

2021 Skill Test Rules and Scores

All tests will have a target time of between 2:30 and 3:30 mins which should be able to be achieved at a consistent speed. The time is logged by the Skill Test Coordinator on the day by doing two drives and taking the average time. The first run will be done at walking pace and the second at a more enthusiastic pace.

Minor Penalties are awarded for not fully entering a garage.

These are awarded for not entering a garage fully without a reasonable effort or poor alignment in a parallel park procedure. No help by the coordinator will be given however you will be told if you are in a parallel park bay (coordinator must be able to see the outside edge of both cones front and rear to be classed as in)

1 point will be deducted for each penalty (minor penalties now don't affect your time, unless you are under the target when NO bonus will apply)

This penalty is only minor if a reasonable attempt is made to complete the manoeuvre

Major penalties are awarded for hitting each cone, as this is damage = 1 minute added to time for up to and including 3 cones, followed then in 30 second increments per cone hit.

If you are under the target time you will automatically achieve the target time plus penalties.

Points are deduction for poor mechanical sympathy, this will be issued by the coordinator at their discretion – between 1 and 10 points

A CLEAR ROUND WILL EARN YOU A 3 POINT BONUS

Prior to starting your test, it is your responsibility to

Know the course (I suggest watching others prior to your go – so arrive 5-10 minutes early) however a map is provided at the start.

Adjust seating, mirrors and put on seat belt (all occupants). Belts must be worn throughout the course. Carry out one practice moving off (normally in reverse) allowing you a chance to feel the biting point and locate reverse gear.

Position yourself at the start (as hitting the start gate cones will count).

Grade X,1 and Associates must drive the course alone.

Grade 2 members must have an appropriate Associate in the passenger seat.

I will make every attempt to mark out the manoeuvres as follows.

Yellow cones	=	Forwards Garage
Black cones	=	Reverse Garage
Black and Yellow	=	Parallel Parks (Black front and rear, yellow as kerb)
Green	=	Gates
Red/orange/Pitch Markers	=	Marking out boxes, tunnels and other boundaries
4 Small orange cones will mark out the start/finish		

Only your best 6 scores will go forward towards your league position.

Any questions please don't hesitate to ask.