



# THE CONCRETE ATLANTIC CONCRETE TRUCK RODEO

DATE: June 22, 2024

LOCATION: Moncton Collesuem, Moncton NB

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Concrete  
Atlantic

béton  
Atlantique

## CONCRETE ATLANTIC CONCRETE TRUCK RODEO

**Date: June 22, 2024**

**Location: Moncton Collesuem Parking Lot, Moncton, NB**

**Registration Opens: 9:00 am TBC**

**Competition Begins: 10:00 am TBC**

### Costs:

\$250 / Driver (includes lunch & banquet)

Companies will receive 1 CDP registration per entry

**Driver Entry Fee  
\$ 250 / Driver**

**Sponsorship Opportunities**

## THE CONCRETE ATLANTIC CONCRETE TRUCK RODEO

### ELIGIBILITY REQUIREMENTS

1. Contestants must be employed as a driver at the time of the Driving Championship and have performed the duties of a professional truck driver for at least 11 of the 12 months prior to the competition.
2. Contestants must be free of preventable accidents and moving traffic violation convictions for a one (1) year period prior to the Driving Championship entry date.
3. Contestants should have a reasonable work attendance record. Contestants should be disqualified if the driver has missed more than eleven (11) working days in the one (1) year period prior to the competition date without a doctor's clearance; or have demonstrated chronic tardiness in the one (1) year prior to the competition.

### FAMILY AND GUESTS

**Any family and guests must remain on the designated areas to keep away from the active course and moving vehicles.**

**And must use crosswalk to get on to the spectators area.**

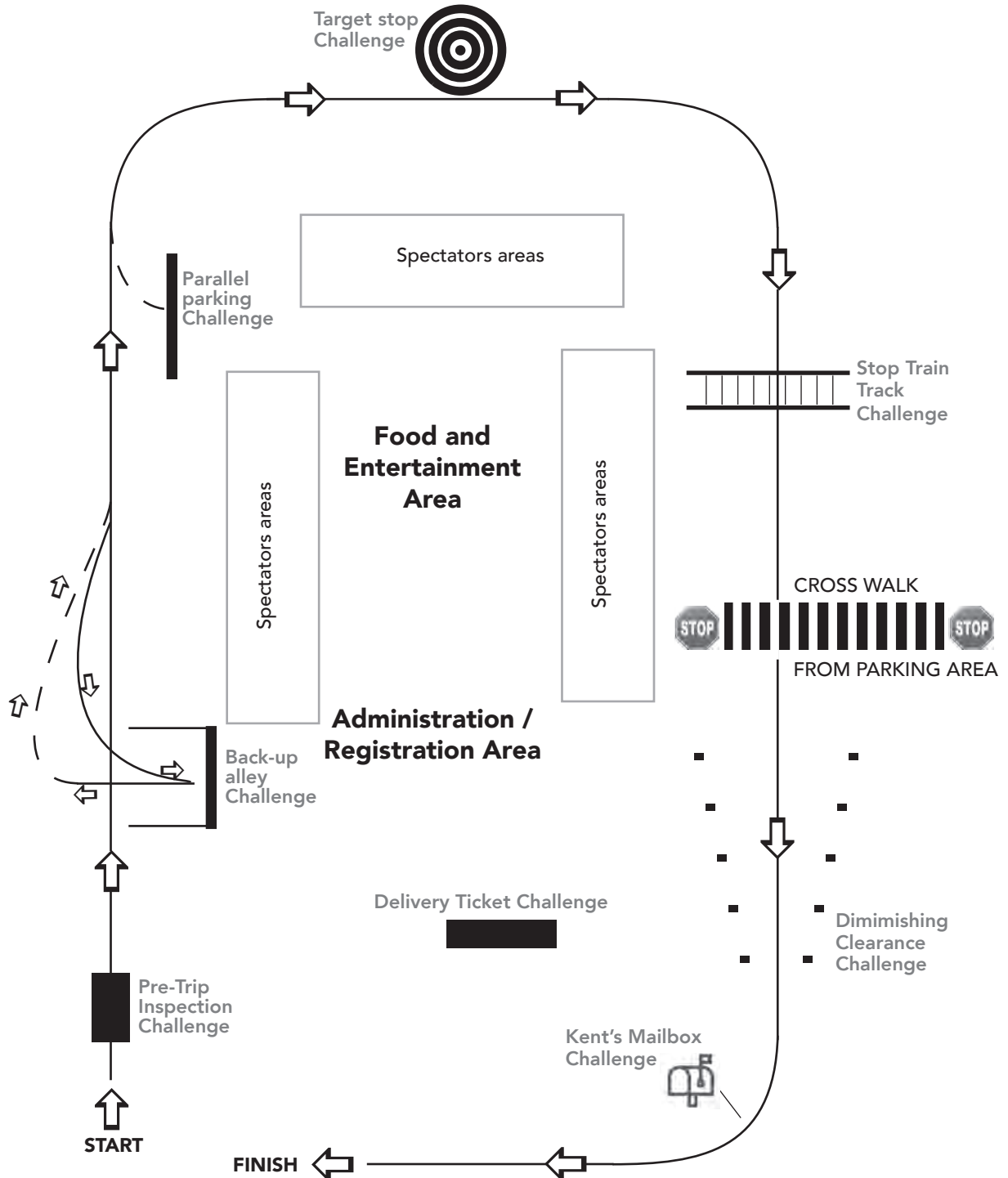
## RODEO RULES

1. No contestant will be permitted to operate the vehicle which he/she regularly drives. If trucks from a contestant's municipality or company base are used in the competition, the contestant's Supervisor will be responsible to ensure the contestant does not practice on the vehicle to be used in the Concrete Atlantic Rodeo.
2. **Competitors must be dressed appropriately and wear acceptable safety footwear appropriate for a job site.**
3. No contestant will be permitted to practice on the laid-out course prior to competition.
4. Up to 3 entries per Ready Mix Producer company. *This is subject to change.*
5. Ready Mix Producer Company MUST be a Concrete Atlantic Member in good standing
6. A representative of the Concrete Atlantic along with the Truck Rodeo Volunteers shall disqualify any contestant whom, by a determination is guilty of conduct detrimental to the competition or the ready mixed concrete industry. Contestants shall not have the right to appeal.
7. Every Driver, Volunteer & Judge must sign a waiver prior to the start of the Rodeo.

# DRIVING TEST - COURSE LAYOUT

NOTE: The layout shown is for example purposes only. exact course configuration could change depending on the site conditions.

Not to scale - all illustrations approximate



## Fun Zone Challenges



Basketball, bowling, hockey challenges

## CONCRETE TRUCK RODEO

### General Rodeo Rules

The competition will consist of 3 parts:

Pre-Trip Inspection - 50 points

Driving Course with 6 Challenges - 50 point each (300 points)

Delivery Ticket Challenge - 50 points

**TOTALING - 400 points and 30 bonus points can be made at the Fun Zone!**

Points will be deducted as per rules for each Station

1. The driver must register at the Registration Desk – open 9:00 am Saturday morning  
 Course walk 9:00 – 10:00 am  
 Competition begins at 10:00 am.  
 The driver will be assigned a Driver Number and Driver Number Card at Registration  
 The driver will be responsible for his card and must display it on the Course and present it to the Pre-Trip Inspection Judges
2. There will be ready mix trucks supplied for the driving competition. There will be an additional trucks supplied for the pre-trip inspection portion of the Rodeo and for the fun zone competition.
3. All Competitors must complete a Pre-Trip Inspection as part of the competition  
 This will be done separate from the Rodeo Course itself  
 Driver may choose when he/she wishes to do the Pre-Trip Inspection  
 The Pre-Trip Inspection must be completed prior to the last driver completing the Course
4. The driver is responsible to have their Driver Number Card and place it on the dash, right side, so it is visible to the outside, prior to starting the Driving Course
5. Starters will be assigned to assist the driver and adjust mirrors at the start of the Course
6. When the driver is ready to start the Course he/she must:
  - Ensure all persons are clear of vehicle
  - Fasten seat belt and close driver's door
  - Sound the electric horn to indicate he/she is ready to start
7. On the Course the driver must:
  - Remain in the driver's seat
  - Have his seatbelt fastened at all times
  - Keep all doors closed
  - Not stop on the Course except as designated in the "Station Rules"

Demerit Points will be assigned for any unscheduled stops or repositioning not designated

### EMERGENCY STOPS

If an emergency occurs, or your run is interfered with, stop, sound air horn and apply parking brake. Then call closest judge for assistance.

Good Luck...and Thank You for taking up the Challenge

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### PRE-TRIP INSPECTION

The driver is always responsible for knowing the mechanical condition of the vehicle. While the maintenance crew or department is responsible for giving the driver a vehicle that is in top mechanical condition, it is the driver who must assure, at the start of each trip that the vehicle assigned is in good condition.

**PURPOSE:** To test driver's ability to conduct a complete Pre-Trip Inspection (without starting the truck) noting any defaults along the way. Each vehicle inspected will contain 5 defects. Each driver is allowed 1 loop around the vehicle. Since the vehicles are not being started, each driver is given 10 minutes to conduct the inspection.

**SCORE:** 50 points perfect score

**DEMERIT:** 50 points for event not completed prior to last driver completing the Course

10 points for each defect found (5 defect)

Maximum time 10 mins.

### ALLEY BACK-UP CHALLENGE

The driver is required to back his vehicle in a continuous movement throughout a simulated alley without touching side barriers or the rear barrier, and he must come within a certain distance of the rear barrier.

**PURPOSE:** To test drivers to maneuver their vehicle backwards through a narrow space and to judge the distance to the rear of the vehicle

**SCORE:** 50 points for perfect score

**DEMERIT:** 10 points for each instance of hitting side barricades

10 points for each stop ordered by judge

5 points for each instance of running over a curb line or taking more than one free pull-up

**DEMERIT:** 10 points for each instance of hitting or scraping a barricade

10 points for each stop ordered by a judge

5 points for each instance of stopping or repositioning vehicle

### PROBLEM DIMENSIONS:

Four barricades each ten feet long are used in sets of two. Place the sets off center from each other so that the distance between the two sets is equal to the length of the vehicle and so that one barricade in each set is in line with each other.

The distance between barricades in each set is 11 feet.

## PARALLEL PARKING CHALLENGE

Driver parallel parks, trying to put the truck as close as possible to a "curb" line without going over, or hitting barricades placed in front of and behind the parking spot. Crossing the inside line or hitting a barricade results in a score of zero points. The driver is allowed only to back into the parking spot and pull forward once to square up the vehicle. Driver must stop, set the parking brake and sound the horn to signal the judges to measure the distance from curb line to the middle of the tire that is furthest away from the line.

**SCORE:** 50 points for perfect score

**DEMERIT:** 10 points for each instance of hitting or scraping a barricade  
10 points for each stop ordered by a judge  
5 points for each instance of stopping or repositioning vehicle

### PROBLEM DIMENSIONS:

A barricade of ten feet long is used. Driver must parallel park and must be within 5 mins

## TARGET STOP CHALLENGE

The driver is required to stop his vehicle on/near the target, where it will be measured by a drop line from the center of the front bumper. Points will be given according to where the line drops. *Driver is not allowed to lean out the window to judge the distance.*

**PURPOSE:** This problem tests the driver's ability to judge the location of the center of the front bumper

**SCORE:** 50 points for perfect score 'bullseye'  
Points awarded per scores indicated in circles (see illustration below)

**DEMERIT:** 50 points if vehicle crossed target or stops more than 30" from target  
10 points for each instance of stopping more than once  
10 points for leaning out the window or lifting off the seat

### MEASUREMENTS:

From the center of the front bumper line drops to target board

## STOP TRAIN TRACK CHALLENGE

The driver is required to approach a line in a continuous movement and to stop the vehicle with the front bumper within 6 inches of the line. *Driver is not allowed to lean out the window to judge the distance.*

**PURPOSE:** This problem tests the driver's ability to judge the location of the front bumper

**SCORE:** 50 points for perfect score

**DEMERIT:** 50 points if vehicle crossed line or stops more than 30" from line  
2 points if vehicle stops 6" – 12" of line  
4 points if vehicle stops between 12" and 24" from line  
6 points if vehicle stops between 24" and 36" from line  
10 points for each instance of stopping more than 36"  
10 points for leaning out the window or lifting off the seat

### POSITION MEASUREMENT:

From the closest point on the bumper excluding bumper bolts, etc.

### **DIMINISHING CLEARANCE CHALLENGE**

**PURPOSE:** To test driver's ability to judge the width of the truck as it passes through two rows of narrowing obstacles.

**SCORE:** 50 points for perfect score

**DEMERIT:** 20 points for hitting each of the first six markers  
10 points for hitting each of the last four markers  
20 points for each instance of stopping or any jerky movements

#### **PROBLEM DIMENSIONS:**

Two rows of five markers are set up with 15 feet between each marker in the row. The width of each set of markers diminishes as follows:

First set – truck width plus 10"  
Second set – truck width plus 8"  
Third set – truck width plus 6"  
Fourth set – truck width plus 4"  
Fifth set – truck width plus 2"

### **KENT'S MAILBOX CHALLENGE**

The driver is required to drive the vehicle in a continuous movement through a close right hand turn.

**PURPOSE:** To test driver's ability to maneuver the vehicle through close turns without impacting on curbs, walls, abutments or parked vehicles

**SCORE:** 50 points perfect score

**DEMERIT:** 10 points for each instance of crossing a curb line  
10 points for each instance of stopping or repositioning vehicle

#### **MEASUREMENTS (from wheel):**

Hit mailbox or more than 30" from mailbox 50 demerits  
24.1" to 30" from mailbox 40 demerits  
18.1" to 24" from mailbox 30 demerits  
12.1" to 18" from mailbox 20 demerits  
6.1" to 12" from mailbox 10 demerits  
Within 6" of mailbox 0 demerits

### **DELIVERY TICKET CHALLENGE**

A fictitious ready mixed concrete delivery ticket has been drafted with 5 errors incorporated onto it. *Each driver will have 90 seconds* to pick out as many errors as he/she can find.

**PURPOSE:** To test driver's ability to identify potential problems with Delivery Tickets.

**SCORE:** 50 points perfect score

50 points for identifying 5 errors  
40 points for identifying 4 errors  
30 points for identifying 3 errors  
20 points for identifying 2 errors  
10 points for identifying 1 errors  
0 points for identifying 0 errors

**PRE TRIP INSPECTION PROBLEM      SCORE \_\_\_\_\_ / 50**

- 10 points for each detect found
- 5 points for each 5-minute period greater than allowed time
- 50 points for perfect score

**ALLEY BACK-UP PROBLEM      SCORE \_\_\_\_\_ / 50**

- 10 points for each instance of hitting or scraping a barricade
- 10 points for each stop ordered by a judge
- 5 points for each instance of running over a curb line or taking more than one free pull-up
- 50 points for perfect score

**PARALLEL PARKING CHALLENGE \_\_\_\_\_ / 50**

- 10 points for each instance of hitting or scraping a barricade
- 10 points for each stop ordered by a judge
- 5 points for each instance of running over a curb line or taking more than one free pull-up
- 50 points for perfect score

**TARGET STOP PROBLEM      SCORE \_\_\_\_\_ / 50**

- 50 points if vehicle crossed target or stops more than 30" from target
- 10 points for each instance of stopping more than once
- 10 points for leaning out the window or lifting off the seat
- 50 points for perfect score 'bullseye'

**STOP TRAIN TRACK CHALLENGE      SCORE \_\_\_\_\_ / 50**

- DEMERIT: 50 points if vehicle crossed line or stops more than 30" from line
- 2 points if vehicle stops 6" – 12" of line
- 4 points if vehicle stops between 12" and 24" from line
- 6 points if vehicle stops between 24" and 36" from line
- 10 points for each instance of stopping more than 36"
- 10 points for leaning out the window or lifting off the seat
- 50 points for perfect score

**DIMINISHING CLEARANCE PROBLEM      SCORE \_\_\_\_\_ / 50**

- 20 points for hitting each of the first six markers
- 10 points for hitting each of the last six markers
- 5 points for straddling or passing around any markers
- 50 points for perfect score



**KENT'S MAILBOX CHALLENGE      SCORE \_\_\_\_\_ / 50**

10 points for each instance of crossing a curb line  
 10 points for each instance of stopping or repositioning vehicle

50 points for perfect score

Hit mailbox or more than 30" from mailbox 50 demerits  
 24.1" to 30" from mailbox 40 demerits  
 18.1" to 24" from mailbox 30 demerits  
 12.1" to 18" from mailbox 20 demerits  
 6.1" to 12" from mailbox 10 demerits  
 Within 6" of mailbox 0 demerits

**DELIVERY TICKET CHALLENGE      SCORE \_\_\_\_\_ / 50**

50 points for identifying 5 errors  
 40 points for identifying 4 errors  
 30 points for identifying 3 errors  
 20 points for identifying 2 errors  
 10 points for identifying 1 errors  
 0 points for identifying 0 errors

50 points for perfect score

**FUN ZONE CHALLENGES BONUS POINTS      SCORE \_\_\_\_\_ / 30**

Basketball Challenge - If driver gets the ball in the net - 10 points  
 Bowling Challenge - 1 point for each pin knocked over - max. 10 points  
 Hockey Challenge - If driver gets the ball into net - 10 points

**TOTAL SCORE \_\_\_\_\_ / 430 Points**

**RODEO RULES**

1. No contestant will be permitted to operate the vehicle which he/she regularly drives. If trucks from a contestant's municipality or company base are used in the competition, the contestant's Supervisor will be responsible to ensure the contestant does not practice on the vehicle to be used in the Atlantic Concrete Association (ACA) Rodeo.
2. Competitors must be dressed appropriately and wear acceptable safety footwear appropriate for a job site.
3. No contestant will be permitted to practice on the laid-out course prior to competition.
4. A representative of the Concrete Atlantic along with the Truck Rodeo Volunteers shall disqualify any contestant whom, by a determination is guilty of conduct detrimental to the competition or the ready mixed concrete industry. Contestants shall not have the right to appeal.
5. Every Driver, Volunteer & Judge must sign a waiver prior to the start of the Rodeo.