

SARGENT EQUESTRIAN CENTER PRESENTS
DRIVING DERBY – Description/Rules
LODI, CA

Our Derby will offer the opportunity, under informal conditions, to drive obstacles in the style of indoor driving competitions or scurries.

Our Derby will include two go rounds over the same course consisting of pairs of cones and marathon-type obstacles. The scores will be cumulative. This is an informal competition in the outdoor lower grounds or the indoor arena (depending on the weather).

DIVISIONS

Novice Single Horse or Pony: Any person or equine that has never shown in combined driving or competes at Training levels. There will be no cantering.

Open Single Horse or Pony: For any person or equine who has competed in multiple CDE's at upper levels. (Prelim and above).

Novice Pairs/Multiples Horse or Pony: Any person or equine that has never shown multiples in combined driving or competes at multiples Training levels. There will be no cantering.

Open Pairs/Multiples Horse or Pony: For any person or equine who has competed in multiple CDE's at upper levels. (Prelim and above).

**VSE will be included in the pony divisions.*

OPEN AND CLOSING DATES- Entires are open any time, will close the day of the event. Please try to get your entries in early if possible to help us with planning and scheduling. Refunds 100% with notice. Entries taken at the day of the event will include a \$5 additional processing fee. Entries may be limited.

INFO There will be a competitor briefing one hour prior to the start time. We will review rules and answer any questions. The course will be open for walking at least two hours prior to start time. **NO TURN OUT!** Competitors may wear informal attire, but whips & helmets are mandatory. Protective vests/back protectors are highly recommended. Drivers may enter more than one level with different horses.

TURNOUT:

Safety Check: will be performed prior to admission to the arena. Additional restrictions or variations may be made at the discretion of the organizer/officials.

Carriage: Marathon type carriage with iron or solid-rubber tires is encouraged. There are no required weights or track widths.

Harness: Breeching is required for all single turnouts and for any vehicle without brakes.

Safety: All Athletes and groom(s) must wear securely fastened protective headgear which meets ASTM/SEI standards for equestrian use. Safety (Protective) vests are strongly recommended.

Groom(s): Singles, pairs and tandems- one groom required at all times except single VSE and single small pony. Multiples: Two grooms at all times except VSE, which is required only one groom.

Whips: must be carried at all times by the driver. Excessive use of the whip anywhere anytime will result in disqualification. If the whip is dropped, the driver or groom can retrieve a spare whip or the carriage must be stopped so a groom may dismount and retrieve the whip. In the case of drivers without a groom, the whip can be restored to the driver by an outside party. The penalty is the time lost.

COURSE: Will consist of common start/finish markers, a minimum of two and a maximum of four marathon-type obstacles with up to five compulsory gates each, 6 to 16 cones-type compulsory gates with a minimum of two compulsory gates between each obstacle and between the start/finish gates and an obstacle. Each obstacle is numbered numerically, with gates in the obstacle noted by a letter. The number of knockdowns on an obstacle is unlimited and at the discretion of the course designer/organizer. The course will be open for inspection at least two hours prior to the start of the competition. Timing will start when the nose of the horses crosses the start gate and stop when the nose crosses the finish gate. Failing to pass through the start or finish gate will result in elimination.

When the course is ready the official will signal the Athlete. Starting before the signal will result in a ten-second penalty and restart.

COMPULSORY GATES: Compulsory gates are marked with red and white numbers/letters and are to be driven in the correct direction and sequence. Numbered cones gates can only be driven once, in the proper direction, in numerical order and remain "live". Passing through a lettered gate in an obstacle out of order or in the wrong direction is elimination unless corrected. In order to correct, the Athlete must drive through the lettered gate missed before continuing in the correct sequence. Corrected course incurs 20-second penalty. There is no entrance or exit gates for obstacles. In an obstacle, each lettered gate becomes individually open once it has been driven. Width of Gates: will stay the same for all divisions. The common Start/Finish, cones and obstacle gates will all be a minimum of 3 meters.

SPECIFICATIONS: Dislodging an element of the course will incur penalties, even if open. All balls or other dislodgeable elements which are knocked down remain on the ground until the Athlete has finished the course, unless the Official has rung the bell and the obstacle has to be rebuilt.

Cones: dislodging any ball incurs a 5-second penalty.

Marathon-type obstacles: for each knocked-down element a 5-second penalty will apply.

If any part of a marathon-type obstacle is *significantly dislodged** while the Athlete is in the obstacle, and the Athlete cannot continue his course, the official rings the bell immediately and stops the clock. After the obstacle is rebuilt the official will ring the bell to signal the start. The Athlete must drive the obstacle starting at Gate A. The clock will start when the Athlete passes Gate A. For each knocked down element a 5-second penalty will apply, and for rebuilding, each time, an additional 5-second penalty is added.

**Significantly dislodging-means that an element of an obstacle is moved or knocked over in a way that the Athlete has no possibility to continue his course through the lettered gates, or the obligatory gate is clearly changed in position and original width. The official will ring the bell and stop the clock for the obstacle to be rebuilt. If not significantly dislodged, the official does not ring the bell and the Athlete has to continue the course. Each time an element must be rebuilt, an additional 5-second penalty is added.*

Disobedience: it is disobedience when an Athlete attempts to pass through an obstacle and the horse(s) shy away from the obstacle at the last minute without hitting any part of the obstacle. Penalties for disobediences: First or second disobedience, no penalties. Third disobedience is elimination.

If, in the opinion of the official(s) the Athlete has lost effective control of the horse(s) it is grounds for immediate elimination.

Dismounting: Intentional dismounting for safety reasons must occur while the carriage is at a halt. If the carriage is not at a complete stop the penalty is 10 seconds.

(i) Groom(s) or Athlete intentionally dismounting, first and second time results in lost time. Clock does not stop.

(ii) Groom(s) or Athlete dismounting intentionally for the third time is elimination.

(iii) Failure to dismount and repair broken harness will result in elimination.

b) Unintentional dismounting is any loss of Athlete or groom from the carriage while it is in motion.

(i) Groom unintentional dismount: The carriage must be stopped, and the groom must remount the carriage prior to going through the next numbered gate or finish. There is no penalty except time lost. If the carriage does not stop the penalty is elimination.

(ii) Driver unintentional dismount: Elimination

c) All grooms must be on the carriage when the carriage passes the finish. Failure will result in elimination. If groom(s) use the reins, whip or brake, except when vehicle is stationary, a 20-second penalty is incurred. If the carriage overturns, the penalty is elimination.

Athletes competing in the Novice division may not canter anywhere on the course. Canter for more than 3 seconds at the Novice division will result in 20 penalty seconds per occurrence.

10. Penalties

Reference — Penalty

- Excessive use of the whip — Disqualification
- Starting before the signal — 10 seconds
- Failing to pass through start or finish gates— Elimination
- Numbered cones obstacle driven backwards, out of order, or more than once — Elimination
- Corrected course, lettered gates — 20 seconds
- Wrong course, not corrected — Elimination
- Obstacle element is knocked down by any means — 5 seconds
- Causing an obstacle to be rebuilt (clock stops) — 5 seconds
- First or second disobedience — No penalties; time lost
- Third disobedience — Elimination
- Loss of effective control — Elimination
- Groom not on carriage when passing Finish Line — Elimination
- Dismounting while carriage is in motion — 10 seconds
- Groom(s) or Athlete intentionally dismounting, first or second time— No penalties; time lost
- Groom(s) or Athlete intentionally dismounting for third time — Elimination
- Failure to dismount to repair broken harness 9 — Elimination
- Groom(s) or Athlete intentionally dismounting and remounting before next numbered gate or finish — No penalties; time lost
- Groom(s) or Athlete/driver intentionally dismounting and remounting after next numbered gate or finish or carriage does not halt for remount — Elimination
- Driver unintentional dismount — Elimination
- Groom uses the reins, whip or the brake — 20 seconds
- Carriage turnover — Elimination
- Canter in Novice division per occurrence — 20 seconds

FEES: \$45 (\$50 day of the event). \$30 for additional entries with same driver and navigator. Time permitting extra go arounds (score only) at the end of the event may be available for \$15 each run.

OBSTACLE INFORMATION: All divisions will include an obstacle & cones combination. Each division will drive the same route & combination.

STABLING- stall \$40 per night; - includes bedding and cleaning. Paddock \$25per night. LIMITED STABLING.

DIRECTIONS AND ACCOMODATIONS- see website

TIMES:

10:00 AM Course open to walk

11:00 AM Competitors Briefing

12:00 Competition starts - competitors will be scheduled in groups of 5. A competitor will enter, salute the official, wait for the bell than have 45 seconds to cross the start finish.

The division starting order will be by random selection. There will be a 5 to 10 minute 'break' before the second round which will be held in reverse order of standings.

Children under 18 must be accompanied by an adult in all classes. **Helmets** are required for all, protective vests/back protectors highly recommended.