

## **ATV Obstacle Course**

These are the planned obstacles and order. There will be other obstacles also, such as small hills and tabletop jumps. All obstacles are subject to change until the day of the event. During the event, if any participant fails to attempt an obstacle, he or she will receive a “No Time” for that run (participants avoiding obstacles planning to take a time penalty will receive a “No Time” for that run). Each competitor will have two runs, one in each lane. Their best time will be used for determining the winners of each class.

**Sand Pit:** Participant starts race in Sand Pit and must complete obstacle before continuing to next obstacle. If participant becomes stuck assistance will be available. There are no time deductions for this obstacle.

**Frame Twister:** Participant must negotiate this obstacle without leaving the course boundaries. Leaving course boundaries will cause a 5 second time penalty to be assessed each time the course boundaries are crossed.

**Teeter Totter:** Participant must proceed up teeter totter until teeter totter tips. Leaving the teeter totter before fully tipped will cause a 5 second time penalty to be assessed.

**Car:** Participant will proceed up and over cars and continue onto next obstacle. There are no time deductions for this obstacle.

**Culverts:** Participant must negotiate each culvert and continue to next obstacle. There are no time deductions for this obstacle.

**Limbo Bar:** Participant must avoid knocking bar down by leaning in any direction. Participant may not dismount ATV to negotiate obstacle. Knocking bar off will cause 5 second time penalty to be assessed.

**Slalom:** Participant will weave around each pole. There will be a 5 second time penalty for each pole missed.

**Logs:** Participant will drive up onto and across logs. If the participant’s ATV falls off logs, a 5 second time penalty will be assessed.

**Tire Drag:** Participant will stop in designated area, dismount his or her ATV, attach tow rope to his or her ATV, drag tire across designated line, dismount AVT, and release tow rope. If the rope breaks free from participants ATV during this obstacle, he or she must stop and reattach the rope. There are no time deductions for this obstacle.

Uneven: A series of obstacles will be positioned on the course so that the participants ATV will not remain level. He or she must go over each obstacle. Failure to negotiate an obstacle will result in a 5 second time penalty for each obstacle missed .

Mud Pit: Participant must complete mud obstacle before continuing to next obstacle, if participant becomes stuck assistance will be available. There are no time deductions for this obstacle.

Waterfall: Participant will proceed up and over waterfall; if he or she is unable to get over the waterfall assistance will be available. There are no time deductions for this obstacle.

Creek Bed: After negotiating the waterfall participant must continue up creek bed to finish point of the race. A 5 second time penalty will be assessed for each time participant's ATV leaves the course boundaries.

Stop Box: This is the final obstacle. The participant must bring his or her ATV to a complete stop inside stop box boundaries failing to stop in the box will result in a 5 second time penalty. The participant's time will stop once his or her ATV comes to a complete stop in the box.

Although this is a race, we do not want competitors trying to go too fast, as it could cause injuries to the participant, track officials and spectators and damage to Redneck Rally equipment and competitor's equipment. If at anytime a track official believes the competitor is operating his or her ATV in an unsafe manner, the competitor will receive a "No Time" for that run.