



MOTOR SPORTS SINGAPORE (MSS) SPRINT FESTAUTO GYMKHANA SERIES '2025 ADDITIONAL SPORTING REGULATIONS (ASR)

Issued date: 6 Nov 2025

1. **EVENT:**

MSS SPRINT FEST Auto Gymkhana Series '2025

2. **TYPE OF EVENT:**

Auto Gymkhana for Cars

3. **EVENT ORGANISER:**

MOTOR SPORTS SINGAPORE

4. **AUTHORITY:**

The event is organized in accordance with the International Sporting Code of the Federation Internationale de l'Automobile, the National Sporting Regulations of the Motor Sports Singapore and the Sporting Regulations and Additional Supplementary Regulations (SRs). The Event Organizer reserves the right to issue additional Bulletins clarifying articles in the SRs and ASRs and any other statements whether written or verbal, which have the similar authoritative instruction or direction as these regulations.

5. **STATUS:**

National or Invitational

6. **DATES & VENUE***

Round 3 – Saturday 8 Nov 2025 (National Drivers' Selection will be held on 9 Nov for the 10 qualifiers from Open Class 5)

*The Event Organizer reserves the right to cancel or postpone without assigning a reason.

Venue: 47/51 Ayer Rajah Crescent

7. **EVENT MANAGEMENT:**

MOTOR SPORTS SINGAPORE

In Collaboration with 2+1 CONCEPTS



8. OFFICIALS OF THE MEETING:

- a. The following Officials will be appointed by MSS. Names of these Officials will be published in Additional Supplementary Regulations:
 - 1 National Steward

- b. The following Officials will be appointed by Motor Sports Singapore, and their names will be published in Additional Supplementary Regulations:
 - 1 Clerk of the Course
 - 1 Chief Scrutineer
 - 1 Secretary of the Event

10 FORMAT OF COMPETITION:

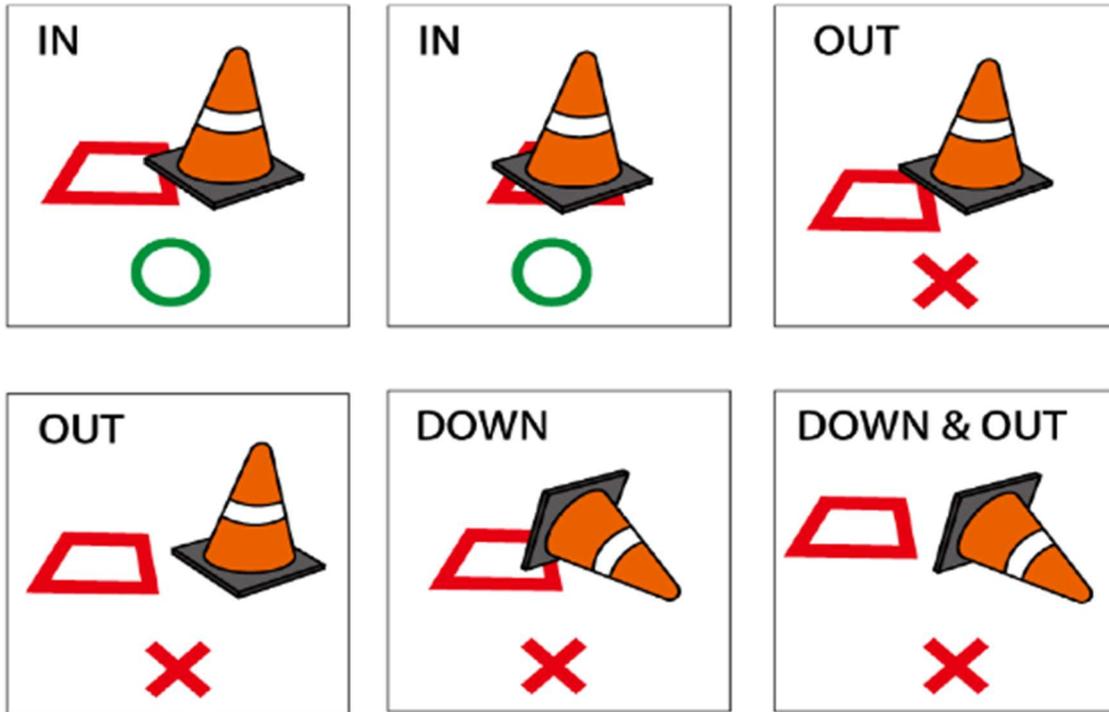
- a) Timed session where run will be timed, based on quickest time around the course.
- b) There will be NO practice runs. Should the time and weather permit, more timed runs would be given. The best-timed run for each pattern will be taken as the result.
- c) The results and timing of each run are fair and final. No disputes or arguments will be entertained.
- d) Final placing will be determined by the fastest time by each competitor.
- e) **Cones and Penalties**
If a cone is hit, and any part of the cone remains standing and within the marked box, no time penalty will be incurred.
If a cone is hit and any part of it is no longer touching the box, the driver will incur a 2-second penalty per cone.

A cone must be standing and within the box to avoid penalty.
If a cone is hit and falls over, an immediate 2-second penalty applies.
If a cone is hit, falls, but bounces back within the box, it will still be considered a downed cone and will incur a 2-second penalty.

If a cone/water barrier that has been struck causes another cone/water barrier to be displaced or knocked down (the “domino effect”), each affected cone/water barrier will also be considered a hit and will incur a 2-second penalty per cone/water barrier.

Should a driver incur penalties equivalent to six (6) cones or four (4) water barriers or more, the run will be classified as a bogey time.
- f) **There is a 2 seconds penalty per hit/contact for hitting or contact with all boundary or perimeter cones, fences, water barriers, kerb or wall.**
- g) All classes applied. Penalty in secs may be subjected to changes.

APPENDIX 1



Scenario	Penalty
If the cone is hit, and any part of the cone is still within the box, the driver would not incur a time penalty. Cone must be standing and within the box to not incur any penalty.	No Penalty
If a cone is hit, and any part of the cone is not touching the box.	2 seconds Penalty
If a cone is hit and falls over, an immediate penalty applies.	2 seconds Penalty
If a cone is hit and down, but bounces back and is within the box, it is considered a down cone.	2 seconds Penalty
If a cone/water barrier that has been struck causes another cone/water barrier to be displaced or knocked down (the “domino effect”), each affected cone/water barrier will also be considered a hit and will incur a 2-second penalty per cone/water barrier.	2 seconds Penalty
Penalty for hitting or contact with all boundary or perimeter cones, fences, wall, kerb or water barriers.	2 seconds Penalty
One (1) finishing cone will be placed approximately Five (5) meters after the finish line. Driver must stop completely in the Stop astride method without touching the finishing cone or any other cones at the finishing area. Any contact, knock down, displacement of these cones. Penalty applies.	5 seconds Penalty

Should a driver incur penalties equivalent to six (6) cones or four (4) water barriers or more, the run will be classified as a bogey time.	Bogey Time
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11 PENALTIES:

a) Drivers must perform the exact given course pattern in order to be deemed to have completed with a stage time. Should the driver run a wrong route, a bogey time will be given for that run.

b) Wrong Turn and Re-joining Procedure

If a driver takes a wrong turn during the run, he/she is permitted to retrace and rejoin the course at the correct point, provided that no section of the course is bypassed. Should the driver make further navigational errors or be unable to reconnect properly to the designated course pattern, the run will be classified as a bogey time.

If a driver has passed a designated turn and realizes a mistake, he/she must reverse back to that turn to rejoin the correct course. Driving forward to rejoin the route at a later point or creating an alternate line is not permitted and will result in a bogey time for that run.

A driver will not be considered to have taken a wrong turn if he/she travels on a longer or wider path before reaching the correct turn, provided that no incorrect turns are made. In such cases, the run remains valid.

- c) For every cone knocked down or displaced beyond the cone sitting marked zone, a time penalty of 2 seconds will be added to the stage time.
- d) Any cones touched or displaced must remain fully upright within the marked zone. A time penalty of 2 seconds will be added to the stage time.
- e) For every jump start (before green flag), a penalty of 5 seconds will be added to the stage time.
- f) For every non-astride finish, a penalty of 5 seconds will be added to the stage time. (See start/finish procedures.)
- g) In the event of any of the start/finish sensors being knocked down or displaced, a bogey time will be given for that run, be it if the sensor is functional or malfunctional.
- h) Bogey time = 2 x fastest time of the same class and pattern.
- i) Any other penalties shall be dealt in accordance to MSS's National Sporting Regulations.

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