges reserve the rights to red-flag the vehicle.
9. On the spot changes may be made during the competition and competitors will be informed about these.
10. The judges reserve the rights to cancel, re-start obstacles if they deem fit. Their decision is final and no protests will be entertained.

OPERATIONS

The following points will help you understand better how the Off-Road competition will run. It is essential you understand these rules to ensure smooth functioning of the obstacle and that you are able to score maximum points.

1. There will be an obstacle briefing before the obstacle is run. You must be present at this briefing to ensure you understand the obstacle and what's expected of you. Participants will be allowed to walk the course at this time. The obstacle briefing done at the obstacle will be considered the final brief.

2. Obstacle start orders will be via draw of lots. If someone misses their start call, they will forfeit the obstacle.
3. Some obstacles will allow you the use of recovery equipment while some may not. Self-extraction if allowed is mentioned in the obstacle briefing.
4. Apart from the vehicle preservation/safety worth 5 points, there are also flag points to be scored. Each flag collected will add 10 points to your total score. A super flag will be worth 20 points. Each cone displaced/toppled will award a penalty of – 10 points. A completion bonus of 5 points is also awarded if the participant finishes the obstacle.
5. Each obstacle will run with an MPL (maximum permitted limit). This means you will have a maximum time allotted for each obstacle. However, this does not mean fastest time wins (unless mentioned during obstacle briefing).
6. Marshals will be handling the start/stop of the obstacle. A whistle/siren means you must stop driving immediately. In case the vehicle has been red-flagged, the obstacle run for that vehicle is over and he/she will score minimum 2 points for vehicle preservation along with flag and cone points.
7. A vehicle may be red-flagged on grounds of safety or after enough attempts have been made to a point where the obstacle is getting ruined for the other participants. In such situations, please remember, 3 attempts may be allowed before the vehicle is red-flagged. However, this may be done even sooner if the obstacle is seen as getting damaged by the judges.
8. The obstacle route may be marked by cones, flags and white chalk marker lines. Touching the tapes is allowed, but if the tape breaks or two wheels are outside the tapes, the competitor will be marked DNF.

APPEAL PROCEDURE

Each participant will be granted one appeal per day. The cost of taking up this appeal would be Rs 15,000 per appeal. The participant may register the appeal at the end of the day to the chief judge

PRIZES

Open Class (2 teams)	: Winner	: 100000/- & Trophy
	: 1 st Runner Up	: 75000/- & Trophy
	: 2 nd Runner Up	: 25000/- & Trophy
Northeast Class (2 teams)	: Winner	: 50000/- & Trophy
	: 1 st Runner Up	: 30000/- & Trophy
	: 2 nd Runner Up	: 20000/- & Trophy

ENTRY FEES

Open Class	: Rs. 6000/-
Northeast Class	: Rs. 3000/-

JUDGING & POINT SYSTEM

The participant will be marked on the number of flags picked up and number of cones displaced. Each flag picked up adds 10 points to the score (20 in case of super flag) and each cone displaced or toppled subtracts 10 points from the score. There's no super cone. Apart from this, the judges will award on a scale of 10 for vehicle preservation/safety.

Some obstacles may be timed (fastest one wins) but for those that are not timed, there will be a maximum time limit for each obstacle within which the competitor must complete the

challenge. The judges will inform the participant of the allocated time before commencing the challenge. In case you run out of time, you'll be given minimum marks for attempting i.e. 2 marks for vehicle preservation/safety parameter along with your flag/cone points accrued to the point of DNF.

In case of penalties being more than the points, the overall score for that obstacle will rest at zero and not go into negative.

In case an obstacle is scrapped. It will get scrapped for both the groups. All drivers will get a flat score of 40 points

FLAG POINTS

Each flag collected by the driver would earn him/her +10 points. The flag must be collected by hand only by the driver. Flags may be on driver side or co-driver side. Only the driver is allowed to pick up the flags. Co-driver must not touch the flag. When flags are on the driver side, the driver must pick up the flag by hand only. Flags knocked off by feet will not be counted. The driver may open the door, but must not remove the seatbelt.

If the flag is on the co-driver side, the driver can unbuckle the belt and pick up the flag. However, he must put the belt on before the vehicle is moved again. The belts may lock if the vehicle is at an angle. No external device to hold/lock the belt in place is allowed. However, you may use your co-driver. Vehicle must be secured in case the driver leaves his seat. Uncontrolled movement of vehicle during this operation, will nullify that particular flag. If the belt is not worn again after picking up the flag for whatever reason, the next flag picked will not count.

In case the vehicle hits the flag and dislodges it, that particular flag will not count. Obstacles will have a 'Super Flag' which will earn the driver +20 points.

CONE PENALTIES

Each cone that the vehicle displaces/topples deducts -10 points from the overall score. The vehicle is allowed to touch the cone, but if there's lateral displacement or toppling of the cone, the penalty will apply. If the negative points are more than the positive points, the overall score will remain at zero.

VEHICLE PRESERVATION/SAFETY & COMPLETION BONUS

Vehicle preservation and safety is on a 5-point scale where the judges will decide if the vehicle is being operated in a safe/unsafe manner. If the vehicle is being driven in a fashion where damage to the vehicle may occur, the judges will deduct marks. If MPL has been crossed, minimum score of 2 points will be awarded. Completion bonus of 5 points is only awarded if the driver completes the obstacle before MPL.

RED FLAG (DNF)

Participants may be red flagged (DNF) in the following scenarios. Red flagging will disqualify him/her from that obstacle. Flags and cones collected up till the point of Red Flagging will count to the overall score.

1. Getting two wheels outside of boundary tape/zone or breaking the tape.
2. Unsafe operation to the point of potential injury to participant/spotter/spectator.
3. Operation which may destroy the obstacle.
4. Tampering with course, flag/cone position.
5. Using unfair means to compete.
6. Completion of MPL before the obstacle is finished will automatically red flag the vehicle
7. Completion of 3 attempts on a hurdle within the obstacle.