

Appendix CD-C. Driving Derby (DD)

Chapter 1 – General

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.

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.

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.

Officials

One licensed CD-judge or CD-TD for up to 24 entries. Derbies over 25 entries also require a licensed CD-TD or a second CD-judge. Officials may not officiate and compete at the same event.

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.

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 fitted and fastened protective headgear which meets ASTM/SEI standards for equestrian use and body protector.

- 6.4 Groom(s):
- Singles, pairs and tandems: One groom required at all times except single VSE and single Small Pony.
 - Unicorns and four-in-hands: Two grooms at all times except VSE, which is only required one groom.
- 6.5 Shorts:
- Shorts are not permitted. A penalty of 10 seconds will be added to the score for each person on the carriage wearing shorts. At ADS-recognized events, non-permitted “shorts” are defined as clothing that does not cover the legs to the ankles.
- 6.6 Whips:
- 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.
 - 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.
 - Excessive use of the whip anywhere anytime will result in disqualification of the Athlete from the event.

Chapter 2 – The Competition

Course

- 7.1 The course consists of:
- common Start/Finish markers
 - a minimum of two and a maximum of four marathon-type obstacles with up to six compulsory gates per division, as follows. Training up to 3 gates, Preliminary up to 4 gates, Intermediate up to 5 gates, Advanced up to 6 gates.
- 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 dislodgeable elements 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.

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:
- the common Start/Finish markers should be a minimum of 3 meters
 - the marathon-type gates should be a minimum of 3 meters
 - the cones-type gates can be set at either:
 - 175 cm for all classes except for four-in-hands which may be set at 200 cm, or
 - Use Standardized Cones settings as per [Art. CD-973.1.8.](#)
 - If multiple rounds decrease the widths for each round, the organizer must state width reduction of each round in the ADS 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,” except for cone on either end of a bridge-type obstacle which may be driven in both directions in the proper sequence. 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.

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
- 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.
 - 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
- 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.
- 9.5 *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.
- 9.6 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 dislodging 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.

- 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. Canter for more than 3 seconds at the Training division will result in 20 penalty seconds per occurrence.