



**INTERNATIONAL ASSOCIATION OF TRADITIONAL  
CARRIAGE DRIVING**

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**CAT & CIAT REGULATIONS**

**2026**

The object of the competitions is to maintain the art of driving historic horse-drawn vehicles (built before 1945) and to preserve the cultural heritage related to the use of the equipment. The competition will assess the understanding of these principles and the art of driving. The competition consists of three parts:

**A: Presentation - B: Routier - C: Cone driving**

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**Conditions of participation**

The driver's age for participation in the (CAT) or (CIAT) tournament is at least 12 years.

If the participant is a minor (under -16 years old), he or she must be accompanied by an adult.

Participation in the competition will only be confirmed after paying the entry fee.

The application must include: valid documents entitling you to participate in the driving competition and proof of personal accident insurance, as well as mandatory insurance for the animal breeder, which covers carriage driving. Only horses, ponies, mules or donkeys that have the appropriate vaccinations are allowed to compete. If these documents are not presented, the start permit cannot be issued. A heavy draft horse can only be included in the category of a warm-blooded animal, if it remains in the warm-blooded animal category for the entire season. In the category of heavy draft horses, only horses that have been inscribed in a national studbook of heavy horses can compete.

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**Judging committee**

The jury consists of the president and one to two AIAT judges. They guarantee the correct application of the regulations.

Only the presiding judge may exclude a turnout if he considers that there is a potential danger due to the horse's stressed or bad behaviour, the driver lacks practice in leading, or the harness or carriage poses a safety risk. The veterinarian may only provide information to the president of the jury.

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**Carriages**

Carriages are rated on a scale of 20 points. Historical vehicles (before 1945) have a coefficient **3**, and vehicles made after 1945 have a coefficient **1**. The starting number of each carriage taking part in the competition should be mounted in a visible place. A participant who provides false data about his carriage in the application **will be disqualified**.

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**Competitions**

The same driver should drive all parts of the tournament or he will be disqualified.

Turnouts must have a minimum number of grooms (in livery or appropriate clothing):

- One-horse, two-horse, tandem, three-horses: **one groom**,

- Unicom, Random, four, five and more horses: **two grooms**.

Neither the horses, nor the number of grooms, nor the carriages and harnesses may be changed during the three parts of the competition. Each necessary change is punished **with 20 points**.

The driver and passenger may change their clothes during the three parts of the competition only in heavy rain. Otherwise, **10 penalty points** are added.

The number of passengers is arbitrary.

The whip, which is adapted to the type of vehicle (with a long or short reins), must be held in hand in all three phases.

The whip that is not held in the hand or that is not adapted to the team or tandem, will be penalised **10 points**.

Participation in the decoration of the winners is mandatory. Exceptions arising from a higher necessity must be approved by the main judge.

Any outside assistance during the **tree parts** of competitions will be penalized **20 points**.

### **A. Presentation**

Each turnout is judged in a standing position, one by one by each judge on the *presentation form*. During the **Presentation**, protectors, bandages, boots and any other type of leg protection are prohibited (**10 penalty points**). Any participant who shows up late for the presentation or on the **Routier** (on the second day) will receive **5 penalty points**.

The vehicle may have the brake applied during the judges assessment.

When approaching judges grooms may walk alongside the vehicle.

### **B. Routier**

Routier competition requires sufficient knowledge and ability to drive a carriage under normal conditions. The route is set in such a way that any type of horse-drawn vehicle can cover it without problems. The distance should be between 13 kms and 17 kms and less than 9 km for donkeys. The driver drives at his own risk and must comply with the generally applicable traffic regulations at all times.

Maximum speeds are:

- 6 km/h for a donkey;
- 9 km/h for small ponies (up to 1.32 m) and heavy horses and large donkeys;
- 11 km/h for ponies (from 1.33 m);
- 13 km/h for horses
- 11 km/h for heavy carriages (Coaches).

The technical delegate is the only one who can lower these speeds due to specific topographical conditions or prevailing conditions, but must inform the jury about it.

The permissible time has a margin of +/- of **one minute**. Each second more or less will be penalized with 0.2 penalty points. For example: official time = 65 min. Allowed time = between 64 and 66 min. Each second above or below the allowed time = 0.2 penalty points.

There are a maximum of 5 natural or artificial obstacles (PC) from AIAT list of obstacles. The last obstacle should be at least 300 meters from the finish line. A carriage that stops or will make a volta in the last 300 meters will receive **5 penalty points**.

A driver will be disqualified if he passes any obstacle or any gate on kegels before the start of any phase of the competition.

The use of brakes in obstacles is punished **with 10 penalty points**. Each destruction of an obstacle during or after the attempt means **10 penalty points**. Obstacles must be crossed in one go.

Example: the volt should be smoothly made in a closed circle with whip in the outstretched right hand, the obstacle with the glass must be smoothly crossed directly between A and B.

### **C. Cone driving**

The **Cone driving** competition is to test the skill of the driver and of the obedience and agility of the horses on a given course. The area for this competition should be 6000 - 8000 m<sup>2</sup>. The surface should be flat and provide safe driving conditions.

The speed is 180 m/min for heavy horses, tandem or four-in-hands, 200 m/min. for other categories. For donkeys 160 m/min.

The use of brakes is not allowed during this phase. If used, a **10 point penalty** will be applied.

A carriage staying longer than twice the allowed time on the course will be asked to leave the course. The course will have a maximum of 20 gates. A combination of bars is unacceptable. The distance between the gates is at least 12 meters.

#### **The width of gates:**

- For 2 wheeled vehicles - the wheel track width + 30 cm;
- For 4 wheeled vehicles, depends on the track of the rear wheels and of the distance between the four wheels. The width of the gate depends on the footprint of the rear wheels and the distance between the front and rear wheel banding..

Distance between wheels	Width of the gates
less than 40 cm	track width + 30 cm
from 40 cm and 59 cm	track width+ 35 cm
from 60 cm and 89 cm	track width+ 40 cm
from 90 cm	track width + 45 cm
Winchester	230 cm
Winchester – with heavy horses	250 cm

If a competitor inspects the route within 1 hour before the start of this part of the competition, he is obliged to do so in the outfit in which he takes part in the competition. Any violation of this rule will be punished **with 5 penalty points**.

Before the start of this competition, each participant must greet the jury, not necessarily after the end of the route.

A ride can start after the bell signal.

Exceeding the time limit will be penalized **by 0.2 points/second**.

Missing the starting gate will be punished **with 10** penalty points, and the jury will order the carriage to repeat the start. Each ball knocked down is 5 penalty points, but not more than **5 penalty points for 1 gate**.

The gates must be passed in numerical order and cannot be crossed again. If gate is taken twice – 5 penalty points ( in either direction).

If the driver misses the gate, they can retake the gate before continuing on to the next gate without penalty points. If they have already taken next gate – 10 penalty points. Each gate taken or not taken, if knocked down – 5 penalty points. The clock is stopped when the jury bell is rung until the gate is re-erected. The turnout can continue its journey only after the referee's permission.

A gate only partially passed without throwing the ball off is punished **with 5 penalty points**.

When the jury notices an irregularity, it signals it with a bell. The driver should correct their mistake immediately and drive to the end, the clock is not stopped. If a driver forgets to cross the finish gate - **10 penalty points**.

As long as the driver does not cross the finish line and has not gone out of the area, the time is counted.

Refusal in the gate is not subject to an additional penalty.

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Any participant who has any doubts about the judges' assessments should report them to the judge president. A panel of three judges will review the matter.