



HCBC PROVINCIAL

ARENA DRIVING TRIALS

1. GENERAL PRINCIPLES

The Arena Driving Trial may be held in a suitable sized arena or outdoors in an enclosed area.

1.1 Rules for Arena Driving are based upon proven practices from past events. Certain modifications will be required to accommodate facility dimensions. Competitions rules so modified are noted.

1.2 Facilities: Size of the arena will be at the discretion of the organizers.

1.3 Officials: HCBC General Performance, Pleasure Driving, EC Coaches, or a Combined Driving judge “r” or higher. One judge is required.

1.4 Prize List: HCBC shall approve the prize list.

1.5 Pace: Canter limitations in the Cones or Obstacle sections will be at the discretion of the organizer and official and must be published in the prize list.

1.6 Safety Check: recommended prior to the first class.

1.7 Presentation: Will not be scored.

1.8 Dress: Clean, neat marathon attire may be worn during all three sections of competition. An approved equestrian helmet must be worn by all drivers and grooms while on a vehicle.

1.9 Drivers and Grooms: May participate on more than one entry. During Dressage or Cones competitions, grooms giving verbal or physical directions to the driver or sliding, lifting or moving the vehicle in any way will incur immediate elimination for the entry. One groom is required for single hitches and pairs. Four in hands require two grooms. Single VSEs do not require a groom.

1.10 Vehicles: Two or four wheeled vehicles are permitted. At Level 1 pneumatic tires are allowed.

1.11 Levels: Organizers may choose to offer one or two levels of competition.

Level One: suitable for beginner drivers or horses

Level Two: suitable for competitors with more experience

The prize list shall indicate if one or both levels are offered. Where the prize list is silent it shall be presumed that only Level One is offered.

1.12 Classes: At the discretion of the organizer, classes may be divided by horse/pony/donkey/mule size; single, multiple turnout; two or four wheeled vehicles; competitor experience; or by the dressage test. Classes may be split or combined as entries warrant.

1.13 Classification: Competitors will be ranked by class in reverse order of total penalty points accumulated in all three competitions.

2. DRIVEN DRESSAGE

2.1 Letters A and C will be at the mid-point of the short side of the arena. Letters B and E will be at the mid-point of the long side of the arena. Letters H, M, K, and F will be measured 10 meters from the corners of the arena.

2.2 HCBC Heritage Dressage Tests shall be used.

2.3 The Judge's scores will be recorded by the scribe at the end of each movement.

2.4 When sufficient room is not available for warm up outside the perimeter of the arena, the Organizer may choose to offer, with the approval of the Judge, either:

a) the opportunity to warm up inside the arena before the class starts, or

b) approximately one minute to warm up inside the arena after the previous competitor has exited. The competitors must be notified prior to the class.

2.5 Scoring will be as indicated on the dressage test and converted to penalty points.

2.6 Presentation is not scored.

3. OBSTACLE CONES

3.1 The Course:

a) The dressage arena or an adjacent arena may be used

b) The number of cones gates used will be at the discretion of the organizer based on the ability of the course to flow well within the space available.

c) One multiple obstacle may be used.

d) The start line may not be less than 5 meters from the first gate. The finish line may not be less than 5 meters from the last gate.

e) There is no set distance required between gates but the design of the course should enable drivers to maintain an even pace throughout the majority of the course.

f) The course shall be open to inspection by the drivers and trainers at an announced time prior to the start of the competition.

g) It is recommended to provide each competitor with their own copy of the course map. A map must be posted prior to course inspection, showing the distance, speed and time allowed per hitch and level of competitor.

h) When cantering on course is not allowed (as stated in the prize list), the penalty shall be 5 seconds per occurrence.

3.2 Obstacle Cones may be set as follows:

a) Using the following clearance for each Level and reset between competitors:

Horses/Ponies/VSE – Level One: 40cm + track width

Horses/Ponies/VSE – Level Two: 35 cm + track width

* increase settings by 10 cm for tandems and four-in-hands

b) At the discretion of the organizer, Level One may use one clearance for all competitors. Clearance will be based upon the largest track width vehicle entered plus 40 cm.

c) At the discretion of the organizer, Level Two may use one clearance for all competitors. Clearance will be based upon the largest track width vehicle entered plus 35 cm.

d) At the discretion of the organizer, gates may be numbered with red and white markers placed on the cones themselves in lieu of markers on the ground in front of each cone. Wherever possible, one of the numbers should be positioned in such a way as to allow the competitor to see it from the previous gate.

e) Track width shall be the distance measured between the outside edge of the wheels on a two wheeled vehicle and between the outside edges of the rear wheels of a four wheeled vehicle.

f) A ball shall be placed on the top of each cone in each gate.

g) The course shall be measured with a measuring wheel from the middle of the start gate, through the center of each gate on course and through the center of the finish gate. This measurement shall be used to determine the time allowed for each competitor, based on the size of the equine in the hitch.

3.3 Penalties:

Dislodging a ball 3 penalties

Disobedience 5 penalties

Exceeding the time allowed 0.5 penalties per second

Groom speaking to the competitor Elimination

Missing a gate Elimination

Missing either Start or Finish gate Elimination

Cantering (if not allowed in prize list) 5 seconds for every intentional occurrence of more than 3 strides

3.4 Speeds:

Division	Single, Pair	Tandem, Four In Hand
Level One – VSE	160 mpm	150 mpm
Level One – Horse/Pony	180 mpm	170 mpm
Level Two – VSE	180 mpm	170 mpm
Level Two – Horse/Pony	200 mpm	190 mpm

3.5 Time Allowed Calculation:

Length of course = _____ meters
Divided by speed in meters per minute = _____ minutes
Remainder times 60 = _____ seconds
Time Allowed = _____

3.6 Equine Size Classifications:

VSE (very small equine) – Up to 39”/9.3h/99cm

Small Pony – Over 39”/9.3h/99cm Up To 12.0 h/127cm

Medium Pony - Over 12.0 h/120 cm Up To 13.2 h/137 cm

Large Pony – Over 13.2 h/137 cm Up To 14.2 h/148 cm

Horse – Over 14.2 h/148 cm

4. MARATHON OBSTACLES

4.1 Course:

- a) The dressage/cones arena or an adjacent safe area may be used.
- b) There shall be four obstacles: not more than two will be constructed in a conventional arena at one time. Level One shall have a maximum of 3 gates and Level Two shall have a maximum of 4 gates *per obstacle*. All gates in an obstacle shall be a minimum of 2.5 meters wide.
- c) The course shall be open for inspection by drivers and grooms for 10 minutes prior to the start of competition. It is recommended that course maps be provided for each competitor.
- d) One common entry/exit gate, 3 meters wide shall be used. A clearly defined course shall be used from the Start to each obstacle and to the Finish. Clearly numbered gates (cones) shall define the course from the Start to each obstacle and to the Finish.
- e) At the discretion of the organizer, the course may be run either:
 - i) The course is run from Start to Finish (including the two obstacles known as Obstacle 1 and Obstacle 2) by all competitors, each Level passing through all of the required course gates and obstacle gates for that level in the correct order. The obstacles are then re-lettered in a different configuration and are now known as Obstacle 3 and Obstacle 4 and the course is run again by each competitor. Before starting the course, the Judge will signal the competitor with a bell or whistle. Timing will start when the nose of the horse crosses the Start gate, or 60 seconds after the signal, whichever occurs first. Timing will stop when the nose of the horse crossed the Finish gate.
 - OR, ii) After completing the course, including Obstacle 1 and Obstacle 2, and going through the Finish gate, the driver immediately continues on the course and repeats it. In this method, two timers will be required. The Judge will signal the competitor to start with a bell or a whistle. Timing will start when the nose of the horse crosses the Start gate, or 60 seconds after the signal, whichever occurs first.

Timing for the first round will stop when the nose of the horse crosses the Finish gate. Immediately, the second timer will start their watch and will time the competitor on the second round. Timing will stop when the nose of the horse crosses the Finish gate.

iii) Should a large enough, safe arena/area be available, four individual obstacles may be constructed and connected with course gates to be driven once from start to finish. The Judge will signal the competitor to start with a bell or a whistle. Timing will start when the nose of the horse crosses the Start gate, or 60 seconds after the signal, whichever occurs first. Timing will stop when the nose of the horse crosses the Finish gate.

4.2 Penalties

Penalties apply both on the perimeter course and in the obstacles.

- a) Time on course shall be converted to penalties at **.2** penalties per commenced second.
- b) Each element dislodged **5** penalties
- c) Putting down the whip **5** penalties
- d) Correcting a course **20** penalties
- e) Failing to correct a course **Elimination**
- f) Groom off the vehicle in an obstacle (both feet) **10** penalties
- g) Driver off the vehicle in an obstacle **30** penalties
- h) Overturned vehicle in an obstacle **60** penalties (includes f & g above)
- i) Disconnecting and leading through an obstacle **Elimination**
- j) Failing to pass through Start or Finish gates **Elimination**
- k) Canter when not allowed **5** seconds per occurrence

4.3 Time Calculation

a) Time for each round of the Marathon course shall be recorded in minutes/seconds/hundredths of seconds. The minutes are then converted into seconds and added to the seconds and hundredths.

eg. 1:20.56 becomes 80.56

The converted times are then added together and multiplied by **.2** to arrive at the total time penalties for the course. Any other penalties are then added to the course penalties to arrive at the total penalties for the Marathon course.

5. Final Classification

Penalties from the Dressage competition, Cones competition and Marathon competition are added together to give the competitors Total Penalties. Placings are awarded in reverse ranking (the lowest number of penalties is the winner) in each class per Level.