



# Stonehaven & District Motor Club Production Car Trial Supplementary Rules & Guidelines

This document is designed to give those unfamiliar with trials a grounding in the general rules of the competition and how to compete.

1. Each course consists of a series of number gates, starting at gate 10 and ending with gate 1. The object of the competition is to drive up the course and pass through as many gates as possible. Points are scored on the basis of each gate successfully navigated. The competitor with the lowest score in each class is the class winner.
2. All starts must be from a standing start. The front axle of the vehicle must be in-line with the start gate. The front axle position is defined as the hub centre of the front wheels.
3. The course is traversed in a forward direction, in addition.
  - A) Reversing is not allowed.
  - B) You may go outside the course as defined by the gates, but you cannot cross your own tracks.
  - C) You must go through each gate in turn.
  - D) Once forward motion has stopped that is the end of your run, you cannot restart.
  - E) Missing, damaging, knocking over a gate marker(s) ends your run.
4. Scoring is accomplished by passing through each gate. As long as your front axle passes the line defined by the gate markers you have cleared that gate. For Example:
  - A) You can't get off the start line – score 10 points.
  - B) You pass through gate 6 but cannot reach gate 5 – score 5 points.
  - C) You miss gate 7 or cross your own tracks between gate 7 and 6 – score 7 points.
  - D) You hit one of the marker posts at gate 4, even if you keep going and clear the course – score 4 points
  - E) You clear the course by passing through gate 1 – score 0 points.
5. Only one vehicle at a time is allowed on a course during competitive runs.
6. When your run is over please exit the particular course with care and attention. Do not cross over any other courses or interfere with another competitor's run. Doing so will result in a penalty of 20 points added to your score.