

Scoring Cones (“Obstacles”)

Cones are scored as a combination of *time penalties* and *course penalties*. *Time penalties* are the product of the number of seconds multiplied by .5. Any *course penalties*, e.g. those for balls down, refusals, etc. are already in penalty form and only need to be added to the time penalties for the total score. The judge will mark the *course penalties* that the scorer should use.

Time Penalties

1. The *Allowed Time* competition: Cones courses in arena driving trials (ADT) and combined driving events (CDE) are typically measured with a metric wheel and the distance is multiplied by a speed determined by the level of competition (training level = 180 meters per minute, preliminary level = 200 mm). This result is the *allowed time*. If the competitor completes the course within the allowed time, there will be 0 time penalties. For every second the competitor exceeds the *allowed time*, .5 penalty points will be assessed. For example, if the allowed time is 1:36, and a competitor finishes the course in 1:30, there will be no time penalties assessed. If the competitor finishes in 1:36, there will be no time penalties. If the competitor finishes in 1:55, then the scorer would subtract the allowed time from the actual time to get the excess, in this case, 19 seconds. To convert the 19 seconds into penalties you multiply 19 by .5 for a total of 9.5 time penalties. This number will then be added together with any course penalties to get the total cones score. The term “double clean” comes from a competitor having no time or course penalties and is what every competitor wants to do!

8.7 The penalty for exceeding the time allowed is the total time taken by the Competitor to 1/100 second less the time allowed, multiplied by 0.5 penalties. There is no rounding of time. Penalties will be calculated to two decimal places. *At ADS-recognized events without electronic scoring, penalties for exceeding the time allowed may be calculated at 0.5 penalties per commenced second.*
(Art. 956, 2009 ADS Rulebook)