

SPORTING TRIALS

PROCEDURES FOR DRIVERS

All Competitors must read and be familiar with the rules for Sporting Trials as laid down in Appendix 88 of the Motorsport Ireland Yearbook, available on the Motorsport Ireland website. What follows is a summary for guidance only.

- 1. You must start both the first and second lap at your drawn section and attempt each section in sequence.
- 2. You must start in the drawn order on the first lap only. Double drivers may choose which driver goes first (in the drawn slot), except where one driver is a junior, the senior must always drive first.
- 3. Double drivers must 'double up' on both laps, with the senior going first where the second driver is a junior.
- 4. Competitors are deemed to have failed a section when any part of the car or crew touches a marker stake or is unable to maintain forward motion. The score is that of the last pair of markers through which the centre line of the front wheels have passed.
- 5. Standing starts only permitted with front wheels on start line.
- 6. You must start when instructed by the observer and follow intended line through the section.
- 7. The onus is on You to ensure your card is correctly marked, BEFORE leaving the section.
- 8. Any rearward motion excludes further scoring in that section.
- 9. Drivers and Passengers feet must remain on the cockpit floor within the confines of the car. Standing not allowed.
- 10. In the event of a stall, use of the starter is not permitted. An unaided forward rolling start is permitted.
- 11. You may not receive outside assistance be it verbally, physically or by direction, except that Juniors in their first season may receive verbal assistance only. Such assistance will be deemed to be a fail at that point and the appropriate mark should be given.
- 12. Junior competitors aged 10-13 inclusive are not permitted to sit as passengers during a section and must be accompanied in the car by the holder of a Competition licence who is over 18 at all times while they drive.
- 13. If you Roll you will fail the section at that point and will be given the appropriate mark. In addition the 'R' on the score card will also be punched indicating a 10 mark penalty. If you role anywhere at the venue (including in a section) you must report this to the COC immediately. Failure to do so will incur a further 10 mark penalty.
- 14. To be classified as a finisher, a competitor must attempt all sections run, in the same car.
- 15. Only the COC is permitted to change a section. If there is a safety, or other issue, call the COC.
- 16. Where a stake is knocked over, please assist observers in returning it vertically in exactly the same place.