

Reach for a Dream Fun Challenge Rules 2016



Standard vehicles are stipulated as follows

- Your vehicles needs to be visibly the same as what it was from the manufacturer
- Must be registered and licensed to travel on a public road
- The vehicle must be equipped with low range four wheel drive.
- Short wheelbase will be classified as a car with a wheelbase shorter than 100" (2540mm)
- Long wheelbase will be classified as a car with a wheelbase longer or equal to 100" (2540mm)
- Every vehicle must have roof and doors.

Accessories will be allowed

- Replacement aftermarket bumpers
- Snorkel
- Roll bar
- Winch
- Skip plate
- Sidesteps or rock sliders
- Canopies
- Roof racks
- Shocks
- Exhausts
- Aftermarket suspensions
- Changing tires sizes or designs
- Spotlights

Scrutinizing

Scrutinizing will be done by a very experienced off road enthusiast so be warned he will check everything!

- Medical kit
- Recovery kit including shackles rated ropes and safety bridals
- Front and rear recovery points fastened with a min of 8.8 rated bolts
- No grab hook recovery points will be accepted
- Fire extinguisher
- Non alcoholic fluids for every occupant
- Valid license disk on the vehicle
- Valid driver's license for the vehicle class
- Operational seat belts.

Bonus and Penalties

Penalties

- Front locker - 30 points
- Traction control system - 20 points
- Rear locker – 10 points
- Body modifications shortened body wheels arches cut etc - 300 points
- Interfering with the obstacle markers - 100 points
- Interfering with the marshal's duties - 100 points
- Being recovered from a obstacle - 100 points.
- Talking on two way radio m - 100 points

Penalties

All obstacles will be scored negatively. It means once you start with an obstacle you have 100 points and as you make mistakes it will be deducted from the 100 points obtained. Information sheets in regards the obstacle is available to you as competitor from all marshals at every obstacle.

Penalties points' structure for all obstacles

- Stopping in an obstacle – 10 points
- Roll back further than 10 cm – 10 points
- Touching banner tape if any - 20 points
- Touching a pole – 20 points
- Missing a gate – 50 points
- Interfering with an obstacle – 100 points.

Marshalls

You are a competitor at all obstacles and the marshal is in charge. The Marshal will therefore instruct any team when to proceed and score their actions. The Marshal may stop any team, at any stage for safety reasons by means of blowing on a whistle, this means STOP IMMEDIATELY.

Kindly consult with the marshal at the obstacle only when it's your teams turn to partake and not before as it will be seen as interfering.

The marshal's verdict is final, if there are any complaints / objections it must be addressed to the Clerk of the Course and after all the facts were examined the decision being made will be final. Remember it is fun event and there for everyone to enjoy

Recoveries

Recoveries will be at risk of the vehicle owner, thus the vehicle owner is in charge in the event of needing a vehicle recovered ie it means your equipment will be used as well as safety equipment with each recovery. The Marshal may offer assistance or depending on the degree of recovery required he or she will inform the clerks of the course when needed.

All competitors must sign an indemnity document.

Insurance

Please ensure that you have checked with your insurance before partaking in this event. This is not a timed trial but fun event for the Reach for a Dream Pretoria branch.