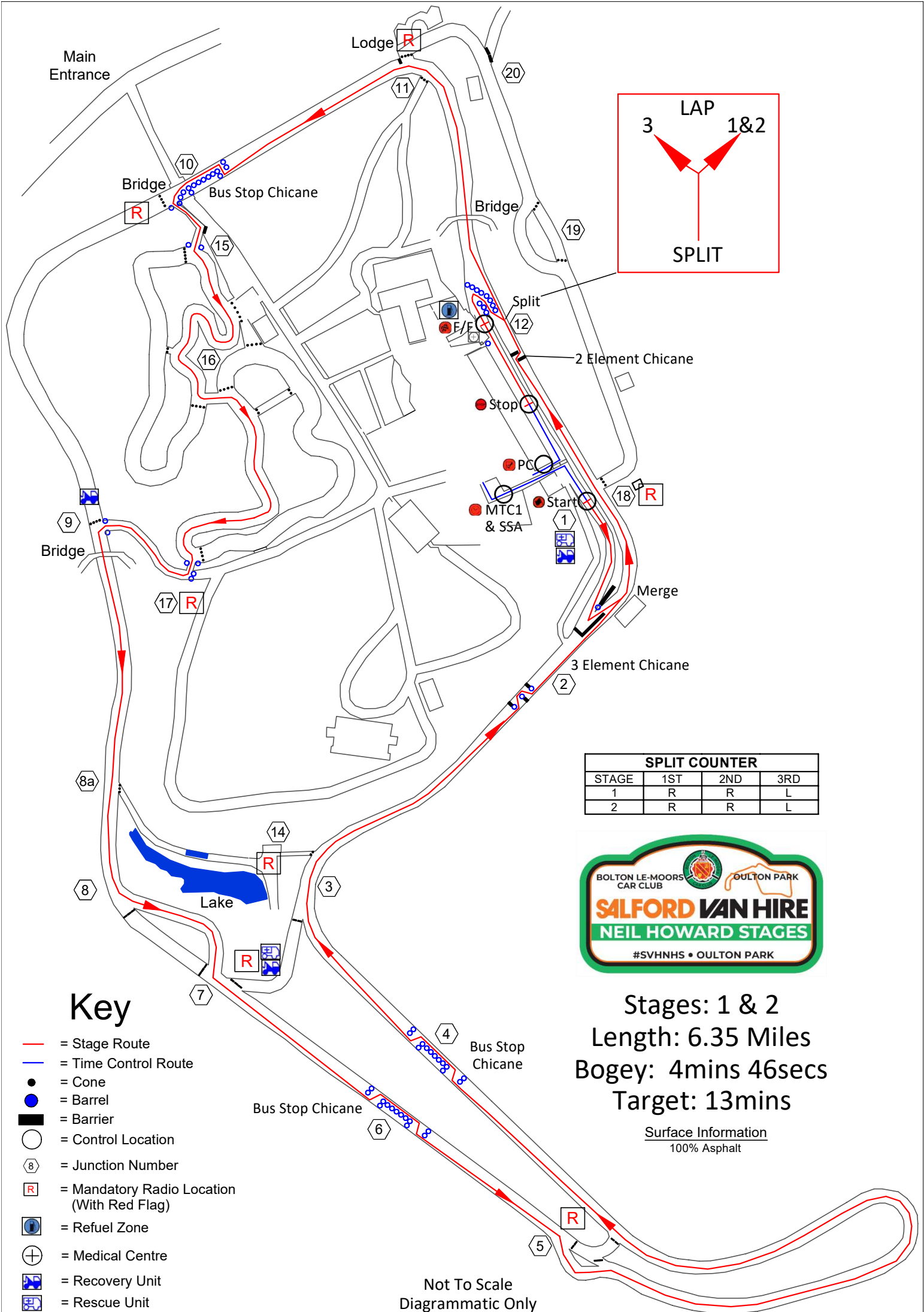


SPLIT COUNTER			
STAGE	1ST	2ND	3RD
1	R	R	L
2	R	R	L



Key

- = Stage Route
- = Time Control Route
- = Cone
- = Barrel
- = Barrier
- = Control Location
- = Junction Number
- = Mandatory Radio Location (With Red Flag)
- = Refuel Zone
- = Medical Centre
- = Recovery Unit
- = Rescue Unit

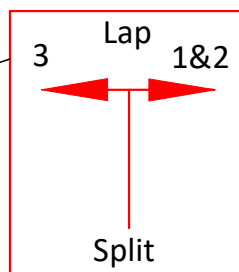
Stages: 1 & 2
Length: 6.35 Miles
Bogey: 4mins 46secs
Target: 13mins

Surface Information
100% Asphalt

Not To Scale
Diagrammatic Only

Main Entrance

Split



Bridge

Bus Stop Chicane

Bridge

Caution!
Crest

Stop

PC

Start

SSA

Bridge

Merge

3 Element Chicane

SPLIT COUNTER			
STAGE	1ST	2ND	3RD
1 - 1st	R	R	L
1 - 2nd	R	L	-
2 - 1st	R	R	L
2 - 2nd	R	L	-



Stages: 3 & 4

Length: 5.38 Miles

Bogey: 4mins 18secs

Target: 11mins

Surface Information

85% Asphalt

15% Broken Asphalt/Gravel

Key

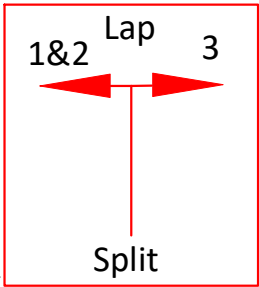
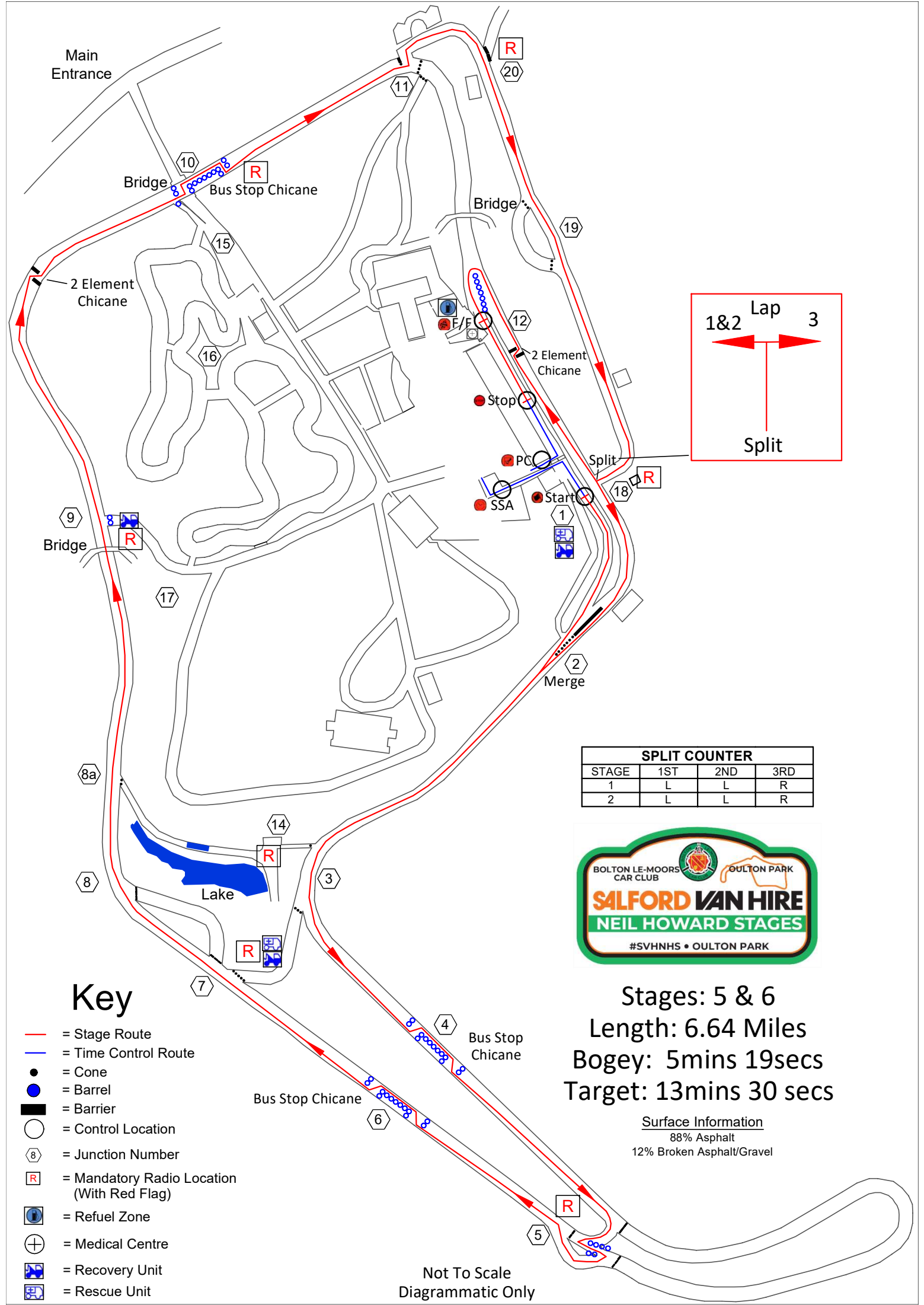
- = Stage Route
- = Time Control Route
- = Cone
- = Barrel
- = Barrier
- = Control Location
- ⑧ = Junction Number
- R = Mandatory Radio Location (With Red Flag)
- = Refuel Zone
- ⊕ = Medical Centre

Bus Stop Chicane

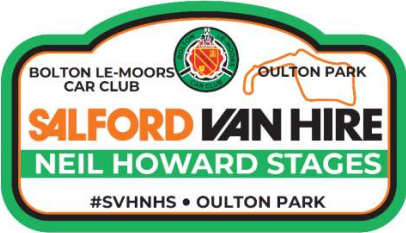
Bus Stop Chicane

Not To Scale

Diagrammatic Only



SPLIT COUNTER			
STAGE	1ST	2ND	3RD
1	L	L	R
2	L	L	R



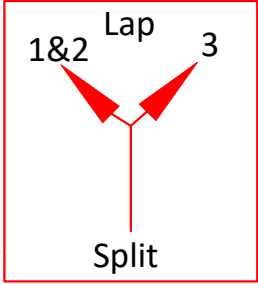
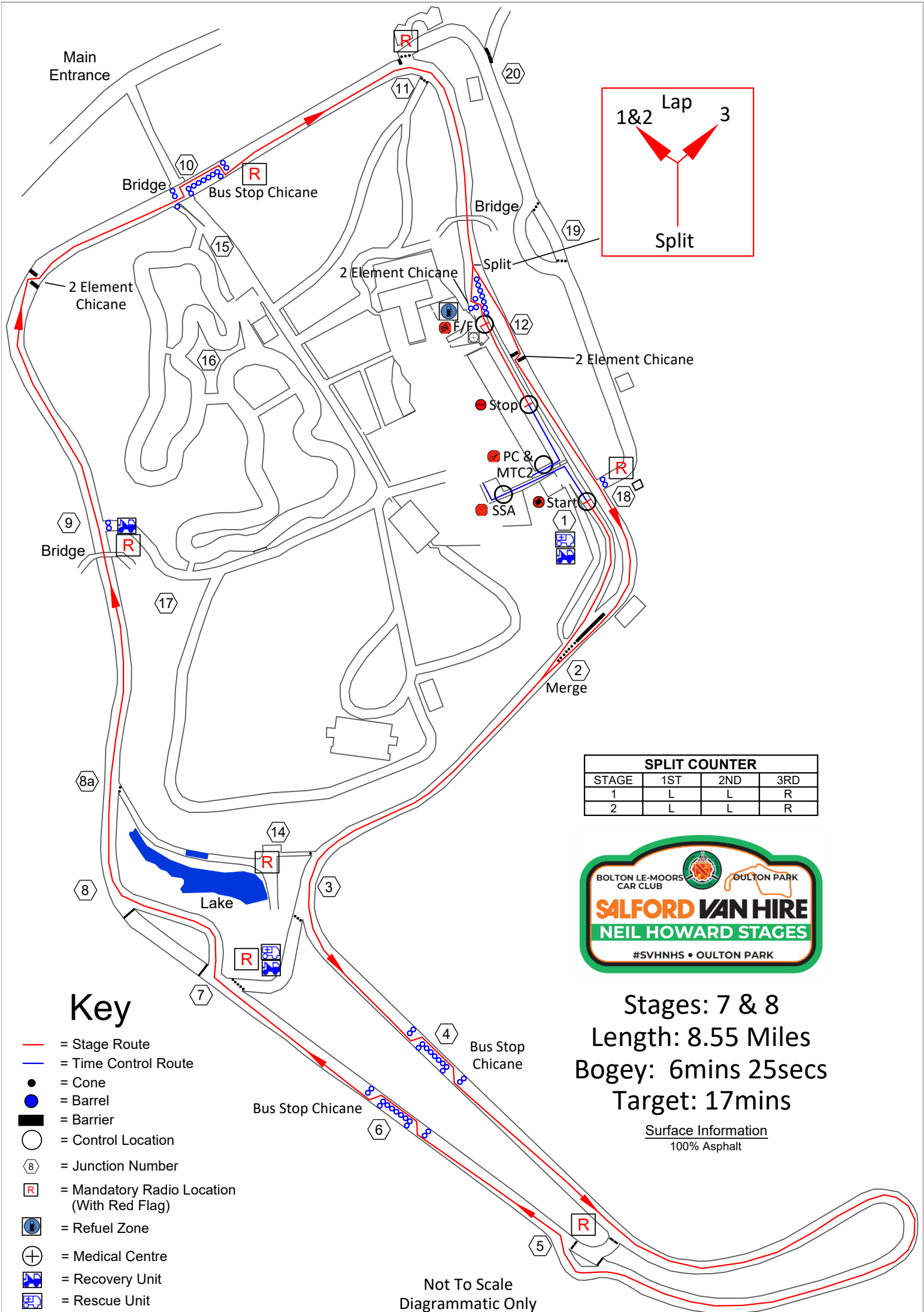
Key

- = Stage Route
- = Time Control Route
- = Cone
- = Barrel
- = Barrier
- = Control Location
- = Junction Number
- = Mandatory Radio Location (With Red Flag)
- = Refuel Zone
- = Medical Centre
- = Recovery Unit
- = Rescue Unit

Stages: 5 & 6
Length: 6.64 Miles
Bogey: 5mins 19secs
Target: 13mins 30 secs

Surface Information
88% Asphalt
12% Broken Asphalt/Gravel

Not To Scale
Diagrammatic Only



SPLIT COUNTER			
STAGE	1ST	2ND	3RD
1	L	L	R
2	L	L	R



Stages: 7 & 8
Length: 8.55 Miles
Bogey: 6mins 25secs
Target: 17mins

Surface Information
100% Asphalt

Key

- = Stage Route
- = Time Control Route
- = Cone
- = Barrel
- = Barrier
- = Control Location
- = Junction Number
- = Mandatory Radio Location (With Red Flag)
- = Refuel Zone
- = Medical Centre
- = Recovery Unit
- = Rescue Unit

Not To Scale
Diagrammatic Only