

## Rules for Competitors

BC Gateway is a carriage driving competition in three parts. Any driver must be a member of BC, or a BC affiliated club. It may be possible to enter as a day member - please ask.

### Gateway Newcomers

Entries will be accepted from any driver (single or pair) as long as they have not competed at Intermediate level or above in any BC Affiliated Club event or at Novice or above at any BC Regional or National event.

### Gateway Allcomers

The Gateway Allcomers is open to any turnout: horse and pony, single and multiple classes.

Ideal for those bringing on a new equine or combination, or for those that have been out of the sport for some time. Small equines and short format competitors are eligible too.

An assessment may be required, depending on experience.

## General rules for Gateway classes

Drivers must have passed their 8th birthday (6th birthday to be confirmed) and have passed a safety assessment carried out by a BC approved assessor before entering. They may only enter with the turnout which has been assessed. Any driver under 14 years must be accompanied by an adult and must wear a body protector at all times whilst on the carriage.

Para Drivers can use compensating aids, as per Article 928 of BC Rules.

Before you start the competition, you will be allocated a number. You must ensure that it is clearly displayed on your turnout at all times when at the event.

By entering, you agree to be bound by the rules set out in this sheet. You also agree that in all equestrian sport the welfare of our horses and safety of all competitors is of paramount concern.

Anyone on the carriage must wear a properly fastened hard hat at all times and a back protector for obstacles.

All horses and ponies must have up to date flu vaccinations. Bitless bridles are not allowed.

The event organisers may eliminate you if, in their reasonable opinion, you do anything that adversely affects the welfare of any horse or the safety of any other person at the event.

## Part One - Compulsory Shapes

This phase takes place in an arena measuring between 20m x 40m and 40m x 80m. You must enter the arena at the place marked A and drive the shapes set out in the drawing. You will be awarded a mark out of 10 for each shape by a judge sitting near the place marked C.

Shapes will be marked on Rhythm, Suppleness and Contact. Trot should be active and forward - a good working trot. Walk should be free, forward going and cover the ground.

At the end of this phase, all your marks will be added up and subtracted from 100. This will give you a 'penalty score'. If you make a mistake driving the shapes, the judge will ring a bell so that you can start again from where you went wrong, and you will be given 5 extra penalties. Your groom may 'call' the shapes for you.

## **Part Two - Cones**

The event organiser will set up a course of between 10 and 14 numbered pairs of cones with balls on top. You will be told what the 'time allowed' is for completing the course and given the chance to 'walk the course' and work out where each pair of cones is and the best route from each pair to the next.

You must drive through the start gate, through each pair of cones in the correct order and in the correct direction (red on the right), and through the finish gate.

You will be given 3 penalties for each ball you knock down. You will be given 10 penalties if you go through any pair of cones in the wrong order or in the wrong direction and 20 penalties if you miss out a pair of cones.

If you have not completed the course when the time allowed expires, the stewards will ring a bell and you will be asked to leave the course and will be given 3 penalties for each pair of cones you have not completed.

## **Part Three - Obstacles**

The event organiser will build either one 'obstacle' (to be driven 4 times), two 'obstacles' (to be driven twice each) or four 'obstacles' (to be driven once each).

Every obstacle will have either 4 or 5 gates, labelled A to D or E. You will be given the chance to 'walk the course' and work out where each gate is and the best route from each gate to the next. You will be shown the route from one obstacle to the next.

When driving an obstacle, you must drive through the start gate, through each gate in the obstacle in the correct order and in the correct direction (red on the right) and through the finish gate. You must then proceed to the next obstacle and so on, until you have driven all four obstacles.

You will be timed in each obstacle. You will be given 0.25 penalty for each elapsed second, 10 additional penalties if you go through any gate in the wrong order or in the wrong direction and 20 additional penalties if you miss a gate.

## **Overall score**

The driver with the lowest total penalties shall be the winner. If two drivers have the same score, the driver with the best score for compulsory shapes shall be the winner. If two drivers still have the same score, the driver with the best score for obstacle driving shall be the winner.

The scale of Marks		
10	Excellent	5 Sufficient
9	Very good	4 Insufficient
8	Good	3 Fairly bad
7	Fairly good	2 Bad
6	Satisfactory	1 Very bad
0	Not performed	

## *British Carriagedriving Gateway*

# Compulsory Shapes (2021)

**Arena size:**  
Between 20m x 40m and 40m x 80m

COMPETITOR
NUMBER

<b>Errors of Course</b> 5 penalty points per incident
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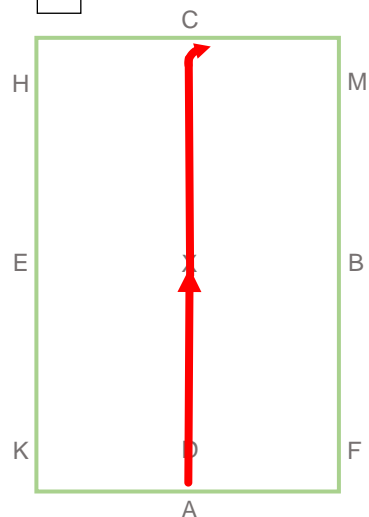
MOVEMENT			MARK
1	<b>A-C</b>	Enter at trot	
2	<b>C-M-B</b>	Trot	
3	<b>B-E</b>	Half circle right - Trot	
4	<b>E-B</b>	Half circle right - Walk	
5	<b>B-F-A-K</b>	Trot	
6	<b>K-B</b>	Change rein - Trot	
7	<b>B-E</b>	Half circle left - Trot	
8	<b>E-K-A-D</b>	Trot	
9	<b>D-X</b>	Walk	
10	<b>X</b>	Halt	
<b>TOTAL</b>			

REMARKS:
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All movements to be judged on Rhythm, Suppleness and Contact.  
 Trot should be active and forward - a good Working Trot.  
 Walk should be free, forward going and cover the ground.  
 Maximum marks - 100

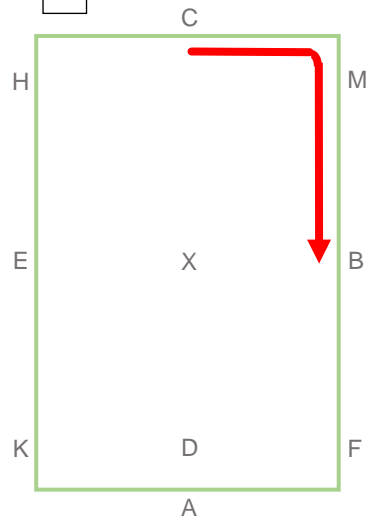
*British Carriagedriving Gateway - COMPULSORY SHAPES (2021)*

1



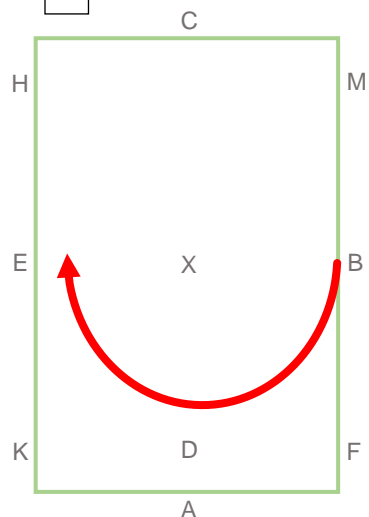
**A-C**  
Enter at trot

2



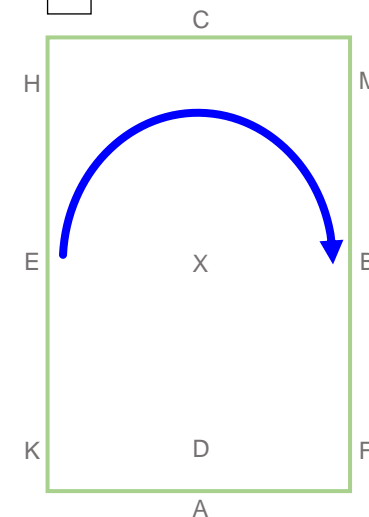
**C-M-B**  
Trot

3



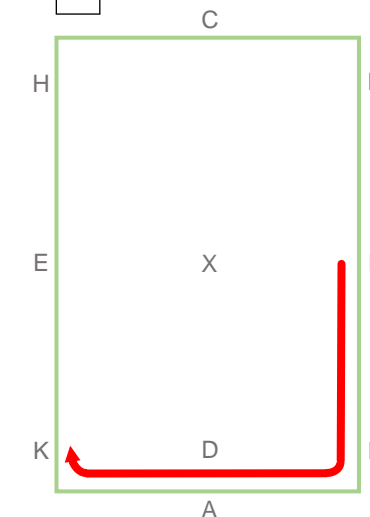
**B-E**  
1/2 circle right - trot

4



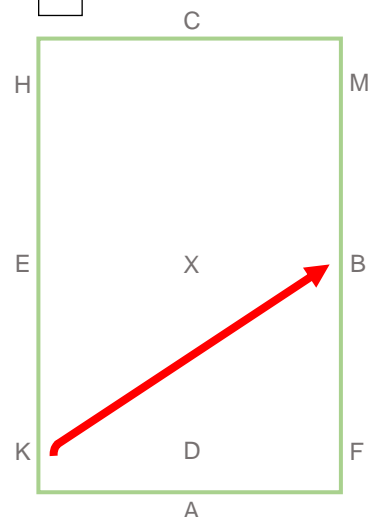
**E-B**  
1/2 circle right - walk

5



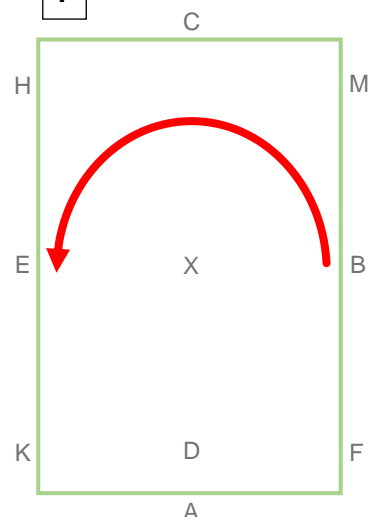
**B-F-A-K**  
Trot

6



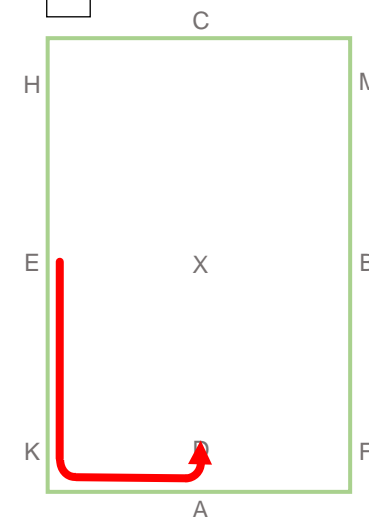
**K-B**  
Change rein - trot

7



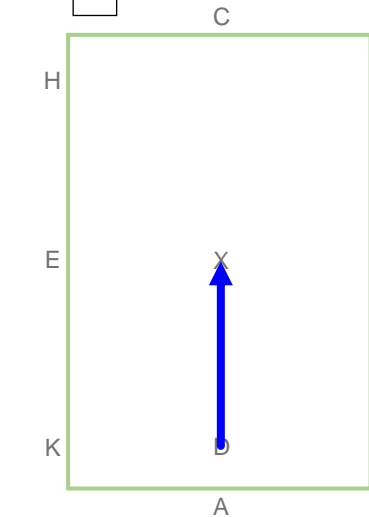
**B-E**  
1/2 circle left - trot

8



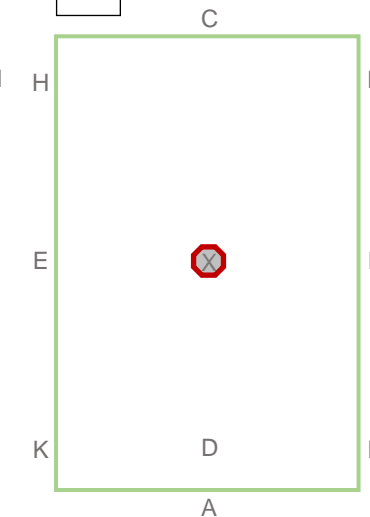
**E-K-A-D**  
Trot

9



**D-X**  
Walk

10



**X**  
Halt