

Checkpoint

Road Crossing

Fuel Area

Sweep briefing

19 October 2011

1. Motorsport is dangerous

- a. CAMS
- b. MWA

2. Safety is paramount

- a. Read instructions carefully
- b. No discretion AT ALL
 - i. Obey Race Command's directives
 - ii. Seek permission from Race Command for any changes
- c. Safety is everyone's responsibility – spot a risk report to Race Command.

3. Roles of specific locations

- a. There are 3 formal checkpoints, Lyons North CP1, Junction CP 2, Pells CP3. Depending on availability of volunteers we may have other CPs
- b. Lyons North and Junction are checkpoints and road crossings. Both have a Fuel Area nearby
- c. Pells is a checkpoint located at river. The Pells fuel point is adjacent to road. **Competitors will be at race speed going through the CP**

4. Role of Checkpoint

- a. Account for competitors through. Why? Record numbers on way through. Must be 100% accurate. If you missed a competitor advise race Command and number of competitor either side
 - i. Demonstrate car and bike **Competitor Record Sheets**
 - ii. Use pencils provided, must easier to write in dust than a pen
 - iii. If possible have a camera available to photograph each competitor
- b. Communication point
 - i. The Checkpoint Personnel will operate radio. – radio contact with Race Command. Briefing on radio operation with Team leaders on prior to Event
 - ii. Each checkpoint will be issued a sat phone for official use ONLY. The Sat phone is to be handed onto a car sweep when sweep leaves checkpoint for final sweep AFTER bikes.
 1. Demonstrate **Radio Log**
 - a. Why? We need a record if any incident needs investigation

- c. Road crossing – competitors give way to traffic not the other way around. Roads are open in all cases. Use stop slow baton. If a competitor is unduly delayed record on
- d. Course Control – stop race – flags and cones. Other flags as directed.
- e. All Competitor Record Sheets and Radio Logs to Event Command (Paul's office) when you return to Camp

5. Role of Fuel Point

- a. Provide Fuel
 - i. Hand pump out of 200 litre drum. Drums have fuel meters
 - 1. Cars first. Very few cars have ordered fuel at any fuel point
 - 2. Bikes. Each fuel point has two fuelling station for bikes (3 for Junction)
 - a. Each fuelling point is recognisable by three star pickets in a triangle. Drum goes in middle of triangle and star pickets will have a plastic pipe protector. Bikes can then be leaned against plastic and bike refuelled
 - b. Someone need to be with a fire extinguisher with the pin out at all times during refuelling
 - i. PLEASE do not lose pin and PLEASE replace it when finished.
 - 3. The hand pumps are expensive, not to go in tray of ute; please put inside cab of car
- b. Account for fuel
 - i. Demonstrate **Fuel printout sheet** and **Fuel Record Sheet**
 - 1. Why record sheet? Please complete sheet during or after using info recorded on fuel printout. It makes it much easier for administration to understand who to charge
 - 2. Competitors may draw fuel they haven't ordered but we need to be reimbursed
 - 3. Return Fuel Record and Fuel Order printouts to Event Command (Paul's office) as soon as you get back to Camp
- c. Water and first aid
- d. Repair Area called a Hot Area. Therefore Repair – in designated area only

- 6. **Rules.** There are rules for fuel points/hot areas and road crossings to be observed by competitors;
 - a. Speed walking idle through these points from 50m warning through to AWAY sign
 - b. Competitors out of car or off bike, engine off
 - c. No abuse of officials.

- d. Pit crew must be suitably attired in in fuel/hot area; just like you
 - i. Shoes
 - ii. Long pants
 - iii. Long sleeve
7. Do not engage in rule discussion. If you think it is unsafe point out politely. Report all breaches to Team Leader. Team Leader MUST report to race command a brief written statement immediately upon arrival back into camp

8. Role of Sweep

- a. Primarily to recover competitors and their machines. People take priority over machines
- b. Under no circumstances are competitors to be left alone to await other recovery unless authorised by Race Command
- c. Render first aid, have first aid kit in car. DO NOT move an injured person, contact Race Command and await medical advice
- d. Take care recovering competitor machines - particularly if towing. Slow tow particularly if on public road; remember all that rock and gravel you are driving through is being thrown up on towed vehicle and can be very dangerous particularly if competitors are still in car

9. Other considerations

- a. Race Command/Race Director is supreme command
- b. Remember we are in the Customer Service business. The success of event relies on impressions
- c. Please respect all the gear provided and vehicles as applicable; damage has cost us thousands of \$ over the years
- d. Have fun; unusual experience for most.

Run through inc Road Crossing

Needed;

- Competitor Record Sheets
- Radio Log
- Fuel printout sheet
- Fuel Record Sheet
- Drum pump
- Pencils
- Radio
- Red flag
- Stop/slow baton

Authorised by Paul Kelly - Event Director

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