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**Truck Driving Championships**

# Skills Test Timekeeper and Judges Instructions

1. The Timekeeper will first verify that the name on the pre-printed score sheet matches the Contestant’s name.
2. If a Contestant fails to maintain 3-points of contact when entering and/or exiting the vehicle, the Timekeeper blackens the bubble representing a **Course Demerit** on the score sheet.
3. If a Contestant fails to fasten and keep their seat belt on and worn properly, the Timekeeper blackens the bubble representing a **Course Demerit** on the score sheet.
4. Contestants are required to maintain a normal driving position, defined as:
	1. The body must remain on the seat and within the confines of the steering wheel.
	2. Vehicle doors must remain closed, including step van.
	3. Idaho **will not allow** a Contestant to open the driver’s door and lean out of the cab while backing or during pull-ups. This decision is based on SAFETY.
	4. During a right turn problem, the Contestant may place their right hand on the passenger seat and look out the rear window, provided they remain seated.
5. Time starts when the front axle of the vehicle crosses the start line and ends when the Contestant stops at the end of the course and sounds his/her horn. The time limit is 8 minutes for Step Van and Straight Truck and 10 minutes for all Tractor-Semitrailer classes.
6. The jurisdiction of the Judges on the first problem begins as soon as the vehicle crosses the start line and ends when the vehicle completely clears the problem. The next set of Judges takes over from there, and so on. Points shall be assessed by approaching, negotiating, and leaving each problem in accordance with the instructions for that problem.

• The Timekeeper will follow the Contestant being timed throughout the course and will relay the Score Sheet to the Judges for the next problem; stop the time if instructed by the Course Marshal to avoid catching up to a Contestant ahead of them; and stop the Contestant’s time in case of vehicle malfunction.

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** Truck Driving Championships**

 **Skills Test Timekeepers and Judge’s Instructions (continued)**

1. **IMPORTANT:** On the first line next to the problem being scored, **Judges** will blacken the bubble below the amount of points earned; and then record the deductions on the second line by blackening the bubble next to the applicable deduction.

***Timekeepers need to verify the bubbles are filled in and that all course judges have initialed the score sheet.***

1. A Contestant exceeding the time limit is allowed two additional minutes to complete their run. The Contestant will receive demerits progressively for each 15 seconds of overtime up to a maximum of 50 points. At the end of the two minutes, the Contestant will be told to proceed to the end of the course. A Contestant that runs out of time will retain the score earned for problems completed.
2. The Timekeeper will be responsible for blackening the bubbles to record the time on the Course and for marking any Course Demerits. If none, all the zero bubbles must be blackened. Course Demerits will never be more than 300 points, as a Contestant will never have less than a zero score.

**Course Demerits are:**

**-25** points No Seat Belt (fails to fasten, keep on or wear properly)

**-25** points No 3-Point Contact Entering Vehicle **-25** points No 3-Point Contact Exiting Vehicle

**-25** points failing to follow Directions **-300** points Disqualification

***The Course Marshal has jurisdiction over the Skills Test course. Course personnel, hostlers, and Den Mothers/Fathers will direct all questions and concerns to the respective Course Marshal.***

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