

MANUAL OF 4WD MOTOR SPORT  
SECTION 3 – SPORTING REGULATIONS



CONTENTS

Contents.....	i
3 Sporting Regulations .....	1
3.1 Timing .....	1
3.2 Stopped Finish .....	1
3.3 Flying Finish .....	1
3.4 Obstruction Time Allowance .....	1
3.5 Compassionate Time Allowance .....	1
3.6 Stage Rules and Regulations .....	1
3.6.1 Occupant Protection .....	1
3.6.2 Crash Helmets .....	2
3.6.3 Course Markers.....	2
3.6.4 Supplementary Rules and Regulations.....	2
3.7 DNS (Did Not Start).....	2
3.8 DNF (Did Not Finish) .....	3
3.9 DNF (Did Not Finish) - Group D Events Only.....	3
3.10 Winching/ Recovery Rules and Regulations .....	3
3.10.1 Recovery Penalties without Warning .....	3
3.10.2 Recovery Penalties after Warning .....	4
3.10.3 Incorrect use of a Cable Dampener after one warning.....	4
3.10.4 Incorrect use of a Ground Anchor after one warning: .....	4
3.10.5 Excessive wheelspin: .....	5
3.10.6 Safe recovery setup .....	5
3.10.7 Cable Repairs .....	5
3.10.8 Penalties .....	5
3.11 Scoring.....	6
3.11.1 Points Allocation Table .....	7
3.12 Stage Placings .....	7
3.12.1 Timed Stages (Not Applicable in Group D Events) .....	7
3.12.2 Timed Navigation Stages (Not Applicable in Group D Events) .....	8
3.12.3 Combination Timed and Distance Stages (Not Applicable in Group D Events).....	8
3.12.4 Untimed Navigation or Theory Stages .....	8
3.12.5 Untimed Distance Stages .....	8
3.12.6 Teams Stages .....	9
3.13 Teams Events .....	9
3.14 Event Placings .....	9
3.15 Permitted Servicing .....	9
3.16 Results Clarification.....	10
3.17 Protests.....	10

## **3 SPORTING REGULATIONS**

---

### **3.1 TIMING**

Timing shall be to the elapsed hundredth of a second, expressed in hours, minutes, seconds, tenths of a second and hundredths of a second using the 24-hour system.

e.g.: 01 Hr 25 Min 15.56 Sec

Timing shall start on Go, after a countdown of five, four, three, two, one. The vehicle shall remain stationary until timing starts.

Once the countdown has commenced, should the competitor move in any direction ahead of "Go" a 10 second penalty (Jumped Start) shall be applied.

Should the infringement be deemed by the Competition Manager to be a deliberate attempt to gain unfair advantage the penalty may be elevated to a DNF.

A secondary timing device shall be used as a reserve for the primary timing device. The time recorded by the secondary timing device shall be disregarded unless the primary timing device fails to function.

### **3.2 STOPPED FINISH**

Timing of a "Stopped Finish" Stage shall cease when at least one front hub of the competing vehicle passes the entry pegs to the "Finish Box" and the vehicle comes to a complete stop prior to the end of the enclosure. The crew shall be seated with seat belts or harness correctly fastened, helmet on (in group B and C events or where nominated), the doors closed and window nets in place.

The Stage Manager shall be the judge of fact with regard to time and direction of entry into the finish garage.

Competitors shall not move from the finish garage until directed by a Marshal.

### **3.3 FLYING FINISH**

The timing of a flying finish Stage shall cease when the forward-most part of the vehicle crosses the finish line.

### **3.4 OBSTRUCTION TIME ALLOWANCE**

The Competition Manager or Stage Manager may award obstruction time to any Competitor who stops during a Stage due to external factors not intended to be part of the Event.

### **3.5 COMPASSIONATE TIME ALLOWANCE**

The Competition Manager or Stage Manager may award compassionate time to any Competitor who stops during an Event to render assistance where bodily harm might reasonably be expected to have occurred, or to be imminent.

### **3.6 STAGE RULES AND REGULATIONS**

#### **3.6.1 OCCUPANT PROTECTION**

In Group A Events seat belts or harnesses shall be properly fitted, correctly fastened and adjusted during all Stages whilst the vehicle is in motion. No member of the Crew shall ride on the outside of a competing vehicle and no member of the Crew inside the competing vehicle shall have any limbs outside the vehicle whilst the vehicle is in motion.

In Group B and Group C Events harnesses shall be properly fitted, correctly fastened and adjusted during all Stages whilst the vehicle is in motion. No member of the Crew shall ride on the outside of a competing vehicle and no member of the Crew inside the competing vehicle shall have any limbs outside the vehicle whilst the vehicle is in motion.

Unless required by supplementary regulations, window nets are not compulsory in Group A Events.

Whilst competing in Group B Group C and Group D Events window nets are required to be fitted to the drivers' and passengers' window aperture. The nets must cover at least 70% of the opening and be readily opened from the top or bottom, from inside and outside the vehicle. The nets may be of the "string" variety with mesh size no greater than 50mm x 50mm.

Window nets shall be properly fitted during all Stages whilst a person is present in that seating position and the vehicle is in motion. Window nets may only be removed when crossing deep water. A 10 point penalty shall be incurred for vehicles found with window nets not in place during competition.

### **3.6.2 CRASH HELMETS**

Unless required by supplementary regulations, wearing of crash helmets is not compulsory in non-vehicle based Events or Stages.

Occupants shall wear Australian Standard Certified crash helmets to AS 1698 whilst competing in Group A, Group B, Group C and Group D Events. The helmets must fit correctly and be secured with the chin straps.

### **3.6.3 COURSE MARKERS**

The course of a Stage may be marked by pegs or bunting or be stated as a formed track. Penalties shall be deducted for hitting pegs or infringing the course boundaries specified in the Event Supplementary Regulations. In the Event of a Stage consisting of gates on an undefined course, all gates shall be negotiated correctly and in the specified sequence.

### **3.6.4 SUPPLEMENTARY RULES AND REGULATIONS**

The Event Organiser may add supplementary rules and regulations and/or further Regulations at any time during the running of the Event. The Event Organiser may decide on matters not covered in this set of rules and regulations and allocate penalty points at their discretion.

The Event Supplementary Regulations shall specify whether telephones or radios may or may not be used to share information during Navigation exercises.

Event Organisers shall submit their supplementary rules and regulation to the CCDA committee for review not less than 60 days before the intended start date of the event. Supplementary rules and regulations shall not be implemented without consultation with the CCDA or their nominated representative.

## **3.7 DNS (DID NOT START)**

A Competitor who fails to start 60 seconds after the timing has commenced for a Stage shall be deemed DNS. Also refer to Rule 2.33, deemed by the starting Marshal to have started.

A Competitor not ready to start in their allocated order at the time the previous Competitor leaves the starting line, shall be deemed DNS. Also refer to Rule 2.33, deemed by the starting Marshal to have started.

Competitors deemed DNS in a Stage, shall receive zero points in that Stage.

A Competitor shall be deemed DNS in a Stage if they have not passed a qualifying marker which is commonly the first obstacle.

### **3.8 DNF (DID NOT FINISH)**

A time shall be allotted for the completion of each Stage. A Competitor shall be deemed DNF if they have not completed the Stage in the allotted time and shall immediately remove their vehicle from the course to allow other vehicles to start.

A Competitor may choose to DNF due to a mechanical fault. The Stage Marshals shall then remove the vehicle from the course in order to start the next Competitor as soon as possible.

A Competitor shall be deemed DNF if they receive any outside assistance during the running of a Stage.

Competitor shall be deemed DNF for that Stage if all four wheels of a competing vehicle cross a clearly defined boundary of the course or does not carry out the instructions of the Starting Marshal in respect to the sequence of activities that the stage has been designed to provide. The competitor shall immediately remove their vehicle from the course to allow other vehicles to start.

A Competitor deemed DNF in a Stage shall receive 20 Stage points provided they have passed a qualifying marker which is commonly the first obstacle.

### **3.9 DNF (DID NOT FINISH) - GROUP D EVENTS ONLY.**

This rule is applied for Group D events where speed is not the determining factor. A DNF Time limit is given for each stage, as some stages vary, the allotted DNF time is noted in the stage specific rules given to each competitor at the beginning of the stage.

1. Competitor's time is not recorded or used to determine a competitor's place in the competition.
2. The DNF time limit for completing a stage is applied equally to each competitor.
3. A competitor is not to be rewarded or given any advantage in the event that they finish a stage within the DNF time limit
4. If a competitor takes longer than the allotted DNF time limit to finish a stage, any points accumulated up until the point of disqualification will still count towards a competitor's final score.
5. Any additional points incurred as a result of completing a "bonus line" are not worth more if a competitor completes a stage within the allotted DNF time limit.

### **3.10 WINCHING/ RECOVERY RULES AND REGULATIONS**

#### **3.10.1 RECOVERY PENALTIES WITHOUT WARNING**

Breaches of the following practices shall attract a penalty. Marshals shall advise the Crew of the penalty when it occurs either verbally or by using a horn, whistle or flag:

Crews shall clear bystanders in the vicinity of a recovery situation prior to commencement of winching. Calling "clear, winching" or similar shall be deemed an acceptable means of clearing the area. In the event that the anchor point is relocated then the winching procedure is deemed to recommence and calling "clear, winching" or similar shall again be necessary.

Winching and driving shall cease when re-positioning or re-attaching the cable dampener.

The cable and/or anchor shall not be handled while the cable is under tension.

Gloves on both hands or equivalent, with covered fingers, shall be used when handling a winch cable.

Crew members shall stand clear of the cable and must not stand directly in front of the vehicle during winching. Winching and driving shall cease when a Crew member approaches the vehicle to inspect the cable on the drum, pack rocks, adjust dampener, or any other reason.

Crew members must not at any time handle a cable when the vehicle is being driven in any direction. This includes the cable hook or dampener attached to the recovery rig.

A cable attached to a winching point is defined as "live" and Crew members shall not cross over or pass under a live cable. The cable attached to a ground anchor used in a recovery situation is deemed to be "live" when the ground anchor is placed in position and under "tension" when there is enough grip to move the vehicle.

A crew member, when returning to the vehicle or packing up the winch, must remain outside the "loop" of cable formed between the winch drum and the winch hook storage point on the vehicle once the hook is connected to the storage point. Being inside the loop at any time will incur a penalty.

The action of Crew members shall not cause any risk to any person.

### **3.10.2 RECOVERY PENALTIES AFTER WARNING**

Breaches of the following practices shall attract a penalty on their second and subsequent occurrence. Marshals shall advise the Crew of the first infringement when it occurs either verbally or by using a horn, whistle or flag:

#### **3.10.3 INCORRECT USE OF A CABLE DAMPENER AFTER ONE WARNING**

- When using a snatch block to change the direction of pull a cable dampener shall be securely attached to the snatch block.
- Where a winch extension strap or cable is used, a dampener shall be securely attached to any metal equipment (e.g. Bow shackles) when in use.
- Should the cable dampener become detached, winching must cease until it is re-secured metal recovery equipment (e.g. shackle / snatch block)
- Cable dampeners may not be folded more than once. The cable dampener shall not be rolled. Winching shall cease until any or all of these issues are rectified.
- The dampener may be removed if the vehicle is less than a nominal two metres from the anchor point.

#### **3.10.4 INCORRECT USE OF A GROUND ANCHOR AFTER ONE WARNING:**

Crew members shall consider a ground anchor and cable as part of an active winching system once the ground anchor is in position and has sufficient grip to move the vehicle and the crew shall remain clear of both the ground anchor and cable.

Crew members may "ride" the ground anchor but must come off the anchor once the vehicle is moving. A penalty will be awarded, after warning, if the crew fails to stay clear of the ground anchor and cable once it is "live" It is recognised that the vehicle may stop and the crew member may need to "ride" the anchor again to re-secure the anchor. A Marshal advising the crew that the vehicle is moving is not considered to be a "Warning".

### 3.10.5 EXCESSIVE WHEELSPIN:

Where there is no forward progress in the one location and the crew spins the wheels excessively they shall not be allowed to continue if track damage may occur or if directed to cease by a Marshal. Failing to abide by the Marshals instructions shall incur a penalty.

### 3.10.6 SAFE RECOVERY SETUP

Crew members must not at any time attach a winch hook or cable to any part of their person or clothing.

### 3.10.7 CABLE REPAIRS

Should a winch cable break during a Stage, temporary repairs may be carried out to complete that stage. The damaged cable shall then be replaced or reinstated to good condition in accordance with the scrutineering standard established for the Event.

### 3.10.8 PENALTIES

#### 3.10.8.1 LEVEL OF PENALTIES

The penalty level of 10 points represents 10% of the maximum 100 placing points available to be earned in a Stage. If the maximum placing points available to be earned in a Stage varies then the penalty level shall be varied accordingly.

e.g.: If the maximum placing points available to be earned in a Stage is 200 then each penalty shall be set at 20 points.

#### 3.10.8.2 COURSE PENALTIES

A 10 point penalty shall be incurred without warning for each of the following breaches:

- Breaking a peg, knocking a peg over more than 45° from vertical and/or a peg lying on or pulled out of the ground.

- Breaking any bunting along the course or garage.

- Lost or unsecured equipment at the completion of the Stage.

- Excessive wheelspin causing track damage or after being directed to cease;

- Action causing risk to any person

#### 3.10.8.3 WINCHING PENALTIES

A 10 point penalty shall be incurred **without** warning for each of the following breaches:

- Failing to call clear before commencing to winch;

- Failing to cease winching and driving when repositioning dampener;

- Handling cable under tension;

- Failing to wear gloves when handling a cable;

- Standing in front of vehicle being winched;

- Crossing a live cable;

- Causing risk to any person;

- Handling a cable when vehicle is being driven;

Lost or unsecured equipment at the completion of the Stage;  
Cable dampener not placed in correct position during winching;  
Crew member inside the cable 'loop'.

A 10 point penalty shall be incurred **after** warning for each of the following breaches:

Incorrect use of a ground anchor;

#### **3.10.8.4 CODE OF CONDUCT PENALTY**

Physical abuse of any kind shall result in instant disqualification from the event.

A 100 point penalty shall be incurred on the first occasion of verbal or physical abuse of any event official.

Subsequent abuse of any event official will result in disqualification from the event.

#### **3.10.8.5 OCCUPANT RESTRAINT AND CRASH HELMET PENALTIES**

Seat belts/harnesses as specified in Rule 4.1.3 shall be properly fitted to each vehicle for each occupant and shall be correctly fastened and adjusted at all times that the vehicle is in motion.

If an official detects that the seat belts/harnesses/helmet chin straps are not correctly adjusted the official shall stop the vehicle and request that they be adjusted correctly.

On the first occasion that any occupant of a vehicle is detected not wearing a helmet (in group A, B and C events or where nominated), or their seatbelt/harnesses are not correctly fastened while the vehicle is in motion that Crew shall be disqualified from the Stage during which the infringement is detected, and no points shall be awarded for that Stage.

On the next occasion that any occupant of the same vehicle is detected not wearing a seatbelt/harness or helmet while the vehicle is in motion that Crew shall be disqualified from the Event.

If an official detects that a vehicle does not have window nets in place during competition the official shall stop the vehicle and request that they be fitted correctly. A 10 point penalty will apply for each occurrence.

### **3.11 SCORING**

The scoring system shall be such that all Competitors shall have the same opportunity to achieve the same points for each Stage, and the same margins between placings in each Stage, for equal effort, recognising that there are a variety of skills required to navigate a four wheel drive vehicle over a variety of terrains within a defined period. Each class should be scored individually at the discretion of the event organiser.

The scoring system shall also reward Competitors, who continue to attempt any Stage, by allocating DNF points for every Stage.

### 3.11.1 POINTS ALLOCATION TABLE

1 <sup>st</sup>	100	11 <sup>th</sup>	66	21 <sup>st</sup>	55	31 <sup>st</sup>	45	41 <sup>st</sup>	35
2 <sup>nd</sup>	95	12 <sup>th</sup>	64	22 <sup>nd</sup>	54	32 <sup>nd</sup>	44	42 <sup>nd</sup>	34
3 <sup>rd</sup>	91	13 <sup>th</sup>	63	23 <sup>rd</sup>	53	33 <sup>rd</sup>	43	43 <sup>rd</sup>	33
4 <sup>th</sup>	87	14 <sup>th</sup>	62	24 <sup>th</sup>	52	34 <sup>th</sup>	42	44 <sup>th</sup>	32
5 <sup>th</sup>	83	15 <sup>th</sup>	61	25 <sup>th</sup>	51	35 <sup>th</sup>	41	45 <sup>th</sup>	31
6 <sup>th</sup>	79	16 <sup>th</sup>	60	26 <sup>th</sup>	50	36 <sup>th</sup>	40	46 <sup>th</sup>	30
7 <sup>th</sup>	76	17 <sup>th</sup>	59	27 <sup>th</sup>	49	37 <sup>th</sup>	39	47 <sup>th</sup>	29
8 <sup>th</sup>	73	18 <sup>th</sup>	58	18 <sup>th</sup>	48	38 <sup>th</sup>	38	48 <sup>th</sup>	28
9 <sup>th</sup>	70	19 <sup>th</sup>	57	29 <sup>th</sup>	47	39 <sup>th</sup>	37	49 <sup>th</sup>	27
10 <sup>th</sup>	68	20 <sup>th</sup>	56	30 <sup>th</sup>	46	40 <sup>th</sup>	36	50 <sup>th</sup>	26

A Competitor finishing within the DNF time but placed after 50th shall receive 25 points.

A Competitor deemed DNF in any Stage shall receive 20 points, subject to the provisions of Rule 3.9. Penalty points may still be applied.

A Competitor shall receive a minimum of 20 points before any penalties points are applied.

A Competitor shall not receive less than zero points if penalties exceed score gained.

### 3.12 STAGE PLACINGS

Stage Placing's shall be in the order of points achieved, after deducting any penalty points that may have been incurred, the highest number of points being placed first. The application of penalties may result in a Stage being won by a Competitor who scores less than the maximum available points.

e.g.: if the maximum available points is 100, and the highest placegetter incurred one 10 point penalty during the Stage, they would finish the Stage with 90 points, placing them in equal third place and the second highest placegetter would be the Stage winner with 95 points.

#### 3.12.1 TIMED STAGES (NOT APPLICABLE IN GROUP D EVENTS)

Competitors who complete a timed Stage within the DNF time shall be allocated points according to their elapsed time from fastest to slowest in accordance with the Points Allocation Table. Stage placings shall be determined after any penalties incurred have been deducted.

Should two or more Competitors finish a Stage with the same elapsed time, they shall be awarded equal points according to the Points Allocation Table. The Competitor with the next fastest time shall be allocated points according to their own elapsed time in that Stage. The placing(s) left vacant due to any tie shall not be allocated.

e.g.: if two Competitors finish with equal third fastest time and are placed equal 3rd place, the next finishing position is 5th place. i.e.; both Competitors receive the points for third place according to the Points Allocation Table and fourth place is not allocated.

If no Competitor reaches the finish line, or completes the Stage in the allotted time, the Event Organiser may allocate points in the order of who advanced the furthest into the Stage.



### 3.12.2 TIMED NAVIGATION STAGES (NOT APPLICABLE IN GROUP D EVENTS)

A Competitor who successfully completes the most tasks or correctly achieves the highest number of navigation markers, or both, within the DNF time shall be allocated points from the Points Allocation Table in accordance with the following principles:

Competitors shall be placed in order of merit by highest to lowest number of tasks completed within DNF time.

Any Competitors with equal tasks completed, shall be separated by the lowest time achieved, thus gaining the higher placing.

e.g.: The Stage might require 80 navigation markers to be found within 3 hours. If the greatest achievement is by one Competitor who returns with 60 markers, then that Competitor receives 100 points. If then the next best achievement is by 5 other Competitors who each return with 58 markers the Competitor with the lowest time out of those 5 receives 95 points. The second lowest timed Competitor of the 5 receives 90 points, and so on.

### 3.12.3 COMBINATION TIMED AND DISTANCE STAGES (NOT APPLICABLE IN GROUP D EVENTS)

Competitors who complete a Stage judged on both distance and time shall be allocated points based on the markers passed by the forward-most wheel hub of the vehicle and shall also be ranked based on time taken to reach the Finish within the DNF time. The Stage placing shall be decided by ranking Competitors first by greater distance achieved, then time taken should two or more Competitors achieve the same distance.

Competitors who do not reach the Finish shall still be considered finishers and placed according to the distance travelled by the forward most wheel hub of the vehicle within the allocated DNF time.

e.g.: Two Competitors pass all the markers required along the course and make it to the finish box within the DNF time. The Competitor with the lowest time is placed first and the other, placed second. All the other Competitors reach various distances along the course and do not reach the finish box before the DNF time. These Competitors are placed according to the furthest distanced achieved gaining the higher placing. Points are then allocated, according to the Points Allocation Table.

Should two or more Competitors finishing a Stage with the same completed tasks and elapsed time, they shall be awarded equal points in the Stage, less penalties incurred. The next fastest time shall be placed according to their own finishing position in that Stage. The placing(s) left vacant due to the tie shall not be allocated.

### 3.12.4 UNTIMED NAVIGATION OR THEORY STAGES

A Competitor who answers the most questions correctly within the DNF time and/or correctly enter all checkpoints and/or locate specific markers correctly and/or complete special tasks correctly shall be ranked in terms of total points achieved and awarded points according to their placing on the points allocation table.

### 3.12.5 UNTIMED DISTANCE STAGES

A Competitor who travels the greatest distance over arduous terrain within the DNF time shall be ranked by one of the following methods:

Placing decided based on the distance travelled by the forward most wheel hub of the vehicle once forward momentum has stopped.

Placing decided based on the distance travelled in a set DNF time.

Placings shall be awarded in order of the furthest distance travelled to the least distance travelled and allocated points according to the Points Allocation Table.

### **3.12.6 TEAMS STAGES**

If Teams Stages are included, the Teams Stage results shall be calculated separately from individual Competitor Stage results, with separate Teams trophies awarded.

### **3.13 TEAMS EVENTS**

Event Supplementary Regulations shall describe the scoring system for Teams Events

### **3.14 EVENT PLACINGS**

Should two or more Competitors finish the Event on the same points, Event placing shall be determined by reference to each Competitor's placing in each Stage conducted.

Prologue results shall be added to, and included in, overall results.

To determine the Event placing, the Competitor with the greater number of first places in Stages shall be declared the higher placegetter. If this fails to break the tie then the Competitor with the greater number of second places shall be declared the higher placegetter. Failing that, reference shall be made to the greater number of third places and so on until a placegetter is determined.

### **3.15 PERMITTED SERVICING**

Crews shall be self-sufficient throughout Cross Country Four Wheel Drive Events.

Allowable servicing of a Competitor's vehicle during a Cross Country Four Wheel Drive Event shall be defined in the Supplementary Regulations. Limitations on servicing or outside assistance may be altered to suit the event and will be specified in the Supplementary Regulations for such an event shall be

Carried out only by Crew members (including pit crew) of a vehicle that started in the Event, whether it is the vehicle in question or another Competitor's vehicle.

In the form of assistance by an official recovery unit from a Stage and takes the form of:

removing the vehicle from the Stage,

provision of tools, parts and/or consumables provided that once clear of the Stage the tools and parts are returned to the official recovery Crew,

provision of water and lubricants to clear the vehicle from the Stage.

Crews may attempt to make repairs to finish a stage within time provided they do not procure parts, tools or any other form of outside assistance from any non-competitor or competitor not currently competing on the same stage.

Should the Supplementary Regulations nominate specific service times and designated service areas the permitted servicing shall be confined to such times and areas.

Mobile support or service vehicles shall not be permitted to accompany or attend Crews or Competitor's vehicles unless nominated in the Supplementary Regulations for that Event.

### 3.16 RESULTS CLARIFICATION

Competitors may seek clarification of their score for any Stage from the Competition Manager. If there is a dispute then the Protest procedures in Rule 3.17 shall be followed.

### 3.17 PROTESTS

Protests shall be handed in writing to the Competition Manager/Chief Steward within two hours of receiving the score of the Stage being protested. A point deposit of 300 points (or 10% of the total available points – whichever is greater) shall be required to lodge a protest. A cash deposit may also be required. The deposit(s) may be forfeited if the protest is dismissed. Protest requirements shall be explained in the supplementary regulations of the event.

A judiciary panel shall be appointed at the start of the Event consisting of:

Event Organiser

Competition Manager

Rules Adjudicator

Relevant Stage Manager

Competitors' Representative

The Chief Scrutineer if the protest is an alleged vehicle specification breach.

The panel shall deliberate on any formal protest and a majority agreement of the panel shall be required for the protest to be upheld.

Should a member of the panel be considered to have a conflict of interest he or she will abstain from voting and be bound by the decision of the remaining members.

Should there be perceived prejudice between the Competitor and a member of the panel that panel member may absent themselves from the panel, or the Competitor may require that member to be removed from the panel. In this circumstance a minimum of 25% of the Competitors shall elect a replacement panel member from the remaining available Stage Managers.