

Carriage Driving Ireland  
**Scoring System for Combined Driving Events**

CDI 2006

Combined Driving Events comprise three separate competitions (also known as phases) in which the competitors score penalty points. The competitor with the lowest penalty score in his/her class for each competition is the winner of that competition. The penalty points for each competition are totalled to give an overall total penalty score.

The competitor with the lowest overall score in each class is the Overall Winner for that class.

The three competitions are

Competition A	Dressage	For Novice classes only this is split into two phases ,presentation and dressage known as AI and AII. The total score for phase A is AI + AII
Competition B	Marathon	Competitors are timed over across country course with additional time penalties being accrued in obstacles. Non time penalties can also be pick up (for example a groom down in an obstacle)
Competition C	Cones	Competitors get 3 penalty points for each cone hit plus time penalties for being over the time allowed.

### **PRESENTATION - COMPETITION AI**

Only Novice Classes are judged on Presentation with the marks received converted to competition penalties for the presentation phase known as A1.

Open classes are not judged on Presentation and receive a zero penalty score for AI.

**Before you begin, check the Judge has signed the Presentation Sheet.**

As described on the Presentation sheet, add up the marks in the 5 categories,  
Subtract the total mark from the maximum total of 100

Divide the result by 5 to give the competition penalties for Presentation (AI).

**Enter the resulting penalty score in Column A1 on the Overall Score Sheet.**

### **DRESSAGE - COMPETITION AII**

**Before you begin check the sheet for course errors, other errors, and that the sheets are signed.**

Add up each the total good marks on each score sheet and write the total in the box **Total**

In order to make the various dressage sheets comparable in terms of their weighting effect on the overall score, each test has a multiplying factor (**Co Efficient**).

Each test also has a maximum possible score (**Max**).

To convert the good marks to penalties multiply the Total Score by the factor and subtract from the maximum possible score **Penalties = Max – (Total x Co-Efficient)**

The judge at C may apply additional penalties (e.g. wrong course). Add these, if any, to provide the final penalty score AII.

Finally enter the Dressage Score AII onto the Overall Score Sheet and add AI +AII to give the total score for Competition A.

**MARATHON - COMPETITION B**

The marathon competition comprises three timed sections and up to 8 (usually 5 on a one day event) obstacles. On the marathon, competitors may pick up penalty points in 4 ways - Time penalties in Sections A,D,E , together with obstacle penalties and Ground Jury penalties.

**Section A** This is a trot section where the competitor must complete the course in the time allowed.

**For Section A two minutes under the time allowed is the minimum time.** If the competitor has a time for Section of A which is not less than the minimum time and not greater than the time no penalties are awarded for this section.

For each second or part thereof under the time allowed  
– 0.1 penalty

**Make sure you have the correct Time Allowed and Minimum Time for Section A for the competitor's class.**

Using the green card, calculate the competitor's time in seconds for Section A and calculate the penalties as indicated.

For each second or part thereof over the time allowed  
– 0.2 penalty

Copy the resulting penalties on to the A column on the Marathon Score Sheet.

**Section D** There is no section B or C, which were made redundant when the marathon changed from being 5 section to 3 sections.

Section D is a walk section where the competitor is required to complete the course in a given time. There are no penalties for being early .

**Make sure you have the correct Time Allowed for the Walk for the competitor's class.**

Using the green card, calculate the competitor's time for Section D in seconds and calculate the penalties as indicated.

For each second or part thereof over the time allowed  
- 0.2 penalty

Copy the resulting penalties on to the D column on the Marathon Score Sheet.

**Section E** Section E is also a trot section where the competitor must complete the course in the time allowed.

**For this section three minutes under the time allowed is the minimum time.** If the competitor has a time for Section of E, which is not less than the minimum time and not greater than the time, no penalties are awarded for this section.

For each second or part thereof under the time allowed  
– 0.1 penalty

For each second or part thereof over the time allowed  
– 0.2 penalty

Some times a competitor may get held up at an obstacle by a slow competitor or while waiting for an incident to be cleared.

He/she will be asked by the obstacle steward to wait for a number of minutes. This is known as a **Hold Up Time** and must be subtracted from the competitor's time for the section. If there has been a hold up the HOLD box on the competitor's green card will be ticked.

The obstacles are part of section E but are scored separately and have no effect on this Section score.

**Make sure you have the correct Time Allowed and Minimum**

## **Time for Section E for the competitor's class.**

Using the green card, calculate the competitor's time for Section E in seconds and calculate the penalties as indicated.

If there is a tick on the green card indicating a Hold Up, wait for the obstacle score sheet to come in which will confirm the Hold Up time. Subtract the hold up time from the competitor's time section E before working out the penalties.

Copy the resulting penalties on to the E column on the Marathon Score Sheet.

## **Times Allowed for Sections A, D, E**

**The time allowed will therefore be different for different classes**

The event organiser, scorer or technical delegate will provide the time allowed which is calculated based on the course length and required speeds (which are different for horses or ponies).

## **Green Cards**

**Green Cards show time of day e.g. 15.36.12 means 36 minutes and 12 seconds after three o'clock. The difference between the Start and Finish Time is the time taken.**

**Do not "Round Up" times and only work to two decimal places.**

## **Obstacle Penalties**

Competitors incur obstacle penalties for the time they are within the obstacle and for other non time related incidents (eg 60 penalties for turning over). These other non time penalties are detailed on the obstacle score sheet.

Calculate the competitor's time in seconds for each obstacle and transfer this time to the (t) column for this obstacle on the Marathon Score Sheet.

Calculate the total non driving penalties (if any) and transfer the total the (p) column for this obstacle on the Marathon Score Sheet.

**Obstacle Sheets show Minutes, Seconds and hundredths of a second e.g. 3:47:89 means three minutes, 47 seconds and 89 hundredths of a second or 227.89 seconds.**

**Do not "Round Up" times and only work to two decimal places.**

## **Ground Jury Penalties**

The fourth way for competitors to pick up marathon penalties is if a member of the ground jury applies a penalty on the course, for example for trotting during the walk section.

Ground Jury penalties should be transferred to the relevant column on the Marathon Score Sheet.

For each second or part thereof within the obstacle  
– 0.2 penalty

Note:

These penalties are calculated on the total time in all obstacles using the Marathon Score Sheet.

**Marathon Score Sheet**

**Note:** Use a separate Marathon Score Sheet for each Class

- Sections**            The penalties (not the times) for each section are transferred directly from the green card to the Marathon Score Sheet.
- Obstacle times**        The time in each obstacle is transferred from the Obstacle Score sheet to the Marathon Score Sheet.  
Add all the obstacle times together to provide the total time in all of the obstacles. (T). Multiply the total time (T) by 0,2 to provide the obstacle time penalties.
- Non Driving Penalties**    The non driving penalties will be transferred directly from the Obstacle Score sheet to the Marathon Score Sheet
- Total Marathon Score**      The total marathon score is calculated by adding the penalties from Section A, D, E, Obstacle Time and the non driving penalties.  
Transfer the total marathon penalties to the Overall Score Sheet.

**CONES - COMPETITION C**

The cones course comprises a course of about 20 pairs of cones which the competitor must drive within the time allowed. Each cone knocked is penalised by 3 penalties and 0.5 penalties are incurred for each section or part thereof over the time allowed. The competitor with the lowest penalty total in each class is the winner.

As with the marathon sections, the time allowed will vary from class to class.

Non driving penalties may also be incurred e.g. no whip. These will be recorded by the Cones Judge in the judging sheet.

<b>Time allowed</b>	Make sure the time allowed ( <b>t</b> ) is recorded on the sheet by the Cones Judge
<b>Time taken</b>	Convert the time taken ( <b>A</b> ) to seconds, if not already in seconds.
<b>Time Over</b>	If the time taken is over the time allowed multiply the time over ( <b>B= t-A</b> ) by 0.5 to provide the time penalties ( <b>C</b> )
<b>Cone Penalties</b>	For each cone knocked the Cones Judge will place an X in the box for that cone. Multiply the number of cones knocked by 3 to provide the cone penalties ( <b>D</b> )
<b>Driving or Turnout</b>	The Cones Judge will have recorded Driving or turnout penalties ( <b>E</b> ), if any.
<b>Total Cones Score</b>	C+D+E provides the total penalties for Competition C. Transfer the total to the Overall Score Sheet.

**OVERALL SCORE SHEET**

Use a separate sheet for each class. As soon as each class is fully completed get Overall Score Sheet signed by the T.D. and put the time on it. Place the Score Sheet where it can be examined by the Competitors – if possible advise them that it is available for examination. Competitors have 30 minutes to object to the organiser or the T.D. – **not to you**.

**Use the Marathon Score Sheet – use one for each class.**

**Times – Green Cards**

Get a list of times for each Section (A, D, E) and each class (open/novice, pony/horse etc.)

Hold out any Green Card that is ticked that competitor was held up and wait for Obstacle Sheet.

Calculate time taken for each section – check Obstacle Steward's Score Sheet for hold-up times – check for penalties against list of times – enter any penalties on Marathon Score Sheet.

Section A the “window” is 2 minutes less than the time allowed.

Section D there is no minimum time

Section E the “window” is 3 minutes less than the time allowed.

**Multiply time under “window” by 0.1 penalties. Work to two decimal places.**

**Multiply time over time allowed by 0.2 penalties. Work to two decimal places**

**Obstacles – (Multi-Coloured Sheets) - Obstacle Steward's Score Sheet**

Bring time taken in all obstacles to seconds {1.02.37 = 62.37 seconds} (*if you can use a “time” calculator, omit this step*). Add together the time taken in all obstacles by a competitor. Now calculate the penalties—multiply by 0.2 penalties. Work to two decimal places. Enter on Marathon Score Sheet.

Check Obstacle Steward's Score Sheets for any penalties incurred and enter these in "Penalties" Column.

Any penalties incurred outside Obstacles are entered under "Ground Jury's" Column.

On a sheet of paper note down where any competitor has been eliminated and why – it will save time later.

Total all penalties incurred and complete Marathon Score Sheet and Overall Score Sheet. If competitors are on identical scores the winner is the one with the lowest penalties in Section E.

**CONES - COMPETITION C**

Use the Cones Judging Sheet, which is filled in by the Judge/Steward in charge of the Cones.

Use one Judging Sheet per class. At top of sheet fill in wheel widths and time allowed for each class. Multiply the time over the Time Allowed by 0.5 penalties. 3 penalties for each cone knocked. Follow the calculations on the sheet and calculate the total number of penalties. Enter this on the Overall Score Sheet.

Add up the penalties incurred in Dressage, Marathon and Cones and enter on the Overall Score Sheet.

\*\*\*\*\*

As soon as each class is fully completed get Overall Score Sheet signed by the T.D. and put the time on it. Place the Score Sheet where it can be examined by the Competitors – if possible advise them that it is available for examination. Competitors have 30 minutes to object to the T.D. – not to you.

## ITEMS REQUIRED

- Pencils and red, blue and black biros – 2/3 of each.
- Rubber
- Tippex
- High Lighters – 2/3
- Rulers – one for everyone
- Container for all of above
- Rule Book
- Large lined writing pad
- Sellotape
- Blue tack
- Calculators – one for everyone
- Stapler and spare staples
- Two letter baskets or similar containers – one to hold kit and the other for sheets
- List of Competitors in their classes
- List of time allowed in each section and each class
- List of time allowed and wheel widths in each class in Cones
- Mobile Telephone numbers for each Section Steward, Obstacle Steward and Technical Delegate

*Do we need to explain how to calculate time allowed in Marathon Sections and Cones? Pages 64 and 92*

## NOTES

Presentation Sheets – check the Judge has signed them.

Dressage Sheets – check for course errors, other errors, and that the Judges have signed them all. All penalty calculations are made on the sheet for the Judge at “C” only.

Marathon – check the steward at end of “E” is marking on Green Cards if competitors have been held up.

Check all Obstacle Stewards have been told if holding up competitors it must be for a minimum of two minutes and only in WHOLE MINUTES. - *Half minutes are allowed in the Rule Book p.72 8.2*

Check Section Stewards have been told to start Competitors on full minutes.

Green Cards show time of day e.g. 15.36.12 means 36 minutes and 12 seconds after three o'clock.

Obstacle Sheets show Minutes, Seconds and hundredths of a second e.g. 3:47:89 means three minutes, 47 seconds and 89 hundredths of a second or 227.89 seconds.

Do not “Round Up” times and only work to two decimal places.

Cones – ask the Cones Judge to mark each set of cones on their sheet – “X” for a cone knocked down  
“-“ for a cone completed properly.

If both balls are knocked off a single set of cones it is only one error.

**Don't forget to get the Score Sheets signed and timed.**