

COURSE DESIGNER'S GUIDE

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CHAPTER 1 COMPETITION PLANNING

1. FEI DRIVING WORLD CHALLENGE CATEGORIES

The FEI offers three (3) Combined Driving categories for the World Challenge series. The three Categories have been developed to build on each other with increased Driving difficulty and proficiency, culminating with the completion of the FEI Combined Driving 1* Athlete requirements.

The categories are: Category C (entry level), Category B (second level), Category A (highest level). Please refer to Article 1.4 of the FEI Driving World Challenge Rules for description and format.

2. BUILDING THE COURSE

The foundation of the Combined Driving sport is the courses for every competition. They must be safely designed to protect both the horse and athlete from possible danger inherent in the sport.

- The Course Designer (CD) is responsible under the supervision of the Technical Delegate (TD) for laying out, marking, and measuring the course and building the obstacles. The TD and/or Judge must ensure that the length of the course was measured accurately.
- 2. The courses have been designed so that Athletes have a chance to maintain a reasonable pace throughout the majority of the course. Certain obstacles, such as open multiples, will inevitably slow down the pace.
- 3. The area for the FEI Driving World Challenge plans has been limited to 80 x 40m across all competitions in all categories to ensure consistency in space across a variety of global sites.
- 4. All obstacles should be visible from the Judge(s) box.
- 5. The course is the track, which the driving athlete must follow when competing, from passing the starting line in the correct direction up to passing through the finish line in the correct direction. The length must be measured accurately to the nearest meter taking into account, particularly on the turns, the line to be followed by the turnout. The measuring line must pass through the middle of each obstacle.
- 6. All obstacles in the course must be numbered in the sequence in which they are to be driven. The number of each obstacle must be indicated on red and white signs placed on the outside of each cone making up a set of cones.

CHAPTER 2 WARM-UP AND IN-HARNESS INSPECTION AREAS

In addition to the Competition area, two additional sites need to be selected/available and they should be in close proximity to the competition area.

1. WARM-UP AREA

The selected grass site for the warm-up arena should be as flat a naturally possible to contain a warm-up 80m x 40m arena and some additional open space between 1000 -3000 sq. meters.

If using an arena with footing, the arena should not be too deep nor too hard.

Watering and grooming of the area will need to be performed throughout the day.



2. IN-HARNESS HORSE INSPECTION AREA

For the In-harness horse inspection, the Athlete will perform a figure of eight for evaluation by the Veterinary Delegate. Ideally, the in-harness inspection should have enough space to perform two (2) 20m circles (1600 sq. meters) or an absolute minimum of 1000 sq. meters.

If using an arena with footing, the arena should not be too deep nor too hard. Watering and grooming of the area will need to be performed throughout the day.

CHAPTER 3 DRIVEN DRESSAGE

The object of the Driven Dressage is to judge the freedom, regularity of paces, harmony, impulsion, suppleness, lightness, ease of movement and correct bending of the horse on the move. Athletes will also be judged on accuracy, and general control of their horse.

1. DRESSAGE ARENA MATERIALS AND SITE SELECTION

Ideally the selected grass site should be as flat a naturally possible to contain not only the 80m x 40m arena but also include a minimum perimeter of 5m from the dressage boards. If using an arena with footing, the arena should not be too deep nor too hard.

Making it too hard will cause skidding and creating a hazard.

Watering and grooming of the area will need to be performed throughout the day.

It should be centrally located for ease of traffic flow, communications between Scoring Office and Judges, and Athletes traversing from the warm-up and trailer parking areas.

2. MATERIALS FOR THE ARENA

a) Dressage Arena enclosure:

Plastic chains:

Plastic chains may be used but must have links spaced every so often that will give way under stress. The plastic chains should have double-ended connecting links, so you can adjust the length of sections easily.



Chain and Step in Stake



Chain and Wooden Posts



Chain and Cones or Wooden Rails on the Ground



Plastic Boards:

Plastic Board Arenas are preferable, as they stack easily, can be washed to retain their appearance, and can be spaced end on end to obtain the sides of the arena.



A-frame Dressage Boards



PVC Dressage Boards

Wooden Boards:

Wooden Board Arenas may also be used. These typically use either metal folding hinges on the exterior of the arena (similar to a picture frame) or are A-Frame sections that fold flat when not in use.

b) Dressage Letters

Dressage Letters approximately 1m off the ground and can be either staked or weighted



Cones Letters



Free Standing



Step-In Letters

3. SETTING UP THE ARENA

Using the Pythagorean Theorem $(A^2 + B^2 = C^2)$ to square your corners.

Required Materials:

- 1. 100m and 50m measuring tapes
- 2. At least 100m length of cord
- 3. 12 Stakes

Directions:

1. Start in the lower right-hand corner of the arena by placing a stake in the corner making sure you have enough space to include the 5m outer perimeter after the arena has been created.



- 2. Approximate a straight line to your next imagined corner 4m up on the long side and mark it with a stake.
- 3. Go back to the corner and approximate a straight line 3m to the left on the short side and mark it with a stake.
- 4. To get the true 90-degree angle, measure the line that runs diagonally to the two stakes and it should be 5m. Move one or both pegs in or out to achieve this 5m measurement and carefully keeping the corner parallel to your imagined arena layout.
- 5. Run a string from the first corner mark past the 4m mark and up to the 80m measurement being careful to keep the string in line and parallel over the 4m mark.
- 6. Mark this spot with a stake. Measure back down this same line 4m and place a second stake.
- 7. Go back to the corner and approximate a straight line 3m to the right on the short side and mark it with a stake.
- 8. Alter this mark in or out until the connecting measurement between the two markers is again 5m.
- 9. Continue this procedure for the next two corners.
- 10. Once all four corners are established, using the 100m measuring tape, measure the diagonal between an upper and lower corner. The diagonal should be 89.50m for the $80m \times 40m$ arena.
- 11. Once the corners are connected with straight lines, measure for the placement of the letters. Your judges' stands should be at C if one judge and at B and/or E if two or three judges (per reminder only the Judge in "C" is mandatory and relevant for the FEI Driving World Challenge results).

Things to Remember:

- Your judge(s) should be seated 5m from the edge of the arena.
- Your letters should be clearly visible (1m high), be solid or staked down so as not to be knocked or blown down, and be spaced 0.5m from the edge of the arena.
- If the letter at A is not being moved for each test, it may be stationary 6m from the arena edge, on the centre line.
- Mow the centre line, you can use a cord and mow underneath it, as it must be straight.

CHAPTER 4 COMBINED OR SHORT MARATHON

The object of the Combined Marathon is to test the fitness, stamina and training of the horses and the driving skill, judgment of pace and general horsemanship of the athletes.

1. MARKING THE COURSE

Coordinate with your building crew to follow the course plans provided for the FEI Driving World Challenge competitions.

The Course Designer will mark and measure your course.

As the organiser, you will have to provide a metric measuring wheel and signage to mark the course:

- Course directions are marked with arrows.
- Obstacle Gates are marked with Letters on red and white signs.



Basic Items Include:

- 1. Yellow signs with black Arrows to mark the direction of the course.
- 2. Two (2) Sets of Letters A-F. These red and white signs are lettered in black A, B, C, D, E and F. These can be flat pliable plastic or cylindrical markers to use in the obstacles.
- 3. Set of red and white signs that are numbered in black starting at 1 and going up to 20.
- 4. Step-in or wooden stakes to attach the arrows and red and white letters.
- 5. Signs to identify the obstacle number, i.e., Obstacle 1, Obstacle 2, etc.
- 6. Two Start and Finish signs for each competition. These signs are also red and white with black lettering.
- 7. Red and white duct tape. This is very useful for putting around posts and objects in the obstacles if the gate cannot be seen from every direction.
- 8. 220 litre (55-gallon) plastic barrels, wine barrels, or wooden/ PVC portable obstacle elements.
- 9. FEI cones or traffic cones.
- 10. Yellow marker balls either regulation FEI marker balls or tennis balls.
- 11. For Short Marathon, yellow signs with black directional arrows.

2. OBSTACLES

The combined marathon will use two (2) Obstacles within the $80m \times 40m$ arena. They must be easy to construct, move, and store between shows.

Obstacles should be constructed of safe, strong materials. If using wooden rails or plastic PVC wood to construct portable obstacle elements such as small triangles or squares, all construction should be done with screws.

20cm diameter round posts or 15cm x 15cm square posts should be the smallest corner materials used to avoid breakage. Gaps between obstacle elements will be between 3m and 3.5m. Using cross-country jumps is an alternative way to supplement an obstacle but be mindful of the height as often jumps are too low or have a sloping corner or edge that could possibly turn a carriage over on impact.

a) Equipment

- 2 Stop Watches or Electronic Timer with Eyes
- Two (2) Sets of red and white signs (or wraps) lettered A, B, C, D, E, and F
- 26-30 qty. of 1.3m tall wooden stakes
- Marker Balls. These can be tennis balls or regulation FEI weighted marker balls.
 - Size: 72mm diameter
 - Weight: 200gr





Marker Balls sitting on either PVC pipe cap or PVC Top cap and screwed down



- Portable Obstacle Elements
 - 220 litre (55-gallon) plastic drums
 - Wooden Wine Casks
 - FEI or Traffic cones



220l (55gal) Plastic Drum



Wooden Wine Cask





Wooden Stakes

3. MAPS

Course maps have been provided detailing the start and finish, track, and two (2) Obstacles in the combined marathon. Maps of each obstacle, showing the gates, have also been provided.

Check courses for the corresponding season on: <u>https://inside.fei.org/fei/disc/fei-world-</u> <u>challenge/driving</u>.

CHAPTER 5 COMBINED DRESSAGE/CONES

The objective of the Combined Dressage/Cones Course is to test the drivers' basic driving skills using fundamental driven dressage shapes while mixing in elements of precision within the same course. The Course Designer has utilised several types of cones obstacles to add additional interest to the competition.

1. COMBINED DRESSAGE/CONES ARENA

The Combined Dressage/Cones Arena should adhere to the Dressage set up and terrain as indicated in chapter 2 of this Course Designer's Guide.

The 80m x 40m arena should be relatively level and smooth. Grass should be tightly mown fairly short to ensure the cones sit tightly to the ground and are not disturbed by carriages rolling over tall grass; and it can be easily marked with paint so cones can be quickly reset to the same position if disturbed by a competitor.

If using an arena with footing, the arena should not be too deep nor too hard. Making it too hard will cause skidding and creating a hazard.

a) Equipment

- Two Stop Watches or Electronic Timer with Eyes.
- Plastic Cones either regulation FEI driving cones or 30-50cm tall construction cones.
 Material: Plastic, stable enough for use and indestructible
 - Height: 30 50cm
 - The platform: ca 400 X 425 mm
 - Angle: 60°
 - Ball hollow on the top of the cone: 40mm diameter
 - Colour: no restriction.
 - Weight of the cones: min. 2,5 kg





- Marker Balls. These can be tennis balls or regulation FEI weighted marker balls.
 - Size: 72mm diameter
 - Weight: 200gr
- Red and White Numbered Markers
 - Outdoor: Hinged or A-frame panels or plastic numbered boxes
 - Markers: dimension: 330 X 330 mm
 - Indoor: Sleeves around the cone



The cones forming an obstacle must be at least 30cm high and made of an indestructible plastic material. A weighted ball must be placed in the hollow on top of each cone so that it falls down only if a mistake on course is made by the athlete's turnout touching it.

- 1. Obstacles consisting of a single or double pair of cones will constitute a single obstacle.
- 2. Obstacles include red and white markers with numbered or alpha black lettering. Red signs are to be placed on the right-hand side of the cone 15cm away from the cones base and white signs are to be place on the left side of the cone 15cm away from the cones base. The direction of travel through the cone obstacle is indicated by the red remaining on the driver's right side while passing between the pair of cones of an obstacle.
- 3. When the course has been finalized, each cone must be marked on the ground with spray paint to help maintain its approximate position should an error on course me made. Both the right and left cone bases will be outlined in spray paint on the ground so they can be easily put back in place should a competitor make a course error.

3. COURSE SET UP

- 1. The course should be set up to allow the Judge(s) to see the entire course while judging.
- 2. Organisers may allow position spotters to observe and signal course penalties, e.g., knock down on balls.

4. MEASUREMENT OF CONES OBSTACLES

For "traffic cones", the adjustment is made as follows:

- a. The taper of FEI cones provides clearance for hubs; however, traffic cones do not have this type of shape.
- b. When using traffic cones, the CD will use the standard wheel measurement plus 5cm. The allowance is added and the cones aligned and adjusted from corner to corner.
- c. This allows the greatest distance between the corner of the base and the upright portion of the cone.

5. TIME ALLOWED

- 1. The Time allowed is calculated by dividing the course measurement by the set speed for each class. A drivable line from obstacle to obstacle should be followed when determining course length.
- 2. Time Limit is twice the Time Allowed.



6. PLAN AND INSPECTION OF COURSE

- 1. A plan of the course, signed off by the Course Designer and the Judge must be given to the athletes either electronically or on paper and be posted in the collecting ring showing the length, speed in meters per minute, and the Time Allowed for the class.
- 2. For shows organising multiple Categories in a day (ex. B and C) both sets of cones may be set up at the same time for one simultaneous competitor walk. It is important that each Competition be assigned a colour to distinguish the different cones sets for each competition. Example Category B cones sets 1-6 are marked in pink spray paint on the ground and have removable pink tags on the number sets to indicate which cones belong to that category. Whereas Category C cones sets are marked in yellow spray paint with yellow tags. This allows for both cones sets to be set up on the field at the same time and for B and C category competitors to walk together.
- 3. The course must be open for inspection at least 30 minutes before the start of the competition for each class in the event.
 - a. The course walk is limited to the athletes and grooms.
 - b. Athletes or their grooms may not bring a measuring wheel on the course.
 - c. Athletes or grooms may not touch, move, or disturb any part of the course. Should a question arise, such as a safety concern hole in the ground, rock, etc., the Athlete should contact either the Judge or Course Designer so that a repair can be made.

7. TIMING THE COMPETITION

- 1. Timing with stopwatches Time is taken from the moment the horses nose crosses the starting line until the horse's nose crosses the finish line and calculated to the hundredths of a second.
- 2. Timing with electronic timers Time is taken from the moment the photocell beam is broken by the first part of the turnout to reach the starting line until the beam is broken by the turnout breaking the beam again to record the finish and calculated to the hundredths of a second.