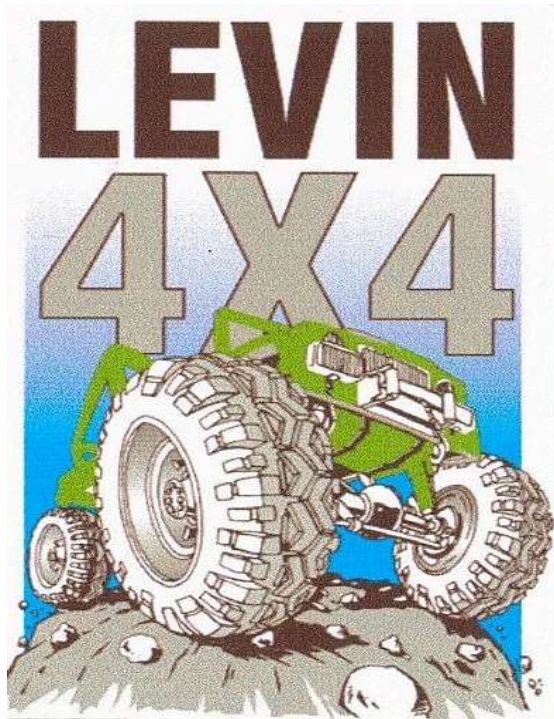


Levin 4x4 Single Vehicle Winch Challenge

31st May - 1st June
Rallywoods



Come and throw mud and compete for the ultimate bragging rights at the Levin 4x4 Winch Challenge hosted by Levin 4x4 Club. Teams will consist of 1 vehicle, driver and navigator. Teams will navigate through tough courses testing both themselves and their vehicles.

The event will kick off with timed night stages Saturday night and day stages all Sunday.

Weather permitting there will be a short time attack style course setup within short walking distance from the pits. Organisation and scoring of this will be explained at drivers briefing.

Marshals

Each team must bring a Marshal. If additional people would like to marshal, then please let us know. Marshals should have a UHF radio if possible, torch, and ideally a 4wd or quad they can use to access the start of the stages along the main track. We will have a limited number of support vehicles that can transport Marshals.

Camping

Camping will be available on the airstrip (The hutt is reserved for Marshals) It is highly recommended to camp overnight and stay amongst the action (we'll see if the social committee can tee something up for Sunday night).

Timetable

Saturday Scrutineering	3pm – 5pm
Saturday Briefing	5:30pm at the gazebo (everyone is required to attend)
Saturday Racing	6pm - late
Sunday Briefing	8:30am at the gazebo (everyone is required to attend)
Sunday Racing	9am. Last tracks handed out at 4pm
Prize giving	6pm - ish at the Gazebo (or once all teams are back)

Spectators

Due to the nature of the venue this event is not suitable for spectators.

Support Vehicles

There will be a lot of vehicles on the day. Please limit the number of vehicles on the access tracks to keep them clear for competitors. Please no drink driving if you're driving a support vehicle. We recommend no more than 1 support vehicle per team. (quads and bikes okay)

Rallywoods

The course is located at Rallywoods 4x4 Park. It is a privilege to have access to the land. Please observe the speed limit at all times along Rallywoods Road and Bulls Run Road. Respecting the land and the neighbours is a must.

Gate

Access to the forest is controlled by a gate which a number of people use. We will endeavour to keep it open during these times however it is possible somebody else may lock it. If this happens or you need to get out for parts/emergency then please let a marshal know. We will be on UHF Channel 9.

Gate will be open the following times:

Saturday	2pm – 5pm
Sunday	Please use lock box (instructions will be provided)

Please ensure you enter during these times to avoid being locked out, there is limited cell phone service at the hutt/pits. Marshals will be operating on UHF Channel 9 if you need to contact them.

Unloading Vehicles / Parking

2wd tow vehicles please unload your vehicles before heading off the main access road towards the Green hutt. There is a section called "The Pines" where you will be able to unload before turning off to the green hutt. Parking is available for all vehicles / trailers on the airstrip located near the hutt. Alternatively large vehicles may park and unload at the skid site on Rallywoods Rd, approximately 500m past green hutt track. The gravel road in from the main road is approximately a 10-minute drive to the hutt which is often steep and sometimes rutted in some places. Please make a sensible decision if you feel you may need to unload before heading up the road.

Rubbish

Please make sure you take away everything that you bring in. Littering won't be tolerated.

Welding

You will need to bring your own welder for repairs. To limit the risk of fire, please only weld on the airfield away from bushes.

Rules

RACE Rules

- Drivers must be part of an affiliated nz4wda club
- Drivers must hold a current NZ drivers license. Drivers with a learner's license must be accompanied by a competent fully licenced navigator.
- Team numbers must be clearly displayed on the vehicle.
- One vehicle per team. Only the vehicle that start the day can compete/no back up trucks.
- Tree protectors must be used any time a tree is used as an anchor.
- Any cheating or arguing with organizers will lead to disqualification.
- Teams must have a UHF radio to contact marshals in the event of an emergency on UHF channel 9.
- No Fires.
- No drink driving, random breath test may occur.
- All parts and equipment must be removed from a course before time stops.

You will be disqualified if you break a rule which is considered serious by organisers.

Classes

Outlaw:

- Maximum tyre size of 37" or metric equivalent as marked on the sidewall
- Minimum 4-point harnesses required
- Minimum 6 Point roll cage required

Club:

- Maximum tyre size of 35" or metric equivalent as marked on the sidewall
- No hydraulic steering permitted
- Minimum 3-point seatbelts
- Minimum 4-point roll cage (half cage). Soft top / open top vehicles require a 6 point roll cage
- Winches must be single motor electric or mechanical pto driven. Twin motor electric and hydraulic winches are not permitted in Club Class

Please note the event organisers reserve the right to change which class you are entered in if they deem it necessary for safety reasons or simply to make it fair for the rest of the field. We're all here to have fun at the end of the day. This will be up to the scrutineers and head marshals' discretion at the time of scrutineering. Those that qualify for Club class are welcome to enter in outlaw if they wish provided, they meet the safety requirements.

Scoring

- Teams are scored on their completion of tracks.
- DNF times are allocated to tracks on the day.
- You will receive a DNF if the time runs out, you need parts that you didn't enter the stage with, or if you need to be recovered.
- DNF is 2 points
- DNS 0 points

Courses cannot be re-run except for the time attack night stage.

All stages are timed. Timing starts when the vehicle enters the stage and stops when the vehicle exits with all parts and equipment.

Times are converted to points from fastest to slowest with 1st and 2nd getting additional points.
(example based on 20 entries)

1st	2nd	3rd	4th	5th	6th	7th	20th	DNF	DNS
25 pts	22pts	20pts	19pts	18pts	17pts	16pts	3pts	2pts	0pts

Safety

- Wire rope and chains are NOT permitted.
- Driver and Navigator must be belted at all times while moving.
- All vehicle parts, tools, and recovery gear needs to be removed from a course before moving to the next course.
- Helmets are required to be worn at all times when in a winch or speed stage.
- Gloves for navigator are required.
- No modification of courses.

Vehicle Checklist

Driver and Navigator

NZ4WD Association Membership		
Current Drivers License		

Vehicle General

Seat belts or harnesses up to spec		
No loose cargo in the cab		
Minimum front facing lights		
Minimum requirements for roll cage met		
Tyre size within class rules		
Spark arrestor / turbo / muffler		

Vehicle Mechanical (to be visually inspected)

Brakes / Lines		
All Wheel Nuts		
Fuel Tank / Lines		
Secure Battery		

Vehicle Recovery

Minimum 1x working winch		
Minimum 4500kg rated hooks		
Minimum 1x front and 1x rear hook		

Recovery Gear (all gear must be in good condition and secured appropriately)

1x Recovery strop (minimum 8000kg rating)		
1x Tree Trunk Protector per winch		
1x Snatch Block per team		
2x 1200mm long ramps (optional)		

Safety Equipment

Helmets meeting NZS5430, AS/NZS1698 or equivalent (no bicycle helmets)		
Minimum 2kg (or 2x 1kg) Fire Extinguisher		
Basic First Aid Kit		