



Rules & Regulations

21-23 July 2017

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Any clarification or information required in regards to the rules and regulations can be obtained from the Event Committee at fnooffroadchallenge@outlook.com.

1. Event Format and Regulating Body

Stages will be varied with a major emphasis on safety. Stages will be designed to test 'Off Road Driving' and 'Recovery Skills', first and foremost. The stage results will determine the place getters. Scoring will be a combination of the elapsed time, less any penalties incurred by teams, as specified, in the competition rules.

The Event Manager will head the Event Committee. The Committee Members will be officials appointed by the Event Manager.

2. Vehicle Classes

2A. Classes:

1. Open
2. Modified Classes
3. Weekend Warrior
4. UTV

Team Challenge – Maximum 20 Teams of 2 vehicles per team.

3. Scrutineering and Equipment Check

3A. Vehicles and all equipment are required to be available at the appointed time. A team representative must be present during these checks.

3B. Vehicles must be presented in a ready to start condition including all compulsory equipment.



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3C. Vehicles that fail the inspection process will render the entrant liable for exclusion. A second and final inspection at a later time may be carried out. Vehicles must pass the second process, or they may be excluded from starting the event.

3D. Teams that are excluded from starting the event will forfeit their registration/nomination fees.

3E. Competing vehicles do not need to be registered and are not required to extend their CTP insurance. All drivers and co-drivers are strongly encouraged to seek their own insurance coverage. All drivers and co-drivers need to be aware that they are not covered by insurance for this event, and it is recommended that they seek their own insurance coverage.

3F: Competitors are responsible for ensuring their competition vehicle complies with these Rules and Regulations.

3G. All vehicles will be checked to ensure working brakes, no pillar rust, structural integrity and good general mechanical condition. Vehicles are expected to be in a reasonable condition. (i.e. this competition is not a demolition derby).

4. Compulsory Equipment

4A. Vehicles shall carry a minimum of one 1.8kg or two 0.9kg operable dry powder fire extinguishers, mounted securely, within easy reach of the driver and co-driver. Minimum standard AS1841.5

4B. All vehicles competing in **individual** events **MUST** carry a minimum of the following:

- Winch (refer section 5I for minimum requirements)
- Minimum 8,000kg Snatch strap
- Minimum 8,000kg tree trunk protector (minimum width 75mm)
- 1 x Snatch block, minimum 8,000kg
- 2 pair finger enclosed leather or material gloves (material gloves only allowed when using synthetic winch rope)
- 2 x shackles to be rated at 3.25t or better
- 2 x 1kg (dry weight) cable dampeners (500mm x 900mm recommend size)
- 1 x 10mt, 8,000kg Winch extension
- 10lt of Drinking water (may be carried in camelbacks)
- Helmets and window nets for driver and co-driver Refer Section 9A)
- Window nets that cover a minimum of 70% of the window opening. (Manufactured units)
- GPS Unit (must be able to have coordinates entered into the unit)
- Closed in shoes for driver and co-driver
- Neck brace for driver and co-driver
- A basic first aid kit
- Jack, wheel brace and spare tyre assembly

4C. All vehicles competing in **team** events **MUST** carry a minimum of the following:

- Winch (refer section 5I for minimum requirements)
- Minimum 8,000kg Snatch strap
- Minimum 12,000kg tree trunk protector (minimum width 75mm)
- 1 x Snatch block, minimum 8,000kg
- 2 pair finger enclosed leather or material gloves (Material glove only allowed when using synthetic winch rope)
- 2 x shackles to be rated at 3.25t or better
- 2 x 1kg (**DRY WEIGHT**) cable dampeners (500mm x 900mm recommend size)
- 1 x 20mt, 8,000kg Winch extension
- 5lt of Drinking water (may be carried in camelbacks)
- Helmets and window nets for driver and co-driver (Refer section 9A)
- Window nets that cover a minimum of 70% of the window opening
- GPS Unit (must be able to have coordinates entered into the unit)
- Closed in shoes for driver and co-driver
- Neck brace for driver and co-driver



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- A basic first aid kit
- Jack, wheel brace and spare tyre assembly

4D. Cage Requirements

All competing vehicles in the open, modified and UTV classes (no exceptions) will be required to have a minimum four point roll over protection system / cage fitted to the interior of the vehicle.

Specifications are listed here:

<http://www.cdda4wd.com.au/images/RolloverProtectionDrawingMaster060428.pdf>

These do not have to be certified by CCDA, however this is recommended. All rollover protection systems will be closely checked upon scrutineering/inspection processes.

The weekend warrior class does not require roll cages. This class will have no winch walls greater than 2m in height and will comprise of gullies and short course type stages.

Drivers and c-drivers are reminded that they are responsible for their own safety and should pre-inspect all tracks prior to driving, and know their own driving and vehicle capabilities.

5. Radio Equipment

5A. All vehicles must have a UHF (477 MHz) radio and must be tuned to the competition channel (UHF #9) at all times. A 20 point penalty may apply if not adhered to. We recommend all teams have a handheld or portable UHF so they can be contacted at all times when outside of the vehicles.

5B. During the Stages the UHF radio must be tuned to the assigned stage channel, and returned to competition channel (9) once vehicle has moved from finish gate.

5C. Bluetooth headsets are allowed and encouraged for driver and co-driver communications.

Vehicle Specifications (Both Individual & Team Classes)

6. Body/Chassis

6A. Approved:

- Modify body etc: - Wagon into ute/dual cab
- Guards may be modified but no sharp edges allowed
- Install aftermarket gauges and accessories
- Body lift
- Front and side windows to be approved glass
- Front door glass may be removed
- Half doors with side impact bars are approved

Not approved:

- Tube Frame Chassis

6B. Open, modified and UTV vehicles must be fitted with a minimum four point racing harness for all occupants. No exceptions.

6C. Weekend Warrior class is required to have standard OEM seatbelts, mounted in OEM positions. Condition of seatbelts, mount points and structural integrity of the pillars surrounding will be heavily scrutinised.

6D. Weekend Warrior class is required to have full A and B pillars. Soft top vehicles, such as Suzuki Sierra's etc. will have steel sports type roll bar behind B pillar for extra protection.

6E. The chassis can be strengthened.

6F. Rear wheel steering not allowed.



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6G. A recovery point (painted red) is required for both the front and rear of the vehicle and if mounted to the chassis a minimum of two 12mm, or four 10mm, grade 8 (or equivalent) high tensile bolts be used. Minimum recovery point is a rated lifting lug (1.4T) with a 19mm thread.

6H. Items carried in the vehicle must be secured while the vehicle is in motion.

6I. Bonnets must remain but may be modified, for example, cooling vents, guards.

7. Engines

All classes:

- Exhaust must finish no less than 300mm behind the cab on a ute, and behind the rear diff on a wagon.

Open Class:

- Engine is allowed to have aftermarket accessories fitted such as turbo and superchargers.
- Carburettor is allowed to be upgraded.

Modified Class:

- No additional forced induction systems unless OE; OE Turbo's can be modified.

Weekend Warrior Class:

- Any safely installed combination of your choice. Must be Blue Plated.

UTV Class:

- Open engine.

8. Fuel Systems

- Pump fuel only
- LPG is allowed to be fitted to petrol and diesel motors
- No nitrous gas allowed in any class
- The Event Manager or his representatives reserves the right to reject any fuel tank that is deemed to be unsafe

The competition organisers reserve the right to reject any fuel tank/system that is deemed to be unsafe. All fuel/gas tanks must be suitably protected from reasonable external object penetration, i.e. manufacturer's location or more protected.

9. Transmission

Open.

10. Driveline

- All vehicles must have an operable handbrake (this will be checked in scrutineering)
- No reduction hubs or portal/drop axles allowed
- No individual wheel braking systems allowed. Only handbrake on tail shaft or rear wheels

11. Suspension/Steering

Open Class:

- Powered or manually operated active suspension that adjusts each wheel individually is not allowed
- Full hydro steer is allowed

Modified and Weekend Warrior Class:

- Only a single shock per corner allowed, unless OE
- Powered or manually operated active suspension that adjusts each wheel individually is not allowed
- Full hydro steer is not allowed



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UTV:

- Open

12. Wheels and Tyres

12A. Tyre and wheel combinations:

Open Class:

- Any safe wheel and tyre combination.

Modified Class:

- Maximum 35" tyres, any safe wheel and tyre combination.

Weekend Warrior Class:

- Maximum 35" tyres, any safe wheel and tyre combination.

UTV:

- Any safe wheel and tyre combination.

12B. Agricultural tyres and wheel chains of any type are prohibited.

13. Electrical System

H1 Multi battery systems are allowed.

14. Winch (Minimum 8000lb)

Winch may be electric or hydraulic.

Open Class:

- Reinforcing/strengthening of winch is allowed
- Contactor packs are allowed
- Wider drums are allowed
- Air free spool is allowed
- Mid mounted winches in well backs must be isolated from the driver/co driver by min 3mm alloy or 1.6mm steel plate

Modified Class:

- Single motor only
- 12v only
- Reinforcing/strengthening is allowed
- Contactor packs are allowed
- Wide drums are allowed
- Air free spool is allowed

Weekend Warrior:

- Single motor only
- 12v only
- Contactor packs are allowed
- OEM drum
- No air free spool

UTV:

- Open

14A. Winches shall be fitted with an operational automatic brake

14B. Winch cable must be in serviceable condition

14C. Winch cable hooks must have a working safety catch (*no open hooks*)



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14D. Winch cables must not be made from steel. All winch cables are to be made out of synthetic rope. It is the owner's responsibility that the synthetic rope is rated the same or better than the standard cable used on the vehicles winches.

14E. Synthetic rope will be spliced.

14F. Winch cables are to be fully spooled at the start and finish of each stage.

14G. Winch cable is not allowed to be wrapped at the finish of a stage unless the winch is in an inoperable condition. Any protruding "horns" must not be pointy and be made of material with a minimum radius of 50mm, length and distance apart is open.

14H. Rigging will be done to the safe working capacity of the equipment.

14I. Cable dampener can be attached to hook.

14J. Cable dampener is to be placed in centre third of each section of winch cable or strap at start of recovery.

15. General Rules

15A. The event is open to 4 wheel drive vehicles and UTV's, providing the vehicle currently or previously has been sold to the general public by the manufacturer. Prototype vehicles are not allowed.

15B. Unusual or extraordinary 4 wheel drive vehicles can be considered for entry. Any vehicle failing to comply with any of the rules and regulations contained in this event guide is required to apply for an exemption to the Event Manager, stating the regulations that the vehicle fails to comply with. Each request will be considered on its merit. An exemption will only be granted when the Event Committee is satisfied that the vehicle has no unfair advantage over other competing vehicles and no safety aspects have been ignored. Failure to apply for an exemption prior to the vehicle and equipment check may exclude the participant from starting the event.

15C. The Stage Manager will be in charge of any recovery operations during stages by either controlling the recovery personally or by nominating an official as the Recovery Leader. In the interest of safety all competitors must abide by the Recovery Leader's instructions. Only one Recovery Leader will be nominated for any situation.

15D. All competitors must wear completely enclosed foot wear during all stages.

15E. Window nets and helmets must be used while the vehicle is competing. Nets are required to be able to be removed within 5 seconds from inside or outside of the vehicle. Failure to have nets secured or installed correctly during a stage will result in a major penalty. Each net will cover no less than 70% of the opening. Nets are to be of a professional standard i.e. Grandma's curtains or seatbelts stapled together are not acceptable as window nets.

15F. Window nets are to stop driver and co-driver from body and limbs exiting the vehicle in the event of a rollover.

15G. Helmets are to be of the full face or open face ADR complied motorcycle type helmets. No push bike helmets

15H. Each vehicle entered into the competition must provide a marshall to be available at various times throughout the event to assist with timekeeping and scoring of stages. If competitors do not supply a marshall, a 200 point penalty will apply. Competitors travelling long distances that are unable to supply a marshall need to advise the Event Manager at the time of registration.

16. Environment



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16A. Campsites, assembly, holding and work areas, are to be left clean. Competitors are responsible for all people staying in their camp. If campers and camp areas are not kept under control and / or cause issues for other campers or competitors, the team will receive a 200 point penalty for a first offence, and will be disqualified and asked to leave the property on a second offence. No refund will be given if asked to leave the competition.

16B. Failure to use a tree protector during winching operations will result in a DNS being recorded for the stage.

17. Advertising

Competitors are allowed to fix any kind of advertising to their vehicles provided that:

- It is not offensive
- Does not encroach into areas reserved for event sponsors, competition numbers and event decals, namely the front doors. (Maximum sized area required for the competition number and event decals is 300mm x 300mm)
- Event decals shall be fitted to reserved areas when supplied. A 30 point penalty will apply for non fitment of each event decal
- Banners, posters etc for team sponsors may be displayed at your camp site only. Any advertising of non event sponsors outside of the camp area will be removed

18. Regulations for Stages

18A. Driver and co-driver (must be minimum of 15 years of age in the event year) are the only persons allowed in the competing vehicle during a stage. The driver must have a current Driver's License issued by any motor authority that is recognised under the Australian Motor Traffic Act.

Driver and co-driver will wear a certified (Australian Standard AS1698 or Snell/FIA 2005/2010) crash helmet, while competing, and in a moving vehicle during any stage.

18B. Starting order for all stages will be done by ballot by Event Manager prior to the first driver's brief of the event.

18C. Driver and co-driver combination will remain the same for the entire event, alternating between driver and co-driver for any particular stage is allowed unless the Event Manager specifies otherwise. Where injury or sickness occurs and, after approval from the Event Manager that person may be changed.

18D. Driver and co-driver must be seated and secured in the vehicle and have the most forward part of vehicle aligned with start pegs. All recovery equipment is to be securely stored at the start and finish of each stage.

18E. Timing of the stage will cease when the vehicle has come to a stop in the finish garage (entry into finish garage is to be forward unless directed otherwise) with driver and co-driver secured in the vehicle. For the team challenge, time will stop once the last vehicle has crossed the finish line. Competitors shall not move from the finish garage until directed by an official.

18F. Competitors must start in their respective ballot or designated order, unless the Event Manager grants prior permission for a change in the running order. Any vehicle not ready to start at the time the previous vehicle leaves the start shall be deemed a non-starter and a DNS recorded.

18G. When the DNF time is not achieved by any competitor, points will be awarded from fastest to slowest, minus penalties. The Event Manager reserves the right to increase the DNF time should he see fit.

18H. Stages can be marked by pegs, bunting or stated as a formed track.

18I. Competitors when directed by an official must immediately remove themselves and their vehicle from the course.

18J. Competitors will be ready to race when the team starting in front of them leaves the start line.



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If a team fails to be ready to start by this time, they will be called to the start line by the Stage Manager, at which time you will have 2 minute to get to the start position or contact the Stage Manger to advise as to why you are not ready to race. Failure to start by this stage will result in a DNS.

18K. Stage will close 10 minutes after the last competing vehicle has finished, competitors will be notified at this time.

18L. No alcohol or recreational drugs are to be consumed prior to or during the running of stages. Alcohol testing will be carried out on drivers and co-drivers prior to, and during, competition stages each day.

a. Any competitor, driver or co-driver, that records a test any higher than 0.02 will result in their team being classed as a DNS for that stage. Once the driver or co-driver has been retested and is under the 0.02 limit, they may rejoin the competition. Any stages missed in this time will be forfeited by the team. All P plate drivers must record a 0.00 level alcohol breath test.

18M. The Event Manager reserves the right to modify or add supplementary rules and regulations, and decide on matters not specifically covered in the ARB FNQ Offroad Challenge "Rules and Regulations" and allocate the penalty points at his discretion.

18N. Stage awards will be calculated on highest points.

18O. A holding area will be set out for competing vehicle. All vehicles are required to remain in the holding area unless they are competing on stage, travelling between holding areas or stages, travelling to the start line or from the finish line.

18P. All vehicles will travel together when transporting between holding areas at no more than 10km per hour.

18Q. The property has a 10km/p/h speed limit. Any vehicle found exceeding the 10km/p/h speed limit will receive a 50 point penalty and a DNS on the next stage.

18R. You must call "Clear Winching" any time a vehicle is about to commence forward/reverse motion during a recovery.

19. Stage & Vehicle Penalties

Stage Penalties

19A. When all four wheels of a vehicle cross the boundary of the course the competitor may receive a DNF.

19B. A 10 point penalty will be incurred when:

- A vehicle straddles a peg
- A vehicle knocks over a boundary peg
- A vehicle breaks the bunting
- A driver or co-driver holds or moves bunting or pegs to improve vehicle approach or departure line
- Trees are run over or damaged to improve line; this will be at the discretion of the Stage Manager or attending event official

Please note:

- That any designated trees or markers that are intentionally damaged or knocked over, will result in a DNF being awarded for that stage, the Event Manager reserves the right to replace the tree with a marker should this happen
- Special designated pegs or bunting marking a stage, if broken, will incur a 30 point penalty
- If a competitor or other equipment (this excludes the vehicle) breaks the bunting or knocks over a peg during winching operations, there will be no penalty provided the damage is repaired prior to entering the finish garage



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19C. Penalties for a driver or co-driver not wearing a seat belt, helmet or riding on the outside of a vehicle are:

- *First offence: 100 point penalty and a DNF
- *Second offence in same day: 200 point penalty and a DNF
- *Third offence in same day: Event Disqualification
- A 50 point penalty will be incurred for either driver or co-driver not having the seat belt on correctly, e.g. seat belt not over the shoulder, helmet not secured correctly etc

19D. Teams will DNF if they receive outside assistance.

19E. Teams that DNS a Stage will incur no point penalties if an accepted reason is given. DNS without an accepted reason will incur a 100 point penalty.

19F. All stages MUST be attempted. On selected stages, a marker will indicate a minimum distance required to register a score and/or avoid a DNS. Failure to attempt a Stage without an accepted reason incurs a 100 point penalty.

19G. Lost or insecure recovery equipment at the finish of a stage will incur a 10 point penalty.

19H. Techniques that are deemed to be unsafe shall incur a 20 point penalty, these include:

- Jumping over or going under a winch cable while anchored or moving dampener while winching. Competitors are allowed to move in on a live cable to reposition the cable dampener or to affect repairs to the vehicle. ** When the rope, cable, strap etc is connected at both ends to a fixed point, the cable, strap &/or rope etc is deemed "LIVE".
- Failure to clear an area prior to snatching or winching
- Continuing to stand in front of vehicle whilst winching
- Handling a winch cable or hook with no gloves
- Failing to use a cable dampener during recovery operations
- Failing to use another cable dampener when direction of cable is changed, e.g. using a snatch block
- Carrying winch cable while still attached to anchor point and vehicle in motion
- Continuing any unsafe practice after official warning
- Helmet incorrectly secured whilst in a moving vehicle
- Unsecured or partially secured window net in a moving vehicle
- Driving over cable or strap with wheel

19I. Excessive wheel spin, (including while vehicle being winched) after being warned by official.

- 2nd warning: 10 point penalty
- 3rd warning: 20 point penalty
- 4th warning: 30 point penalty and DNF

19J. No driver or co-driver shall engage in abusive, obscene language or improper behaviour toward themselves, other competitors, spectators or officials. If this occurs, a minimum penalty of 50 points & DNF will apply.

19K. Only the driver and co-driver are to be in the vehicle on stage, i.e. no passengers are permitted to ride in the vehicle.

19L. Failure to follow "Stage/Course Directions" whether verbal or written will incur a 20 point penalty.

It is possible to go into a negative score in any Stage.

20. General Event Regulations

20A. Controlled Winch Area - Gate:

The vehicle must come to a complete stop in a "Controlled Area" before the gate can be opened. The only exception to this rule is if the vehicle is already being winched into the area, in which case the gate can be opened prior to the vehicle entering. If gate is pre opened under any other conditions a 20 point penalty will apply. A DNF will be awarded if vehicle does not stop.



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20B. Vehicle will have only one attempt to drive out of the “Controlled Area”. If forward momentum is not achieved you then must winch. When 2 wheels roll out of the “Controlled Area”, you then must winch. When 2 wheels enter a “Controlled Area” you are deemed to have entered the area and must winch through gate.

20C. When vehicle has lost forward momentum on entering an obstacle or slope, you may have one extra attempt, but if the vehicle has no forward momentum, recovery must commence without further attempts at driving. A 20 point penalty will apply for every attempt after the second is made.

21. Parts

21A. Breakdown and repairs must be completed in the designated Competition Holding/Pit Area. If parts required are carried by the competitor there will be no penalty incurred for field repairs. If tools or parts have to be sourced from camp, other competitors or outside the Event Base for repairs there will be a 20 point penalty.

Please Note:

- Teams may nominate one (1) “Team Assistant” to assist with repairs. The “Team Assistant” must be prepared to assist other Teams when requested. The request must be directed to the Event Manager who will then direct the “Team Assistant” to assist the requesting Team if warranted. Refusal of request by “Team Assistant” may exclude him/her from assisting his/her nominated Team
- Fellow competitors are allowed and encouraged to assist with repairs and loan tools that are carried in their competing vehicle
- Sundry type supplies are allowed to be given to other competitors without a penalty being recorded and use of specialized tools is also allowed
- In the interest of making this event fair for everyone, it is in the competitors’ best interest to report to the Event Manager any Team that tries to circumvent this rule. Any Team that attempts to do so will incur a 100 point penalty”

21B. When all competitors in your group have completed the stage, the group will then be allowed to leave the stage or finish area to return to base or move to the next stage. When a competitor ‘HOLD’ area has been designated, you must stop and wait with the vehicle until directed to move to the next Stage. Groups will stay together unless directed by the Event Manager. A 20 point penalty will apply to any infringements of rules B and C.

22. Scoring

22A. Timed Stages will be scored to the 10th of a second.

Teams that DNF or DNS a stage with an accepted reason will receive zero points. Teams that complete the Stage will be allocated points in order of merit from fastest to slowest as follows:

1 st - 100	11 th - 67	21 st - 53	31 st - 43
2 nd - 95	12 th - 65	22 nd - 52	32 nd - 42
3 rd - 90	13 th - 63	23 rd - 51	33 rd - 41
4 th - 86	14 th - 61	24 th - 50	34 th - 40
5 th - 82	15 th - 59	25 th - 49	35 th - 39
6 th - 79	16 th - 58	26 th - 48	36 th - 38
7 th - 76	17 th - 57	27 th - 47	
8 th - 73	18 th - 56	28 th - 46	
9 th - 71	19 th - 55	29 th - 45	
10 th - 69	20 th - 54	30 th - 44	

22B. If 2 or more competitors finish a Stage with the same elapsed time, they shall be awarded equal points and placing in the Stage. The competitor with the next fastest time shall be placed according to their own finishing positioning in that Stage. The placing left vacant due to the tie will not be allocated.

22C. In case of a tied score at the end of the competition, the winner will be decided by a count back. The winner being the one with the least amount of penalties incurred. If this fails to break the tie, total time of all Stages will be used, the fastest time will win.



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23. Protest

23A. Protests by a competitor must be made direct to the Event Manager within 30 minutes of the last vehicle crossing the finish line for the day stages. All protests must be submitted with \$100.00, which shall be forfeited if the protest is dismissed. Forfeited monies will be donated to charity.

23B. Members of the Event Committee shall be required to judge on any formal protest and must have a 2/3 Majority for the protest to be upheld.

24. Prohibited Behaviour

24A. No competitor shall seek favour from, influence, manipulate, obstruct or interfere with the duties of any member of the Competition Committee, marshals or volunteers.

25. Media Crisis Management

The media has a right to report news that they see fit. It is important that anything we does reflects positively on our chosen recreation of off road activities and ensures we are viewed as a responsible organisation. Potential adverse media or public interest may be generated by an incident at the event, which could threaten the reputation of the event or organisation in the future. An incident is defined as a direct result of event activities that affects the safety of any person engaged in event activities and/or exposes any deficiency in safety or management protection procedures.

It is the aim of the event to ensure a safe and incident free event. However, with any type of motorsport there is an element of danger and unplanned incidents are not unusual. Any incident has the potential to become a media crisis, e.g. personal injury, vehicle accident or environmental concerns. Competitors are advised to leave all media questions to the Event Manager.

26. Rights of Organisers

The event organisers have a right to:

- Refuse any entry, without giving any reason whatsoever.
- Abandon, cancel, postpone or shorten the event without due notice in the event of any unforeseen circumstances. No claims of any kind shall be entertained due to this.
- Exclude any person or vehicle, which fails to meet the event guidelines as set out above.
- Cancel any stage at any time including when some competitors have already completed the section for any reason whatsoever.
- Disqualify any competitor who fails to abide by any rules set out above and any supplementary amendments or any instructions from the event officials. If this occurs there will be no refund of entry fee.

27. Indemnity

Officials, event sponsors and land owners will not be held liable in any accident, causing injury or damage to the participants or their vehicles during the course of the event.

Officials, event sponsors and land owners will not be held liable for any breach of any laws or regulations. The participants will be entirely responsible for any accidents or breach of laws in which liability may arise and shall indemnify the FNQ Offroad Challenge officials, event sponsors and land owners by signing the indemnity form.