CHAPTER 11 – CONTINUOUS DRIVING

If there is a discrepancy between the Continuous Driving Rules and each Competition’s Rules the Continuous Driving Rules will prevail.

Section A- Introduction and General Rules

ARTICLE C283 INTRODUCTION

The Continuous Driving Event (CD) consists of at least three driving competitions driven consecutively and separated by brief rest periods. Competitors may be divided in divisions by experience, age, gender, horse size, etc. Continuous Driving may be conducted in conjunction with other EC-sanctioned events unless specifically restricted by individual event rules.

ARTICLE C284 GENERAL RULES

1. A briefing meeting for competitors should be conducted by Officials prior to the start to clarify any local conditions and to answer questions.
2. The entry must be driven by the same person in all competitions unless otherwise specified by the organizer.
3. All rules of the road should be observed unless designated officials direct otherwise.
4. Spares are recommended but not required. Carrying a halter and lead rope on the vehicle is required.
5. Outside assistance, other than as specified by the rules, will incur elimination.
6. Entries eliminated from a competition are eligible to compete in the remaining competitions of the event.

ARTICLE C285 OFFICIALS

1. Judges must be EC and/or PTSO accredited in Pleasure Driving or Combined Driving or have an approved Guest Card, as shown in Appendix 1-A Event Summary Table.
2. A Technical Delegate is recommended with either a Pleasure Driving or Combined Driving license and may judge Obstacle-Cones competition sections.
3. A Technical Delegate with either a Pleasure Driving or Combined Driving license is required for events with 30 or more entries.
4. For events with fewer than 30 entries, a knowledgeable horseman may judge Obstacle-Cones competition sections.

Section B - Competition Conditions

ARTICLE C286 STARTING

Each entry will be assigned a start time and will complete the competitions consecutively and in the order determined by the organizer. Rest periods of a few minutes should be allowed between each competition.

ARTICLE C287 BOOTS

Bell boots, shin boots, protective hoof boots and leg wraps may be used in all competitions at the discretion of the organizer as published in the Prize List.

ARTICLE C288 ATTIRE

1. Approved Protective headgear is required for all competitions. It is the responsibility of the competitor (or Parent or Guardian in the case of a junior competitor) to see that the headgear complies with the current safety standards and is in good condition and properly fitted and secured.
2. Attire should be the same for all competitions. Gloves and aprons/lap robes are required unless specified otherwise by the organizer as published in the Prize List.
3. Failure to carry a whip in hand while driving incurs elimination from a competition.
4. If Dressage is offered, a score will be given for presentation at the discretion of the organizer as published in the Prize List.
ARTICLE C289 SCORING
1. Unless specified by the organizer in the Prize List, the following scoring system must be used:
2. Each competition will be scored according to the EC driving rules for that competition and the entries placed accordingly.
3. Points for placings are as follows, 1st = 8; 2nd = 7; 3rd = 6; 4th = 5; 5th = 4; 6th = 3; 7th = 2; 8th = 1.
4. Points for each competition are combined for a winner in each division. (Highest point total wins.)
5. If an overall championship is awarded, the highest point total of all entries will be the Overall Event Winner.
6. For overall placing, entries eliminated in any ONE competition will finish below those who completed all competitions. Entries eliminated in any TWO competitions will finish below those who were eliminated in ONE competition, and so on.
7. Ties for each competition will be decided as specified in individual competition rules.
8. Ties for the overall event winner to be decided by the best score in the competition designated by the organizer as published in the Prize List.

COMPETITION A
DRIVEN DRESSAGE
Refer to EC Part 5 - Driven Dressage Competitions

COMPETITION B
OBSTACLE (Cones) COMPETITION
PART TWO - PLEASURE DRIVING COMPETITIONS
ARTICLE C251 FAULT COMPETITIONS

B. Fault Obstacle
1. To be driven over a prescribed course of numbered obstacles. The number of obstacles to be proportionate to the dimensions of the driving area. Not to exceed 20 obstacles.
2. As this class should be considered a test of precision driving, it is suggested that the obstacles be set at minimum allowances if the level of competition warrants.
3. After passing through the start line, the driver shall proceed through each obstacle in order and through the finish line.
4. Placings will be determined on a low fault basis (ie. Those with fewer faults finish ahead of those with more faults).
   a) Course faults and one fault for each commenced second over the Time Allowed are added together for a total score.
   b) The Time Allowed is to be calculated as per Article C240
   c) Time will decide ties for those with equal fault totals.

Penalties are described in Article C251.A.4.
Penalties

<table>
<thead>
<tr>
<th></th>
<th>Description</th>
<th>Faults</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Exceeding time allowed per commenced second</td>
<td>1 fault</td>
</tr>
<tr>
<td>2</td>
<td>Knocking down or dislodging obstacle or course marker</td>
<td>4 faults</td>
</tr>
<tr>
<td>3</td>
<td>Break to canter (See Article C211)</td>
<td></td>
</tr>
<tr>
<td></td>
<td>1st break to canter</td>
<td>5 faults</td>
</tr>
<tr>
<td></td>
<td>2nd break to canter</td>
<td>5 faults</td>
</tr>
<tr>
<td></td>
<td>3rd break to canter</td>
<td>5 faults</td>
</tr>
<tr>
<td></td>
<td>4th break to canter</td>
<td>Elimination</td>
</tr>
<tr>
<td></td>
<td>Prolonged canter</td>
<td>Elimination</td>
</tr>
<tr>
<td>4</td>
<td>Disobedience or groom(s) dismounting anywhere on course (cumulative over course)</td>
<td></td>
</tr>
<tr>
<td></td>
<td>1st incident</td>
<td>3 faults</td>
</tr>
<tr>
<td></td>
<td>2nd incident</td>
<td>6 faults</td>
</tr>
<tr>
<td></td>
<td>3rd incident</td>
<td>Elimination</td>
</tr>
<tr>
<td>5</td>
<td>Starting before signal</td>
<td>Elimination</td>
</tr>
<tr>
<td>6</td>
<td>Failure to cross starting line within one minute of signal</td>
<td>Elimination</td>
</tr>
<tr>
<td>7</td>
<td>Exceeding time limit (2 x Time Allowed)</td>
<td>Elimination</td>
</tr>
<tr>
<td>8</td>
<td>Off-course</td>
<td>Elimination</td>
</tr>
<tr>
<td>9</td>
<td>Outside assistance</td>
<td>Elimination</td>
</tr>
<tr>
<td>10</td>
<td>Failure to carry whip (Article C207.2)</td>
<td>Elimination</td>
</tr>
<tr>
<td>11</td>
<td>Use of a tie-down or overcheck</td>
<td>Elimination</td>
</tr>
<tr>
<td>12</td>
<td>Breakage of harness or vehicle</td>
<td>Elimination</td>
</tr>
<tr>
<td>13</td>
<td>Entries that overturn</td>
<td>Elimination</td>
</tr>
<tr>
<td>14</td>
<td>Failure of entire entry to pass through start or finish markers</td>
<td>Elimination</td>
</tr>
</tbody>
</table>

COMPETITION C
As per ADS Driving Derby rules

Appendix CD-C. Driving Derby
Chapter 1 – General

1. Definition
A Driving Derby competition consists of one or more rounds over a course consisting of pairs of cones and marathon-type obstacles as described below.

2. Rounds
2.1 A round is run as a timed competition with penalties converted to seconds. Total time determines placings and the lowest time wins.
2.2 The times plus penalty scores for multiple rounds are added to produce final scores and placings.
2.3 If there is a change in the course route/design between Rounds, a minimum of a 15-minute course walk is allowed. If the change in course between rounds is only a change in track width, an additional course walk is not required.
2.4 Ties will be broken by the fewest penalty points, a drive-off, or may remain at management discretion.
2.5 An equine may compete no more than three rounds in a single day.

3. Starting Order
3.1 The starting order of the first round is determined by the Organizing Committee (OC) or by random selection.
3.2 If using multiple rounds, the starting order of subsequent rounds may be held in reverse order of the placings of the previous round(s). The order could also be determined by the Organizing Committee or by random selection.

4. Officials
As per Equestrian Canada rules for Driving Derbies.
5. Eligibility
5.1 Competition is open to equines and Athletes in all Divisions (Training, Preliminary, Intermediate, Advanced.)
5.2 Classes may consist of VSE, Small Pony, Large Pony, & Horse turned out as singles, pairs, tandems, unicorns, and four-in-hands. Classes may be combined at Organizer’s discretion.

6. Turnout
Additional restrictions or variations may be made at the discretion of the OC.
6.1 Carriage: Marathon-type carriage with iron or solid-rubber tires is encouraged. There are no required weights or track widths.
6.2 Harness: Bridle must have noseband. No type of check or auxiliary reins is allowed. Breeching is required for all single turnouts and for any vehicle without brakes.
6.3 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.
6.4 Groom(s):
   a. Singles, pairs and tandems: One groom required at all times except single VSE and single Small Pony.
   b. Unicorns and four-in-hands: Two grooms at all times except VSE, which is only required one groom.
6.5 Whips:
   a. Whips must be of suitable length to reach the shoulder of the farthest horse and be carried at all times by the driver while the carriage is in motion.
   b. 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.
   c. Excessive use of the whip anywhere anytime will result in disqualification of the Athlete from the event.

Chapter 2 – The Competition

7. Course
7.1 The course consists of:
   a. common Start/Finish markers
   b. a minimum of two and a maximum of four marathon-type obstacles with up to five compulsory gates each
   c. 6-16 cones-type compulsory gates.
      There must be a minimum of two cones-type compulsory gates between each marathon obstacle and between the start/finish gates and a marathon obstacle.
7.2 Each obstacle is numbered numerically, with gates in marathon obstacles noted by a letter (e.g. 3A, 3B, 3C).
7.3 The size of the driving arena will be determined by the OC
7.4 The number of knockdowns on marathon-type obstacles is unlimited and at the discretion of an official.
7.5 The course will be open for inspection prior to competition. The exact time will be determined by the OC, but should be a minimum of 30 minutes.
7.6 When the course is ready, the official will signal the Athlete. Starting before the signal will result in a ten-second penalty and restart.
7.7 Timing will start as the nose of the horse crosses the start gate and stop when the nose crosses the finish gate.
7.8 Failing to pass through start or finish gates will result in elimination.
7.9 The start and finish lines are neutralized for passing through from the moment the Athlete has passed through the start line until he has passed through the last obstacle.

8. Compulsory Gates
8.1 Compulsory Gates are marked with red and white numbers/letters and are to be driven in the correct direction and sequence. There are no entrance or exit gates for marathon-type obstacles. In a marathon-type obstacle, each lettered gate becomes individually open once it has been driven.
8.2 Width of gates:
   a. the common Start/Finish markers should be a minimum of 3 meters
   b. the marathon-type gates should be a minimum of 3 meters
   c. the cones-type gates can be set at either:
      (i) 175 cm for all classes except for four-in-hands which may be set at 200 cm, or
      (ii) Use Standardized Cones settings as per 973.1.8.
   d. If multiple rounds decrease the widths for each round, the organizer must state width reduction of each round in the Omnibus listing.

8.3 On numbered cones gates, the obstacle can only be driven once, in the proper direction, in numerical order, and numbered cones gates remain “live.”

8.4 Passing through a compulsory lettered gate in a marathon-type obstacle out of order or in the wrong direction is elimination unless corrected. In order to correct, the Athlete must drive through the compulsory lettered gate missed before continuing in the correct sequence. Corrected course incurs 20-second penalty.

9. Specifications
9.1 Dislodging an element of the course will incur penalties, even if open.
9.2 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.

9.3 Cones-type obstacles
   a. Dislodging one ball of a single cones-type obstacle incurs a 5-second penalty. An additional 5-second penalty is given if the second ball is dislodged later by whatever means.
   b. If any part of an obstacle in advance of the one being driven is significantly dislodged* or knocked down, the official will ring the bell and stop the clock for the obstacle to be rebuilt. The Athlete will incur a 5-second penalty for each knocked down element, and an additional 5 seconds for each will be added to the time for rebuilding. The clock will restart when the Athlete reaches the next obstacle to be driven.

9.4 Marathon-type obstacles
   a. For each knocked-down element a 5-second penalty will apply.
   b. 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.

9.5 *Significantly dislodging
   a. 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.
   b. Each time an element must be rebuilt, an additional 5-second penalty is added.

Disobedience
   It is a 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.

   a. Penalties for disobediences:
      • First or second disobedience, no penalties.
      • Third disobedience is elimination.
   b. If, in the opinion of the official(s) the Athlete has lost effective control of the horse(s) it is grounds for immediate elimination.
9.7 Dismounting
   a. 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.

9.8 If groom(s) use the reins, whip or brake, except when vehicle is stationary, a 20-second penalty is incurred.

9.9 Carriage overturn. If the carriage overturns, the penalty is elimination.

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

10. Summary of Penalties

<table>
<thead>
<tr>
<th>DESCRIPTION</th>
<th>REF.</th>
<th>PENALTY</th>
</tr>
</thead>
<tbody>
<tr>
<td>Excessive use of the whip</td>
<td>6.5</td>
<td>Disqualification</td>
</tr>
<tr>
<td>Starting before the signal</td>
<td>7.3</td>
<td>10 seconds</td>
</tr>
<tr>
<td>Failing to pass through start or finish gates</td>
<td>7.4</td>
<td>Elimination</td>
</tr>
<tr>
<td>Numbered cones obstacle driven backwards, out of order, or more than once</td>
<td>8.3</td>
<td>Elimination</td>
</tr>
<tr>
<td>Corrected course, lettered gates</td>
<td>8.3</td>
<td>20 seconds</td>
</tr>
<tr>
<td>Wrong course, not corrected</td>
<td>8.3</td>
<td>Elimination</td>
</tr>
<tr>
<td>A dislodged element is knocked down by any means</td>
<td>9.3, 9.4</td>
<td>5 seconds</td>
</tr>
<tr>
<td>Causing an obstacle to be rebuilt (clock stops)</td>
<td>9.5</td>
<td>5 seconds</td>
</tr>
<tr>
<td>First or second disobedience</td>
<td>9.6</td>
<td>No penalties; time lost</td>
</tr>
<tr>
<td>Third disobedience</td>
<td>9.6</td>
<td>Elimination</td>
</tr>
<tr>
<td>Loss of effective control</td>
<td>9.6</td>
<td>Elimination</td>
</tr>
<tr>
<td>Groom not on carriage when passing Finish Line</td>
<td>9.7</td>
<td>Elimination</td>
</tr>
<tr>
<td>Dismounting while carriage is in motion</td>
<td>9.7(a)</td>
<td>10 seconds</td>
</tr>
<tr>
<td>Groom(s) or Athlete intentionally dismounting, first or second time</td>
<td>9.7</td>
<td>No penalties; time lost</td>
</tr>
<tr>
<td>Groom(s) or Athlete intentionally dismounting for third time</td>
<td>9.7</td>
<td>Elimination</td>
</tr>
<tr>
<td>Failure to dismount to repair broken harness</td>
<td>9.7</td>
<td>Elimination</td>
</tr>
<tr>
<td>Groom(s) or Athlete intentionally dismounting and remounting before next numbered gate or finish</td>
<td>9.7</td>
<td>No penalties; time lost</td>
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<tr>
<td>Groom(s) or Athlete intentionally dismounting and remounting after next numbered gate or carriage does not halt for remount</td>
<td>9.7</td>
<td>Elimination</td>
</tr>
<tr>
<td>Driver unintentional dismount</td>
<td>9.7</td>
<td>Elimination</td>
</tr>
<tr>
<td>Groom uses the reins, whip or the brake</td>
<td>9.8</td>
<td>20 seconds</td>
</tr>
<tr>
<td>Carriage turnover</td>
<td>9.9</td>
<td>Elimination</td>
</tr>
<tr>
<td>Cantering in Training division per occurrence</td>
<td>9.10</td>
<td>20 seconds</td>
</tr>
</tbody>
</table>