

SHELL HELIX RALLY ESTONIA 2018 SUPPLEMENTARY REGULATIONS

APPENDIX 5. CHAPTER III DRIVERS' EQUIPMENT OF APPENDIX L 2018

Flame-Resistant Clothing / Head restraints / Helmets (FIA ISC, Appendix L, Chapter III, articles 1, 2 and 3)

• FLAME-RESISTANT CLOTHING

All drivers and co-drivers must wear overalls as well as gloves (optional for co-drivers), long underwear, a balaclava, socks and shoes homologated to the FIA 8856-2000 standard, (Technical List N°27).

Users must ensure that garments are not too tight, as this reduces the level of protection.

Embroidery sewn directly onto the overalls shall be stitched onto the outermost layer only, for better heat insulation. Backing material of badges and thread used for affixing them to the overalls must be flameproof (see Appendix 1 of the FIA 8856-2000 Standard for detailed requirements and instructions for use).

• FRONTAL HEAD RESTRAINT (FHR)

The use of frontal head restraints, homologated according to the FIA 8858-2010 or 8858-2002 standard is mandatory for all drivers / co-drivers. Homologated FHR systems are listed in the FIA Technical List N° 29.

Conditions of use

FHR systems must be worn only with FIA-approved items according to the following chart:

Helmet (2)	Tether system (tether, tether end fitting and helmet anchorage)
FIA 8860 (Technical List N° 33) FIA 8858 (Technical List N° 41)	FIA 8858 (Technical List N° 29)

(2) Mandatory wearing of helmets in each championship according to Appendix L, Chapter III, Article 1.1.

• HELMETS

All drivers must wear crash helmets that meet one of the standards in FIA Technical List N°25, but are also compatible with FHR system (FIA 8858-2010 or 8858-2002 standard) and are thus contained in FIA Technical Lists N°33 and 41. However, it is strongly recommended, that they wear helmets meeting the FIA 8860-2004 or 8860-2010 - Advanced Helmet Test Specification (FIA Technical List N°33) standard.

Clothing and equipment will be checked at Scrutineering and at any other time during the rally.

Drivers' clothing and equipment apply to Shakedown as well.