STOP BOX PROCEDURE FOR MARSHAL / COMPETITORS

All **STOP BOXES** will be identified by 4 Marker Posts (Stakes or Cones or Pylons).

The first post on the **LEFT** will have a sign with **STOP BOX** and the second stake on the left will have a sign with **STOP BOX**. Posts on both sides will be linked by tape.

- You must come to a complete halt in the box [15M DEPTH]
- The Marshal will be <u>positioned 5 meters beyond the box</u>, they will not move.
- They will be displaying the **STOP** Paddle as you approach the box- **STOP IN THE BOX AND NOT AT THE START**, the next competitor may be close behind.
- When they have deemed that you to have stopped, they will raise the Paddle, and you are free to go!!
- The Marshal is a Judge of Fact, judging if you came to a complete STOP in the BOX, and if satisfied, will let you go. Do not upset them as you cannot win that one!!

Any abuse and you GO HOME.



Failure to STOP = PENALTY App 35 19.28

Failure to come to a complete halt in a Stop Box - 60 seconds.

What the Marshal will do.

If a competitor fails to stop within the box or drives through the box without stopping, you will record the car number and your **STOP BOX ID.**

Sample FAIL Record sheet – ONLY RECORD CARS THAT FAIL TO STOP IN THE BOX.



