



# International Driving TREC Rules

## PTV DATA SHEET

### 25 – THREE-LEAF CLOVER

#### FEATURES

- Distance between two objects: 15 meters
- The layout of the gates is left to the course builder's initiative

#### EQUIPMENT

- 2 red flags
- 2 white flags
- 1 number
- 3 voluminous and solid objects with a minimum height of 1.30 meters
- 3 letters and coloured flags

#### OBJECTIVES

Not disturbing the obstacle while remaining at the highest initially chosen gait

#### EFFECTIVENESS FAULTS

- Break in forward motion, change of gait
- Running out
- Refusal
- Circling

#### CHOICE OF GAIT

- Canter
- Trot
- Walk

***In the event of change in gait the slowest gait is taken, going back into the initial gait does not count in the score***

#### PENALITIES

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



# International Driving TREC Rules

## PTV SCORE SHEET

### 25 – THREE-LEAF CLOVER

CORRIDOR N°: STEWARD:																																																																																																															
<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <th style="width: 5%;">Rider N°</th> <th style="width: 5%;">E +</th> <th style="width: 5%;">G -</th> <th style="width: 5%;">P =</th> <th style="width: 20%;">TOTAL</th> </tr> <tr><td> </td><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td><td> </td></tr> </table>	Rider N°	E +	G -	P =	TOTAL																																																																																																										
Rider N°	E +	G -	P =	TOTAL																																																																																																											
<b>MARKING SCHEME: E + G - P</b>																																																																																																															
<b>Effectiveness E</b>	<b>Gait G</b>	<b>Penalty P</b>																																																																																																													
Correct     7	canter     +3	No whip in the hand     -10																																																																																																													
1 fault     4	trot     0	Making the object(s) fall     -10																																																																																																													
2 faults     1	walk     -2	Brutality     -10																																																																																																													
3 faults     0		Dangerous driving     -10																																																																																																													
		Foot on ground: driver or groom     -30																																																																																																													
		Tipped carriage     -50																																																																																																													
		Error of course     eliminated																																																																																																													
A mark of 0 for effectiveness or as a penalty leads to an overall mark of 0																																																																																																															

**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 ...