

BULLETIN 2024-01



Subject: Helmet, Tow Eye & Tow Rope rule changes

Issue Date: February 20, 2024

Implementation: Immediate

Helmet Change Rationale:

Removing expired helmets from list and adding newer models. By FIA technical list 25 8860-2010 allowed until Dec 2028

11.1.6 Only helmets meeting one of the following standards will be accepted for competition in any performance rally and must be worn by all competitors when travelling in special stages:

- a) FIA Homologation
 - FIA 8860-2010 (expires 2028-12-31)
 - FIA 8859-2015
 - FIA 8860-2018
 - FIA 8859-2024
- b) Snell Foundation
 - ~~-SAH 2010~~ (expires 2023-12-31)
 - ~~-SA 2010~~ (expires 2023-12-31)
 - SA 2015 (expires 2025-12-31)
 - SA 2020

Tow Eye change Rationale:

There was a recent near miss when a towing point failed during vehicle recovery.

This change is also making it clear that by specifying “metal tow eyes” that fabric tow points are not acceptable.

12.3.13 Towing eyes.

~~Towing eyes shall be attached to the front and rear of the vehicle and painted in yellow, red or orange.~~

- a) Competition vehicles must be equipped with a metal tow eye on the front and rear of the vehicle
- b) The tow eyes must be identified by a "TOW" sticker, and be painted yellow, red or orange.
- c) The tow eyes must have a minimum internal diameter of 3/4"
- d) The tow eye must be of sufficient strength to support the weight of the vehicle during a recovery operation, and must be in good condition.

Tow Rope change rationale:

Tow ropes or straps are intended for towing a vehicle on a relatively level surface. Recovery straps on the other hand are designed to recover a vehicle that is off road and are safer.

NOTE: A regular tow rope or strap can be used to flat tow the vehicle off an inactive stage.

12.3.16 ~~Tow Rope~~ Strap.

All vehicles must carry a recovery strap ~~tow rope or winch with cable~~. All parts of the recovery strap ~~tow rope~~ must be within the competition vehicle at all times while the recovery strap ~~tow rope~~ is not in use.