

" G Y M K H A N A - 1959 "COMPETITORS INSTRUCTIONS

Full details of the various tests and competitions to be performed are given below. From the Signing On Control make your way to the 'GARAGE TEST' and then to the 'POTATO RACE' which will be run in heats in the lanes marked out in the centre of the field. Competitors who win their heats in this knock-out competition will have to come back for the semi-finals and finals, so if you are first in your heat please keep in touch with the marshals running this test. Next visit the following tests in any order: "OBSTACLE RACE"; "BLINDFOLD OUZLEM"; "CROQUET POLO"; "DISTANCE JUDGING"; "JOUSTING"; "BLINDFOLD TO A MARK"; "FISHING"; and "MIRROR REVERSING".

All the Committee members and marshals who are helping to run the Gymkhana usually take part in the various tests as well and in consequence of this the results will not be available quite so quickly as is normal. Details will be announced (Editors' permitting) in the Monday editions of the local press.

GARAGE TEST *Average 15 good*

The car will be parked with its front wheels on a line marking the entrance to a garage and facing into the garage. Doors will be closed, engine stopped and the driver and passenger standing touching pylons on each side of the car. On the word 'Go' they will enter the car, start-up and reverse the car to enter the garage smartly in a backwards direction until the front wheels have crossed the line at the entrance. They will then switch off and get out of the car and run back to the two pylons. Timing will continue until both driver and passenger have their hands on one of the two pylons. Penalties - ~~Time doubled for each flag, marker or pylon touched with the car and trebled for each flag, marker or flag felled by the car.~~ *10 SECS FOR EVERY PYLON OR MARKER TOUCHED OR FELLED*

POTATO RACE *Hot in heat - Last in semi-final*

~~This will be a knock-out competition in heats of four. Cars will form up in their allotted lane. On the word 'Go' they will drive forward to the first marker, collect the potato and return to the start and put it into the basket provided. They will then drive to the second marker for a further potato and return to the start and so on until all four potatoes are safely in the basket. Finally they will drive forward to stop astride the finish line (the fourth marker). The winner in each heat will be the cars whose front wheels cross the finish line first.~~

OBSTACLE RACE *Average 15 good*

Cars will be parked on a line. On the start signal they will drive forward to a marshal who will issue a bottle of lemonade and a straw. Drink the lemonade as quickly as you can and drive on to another marshal who will issue a biscuit which you must at once consume in full. Drive on further to a third marshal who will not allow you to continue until you have inflated a balloon beyond the point of no return and finally drive on to you reach a table where you will be required to transfer a small quantity of peas from one place to another by means of a straw. The race finishes as you stop astride the last line. Timed from the word 'Go' until front wheels cross the finish line at the first attempt. Penalties - 20 seconds for not stopping astride at first attempt. Failure if any portion of lemonade or biscuit is not fully consumed. Crew members may not move the car nor help themselves to refreshments.

BLINDFOLD OUZLEM *Good (Penalties)*

Cars will be parked on a line, drivers blindfolded. On the word 'Go', acting on the instructions of their navigator, they will reverse three times round a pylon finally stopping astride the line from which they departed. Timed from 'Go' until rear wheels cross finish line at completion of third revolution. Penalty of 20 seconds for failing to stop astride at first attempt.

GRANNY RACE *Average*

The course will consist of two lines approx. 25 yds apart. The car will be stationed on the Start line with the engine off, doors closed and driver and passenger seated. On the Start signal driver and passenger will get out, run to a suitcase on the ground some 10 yds. from the car, open this and take out the contents. They will each put on and adjust correctly one garment, with accessories, and top this off with a hat, run back to the car, get in, shut doors, drive to the other end of the course, stop the car, get out and run to the back where they will change over hats and garments etc, get back in car and drive to stop astride the start line, get out and replace tidily all garments etc. in the suitcase. They will return to the car, enter and close both doors. Timing will be from the word 'Go' until the last door closes or the last bottom hits the seat in doorless cars.

FISHING *Good*

Cars will be parked on a line. Passengers will have a 'fishing rod'. On the word 'Go' they will drive into the area indicated by the marshal and return with six 'fish'. Timed from the word 'Go' until front wheels cross the finish line, stopping astride. Penalties - 20 seconds for failure to stop astride at first attempt. Failure if less than six fish are caught.

POOD (Failed)  
JOUSTING

Cars will be parked on a line, drivers armed with a 'lance'. On the word 'Go' they will drive forward to stop astride the finish line, on the way collecting with their lance a ring suspended from a hook. Penalties - Not collecting or dropping ring - failure. Stopping before the finish line - 20 seconds. Not stopping astride finish line at first attempt - 20 seconds. Timed from 'Go' until front wheels cross finish line.

MIRROR REVERSING *Best of day (Lined)*

Cars will be parked on a line, the driver will be allowed to move the car until he is satisfied he is ready to start the test. An independent observer will then get in the car and all other passengers must get out. On the word 'Go' the driver will reverse the car backwards without looking round (using the driving mirror) to stop as nearly as possible to a post stuck in the ground some 20 yards from the start. Touching the post will involve failing the test. Only one clean run is allowed and once the car stops the test will be considered finished. Marking will be determined by the distance between the post and the nearest portion of the car when it stops (Bumpers, overriders, etc. will be considered to be portions of the car).

BLINDFOLD TO A MARK *Fail*

In this test the car will be parked on a start line facing a flag 25 yards in front. When the driver is satisfied that the car is straight all passengers will get out and the driver will be blindfolded. An independent observer will sit in the car to switch off and start the car in emergency. The driver will start in his own time and drive forward until he judges he is as near to the flag as possible. He will then stop. Position order will be determined by the distance from the flag to the nearest part of the car.

CROQUET POLO *Good*

The car will be stationed on the start line and the passenger will have a golf club and ball. On the word 'Go' the passenger will hit the ball up to a hoop at the end of the course and through the hoop in a forward direction. The driver will move the car forwards acting on the passenger's instructions. Timing will be taken from the word 'Go' until the ball passes through the hoop in a forward direction.

DISTANCE JUDGING *Full marks*

The course will consist of three lines approx. 20 yds apart i.e. 40 yds from start to finish. The car will be placed on the start line and front and front seat passengers will get out or occupy rear seats. An independent observer will accompany the driver in the front seat. On the start signal the driver will set off forwards until the car is travelling. Before the first line is crossed the gear must be placed in neutral and the feet removed from the clutch and brake pedal. The object is to estimate the speed so that the car stops astride the finish line unaided. Stopping astride will be considered a maximum score and other positions will be determined by the distance from the line to the nearest wheels.

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GENERAL NOTE

This event will count for points towards the Pearce Trophy and the Chippy-Iola Vase, but passengers can only claim points for the Pearce Trophy and for the Chippy-Iola Vase where they have competed together in all the events in the Gymkhana where passengers are carried. If the driver carries a substitute passenger for any tests his placing will still count towards the results and his own marking for the Pearce Trophy but he will forfeit any marks towards the Chippy-Iola Vase and the passenger will forfeit any marks for the Pearce Trophy which might otherwise have been gained.

Please remember that this event is a Gymkhana, not the 'Monte', and that no protests will be entertained at all. Decisions made by marshals in charge of tests will be unalterable, even under provocation, and you are requested to have a good time and accept the marking in the spirit in which it is awarded.