



International Driving TREC Rules

PTV DATA SHEET

13 – IMMOBILITY

FEATURES

- Length: 2.5 meters
- Width of the area marked for halt 1 meter

EQUIPMENT

- 1 red flag
- 1 white flag
- 1 number
- 1 timer
- Marking for the obstacle route sand, plaster, etc.

OBJECTIVES

Halting for 10 seconds in the obstacle

EFFECTIVENESS FAULTS

- Not halting for long enough
- Running out
- Stepping back
- Refusal
- Circling

TECHNICAL DESCRIPTION

- The team stops in the marked zone
- The pony/horse waits for the driver's order to move forward
- At halt, the driver takes his foot off the brake and leaves a long rein
- Use of the voice is authorized.
- The judge will then count ten seconds
- The timer stops when the axle crosses the obstacle route
- The front or rear lines must not be crossed
- Any involvement of the groom stops the timer

PENALITES

- No whip in the hand
- Brutality
- Dangerous driving
- Driver or groom stepping down from the carriage
- Carriage tipped
- Uncorrected course error



International Driving TREC Rules

PTV SCORE SHEET

13 – IMMOBILITY

CORRIDOR N°: STEWARD: <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="width: 10%;">Rider N°</th> <th style="width: 10%;">E -</th> <th style="width: 10%; background-color: #cccccc;">P =</th> <th style="width: 10%; background-color: #cccccc;">TOTAL</th> </tr> </thead> <tbody> <tr><td> </td><td> </td><td style="background-color: #cccccc;"> </td><td> </td></tr> <tr><td> </td><td> </td><td style="background-color: #cccccc;"> </td><td> </td></tr> <tr><td> </td><td> </td><td style="background-color: #cccccc;"> </td><td> </td></tr> <tr><td> </td><td> </td><td style="background-color: #cccccc;"> </td><td> </td></tr> <tr><td> </td><td> </td><td style="background-color: #cccccc;"> </td><td> </td></tr> <tr><td> </td><td> </td><td style="background-color: #cccccc;"> </td><td> </td></tr> <tr><td> </td><td> </td><td style="background-color: #cccccc;"> </td><td> </td></tr> <tr><td> </td><td> </td><td style="background-color: #cccccc;"> </td><td> </td></tr> <tr><td> </td><td> </td><td style="background-color: #cccccc;"> </td><td> </td></tr> <tr><td> </td><td> </td><td style="background-color: #cccccc;"> </td><td> </td></tr> <tr><td> </td><td> </td><td style="background-color: #cccccc;"> </td><td> </td></tr> <tr><td> </td><td> </td><td style="background-color: #cccccc;"> </td><td> </td></tr> <tr><td> </td><td> </td><td style="background-color: #cccccc;"> </td><td> </td></tr> <tr><td> </td><td> </td><td style="background-color: #cccccc;"> </td><td> </td></tr> <tr><td> </td><td> </td><td style="background-color: #cccccc;"> </td><td> </td></tr> <tr><td> </td><td> </td><td style="background-color: #cccccc;"> </td><td> </td></tr> <tr><td> </td><td> </td><td style="background-color: #cccccc;"> </td><td> </td></tr> <tr><td> </td><td> </td><td style="background-color: #cccccc;"> </td><td> </td></tr> <tr><td> </td><td> </td><td style="background-color: #cccccc;"> </td><td> </td></tr> <tr><td> </td><td> </td><td style="background-color: #cccccc;"> </td><td> </td></tr> <tr><td> </td><td> </td><td style="background-color: #cccccc;"> </td><td> </td></tr> </tbody> </table>	Rider N°	E -	P =	TOTAL																																																																																					
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9 seconds	9	Brutality	-10																																																																																						
8 seconds	8	Dangerous driving	-10																																																																																						
7 seconds	7	Carriage stopped or moving back	-10																																																																																						
6 seconds	6	Foot on ground: driver or groom	-30																																																																																						
5 seconds	5	Tipped carriage	-50																																																																																						
4 seconds	4	Error of course	eliminated																																																																																						
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7 = no effectiveness fault: no break in forward motion, no running out, no refusal, no circling
4 = 1 effectiveness fault: 1 break in forward motion, etc.
1 = 2 effectiveness faults: 2 break in forward motion, etc.
0 = 3 effectiveness faults: etc ...