

Carriage Driving Competitions



Don't stay on the sidelines! Be part of the fun!

Participate

even if you are not a “horse person”

- **Support** your friends' passion- a major event requires nearly 100 volunteers to run smoothly
- **Contribute** time instead of money to a charity
- **Join** friends – become part of a team
- **Appreciate** the traditions and beauty of carriages and horses
- **Watch** American drivers prepare for international teams
- **Learn** more about a horse sport
 - Learn the rules and understand the scoring
 - Watch different horse breeds in action
 - Learn to “see” the best performances



If you are a “horse person”

Participate without Pain

No mucking out, no harness polishing, no butterflies before competing, no loading and unloading gear, no braiding, no long distance travel



You can still be part of the action: compare dressage tests, hear the judge's comments, watch the best drivers, get close to the horses, see friends, enjoy the parties!

Become part of the team!

- On the day of a driving competition, there are many responsibilities that can to be done effectively whether or not the person doing them has experience or even knowledge of horses.
- Participating is much more fun than just standing around watching and wondering what is happening and why!



A few kinds of Competitions

Pleasure shows

Classes in a ring
Dressage tests
Cross-country drives
Cones driving



Combined Events

A CDE – two or three days: dressage, marathon, and cones
A Driving Trial – DT – usually one day: all three phases
An Arena Driving Trial – ADT – one day: dressage, hazards, cones

What's required?

- Enjoy being outdoors, rain or shine
- Be cheerful, interested, and reliable
- Be able to sit, or stand, for a 3-4 hour shift
- Pay attention to instructions
- Bring glasses if you need them to read the forms, clocks, or measuring devices
- Be tolerant of anxious competitors and stressed organizers!



What kinds of Jobs are there?

These are a few examples

- 1. **Scribe** – is the official's secretary – scribes are needed for the judge of a ring class, for each dressage judge, for veterinary inspections, and for judges of a cones class
- 2. **Timer** – provides the information on which scoring is based for cones classes, hazard driving, and cross-country (marathon) sections
- 3. **Cones setters** – adjust cones so the clearance between the cones is the same for each competitor.
- 4. **Obstacle observers** – watch competitors drive through a obstacle and record the sequence of the gates taken.
- 5. **Gate Steward** – Controls the order in which the competitors enter the ring, the dressage arena, or a cones course

Some of the Jobs

- Scribe
 - Sits with the judge and records the judge's scores and comments



Dressage Scribes learn what the judge appreciates or penalizes



Ring Classes

- Judge's scribe walks around with the judge to record comments for each turnout



Veterinarian's Scribe

Works at the vet inspections to record the vet's evaluation of the soundness, temperature and respiration of the horses



Timers

Record the start and finish times on a cross country course or marathon section, on cones courses, and in obstacles



Cross-country

- Start Timer
- Tells the competitor what time to start , records that time on the “green card” that the competitor carries, and gives a count-down



Timer's record sheet and instructions



CDE TIME CARD

TO BE HANDED TO THE TIMEKEEPER AT THE END OF EACH SECTION AND TO THE JUDGE AT THE END OF SECTION E.

Competitor Name: Joe Competitor Competitor #: 57

	Phase	TIME Hr: Min:Sec	+TIME Over/Under	Penalty Points	Timer Initial
Time allowed in A 28:51	End A	: :	0.2		
Minimum Time in A 26:51	Start A	10 : 10:00			
Hold Ups	Time Taken				
Time Allowed in D 11:32	End D	: :	0.2		
	Start D	: :			
Hold Ups	Time Taken				
Time allowed in E 27:31	End E	: :	0.2		
Minimum Time in E 24:31	Start E	: :			
Hold Ups	Time Taken				

Agreed to by Competitor: _____

Judge: _____

Section A Starter Checklist

Start of A:

1. Pick start time – schedule; or spacing if off schedule
2. Competitor # and Start Time on Backup.
3. Description on Backup.
4. Competitor # and Name on a Green Card.
5. Time Allowed and Minimum Time on Green Card?
6. Start Time on Green Card.
7. Initial Green Card.
8. Call Navigator – If Late, see Late Start Rule Below
9. Collect missing safety check sheets, if needed.
10. Check and Note Penalty Items Below (B/U and GC)
11. Green Card to the Navigator.
12. Pinny with Competitor # to Navigator.
13. Warn at 2 min, 1 min, 30 seconds.
14. Count 10,9,8,7,6,5,4,3,2,1,Go "Have a good go!"
15. Running Start or Early Start? See False Start Below
16. Remarks on Backup for any unusual thing?
17. "Spot" entry out of sight

A Start Spotter

Level	Pace	Whip?
Training	Any Pace	Required
Prelim	Any Pace	Required
Interm	Any Pace	Required
Adv	Any Pace	Not Req
VSE	Any Pace	As Above

- Whip Not In Hand Thru Start or Gate: [Record Gate # or Start/End crossed](#)
- Record Halts on A in Secs [Note if repairing or other necessity](#).
- Groom or Driver Down: [Record Who and Where](#).
- Groom or Driver Down Thru Gate: [Record Who and Gate #](#).
- Missed Gate: [Record Gate # and any correction activity](#)
- Gator Handling Whip – Except when dropped: [Record what occurred](#)
- Gator Handling Reins or Brake – Except when stopped: [Record what occurred](#)
- Excessive Whipping or Other Cruelty: [Record what occurred](#)
- Dismounting While Moving: [Record who and how it occurred](#)
- Groom Substitution: [Record what occurred](#)
- Outside assistance: [Record what occurred](#)
- Call TD or Judge if any above are observed.

False Start Rule: Call back, Record "False Start" & new time on B/U, Put "False Start A" & new time on Green Card. Restart. Call TD. Judge will determine penalties.
If entry doesn't come back, record on B/U & call TD – Possible Elimination. Judge will determine.
Late Start A Rule: Record scheduled time and time they presented themselves to you on B/U and Green Card. Start earliest available time. Call for TD. Judge will determine penalties.

Observe, Record on Green Card and Backup and Immediately Report to Judge or TD:

1. Wearing Shorts: [Record # of people on carriage in shorts](#).
2. No Breeching/No Brakes: [Record No Brakes/No Breeching](#)
3. Whip Not On Carriage for Training, Prelim or Intermediate Entry: [Record Not Whip for ADS Entry](#)
4. Junior Driver not wearing fully secured helmet: [Record No Helmet for Junior](#)

Finish Timer

- Records the time the competitor crosses the finish line on her record sheet, and on the “green card” the competitor carries.
- The scorer will later calculate the time taken and whether it is too slow, too fast, or just right.



Obstacle Observers

Watch the competitor go through the obstacle and record the time and the order the red and white “gates” are taken in



Volunteers have the best view!



All competitions use standard score forms

- Before the competition the officials explain how to complete the forms
- Obstacle Observers need only to record time and what the competitor does.

Updated by the
Laurels for 2010 Rules

OBSTACLE OBSERVER 5 (32 5 7)

Obstacle: _____ Observer: _____ Competitor # _____

Driving Penalties: Check all that apply and explain in box below

Training Level Cantered:945.4. Record as Break of Pace at right!
Started before passing through "In" gate946.2.1 (E) _____
Wrong course: omitted a gate or passed out of order or in wrong direction and did not correct before the "Out" gate:946.2.3 (E) _____
Corrected course: wrong course, but made correction from the point of error946.2.4 (20) _____
Groom(s) dismounted: both feet, each time946.3.1 (10) _____
Driver dismounted: both feet, each time946.3.3 (20) _____
Carriage Turned Over:946.5 (60) _____
Knockdown marker dislodged942.5.3 (2) _____
Knockdown touched by driver or groom942.5.5 (10) _____
Both feet on obstacle element; whip or groom946.3.4 (10) _____
Groom handled whip/whins/break917.3.4 (75) _____
Groom led connected horse(s) thru obstacle926.3.5 (20) _____
A horse(s) was disconnected and led thru a part of the obstacle946.4 (E) _____
Did not stop when horse down, leg over pole, leadbar shaft, or when ordered by Official/Observer946.7.1(E) _____
Did not stop to fix leg over trace946.7.2(20) _____
Exceeded 5 minutes in the obstacle (In gate to Out gate) Whistle twice!946.8.3 (E) _____
Had outside assistance: from person not riding on carriage; not an emergency Record details below!926 (E) _____
Tr/Pre/Int did not have whip in hand; or dropped and did not have a whip by next CTF945.1 (20) _____
Person was tied to vehicle (not disabled)917.2.5 (E) _____

(Training: cantered in obstacle.
Training/Prelim: walk/canter outside obstacle)

BREAK 2) 35 & »

HOLD-UPS »
(HOLD FOR WHOLE MINUTES)

TOTAL DRIVING PENALTIES: »
(to be entered by scorer)

Rank Gator:
1(Bad) to
10(Great)

Total Time In Obstacle

Minutes Seconds 1/100th Secs

Record time exactly from watch. Fill all three boxes. Do not round!

Description of Incidents Leading to Penalties (Remember to put a red sticker on this form if penalties have been given or Judge needs to check this sheet.

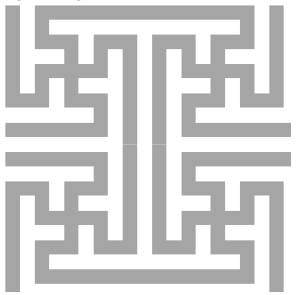
Red Dot Here!

(continue on reverse)

OBSTACLE DIAGRAM

Do not draw on diagram except to clarify comments

Enter the order that the gates were driven here:



Obstacle Observer

a.k.a. Hazard Judge

- Any “out of order” observations are verified by the officials



Cones Driving

There are cones competitions in both Pleasure shows and Combined Driving events

Volunteers help to:

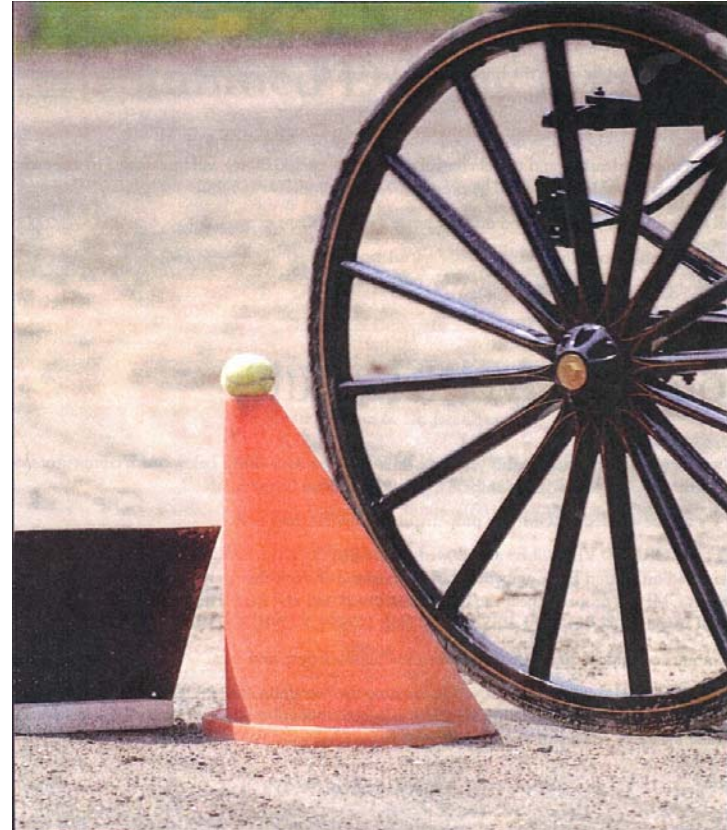
- Measure carriage track

- Set cones

- Time the competitors

- Record the information

- Control the in & out gates



Carriages all come to one location to be measured



Cones are set a few centimeters wider than the track width of the carriage



The announcer will call out the correct setting



Gate Steward

Advises the competitor when it is time to enter the ring



Cones Setters have a great view!



The timer records how long it takes the competitor to drive the course



The cones crew is close to the action



Communication throughout the Event is by radio



Instructions for each job may be downloaded from the American Driving Society website

<http://www.americandrivingsociety.org/forms.asp>

Hazard Radio Instructions

Overview – Hazard Radio has 3 jobs:

The primary job of Hazard Radio is to communicate what is happening to the Announcers so that they can do the “running commentary”.

- Your radio is set to the channel you should use, so do not change it.
- Wait until the channel is clear before transmitting.
- When the channel is clear, push the transmit button, say your speech and release the transmit button

Here is the general “script” of your speech, but follow the Announcer’s requests for any changes

- “ Hazard (number), Competitor (number) entering”
- “ Hazard (number), Competitor (number) completed in xx Minutes xx.xx Seconds (all numbers on the stopwatch).”
- “Hazard (number), Holding Competitor (number) if your hazard is holding a competitor

Another job is to relay messages between your team members and various officials. These include:

- Requests from the Scorer for clarification of times or comments.
- Requests from Officials to Hold Up entries at your Hazard.
- Requests for assistance from your Hazard Observer -
 - If Hazard is damaged:
 - “Hazard (number) needs a repair crew.”
 - If Hazard Observer requests the TD:
 - “Hazard (number) needs the Technical Delegate.”
 - If there is an emergency. . .say in a calm, firm voice:
 - “Hazard (number) Needs Immediate Assistance”

A third job is to watch an assigned set of “gates” outside the hazard to assure that competitors pass thru them in the right order. If they do not, record their number and what happened on your clipboard and give that information to your Hazard Observer as soon he/she is free.

Your assigned gates are:_____



Be close!



See the best!



The volunteers at a competition form an efficient team that makes the day run well.

