

# CHDTL ARENA DRIVING CHALLENGE RULES

## **1. The Competition**

1.1 The Competition comprises of;

- 1 or 2 Marathon type Obstacles
- 8-12 Cone type obstacles
- A Bridge, which is optional, may be used from one or 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 be safe for the horses.
- Each Turnout will drive a warm-up round first.
- There will then be two further rounds against the clock with the fastest drivers in Round One driving last in Round Two.
- Timing will be to 100<sup>th</sup> of a second
- Drivers will have 15 minutes to walk the course once it is announced as Officially Open.

1.2 Equipment;

Marathon harness, carriage and clothing. Minimum Axle width 125cm. Pneumatics allowed.

1.3 Classes;

- Novice Horse/ Pony      Open Horse/Pony      Multiples

Classes may be combined or split at Organizer's discretion

## **2. Penalties**

2.1 Penalty Points; ( seconds added )

Dislodging 1 or 2 balls in same single obstacle	5 sec
Knocking over or down any element of Marathon type Obstacle	5 sec
Causing an Obstacle to be rebuilt ( clock stops )	5 sec
Each Groom or Driver dismounting 1 <sup>st</sup> or 2 <sup>nd</sup> time ( clock doesn't stop )	10 sec
Groom uses reins or brake	5 sec
For every Obstacle/gate a Driver passes without holding the whip	5 sec
Wrong course in a Marathon type Obstacle corrected	20 sec

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### 2.2 Eliminations

Groom(s) or Driver dismounting 3<sup>rd</sup> time

Wrong course Single obstacle ( sequence or direction )

Wrong course not corrected in Marathon type Obstacle

Failing to pass through Starting or Finishing Flags

Carriage Turnover

Second instance of excessive use of whip

Active use of whip by the Groom (s)

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

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

3.2 Minimum Marathon type Obstacle gate width 3.5m there is NO maximum

3.3 The width of the Cones will be 1.70m

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

3.5 All dislodgeable elements which are knocked down remain on the ground until the Driver 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 on the right and white on the left are to be driven in the right direction and sequence. Passing a gate in the wrong direction or sequence means elimination, unless the Driver corrects the error of course. If a driver 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 “ free” once it has been passed. The parts without gates are also “free”.

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3.8 If an obstacle ( Marathon type, Bridge or Cone ) has been passed it is “free” and can be passed again in any direction. Dislodging or knocking down an element, however, still counts 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 driver 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 from the obstacle that has been rebuilt. 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 driver 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 driver 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 Driver has to start the obstacle at the first obligatory gate (A) again. The clock starts as the driver passes this first obligatory gate. For each knocked down element, a 5 seconds penalty and for rebuilding, each time, an additional 5 seconds penalty is added.

3.13 When a driver has completed a Marathon type obstacle with or without knocking down one or more balls, and later on in the course, by whatever means, he knocks down one or more balls of that Marathon type obstacle, an additional 5 second penalty is incurred for each ball.

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

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3.16 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 driver will be given a 5 second penalty per groom dismounting. The clock will be stopped.

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

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