

Rules for Competitors

BC Gateway is a carriage driving competition in three parts. Any driver must be a Full member of BC, or a member of a BC affiliated club if the class is being run by an affiliated club. It may be possible to enter as a day member of a club - please ask the club.

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. An assessment will be required before the first event.

Gateway Allcomers

The Gateway Allcomers is open to any turnout: horse and pony, single or pair.

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 6th birthday and have passed a safety assessment carried out by a BC approved assessor before entering or be already competing at Affiliated Club events. They may only enter with the turnout which has been assessed. Any driver under 14 years must be accompanied by an adult. Any person under 18 must wear a body protector while on the carriage. All persons on a carriage must wear a properly secured hard hat throughout all three competition phases and a back-protector during the obstacle phase.

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

Part One - Compulsory Figures

This phase takes place in an arena measuring between 40m x 20m and 80m x 40m. A 60m x 40m may also be used. You must enter the arena at the place marked A and drive the figures set out in the drawing. You will be awarded a mark out of 10 for each figure by a judge sitting at C.

Figures 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 figures, 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 figures 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, you will receive 0.5 penalties for each elapsed second over the time allowed.

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 figures 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.

British Carriagedriving **National Championships**. The winner of each class will qualify for the National Championships. Qualification will pass down the line if the winner has already qualified (to 6th place). It is the qualified driver's responsibility to notify the BC office that they have qualified, on what date and at which competition. Email notification to email@britishcarriagedriving.co.uk

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 Figures (2021)

Arena size:

Between 40m x 20m and 80m x 40m
(60m x 40m may also be used)

COMPETITOR
NUMBER

Errors of Course 5 penalty points per incident

MOVEMENT			MARK
1	A-C	Enter at trot	
2	C-M-B	Trot	
3	B-E	Half circle right - Trot	
4	E-B	Half circle right - Walk	
5	B-F-A-K	Trot	
6	K-B	Change rein - Trot	
7	B-E	Half circle left - Trot	
8	E-K-A-D	Trot	
9	D-X	Walk	
10	X	Halt	
TOTAL			

REMARKS:

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 FIGURES (2021)

