

Chariot Race Scoring Guidelines

This race is based on the ancient chariot races of the Roman coliseums.

Material to be provided by Station Master:

- Cones or other objects for creating course
- Stopwatches for timing
- Clipboard with pencil and score sheets

Materials to be provided by each Contubernium:

- 2 8'x 2'-3'-diameter spars for the legs
- 4 6'x 2'-3'-diameter spars for the ledger, transom, and cross braces (The ledgers can be 4' to 6' in length.)
- 9 15' lashing ropes
- 1 10' lashing rope for the reins
- 2 15' lashing ropes for the hauling lines

Procedure: The equipment is placed in piles at a distance from the Contuberniums. On signal, the Contuberniums run up and lash a chariot (see diagram on next page). When the frame is finished, all Contubernium members pull the chariot and rider down the field around an oval track to the finish line.

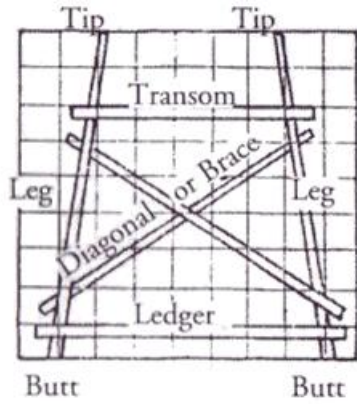
Scoring: The first Contubernium to cross the finish line with their chariot intact will be victorious. Points will be awarded for a Contubernium's overall place in this competition. Gladiators beware! Many chariot drivers were thrown from their chariots and injured by their competitor's horses! Riders must wear a bike helmet.

20 points will be awarded for participation. Two bonus points will be awarded at the end of the race for each correctly tied lashing that is still tight.

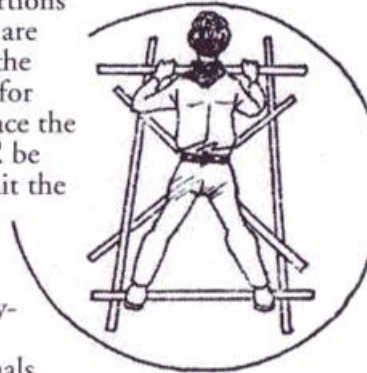
Additional points are awarded at the end of the day for speed in completing the course:

Fastest time	30 pts
2 nd place	27 pts
3 rd place	24 pts
4 th place	21 pts
5 th place	18 pts
6 th place	15 pts
7 th place	12 pts
8 th place	9 pts
9 th place	6 pts
10 th place	3 pts
11 th place and lower	0 pts

Total points possible: 50 points (+18 bonus points)



In mainline Pioneering the classic proportions of the trestle are as shown in the diagram but for the chariot race the trestle should be tailored to suit the charioteer.



Square lashings everywhere except where diagonals cross each other.

