

ALPINE RALLY OF EAST GIPPSLAND



LAKES ENTRANCE
28-30 NOVEMBER 2025

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*Photo by John Douth
B Team Rally Media*



FURTHER REGULATIONS

LOVELLS

For the ride of your life™

2025 Lovells Alpine Rally of East Gippsland

Friday November 28 - Sunday November 30

Motorsport Australia Permit: 325/3011/01

1. OFFICIALS

		Mobile	Licence No.
Clerk of the Course	Troy Bennett	0428 541 809	9898037
Deputy Clerk of the Course	David Johns	0409 939 888	9552209
Deputy Clerk of the Course	Bill Bennett	0408 346 765	9936835
Secretary of the Event	Hannah Holloway	0423 272 612	9883138
Officials Coordinator	Susan Day	0412 676 902	9236667
Chief Safety Officer	Stuart Lister	0418 629 900	883528
Competitor Relations Officer	Ivar Stanelis	0418 834 311	9701011
Spectator Manager	Ian Brain	0418 518 088	1005740
Chief Scrutineer	Frank Black	0412 028 508	882079
Service Park Manager	Ken Macleod	0417 552 052	20003278
Results Manager	AJ Dyka	0494 311 584	25007168
Event/Compliance Checker*	Brett Williams	0419 363 133	1090450
Motorsport Australia Steward*	Colin Hardinge	0419 104 955	8816425
Motorsport Australia Steward*	Grant Martin	0419 624 663	9883464

** Appointed by Motorsport Australia*

2. EVENT SCHEDULE

Saturday November 22	09:00-15:00	Official Scrutiny, Penrite Museum "Lane 88", 88 Lewis Rd Wantirna South
Wednesday November 26	16:00-20:00	Rally Headquarters opens at Bellevue on the Lakes function room, 201 The Esplanade, Lakes Entrance
Thursday November 27	09:00-16:00	Competitor Book-in & Documentation at Rally Headquarters.
Friday November 28 <i>Lakes Entrance Foreshore Rotunda (start location)</i>	09:00	Competitors to park cars in formation
Friday November 28 <i>Lakes Entrance Foreshore Rotunda (start location)</i>	11:00	Competitor briefing
Friday November 28 <i>Lakes Entrance Foreshore Rotunda (start location)</i>	12:00	Ceremonial Start - Lakes Entrance
Friday November 28	19:00	Day 1 Finish - Lakes Entrance
Saturday November 29	07:30	Day 2 Start - Lakes Entrance
Saturday November 29	19:00	Day 2 Finish - Lakes Entrance
Sunday November 30	08:00	Day 3 Start - Lakes Entrance
Sunday November 30	16:00 TBA	Day 3 Finish - Lakes Entrance
Sunday November 30 <i>Lakes Entrance Foreshore Rotunda (start location)</i>	16:00 TBA	Presentation - Lakes Entrance
Sunday November 30 <i>Lakes Entrance Youth and Recreation Centre 21 Carpenter St Lakes Entrance</i>	19:00	Celebration Dinner - Lakes Entrance

3. SCRUTINY

Official Event Scrutiny shall be conducted on Saturday November 22nd, at the Penrite Museum "Lane 88", 88 Lewis Rd Wantirna South, from 09:00 until 15:00. For those residing more than 50kms from that location, regional scrutiny can be conducted, but that scrutiny is to be performed by a Motorsport Australia accredited rally scrutineer and must be arranged by the competitor at a time and place suitable to both parties. Competitors arranging their own scrutiny are strongly encouraged to have their vehicle scrutineered no less than 14 days prior to the event so there is adequate time for re-scrutiny if deficiencies are detected.

- All competing vehicles must pass scrutiny to start the event. Competitors must either upload the completed Scrutiny Form to the Wolf Online Entry System by **Tuesday 25 November** or submit it at documentation ([Section 5](#)) to receive event documentation, including Route Instructions. There will be no scrutiny at the start of the event.
- All vehicles may be subject to inspection by the Chief Scrutineer at any time during the Event and to require compliance with the regulations before any offending vehicle can continue.
- The Chief Scrutineers and their assistants are deemed to be Judges of Fact in all scrutiny matters.

- **Validity of Scrutineers Reports:**

ALL Scrutiny Forms must be signed AND have the scrutineer's Motorsport Australia number neatly printed in the space provided for the scrutineer's signature. The Motorsport Australia pro-forma Scrutiny form must be used. Competitors are advised to pay particular attention to this requirement.

4. LATE ARRIVAL

Late arrival of competitors at Competitors Briefing and/or the Start of the event is a breach of regulations and may be subject to the appropriate penalties.

5. COMPETITOR BOOK-IN AND DOCUMENT ISSUE

Competitor Book-in and Document Issue will be available at Rally Headquarters at the Bellevue on the Lakes, 201 The Esplanade, Lakes Entrance from 09:00 - 18:00 on Thursday November 27.

Crews will be issued with the following documents:

- Route Instructions
- Vehicle Numbers
- Sponsor Decals
- Service Crew Instructions
- Polo shirts

Any further instructions necessary will also be included.

The issued documents can only be collected by the **Driver or Co-driver**. It will be the responsibility of this person to check the documents for quantity and then sign for them. No claims for missing documents will be recognised once they have been signed for.

If on checking the documents later for completeness, any documents are found to have pages missing, they will be replaced.

Once book-in is completed successfully, RallySafe units can be collected at Rally HQ.

A reminder that all pre-event documentation must be completed and uploaded using the Wolf Online Entry System PRIOR to the Competitor arriving at Document Issue.

6. ODOMETER CHECK

ODO check starts next to the electricity transformer on the north side of Roadnight Street outside Road Nite Caravan Park, 9 Roadnight Street, Lakes Entrance.

ODO check follows this road (Roadknight Street, Palmers Road and Colquhoun Road) staying in the centre of the lane to white post on the east side of Colquhoun Road at the corner Hoggs Lane, Lakes Entrance

The Organiser's odometer read 4.99 km in both directions.

ODO CHECK START

Lat - 37.877127

Lon - 147.995680

ODO CHECK END

Lat - 37.842000

Lon - 147.995277

7. COMPETITORS' BRIEFING

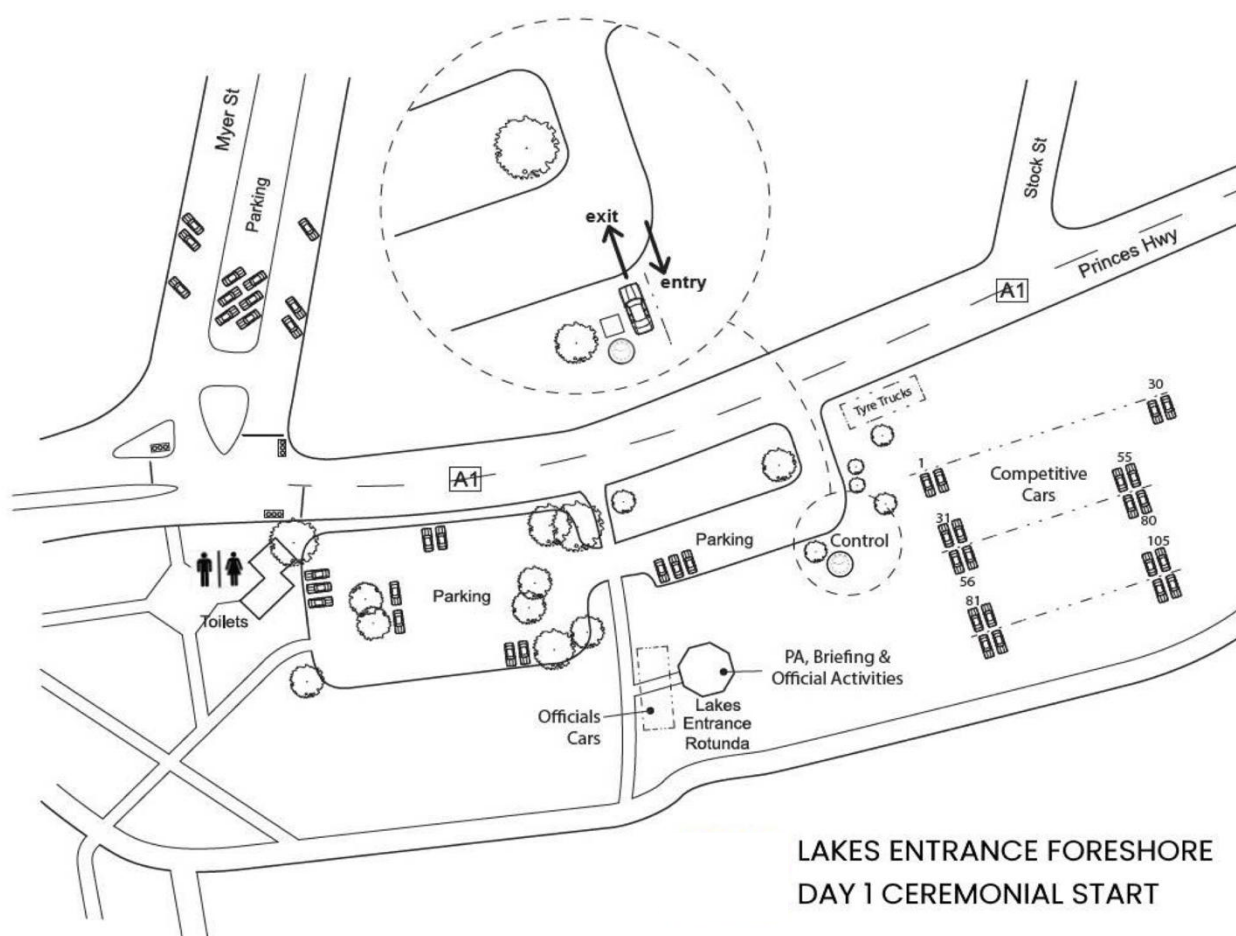
A compulsory briefing of drivers and co-drivers will be held at 11:00 on Friday November 28 at the Rotunda on the Lakes Entrance foreshore. The driver or co-driver must sign-in as proof of attendance.

Last minute information regarding any route changes, course conditions, schedule, etc. will be given at this briefing.

8. START LOCATIONS

Ceremonial Start (Friday)

The Ceremonial Start (and start of Division 1) of the rally will be from the grassed area near the Rotunda Carpark opposite Myer Street in Lakes Entrance.



Cars are to arrive between 0945 and 1045 and reverse park in their numbered locations. This is not a Parc Ferme. Service Crews may enter, but only on foot.

Saturday Start

Division 2 will leave from opposite Bellevue on the Lakes (Rally HQ), first car at 0730.

Sunday Start

Division 5 will leave from opposite Bellevue on the Lakes (Rally HQ) , first car at 0800.

Please note that crews may be breath tested prior to departure for the presence of alcohol in line with Motorsport Australia drugs and alcohol policy.

9. TIMING & TIME PENALTIES

All Sections will be run under A to A timing for both Competitive and Transport Sections. Timing and scoring will be to the second. The Target Time is the time allowed to complete a Road Section (Special Stage and the Liaison Stage) from one Time Control to the next Time Control, beyond which Late Time accrues.

10. LATE TIME LIMITS

The Late Time Limit disqualification as per NRSR Special Stage Rallies Article 7 shall not apply. The late time limits for the event will be 30 minute per Division.

11. OVERTAKING

In Control

When a car (the “faster” car) enters a control at the end of a competitive section in the dust of the preceding car (the “slower” car) and within one minute of that car, the following procedure may be adopted:

The crew of the faster car may make a request to the control official to start the next competitive section ahead of the slower car.

The official should ask the crew of the slower car whether they agree to this, and if so, the faster car should be sent out first.

Should the crew of the slower car refuse, this should be noted on the control card.

The Clerk of the Course may interpret a refusal to allow a faster car past in the control at the end of two successive competitive sections as deliberate obstruction and therefore render the slower car liable to being penalised.

During a Special Stage

Any crew intending to overtake another moving car during a Special Stage must activate the “Push to Pass” button on the RallySafe unit. **Note:** “Push to Pass” will only work if the car in front is within 200 metres. It will receive a message that another car wishes to overtake them and the crew of this vehicle must then allow the other vehicle to pass at the first safe opportunity.

Transmission of send/receive of overtaking messages are logged in both vehicles. These will be available to the Clerk of the Course and to the Stewards of the Meeting in consideration of any penalty for failure to allow a vehicle to overtake.

999 Car

The Alpine Rally will have a 999 Car whose purpose is to provide a safety function to the last car on the road to assist them in the case of an accident (until Sweep arrives up to an hour later).

In order to maintain pace with the last car, the 999 Car will have to overtake cars it encounters that have stopped for some reason. As there cannot be any non-competing cars mixed up in the field, any car overtaken by the 999 Car will have to cease competing. The 999 car will

allow a certain amount of grace time (say 3-5 minutes) for a stopped car to get going again, but after that they will have to move on.

If a stopped car is encountered by the 999 Car and it can't get going again quickly, this is what will happen:

- The 999 Car crew will formally advise the crew of the stopped car that they have been overtaken by the 999 Car and that they are no longer allowed to travel at competitive speeds for the rest of that division.
- A crew member of the stopped car will be required to sign a log sheet carried by the 999 Car to acknowledge that they have been advised to not travel at competitive speeds.
- The 999 Car crew will also give the crew of the stopped car a form stating that they have been passed by the 999 Car and can no longer travel at competitive speeds. This form will be required if the stopped car gets going again and wants to re-join the event before the end of the division.

If a stopped car that has been passed by the 999 Car gets going again this is what the crew must do:

- In order to not be penalised for missing controls, the car must still follow the route as laid out in the road book and report to all the controls listed in the road book.
- A Maximum time penalty will be given for the stage in which the car was passed by the 999 Car, but Allocated Times will be given for all subsequent stages until either the division end is reached or the car is able to get back in front of the 999 Car.
- The only ways the car can get back in front of the 999 Car is to either short-cut the course (difficult to do in a fully route-charted event) or bypass service. Travelling at competitive speeds to catch up to the 999 Car is forbidden.

If a stopped car that has been passed by the 999 Car does manage to get back in front of the 999 Car, this what the crew must do:

- The form that was handed to them by the 999 Car crew when they were overtaken must be counter-signed by an official at the first control they report to where they are in front of the 999 Car.
- This counter-signing will indemnify the crew against later accusations that they were travelling at competitive speeds when they shouldn't have been.

Regardless of whether the form has been counter-signed or not, the form must be handed in at the time control at the end of the division. This will enable the Scorer to determine which stages the stopped car was prevented from competing on.

Late Time and Sweep

A crew that has been overtaken by the 999 Car and has resumed travelling the course must still manage their Late Time otherwise they will start to accrue OLT Penalties. So long as the crew is within the Late Time Limit they cannot be overtaken by the Sweep Car. Even if they have exceeded their Late Time, provided they are still mobile or have a realistic chance of being mobile again very soon, the Sweep Car cannot disqualify a crew purely because they are over the Late Time Limit. Disqualification only happens at the end of a Division. However, a crew that is going nowhere should hand over their road card and let Sweep get on its way.

12. QUALIFYING AS A FINISHER

It will be necessary to complete 75% of the competitive distance to be deemed a finisher.

The Organisers reserve the right to place anywhere within the field any crew having dropped out of the Event and wishing to restart the Event. Such crews will be allowed to restart only

after they have contacted the Clerk of the Course, through the CRO, and gained approval to do so.

13. RECONNAISSANCE AND PACE NOTES

Reconnaissance by competitors on the roads in the general area is forbidden for a period of 8 weeks prior to the start of the Event. Any infringement of this regulation will be reported to the Stewards recommending the maximum penalty possible i.e. disqualification from the Event.

Any crew found using or in possession of pace note style documents (determined to be such by the absolute discretion of the Clerk of the Course in consultation with the Stewards of the Event) will be disqualified from the Event. Spot checks will be carried out during the Event involving the searching of both crew and car.

14. WHEEL SPIN

To reduce road damage and protect Control Officials and following cars, wheel spin at competitive starts prior to the passing of the Beige Board control boundary marker is not allowed and shall be subject to the following penalties:

- 1st offence 2 minute penalty
- 2nd offence 5 minute penalty
- 3rd offence Disqualification

All control officials shall be Judges of Fact with regard to whether wheel spin has occurred, and a video camera may record all starts.

- Any wheel spin offence shall be recorded both on the Control Card and an Incident Report and shall be reported to Rally Headquarters.
- Rally Headquarters shall then contact a time control ahead of the offending crew to advise the officials of the offence and the car concerned.
- The officials at that time control shall issue a form to the offending crew advising them that the offence has been reported and that they will be required to report to the Stewards at a time to be advised.

The form issued to the crew shall advise whether it is a 1st, 2nd or 3rd offence that has been reported.

15. VIRTUAL CHICANE

Virtual Chicanes (VCs) will be used in areas of very high speed as a safety measure. At a Virtual Chicane, competitors will be required to slow down to 60 kph or below, within a 300m VC zone.

On approaching a VC zone, there will be 300m, 200m and 100m warning boards.

At the start of the VC zone there will be "VC START" boards on both sides of the road and at the end of the zone there will be "VC END" boards. Between the VC START and VC END boards you need to decrease your speed to 60 kph or below.

As soon as the target speed has been achieved, RallySafe will go Green and you can then accelerate back to competition speed.

- The RallySafe system will be used to determine the speed of the vehicle
- The RallySafe system will show the distance to the end of the Zone.
- Overtaking is not permitted within the Virtual Chicane Zone.
- Vehicles must not impede another Competitor.

The following penalties will apply for actions within a Virtual Chicane Zone:

- Overtaking within a Virtual Chicane Zone - 30 seconds
- Lowest speed in Zone less than 5 km/h over 60 km/h - 5 seconds.
- Lowest speed in Zone between 5 and 10 km/h over 60 km/h - 15 seconds.
- Lowest speed in Zone more than 10 km/h over 60 km/h - 60 seconds.

Chicane observers will be deemed to be judges of fact over all activities relating to their location.

The Stewards shall determine such other penalties as appropriate, in addition to the minimum mandatory penalties outlined above.

16. NEUTRAL ZONE

The event will be utilising a Neutralisation Zone (on SS 12: Lister's) to minimise potential Road Damage by arrangement with DEECA; the other option was to lose the entire stage so competitor compliance will be heavily enforced.

Neutral Zone (NZ): Defines a specified length of road that has a speed limit set, as per an RSZ. For the purposes of results/scoring, the actual time taken, or the specified time is subtracted from the elapsed time for that Special Stage. The first 150m of the neutral zone is to be permitted for competitors to slow to the Neutral Zone Speed limit which will apply for the remainder of the zone. The minimum speed for the Neutral Zone is 20 km/h (competitors may not go below this speed) so as crews do not stop to take advantage of the Neutral Zone The maximum speed in the Neutral Zone is 50 km/h. The penalty for any breach of these regulations will be up to 10 minutes added to the competitor's stage time.

17. OUTSIDE ASSISTANCE

A competing vehicle may not travel more than a total of 200 metres in any one section of the event with assistance from, or attachment to, an outside source except as provided in Article 3.9 (c) of the NSRS Events General.

18. SERVICE CREWS

Competitors are reminded that the behaviour of their service crews reflects on them and that there is provision in the Rally Code for penalising competitors for misconduct of service crews.

Parking at Rally Headquarters: There is no provision for parking trailers at Rally Headquarters at any time. Please unload your cars elsewhere and leave your trailer at your accommodation.

Service vehicles must display their competitor's number on their windscreen to gain access to the Service Park.

Service vehicles will not, under any circumstances, be allowed into the ceremonial start area. This is for competitors only. If parking on the highway please do not block access to houses, shops, etc. Thank you.

19. REFUELLING

All refuelling operations to any competing vehicle during the event shall be undertaken only within the refuelling areas as defined in the Route Instructions or Service Instructions, or by defined bunted-off areas at service locations, or commercial fuel outlets.

All personnel taking part in refuelling operations (not at commercial outlets) must wear neck to wrist to toes non-synthetic clothing.

- Personnel not directly involved in refuelling operations must remain outside the refuelling area during this time.
- Care should be taken to avoid fuel spills at all times.
- Fuel is not to be stored in the designated refuelling areas.
- Any infringements will be referred to the Stewards for possible penalties to the competitor.

20. AWARDS

Outright

1st	Driver & Co-Driver
2 nd	Driver & Co-Driver
3 rd	Driver & Co-Driver

Car Categories

1	1 st , 2 nd & 3 rd	Driver & Co-Driver
2	1 st , 2 nd & 3 rd	Driver & Co-Driver
3	1 st , 2 nd & 3 rd	Driver & Co-Driver
4	1 st , 2 nd & 3 rd	Driver & Co-Driver
5	1 st , 2 nd & 3 rd	Driver & Co-Driver
6	1 st , 2 nd & 3 rd	Driver & Co-Driver
7	1 st , 2 nd & 3 rd	Driver & Co-Driver
AWD Invitational	1 st	Driver & Co-Driver

Flash Motorsport “Hard Charger” Award:

For the crew that makes up the highest number of outright places from their original seeded starting position.

Flash Motorsport “Best Recovery” Award:

For the crew that loses the most positions in Divisions 1-2, and recovers to the highest outright position by the end of the event.

21. MAPS

The Organisers found the following maps useful in setting the Event:

- Rooftop’s Bairnsdale - Dargo - Omeo Adventure Map Edition 2.
- Rooftop’s Snowy River - McKillops Bridge - Lakes Entrance Adventure Map Edition 1.
- Rooftop’s Cann River - Orbost - Delegate Adventure Map Edition 1.

These maps are widely available, both online and from good map shops.

Additional maps may be supplied by the Organisers.