



Rules and Regulations

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Any clarification or information required in regards to the rules and regulations laid down in the event can be obtained from the Event Committee at fnqoffroadchallenge@bigpond.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 & Equipment Check

2A. Classes:-

Individual Class – Modified & Open - Maximum 35 Vehicles.

Team Challenge – Maximum 10 Teams of 2 vehicles per team.

2B. Vehicles and all equipment are required to be available at appointed time. A team representative must be present during these checks.

2C. Vehicle must be presented in a ready to start condition including all compulsory equipment.

2D. 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.

2E. Teams that are excluded from starting the event will forfeit their registration/nomination fees.

2F. All teams, both in individual & team classes, are required to present a copy of their extended third party certificates from their CTP insurer at scrutineering. Failure to present this certificate will render the competitor unable to compete in any competition stages.

It is the competitor's responsibility that their competition vehicle complies with the 2012 ARB FNQ Offroad Challenge "Rules and Regulations".

3. Compulsory Equipment

3A. 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 codriver. Minimum standard AS1841.5

3B. Jack, wheel brace and spare tyre assembly.

3C1. All vehicles competing in *individual* events MUST carry a minimum of the following:

- Winch (refer section 5l for minimum requirements). **(Not mandatory for Modified Class).**
- 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 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 10mt, 8,000kg Winch extension.
- 10lt of Drinking water (may be carried in Camel Backs) .
- 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

3C2. All vehicles competing in *team* events MUST carry a minimum of the following:

The Team must have a minimum of 1 x Winch (refer section 5l 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.
- 10lt of Drinking water (may be carried in Camel Backs).
- 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 & Co-driver

3D. A Basic 'First Aid Kit'.

4. Radio Equipment

4A. Competition vehicles must be fitted with 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.

4B. 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.

Vehicle Specifications 2012 ARB FNQ Offroad Challenge (Individual & Team Classes)

5A. Body/Chassis

A1. 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.

A2. ALL vehicles must be fitted with over shoulder seat belts. 4 & 5 Point harnesses are approved and encouraged. VEHICLES WITH LAP BELTS ONLY WILL NOT BE PASSED TO COMPETE.

A3. The chassis can be strengthened.

A4. Rear wheel steering not allowed.

A5. 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.

A6. Items carried in the vehicle must be secured while the vehicle is in motion.

5B. Engines

- Open Class
 - Engine is allowed to have aftermarket accessories fitted such as turbo & superchargers.
 - Carburettor is allowed to be upgraded.
 - Exhaust must finish no less than 300mm behind the cab on a ute, & behind the rear diff on a wagon.
- Modified Class
 - MUST BE A MOTOR SUPPLIED ON THE AUSTRALIAN MARKET FOR THAT MODEL
 - NO ADDITIONAL FORCED INDUCTION SYSTEMS UNLESS OE, OE TURBO'S CAN BE MODIFIED

5C. Fuel Systems

Pump fuel only.

LPG is allowed to be fitted to petrol & 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.

5D. Transmission

Open.

5E. Driveline

All vehicles in both classes must have an operable handbrake.

No reduction hubs or portal/drop axles allowed.

No individual wheel braking systems allowed. Only handbrake on tail shaft or rear wheels.

5F. Suspension/Steering

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

5G. Wheels and Tyres

G1. Tyre and wheel combinations:-

- Open Class
 - Any safe wheel and tyre combination
- Modified Class
 - Max 35" tyres, any safe wheel

G2. Agricultural tyres and wheel chains of any type are prohibited.

5H. Electrical System

H1 Multi Battery systems are allowed.

5I. Winch (Minimum 8000lb)

I1. 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/Strenghting is allowed
 - Contactor packs are allowed
 - Wider drums are allowed
 - Air free spool is allowed

I2. Winches shall be fitted with an operational automatic brake.

I3. Winch cable must be in serviceable condition.

I4. Winch cable hooks must have a working safety catch (*No open hooks*).

15. Winch cables shall be of high tensile steel compatible to your winches rating. Mild steel cables, with a hemp centre, are not allowed. Synthetic rope is allowed, but 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.
16. Steel cables will have professionally swaged loops. Synthetic rope will be spliced.
17. Winch cables are to be fully spooled at the start and finish of each Stage.
18. 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.
19. Rigging will be done to the safe working capacity of the equipment.
110. Cable dampener is to be placed in centre third of each section of winch cable or strap at start of recovery.

6. General Rules

- 6A. The event is open to all road registered 4 wheel drive vehicles, providing the vehicle currently or previously has been sold to the general public by the manufacturer. Prototype vehicles are not allowed.
- 6B. 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 in writing 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.
- 6C. 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.
- 6D. All competitors must wear completely enclosed foot wear during all stages, including to the scrutineering.
- 6E. 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. Window nets secured with cable ties will not be accepted. 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.

7. Environment

- 7A. 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 camp.
- 7B. Failure to use a tree protector during winching operations will result in a DNS being recorded for the Stage.

8. Advertising

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

- 8A. It is not offensive.
- 8B. 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 500mm x 500mm).
- 8C. Event decals shall be fitted to reserved areas when supplied. A 30 point penalty will apply for non fitment of each event decal.
- 8D. 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.

9. Regulations for Stages

9A. 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 in a moving vehicle during any Stage.

9B. Starting order for all Stages will be done by ballot by Event Manager prior to the first drivers brief of the event.

9C. 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. Each team is allowed one change, thereafter a 100 point penalty will be applied for each change.

9D. 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.

9E. 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.

9F. 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.

9G. 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.

9H. Stages can be marked by pegs, bunting or stated as a formed track.

9I. Competitors when directed by an official must immediately remove themselves and their vehicle from the course.

9J. Competitors will be ready to race when the team starting in front of them leaves the start line.

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 Manager to advise as to why you are not ready to race. Failure to start by this stage will result in a DNS.

9K. Stage will close 10 minutes after the last competing vehicle has finished, competitors will be notified at this time.

9L. 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 O level alcohol breath test.

9M. 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.

9N. Stage awards will be calculated on highest points.

9O. 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.

9P. All vehicles will travel together when transporting between holding areas at no more than 10km per hour.

9Q. 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. For a second offence, the team will be disqualified from the event.

9U. You must call "Clear Winching" any time a vehicle is about to commence forward/reverse motion during a recovery.

10. Stage & Vehicle Penalties

Stage Penalties

10A. When all four wheels of a vehicle cross the boundary of the course the competitor may receive a DNF.

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

- o 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.

10C. 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.

10D. Teams will DNF if they receive outside assistance.

10E. 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.

10F. 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.

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

10H. 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.

10I. 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

10J. 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.

10K. 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.

11. General Event Regulations

11A. 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.

11B. Vehicle will have only one attempt to drive out of the "Controlled Area". If forward momentum is not achieved you then must winch.

11C. When 2 wheels roll out of the "Controlled Area", you then must winch.

11D. When 2 wheels enter a "Controlled Area" you are deemed to have entered the area and must winch through gate.

11E. When punches are used in a Stage, the card must be punched prior to entering finish garage or crossing finish line. Missed punches, not recorded on the card, cards or punches removed from their attachment point will incur a DNF for that Stage.

11F. 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.

12. Parts - Groups

12A. 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".

12B. When all competitors in your group have completed the Stage, the group will then be allowed to leave the Stage or finish area to:-

1. Return to base.
2. Move to next Stage.

12C. When a competitor 'HOLD' area has been designated, you 'MUST' stop and wait with the vehicle until directed to move to the next Stage.

12D. Groups will stay together unless directed by the Event Manager. A 20 point penalty will apply to any infringements of rules B and C.

13. Scoring

13A. Timed Stages

13A1. 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	
7 th - 76	17 th - 57	27 th - 47	
8 th - 73	18 th - 56	28 th - 46	

9 th - 71 10 th - 69	19 th - 55 20 th - 54	29 th - 45 30 th - 44	
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13B1. Timing will be scored to the 10th of a second.

13C1. 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.

13D1. In case of a tied score in Major Awards, 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.

13E1. Competitor and Special Awards will only be given to those in attendance at presentation.

14. Protest

14A. Protests by a competitor must be made direct to the Event Manager with 30min of the last vehicle crossing the finish line for the day stages. All protests must be submitted with \$300.00, which shall be forfeited if the protest is dismissed. Forfeited monies will be donated to charity.

14B. 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.

15. Prohibited Behaviour

15A. No competitor shall seek favour from, influence, manipulate, obstruct or interfere with the duties of any member of the Competition Committee, marshals or volunteers.