

## Arena Driving Challenge

# Club Driver Challenge

**Ethos** - A competition that can be held indoors or outdoors in one day with drivers able to leave as soon as they have completed their drives.

### 1. The Competition

1.1. The Competition comprises of:

- 1, 2 or 3 Marathon type obstacles with 3, 4 or 5 gates.
- 8 to 12 cone-type obstacles (depending on the size of the arena.)
- A Bridge, **which is optional**, may not be shorter than 6m. It may however be used from both sides as a single obstacle, or as part of a combination with a Marathon type obstacle or with a Cone-type obstacle or both. There must be wings and they must clearly be an aid to guide the horses and safe for the horses.
- Other types of obstacles may be introduced.
- An Indoor arena of not less than 50 m X 25 m.
- An Outdoor bounded arena of not more than 80m X 40m.
- held over 2 rounds with fastest driver in first round driving last.
- Timing to 100<sup>th</sup> Second
- Drivers have 15 minutes to walk the course. (If the course changes between rounds they shall be given another 15 minutes.

1.4. Equipment:

Marathon harness and carriage as per Articles of the FEI Driving Rules.

Marathon type carriages with pneumatic tyres on rims up to size 3:XX or metric equivalent of size 90:XX are allowed. (XX being the rim diameter.)

1.5. Classes.

Novice Horse / Pony.      Open Horse / Pony.      Multiples.  
Classes may be combined or split at organiser's discretion.

1.6. Championships.

1.6.1. Qualification: Any driver who has competed at a BHDTA National Championships Qualifier in the current or preceding year will not qualify for the Club Driver Challenge Championships. With the exception of drivers in the

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National Novice Qualifier providing they have not competed at Windsor National Championships.

1.6.1.1. Drivers will qualify by being in the top 6 of a National Points league. Points will be awarded to drivers competing at Club events in this format in the following manner;

10 points for 1st place ... to 1 point for 10th place.

## **2. Penalties**

<i>2.1. Penalty points</i>	Seconds
Dislodging one or two balls in the same single obstacle	5
Knocking over or down any element of a Marathon type obstacle	5
Causing an obstacle to be rebuilt (clock stops)	5
Each Groom or driver dismounting 1 <sup>st</sup> or 2 <sup>nd</sup> time (clock does not stop)	10
Groom uses the reins or the brake	5
For every obstacle/gate a Driver passes without holding the whip	5
Wrong course in a Marathon type obstacle, corrected	20

<i>2.2. Eliminations</i>	
Groom(s) or driver dismounting 3 <sup>rd</sup> time	Elim.
Wrong course single obstacle (sequence or direction)	Elim.
Wrong course, not corrected, in Marathon type obstacles	Elim.
Failing to pass through starting or finishing flags	Elim.
Carriage turnover	Elim.
Second instance of excessive use of whip	Elim.
Active use of the whip by the groom	Elim.

2.3. Scoring is done on the basis of each timed round (Timed to 100<sup>th</sup> of a Second.) added together and converted to points.

Example. Round 1 – 55.45secs. Round 2 – 50.78secs. = 106.23 points

## **3. Specifications to the Rules**

3.1. On entering the arena and with the course set the bell will be rung the Driver has 45 seconds to start his course. If he has not started, the clock starts to run.

3.2. Minimum marathon obstacle gate width 3m there is NO maximum.

3.3. The width of the cones may be 1.80m, 1.90m or 2.00m. The width may be adjusted after the first round.

3.4 A Driver must proceed directly between obstacles attempting to pass through such obstacles in the correct numbered order.

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3.5. All dislodgeable elements which are knocked down remain on the ground until the Competitor has finished his course, unless the President of the Jury has rung the bell and the single obstacle or element(s) of the Marathon type obstacle have to be rebuilt, or the exit / entrance are knocked down from the bridge. In this last situation the cones have to be rebuilt without the bell being rung.

3.6. In a Marathon type obstacle there are no entrance or exit gates. The lettered gates marked with red and white flags are to be driven in the right direction and sequence. Passing a gate in the wrong direction or sequence means elimination, unless the competitor corrects this error of course. If a Competitor corrects a wrong course he has to restart at the gate he missed. Such as: if he went from A to C, then realises it, he restarts from B. The time runs on, no bell is rung.

3.7. In a Marathon type obstacle each gate becomes individually open once it has been passed. The parts without gates are free.

3.8. If an obstacle (marathon-type Bridge or cone) has been passed it is open and can be passed again. Dislodging or knocking down an element, however, count as penalties.

3.9. If in the course of the competition one ball of a single obstacle has been dislodged (a 5 second penalty is incurred), an additional 5 second penalty is given if the other ball on the same obstacle is dislodged later by whatever means.

3.10. If a Competitor dislodges a ball of a single obstacle or displaces significantly an element of a Marathon type obstacle by any means, before the obstacle is driven, the President of the Jury rings the bell. The clock is stopped, at the most convenient time for the Driver, before the obstacle in question is approached, to allow the resetting of the obstacle. In this situation a 5 second penalty is incurred for rebuilding an obstacle in addition to 5 penalty seconds for dislodging the ball, wooden block or whatever from the obstacle that has been replaced. No time correction.

3.11. Significantly displacing an element of a Marathon type obstacle means that the element is moved or knocked over in a way that the Competitor has no possibility to continue his course through the lettered gates, or the obligatory gate is clearly changed in position and original width. In this case the President of the Jury must ring the bell.

If not significantly displaced, the President of the Jury does not ring the bell and the Competitor has to continue his course.

3.12. When the Marathon type obstacle is significantly changed and the Competitor cannot continue his course, the President of the Jury rings the bell immediately and stops the clock. After the obstacle is rebuilt he rings the bell again. The Competitor has to start the obstacle by the first obligatory gate (A) again. The clock starts as the Competitor passes this first obligatory gate. For

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each knocked down element a 5 seconds penalty and for rebuilding, each time, an additional 5 seconds penalty is added.

3.13. When a Competitor has completed a Marathon type obstacle with or without knocking down one or more balls, wooden blocks or other dislodgeable elements, and later on in the course, by whatever means, he knocks down one or more balls, blocks or other dislodgeable elements of this Marathon type obstacle, an additional 5 seconds penalty is incurred for each ball, block or other element, dislodged.

3.14. If the Bridge is passed through from both sides, such as No. 3 from the right and No. 11 from the left, the exit side is NOT neutralised, i.e. penalties can be incurred on both sides. If the ball of the cone is displaced when the carriage leaves the Bridge, the obstacle should be rebuilt without the bell being rung.

3.15. The Bridge can only be crossed in a straight line direction with no turns or knockdowns applicable.

3.16 If the cones are part of the bridge, their width is 2.50 m. If not part of the bridge the cone obstacle must be at least 2.50 m away from the bridge with the wings.

3.17 As an option there may be a double bridge, i.e. with passages from all four sides.

3.18 Should the reins, pole straps or traces become disconnected or broken or the carriage seriously damaged; or should a horse get a leg over the trace, pole or bar, the President of the Jury must ring the bell and a groom must dismount and reconnect or repair. The Competitor will be given a 5 seconds penalty per groom dismounting. The clock will be stopped.

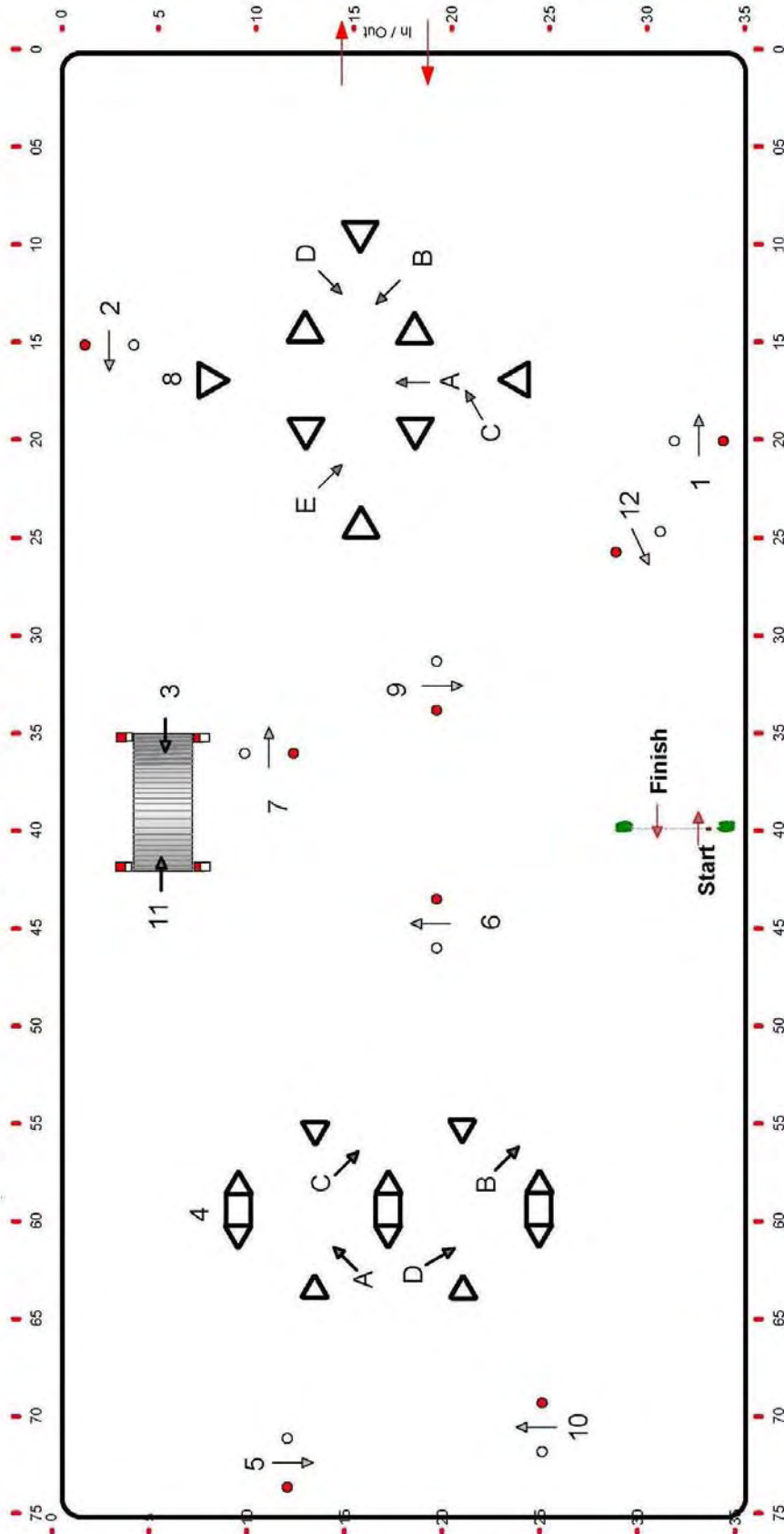
3.19. If the Driver is on the course and the bell is rung the Driver must stop. If he does not stop after a repeated ringing of the bell he will be eliminated.

*Note. The Organising Committee should have a bell, which is loud enough for the Competitors to hear, even with loud music.*

3.20 In case of obvious cruelty the President has the duty to ring the bell and disqualify the Competitor from the event.

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Example of typical course design.



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			Knock Down																		
	Name	Time (sec)	1	2	3	4a	4b	4c	4d	5	6	7	8a	8b	8c	8d	9	10	Knock Down Total	Penalties	Total
1																			0		0
2																			0		0
3																			0		0
4																			0		0
5																			0		0
6																			0		0
7																			0		0
9																			0		0
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Example score sheet.