

ROAD CLOSURE



Safety

The first priority in all events is safety – your safety and that of other Officials, competitors and the public. Processes are established and rules are created to ensure a safe environment, and a fair and efficient event. Please ensure correct processes are carefully followed. If at any time you feel unsafe or unsure, discuss with a more senior Official.

Officials Sign On and Uniform

Please ensure you:

- sign on prior to competition using the appropriate Motorsport Australia sheets provided by the event organiser. This supports insurance arrangements and effective contact if needed, and
- are wearing the appropriate tabard/ vest provided.

What is a Road Closure?

This role is vital to the safe running of the event and often offers good viewing vantage points.

Simply, Road Closure points are established to prevent unauthorised access to the Special Stage. Persons, vehicles, livestock etc entering the Stage into the path of competitors travelling at high speed will create a dangerous situation causing serious injuries and fatalities.

Local notification and signs alert the community and forest permit holders of a Rally event however the Road Closure Official (normally with a vehicle) is required to completely block a road that has access to a Stage. It is vitally important that the Stage is physically closed to all vehicles and people.

Access points and road junctions along the Stage must be manned by Road Closure officials and taped exactly as instructed in the Set-Up Book.

Equipment

Generally supplied:

- Paperwork: Copies of Police Permits, Forestry Permits and Notices. These may be shown to parties who may try to enter the Stage.
Entry list showing crew names, car number and car type.
On all rallies, a Road Closure Tracking Form is provided for you to notate competitors car numbers as they pass you. This will assist in locating cars that are missing.
- Radio: On most rallies, an in-car radio to communicate with Rally HQ may be provided.

When you arrive at your Road Closure point

Typically, the Stage Commander, or another Senior Official, will lead you to your Road Closure point.

- Ensure you and your motor vehicle are located in a safe position well clear of the track. Always ensure you and your vehicle are in a position that will not put you, rally competitors or members of the general public in danger. If the road you are blocking has the potential for a rally car to “overshoot” then ensure that your vehicle is parked well back from the intersection and that you and any spectators do not stand in or near this location.
- Your vehicle should be parked to block the road to prevent access.
- Ensure bunting is in place. The set up will most likely be done for you when you get to your point – if not refer to your Stage Commander and ensure this is done quickly.
- If you have been provided with a club radio, check communications with Rally HQ. Refer to the guides “Radio Communication General” and “Radio Set Installation”.
- Set up your tent/ gazebo, table, chairs and get comfortable!

Pack Up

Most Stages at events will be run twice, possibly three times, so DO NOT leave your post until instructed by your Stage Commander.

Your Stage Commander or Deputy Stage Commander will have advised arrangements for:

- All Stage Officials including Road Closures to be collected and led back to Rally HQ
- All bunting, signs and other equipment to be collected and taken to Rally HQ.

Your Stage Commander will also advise what direction you may travel to exit the Stage. Generally, you should travel in the same direction as the rally cars to exit the Stage. If you are

advised by the Stage Commander to travel against the flow of traffic – use **EXTREME CAUTION**. There may be crews coming through to dismantle bunting etc.

Care: After Slow Sweep, other course cars (such as MIV, Recovery, etc) may proceed through the Stage. Be vigilant for traffic, even after the last competitor.

PROCEDURES FOR ROAD CLOSURE OFFICIALS

Course Cars

Prior to 0 (Zero) car, a number of course cars will pass through the Stage. Most will be looking to see that you are OK and in place. When each of these vehicles come through the Stage please stand with one arm raised above your head to indicate that you are 'all ok'. If you need assistance flag down the vehicle, radio Rally HQ or stand with your arms in a crossed position above your head.

Attempted Access

Under no circumstances are unauthorized vehicles or persons permitted to pass the Road Closure and continue on the Stage.

Members of the public who may arrive at your Road Closure point and wish to use the route should be advised of and shown copies of all permits provided to you in your event pack. Access must be firmly but politely refused. The event organisers will have obtained HQ Plantations, Police and other permits to close the road to the public for specified hours – unauthorised access to the roads when closed may result (and has resulted) in HQ Plantations and Police actions and penalties.

In the event of an emergency, course cars, MIV, recovery or other vehicles may wish to take a direct route to an incident, entering or leaving the Stage through your Road Closure point. If this occurs, ensure that these vehicles can demonstrate they are authorised.

If you experience any problems then please radio Rally HQ as a senior person may need to intervene. Safety is paramount for both the person wanting to enter the Stage, you and rally competitors.

Monitoring

You also act as a Monitor Point recording the passage of all course cars and competitors past your point. This is a very important part of your duty. If a vehicle goes missing on a Stage, Rally HQ ~~we~~ may contact you to see if it has passed your location. In your pack should be paperwork to record each car number that passes your point. Please complete this form for each run through the Stage.

Observation

Remain alert to your surroundings. Ensure Officials and spectators are in a safe place, well away from potential "overshoot" areas.

Contact Rally HQ by radio if you notice potentially dangerous situations such as the following:

- Unauthorised access by vehicles, persons
- Wandering livestock
- A competitor stops, or an incident occurs nearby.

If you do not have a radio then safely flag down a course car or rally car and get these people to contact Rally HQ go for assistance.

The Stage will have SOS points at regular intervals and competitors or course cars will drive to

at this point to notify Rally HQ of the issue.

Remember our first priority is that this event runs safely for competitors, Officials and spectators
– SAFETY FIRST.

Radio

Refer to the guides “Radio Communication General” and “Radio Set Installation”.

A radio check should be undertaken when you first take up your position; your Stage Commander will inform you of your call sign, but generally it will be Stage Name, roadblock number (eg “Kandanga Roadblock 3”). Apart from this, you should not need to use the radio. However, listening to broadcasts will keep you informed on what is happening on your Stage, and others. Please listen to the radio from arrival at your position until returned to Rally HQ – you never know when Rally HQ may call you when trying to locate a missing car.

What to bring with you

Events can be held in remote or hard to access locations so the following is a guide on what to bring when you come to one of our events.

- Your Motorsport Australia licence (and if you don't have one ensure you complete an application at the event).
- Warm clothes.
- Cool clothes.
- Water (lots, even in cooler weather).
- Food (lots of it, you generally will not leave your post all day and lunch breaks are a rarity - sandwiches, snacks, fruit etc.)
- Plastic bag to hold your garbage (please take your rubbish home).
- Plastic bag for your unworn clothes, to stop dust getting on them.
- Cups.
- Chairs.
- Table.
- Hat.
- Sunscreen.
- Shelter from rain & sun (gazebos or similar).
- Towel.
- Pencils or pens.
- Rain coat.
- Gas stove & light if you want hot food or drinks (open fires are not permitted).
- Torch & batteries.
- Insect repellent.
- Toilet paper (think about it, it can be a long day).
- Spade or shovel (think about it, it can be a long day).

- Camping gear if you want to stay the night. Many of our events have camping facilities and it saves a long drive home in the dark. Check with your Stage Commander on the event you're attending to see if camping is available. Come join the celebrations afterwards.
- Something to read or puzzles or iPads to keep you entertained – during breaks in competition. (Often, mobile/ data reception will not be available)
- Portable power banks for your mobile or iPad – can come in handy in locations without power access.
- A sense of humour and a sense of adventure (sometimes things don't go to plan and changes or delays can happen. Being flexible and maintaining your sense of humour are generally the best options)

THINGS TO REMEMBER TO DO

- Sign on - at the start of the event. You are then covered by Motorsport Australia insurance.
- Ask for assistance if you are unsure of your role, where you have to be or what you have to do. There is always someone who will help.
- Headlights on when driving on a Stage at any time.
- Although most cars are loud, always look before crossing the road/ track, there may be a course car on the Stage that you don't hear, you just never know.
- Have a good time, stay safe and enjoying the event.

THINGS NOT TO DO

- Do not ignore safety at any level – safety is everyone's responsibility and we ask you to speak up if something doesn't look or feel right.
- Do not place you or your car anywhere in the line of traffic or run off areas.
- Do not **light open fires** in the forest or properties without permission.
- Do not shine lights into the eyes of the driver (on night stages).
- Do not leave your position before Rally HQ or the Stage Commander has advised you that all is okay to do so.
- Do not try and emulate the drivers you have just seen once you are behind the wheel of your car.
- Do not bring an animal unless you keep it on a lead.

This document should be read in conjunction with:

- Code of Conduct for Officials
- General Terms & Definitions All Officials
- What to bring with you
- Radio Communication General
- Radio Set Installation

These additional documents are available on the BSCC website - <http://bscc.asn.au/resources/officials>

Authorised vehicles in a Special Stage

Only authorised vehicles are allowed to enter a Special Stage following “Set Up” status. They may only enter from the Start, in direction of competition.

✓ **Set Up cars, Technical cars, Advance cars**

These cars check clocks, radios and other equipment and run through the Stage well before the following cars. Typically they run through the Stage prior to set up being completed and Stage Closure.

✓ **000 (Triple Zero)**

Checks all clocks, correct operation of Time Control, MIVs (if applicable) are in place, Recovery, Start, SOS locations and Road Closures are in position and have radio comms, Flying Finish (clocks and radios) and Stop Control procedures and paperwork, in-stage security and safety (eg spectators), Road Book information and instructions.

✓ **Motorsport Australia Officials and Stewards**

Be courteous to them and answer any questions politely and to the best of your knowledge. Motorsport Australia may only enter a Special Stage before their official cut off time on the running schedule.

✓ **00 (Double Zero)**

This vehicle is the official car of the Course Checker.

Treat this vehicle as a competitor, giving times etc to practice processes.

00 conducts all final checks and on completion of driving the Stage, will advise Rally HQ the Stage is “**READY FOR COMPETITION**”.

Rally HQ will then notify the Stage Commander and Deputy Stage Commander (Stop) of stage status. Stage Commander will then advise Time Control and Start.

✓ **0 (Zero)**

Treat this vehicle as a competitor for practice.

Following confirmation the Stage is “**READY FOR COMPETITION**”, Rally HQ will authorise the 0 car to commence the Stage and also a time for the first competitor to start the Stage. The 0 car may enter the Stage earlier only on advice from Rally HQ in consultation with the Course Checker.

The 0 car runs through the Stage at or near to competition speeds, with lights flashing and siren. This is to notify competition is imminent and the next vehicle will be a competitor.

✓ **Competitors**

✓ **Fast Sweep (may also be known as 999)**

Will enter the Stage after the last competitor. Fast Sweep acts as the last competitor’s buddy, stopping to provide assistance should the last competitor require.

✓ **MIV (if applicable)**

The MIV vehicle may traverse the stage two minutes after the last competitor and Fast Sweep. If an incident occurs that may involve injury within the Special Stage, this vehicle is to be allowed immediate access into the Stage, but only after confirmation by Rally HQ.

✓ **Sweep Car (may also be known as Slow Sweep)**

Will collect all relevant paperwork from Time/ Start/ FF/ Stop Controls.

Will enter the Stage after all competitors, Fast Sweep and MIV vehicle (if applicable). Upon reaching Stop Control, Slow Sweep will advise Rally HQ that the Stage is Clear, who will then advise the Stage Commander that the Stage is ready for dismantling if not being used again.

✓ **Recovery vehicles**

Generally, these vehicles follow after Slow Sweep, however they could be delayed if they have had to retrieve any competitors from previous Stages.

Stage team members should take particular care when dismantling the Stage. MIV and Recovery vehicles may be in Stage when bunting and equipment is being collected and packed.