

THE AMERICAN DRIVING SOCIETY

INSTRUCTIONS FOR OBSTACLE (HAZARD) JUDGES AND TIMERS

THANK YOU FOR VOLUNTEERING TO BE A OBSTACLE JUDGE. Your work is important because the times and driving faults you record determine the competitor's score on the Marathon, the most important part of the competition. Do plan to attend a briefing so your responsibilities and current rules can be explained under the supervision of the Technical Delegate or Head Obstacle Judge.

THE OBJECT OF THE OBSTACLES: The object of driving the obstacles is to drive through the prescribed "gates" (colored sets of lettered markers) in the fastest time. Gates must be driven in order - A,B,C etc. - and when going through a gate the first time, the colored marker must always be on the right. The competitor may use any pace within the obstacle zone (walk, trot, canter, halt). The obstacle may be surrounded by a "zone" marked with chalk, paint, surveyor flags, or other marker to keep spectators from coming too close to the obstacle.

UPON ARRIVING AT THE EVENT:

1. Report to the Secretary and pick up your equipment before the start of the Marathon.
 - clipboard with score sheets for each competitor and a "back up" sheet for all competitors.
 - time schedule and/or list of competitors
 - stopwatch(es)
 - pencils
 - whistleYou may wish to bring a chair, hat, sunscreen, a raincoat, snacks or beverages (non-alcoholic please!) to make your day more comfortable.
2. Report to your obstacle at least 15 minutes before the first competitor starts and find a position outside of the zone where you can see the competitor as he drives through the whole obstacle without being in the way.
3. After the last competitor on your schedule has gone through your obstacle, report back to the Secretary to turn in your equipment and be debriefed.
4. If you are a Obstacle Timer:
 - a. practice with your watch (or other timing equipment) until you feel comfortable and make sure that it is working properly. If it isn't, notify the Technical Delegate or Head Obstacle Judge immediately!
5. If you are a Obstacle Judge (diagramer):
 - a. familiarize yourself with the obstacle and verify that the diagram of the obstacle on the score sheet conforms to the actual obstacle.
 - b. locate any "knockdowns". (see below)

TIMING PROCEDURE:

One timer should be at the entrance to the obstacle, the other at the exit. One timer should be designated as the official timer, and the second should be used only if the official timepiece fails. The second timer signals to the official timer by dropping his arm if he is in a different location from the official timer.

Start watch as soon as any part of the turnout crosses the "in" gate (usually the nose of the horse).

Stop watch as soon as any part of the turnout crosses the "out" gate (again, usually the nose)

Record time on the score sheet.

If your stopwatch reads 0:57:07 (fifty seven seconds and 7 hundredths), it should be recorded in the "seconds" box as 58. In other words, always round UP.

Write clearly, as your numbers become penalties!. The scorer or a Judge will actually assign the penalties - all you must do is write down the time in the obstacle. If you are instructed to do so, multiply the seconds by .2 and enter the total penalties on the score sheet.

Clear your watch and be ready for the next competitor.

If competitor stays in the obstacle for over 5 minutes, the whistle should be blown, indicating to the competitor to leave the obstacle.

If competitor leaves the obstacle without going through the "out" gate, keep the watch running in case he comes back to correctly exit.

RECORDING THE ROUTE:

The score sheet has a diagram of the obstacle, including the gates. You will either be instructed to draw in the exact route the competitor takes or mark with arrows the direction that the competitor went through each gate (see sample score sheet). It may be helpful to say the gates aloud as the competitor passes through each.

Make sure that the competitor passes through ALL the gates and does them in order - A,B,C, etc.

If a competitor does something unusual, describe it in the area provided on the score sheet.

On the score sheet is a list of penalties. Check which (if any) of these occur. The Judge or Scorer will assign the penalties.

EXPLANATION OF DRIVING ERRORS:

Whip Put Down: The driver must be holding the whip in his hand during the time he is in the obstacle. If he drops it, the groom may hand him another or pick it up for him without penalty, but if he must put it down to effectively use the reins, he is penalized.

Groom down: If a groom leaves the carriage (both feet on the ground), intentionally or not, penalties are awarded each time. Usually once a groom is down, he will stay down until the driver finishes the obstacle when he will jump on once the driver leaves the obstacle zone. If he gets back on and has to get off again, 10 more penalties should be given.

Driver dismounted: If this happens, be alert for a problem, but do not offer assistance or let anyone other than the grooms offer assistance unless the driver or his grooms ask, unless it is clearly a serious accident. Even then, the driver may have things under control without

assistance. If the horses are in trouble assistance should be promptly given and will not cause elimination.

Knockdown marker: "Knockdowns" are specially designed elements of the obstacle that can easily be disturbed or "knocked down". If a knockdown is dislodged, check this on the score sheet.

Holding a Knockdown: If the driver or groom makes an attempt to prevent the knockdown from falling, 10 penalties are given in the appropriate space on the score sheet.

Corrected Course: A competitor may correct his course. Example: the driver drives through gate A and gate B in order, then drives through gate D. He realizes that he has made an error. He then drives through gate C, and then through gate D again. You should check "corrected course" on the score sheet. All gates are neutralized while he returns to the gate he must do next. **Once a competitor has driven through a gate correctly, he may go through that gate again in any direction.** Example: The driver drives through gate A and B but in order to get to gate C, he drives through gate A in the wrong direction. This is okay, as gate A is considered "dead" once it has been driven correctly. No penalties are given.

Turnover: While this is often a serious problem, wait for the driver to ask for assistance. Very often the carriage can be righted and the driver can continue in the obstacle. If 5 minutes have elapsed, the driver should be notified by 2 blasts with the whistle and he should leave the obstacle as quickly as possible.

Wrong course: Examples:

A competitor goes through the gates in the wrong order and does not "correct his course".

A competitor goes through a gate backward before the gate is "dead" (a gate is "dead" once it has been driven correctly).

A competitor misses a gate completely.

Check "Wrong course" on the score sheet and make a note of exactly what the competitor did in case he challenges it afterward.

Over 5 minutes: If a competitor stays in the obstacle for 5 minutes, whatever the reason, 2 blasts on the whistle should be given and the competitor should clear the obstacle immediately (and continue only with Jury permission).

Outside Assistance: **Outside** Assistance is cause for elimination. You may not give any verbal or physical assistance except in the case of an accident. If a spectator should give directions to a competitor, and you feel the competitor heard and benefited from this, check "outside assistance" on the score sheet and describe the incident to the Jury.

If red "dots" have been provided, put one on any score sheet where any driving penalties have occurred, other than for time, or on any sheet that you want the Judge and/or Scorer to look at carefully.

BACK UP SHEET:

A runner will collect your score sheets periodically. As a safeguard against losing these sheets, a backup sheet has been provided. After you have completed marking the score sheet, record the information onto the back up sheet. Turn this sheet in to the Secretary at the end of the competition.

OTHER SITUATIONS WHICH MAY OCCUR:

Hold ups or delays: If another competitor arrives at your obstacle while a competitor is in the obstacle, he must not enter the obstacle until the obstacle is clear. Tell the overtaking competitor to wait. He or his referee or groom should time the delay, but if you have a second watch, you can time his delay as well. Once the obstacle is clear and you have scored the previous competitor, restart the competitor from well beyond the Zone. If you were able to time the delay, make a note in the box top right on the score sheet. **Imperative!** All hold ups should be whole minutes, and a 2 minute delay provides a safeguard against hold ups occurring at all the following obstacles.

Two competitors arrive at your obstacle at the same time: Allow the faster of the two to go first. The second may circle or stand and wait until the obstacle is clear to be restarted. Make the delay work out to a whole minute, then count the competitor down. Record the delay in the box on his score sheet as well as your own.

Breaks of Pace: While a competitor may use any pace inside the obstacle zone, Training and Preliminary competitors must trot on the course. Intermediate and Advanced competitors may take any pace in Section E, except between the last hazard and the finish, which is walk or trot only. 1 penalty for every 5 seconds is awarded for a break of pace. Training and Preliminary competitors may canter into and out of a obstacle and deliberately time this themselves so as not to be awarded penalties. If you are asked to watch for breaks of pace, record such in the box on the top left of the score sheet.

Serious accident: In the unlikely event of a serious accident:

1. Notify the Management or have someone get the EMT or ambulance immediately.
2. Keep the area clear of spectators.
3. If you wish, you may offer assistance, but **THIS IS NOT REQUIRED. DO NOT ATTEMPT TO HELP IF YOU DO NOT FEEL QUALIFIED.**
4. In the event of a serious accident "outside assistance" is welcome and necessary.