

2025 CONCRETE ONTARIO TRUCK RODEO

DATE

SUNDAY, JUNE 8, 2025

LOCATION

MILLER WASTE SYSTEMS
1220 SQUIRES BEACH ROAD
PICKERING, ON

GUESTS SHOULD BRING LAWN CHAIRS,
SUNSCREEN AND HATS

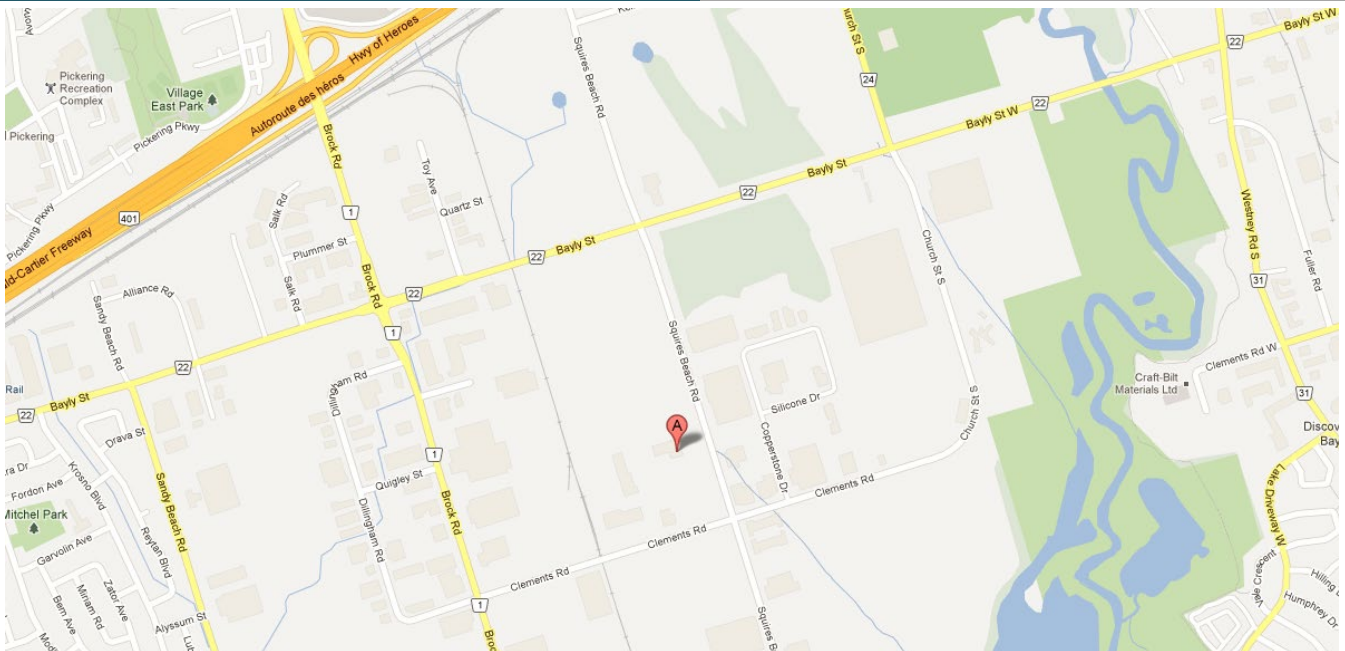
TIMELINE

7:30 AM
Breakfast & Registration

8:00 AM
Course Walk-Through for all
Drivers and Judges

8:30 AM
Truck Rodeo Start

COMPLIMENTARY BREAKFAST,
LUNCH & SNACKS PROVIDED FOR
EVERYONE ATTENDING.



CONCRETE ONTARIO TRUCK RODEO

ELIGIBILITY REQUIREMENTS:

1. Contestants must have worked as a full-time employee in the industry for no less than one (1) year. Seasonal employee lay-offs will be considered after two years of continuing employment.
2. 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 before the competition.
3. Contestants must be free of preventable accidents and moving traffic violation convictions for a one (1) year period before the Driving Championship entry date.
4. 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 before the competition date without a doctor's clearance, or has demonstrated chronic tardiness in the one (1) year before the competition.

CONCRETE ONTARIO RODEO RULES:

1. No contestant will be permitted to operate the vehicle which they regularly drive. If trucks from a contestant's municipality or company base are used in the competition, the contestant's supervisor will ensure the contestant does not practice on the vehicle used in the Concrete Ontario Rodeo.
2. **Competitors must be dressed appropriately in their company uniform or long pants and shirt. They must also wear acceptable safety footwear appropriate for the job.**
3. No contestant will be permitted to practice on the laid-out course before the competition.
4. A representative of the Concrete Ontario Transportation Committee, along with the Truck Rodeo Volunteers, shall disqualify any contestant whom, by a determination of two-thirds of the Committee members present, 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 before the start of the Rodeo.

CONCRETE | Build for life™

FAMILY AND GUESTS

ANY FAMILY AND GUESTS MUST REMAIN ON THE GRASS AREAS TO KEEP AWAY FROM THE ACTIVE COURSE AND MOVING VEHICLES.



CONCRETE TRUCK RODEO

General Rodeo Rules

The competition will consist of 2 parts:

Pre-Trip Inspection.....	50 points
Driving Course with 9 Stations.....	450 points
Points will be deducted as per the rules for each Station	

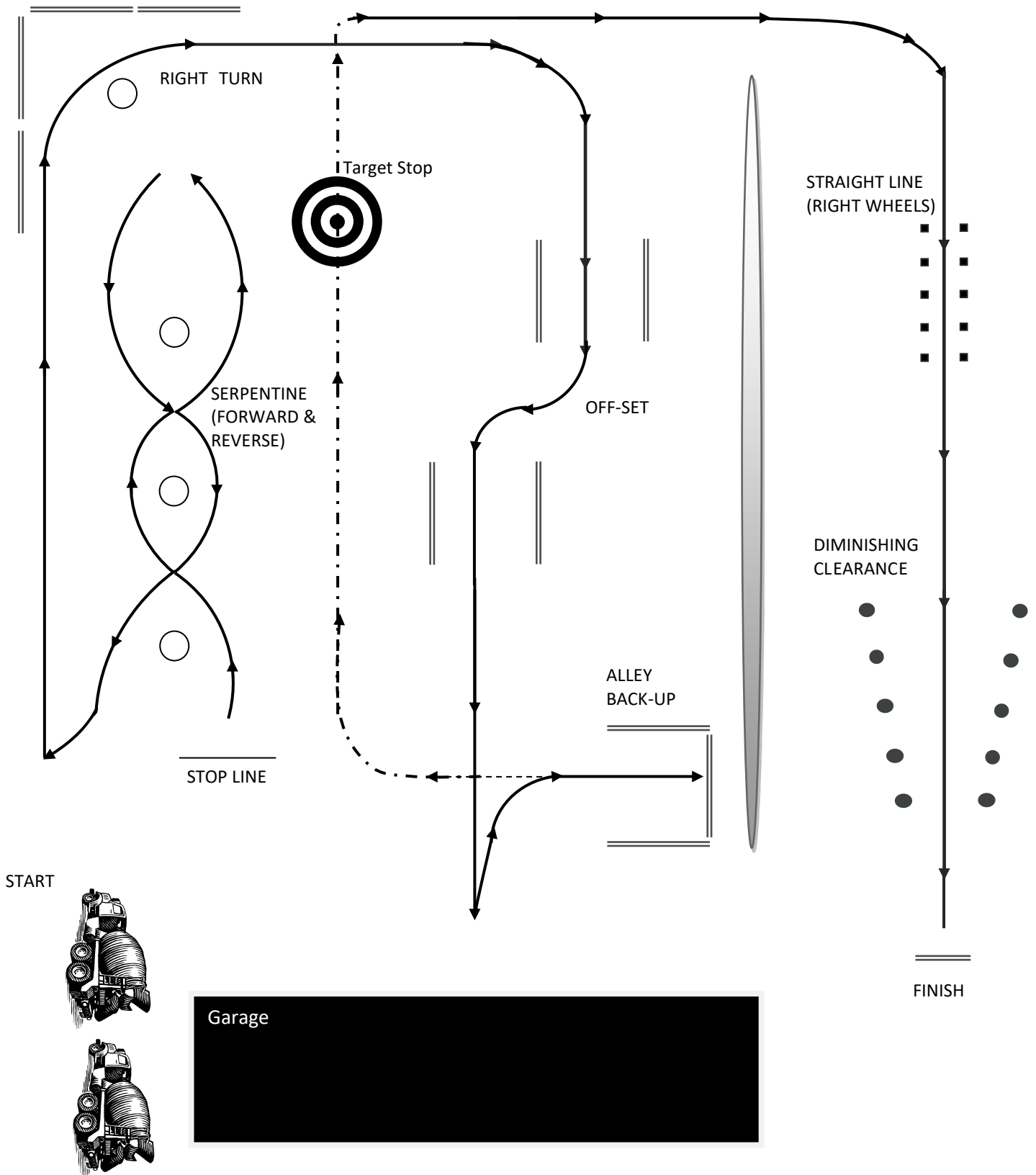
1. The driver must register at the Registration Desk – open 7:30 am Sunday morning
Course walk 8:00 am
The competition begins at 8:30 am.
The driver will be assigned a Driver Number and Driver Number Card at Registration.
The driver will be responsible for his card and must display it on the Course and present it to the Pre-Trip Inspection Judges.
2. There will be two identical Mack trucks supplied for the driving competition
Two additional trucks will be supplied for the pre-trip inspection portion of the rodeo.
3. All Competitors must complete a Pre-Trip Inspection as part of the competition
This will be done separately from the Rodeo Course itself
Driver may choose when they wish to do the Pre-Trip Inspection
The Pre-Trip Inspection must be completed before the last driver completes 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, before 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, they must:**
 - Ensure all persons are clear of the vehicle
 - Fasten seat belt and close driver's door
 - Sound the electric horn to indicate they are ready to start
7. **On the Course, the driver must:**
 - Remain in the driver's seat
 - Have their 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 that is not designated.
8. **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

DRIVING TEST - COURSE LAYOUT

NOTE: The layout shown is for example purposes only. The exact course configuration could change depending on site conditions.
Not to scale – all illustrations approximate.



STOP LINE PROBLEM

The driver is required to approach a line in continuous movement and stop the vehicle with the front bumper within 6 inches of the line. The 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

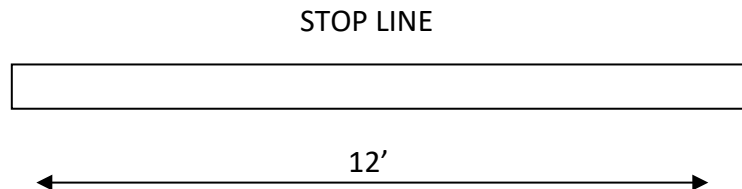
SCORE: 50 points for a perfect score

DEMERIT: 50 points if vehicle crosses line or stops more than 30" from the line
0 points if the vehicle stops within 6" of the line
2 points if the vehicle stops between 6" and 30" from the line
10 points for each instance of stopping more than once
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.

BARRIERS: Use a board or cone that can be relocated for each competitor



SERPENTINE PROBLEM

Forward

The driver is required to weave in and out of the barrels in a continuous motion without stopping, touching the barrel, or running over street curb lines. They must move forward through the problem.

PURPOSE: To test the driver's ability to maneuver the vehicle in and out of tight places in forward motion
It simulates conditions that might be encountered when wrecked vehicles on the highway cause a jam that he must drive in and then back out of

SCORE: 50 points for a perfect score

DEMERIT: 10 points for each instance of hitting or scraping a barrel
10 points for each stop ordered by a judge
5 points for each instance of stopping or crossing the curb line

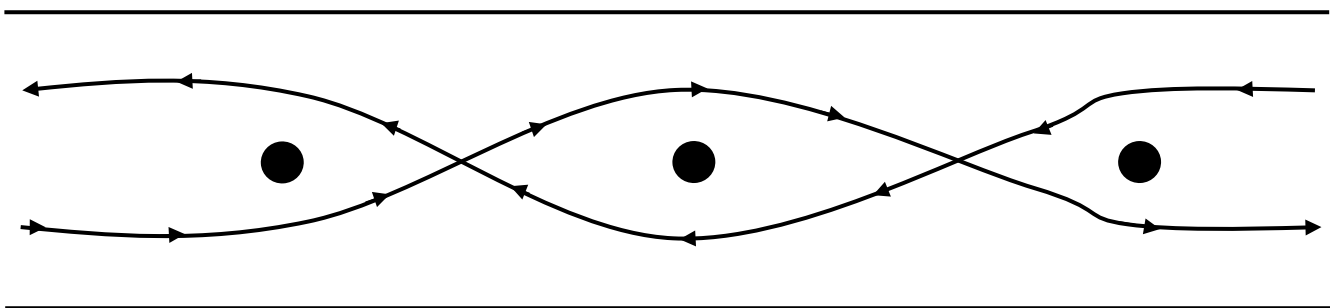
PROBLEM DIMENSIONS:

Distance between 1st and 2nd barrel is 39 feet, 2nd and 3rd is 41 feet

WIDTH OF STREET:

50 feet

BARRIERS: Any oil drum or similar object will serve as a barrier. It is preferred that two oil drums be welded one on top of the other for each barrier.



SERPENTINE PROBLEM

Reverse

Driver is required to weave in and out of the barrels in a continuous motion without stopping and without touching the barrel or running over street curb lines. They must go through the problem in a reverse motion.

PURPOSE: To test the driver's ability to maneuver the vehicle in and out of tight places in a backward motion
It simulates conditions that might be encountered when wrecked vehicles on the highway cause a jam that he must drive in and then back out of

SCORE: 50 points for a perfect score

DEMERIT: 10 points for each instance of hitting or scraping a barrel
10 points for each stop ordered by a judge
5 points for each instance of stopping or crossing the curb line

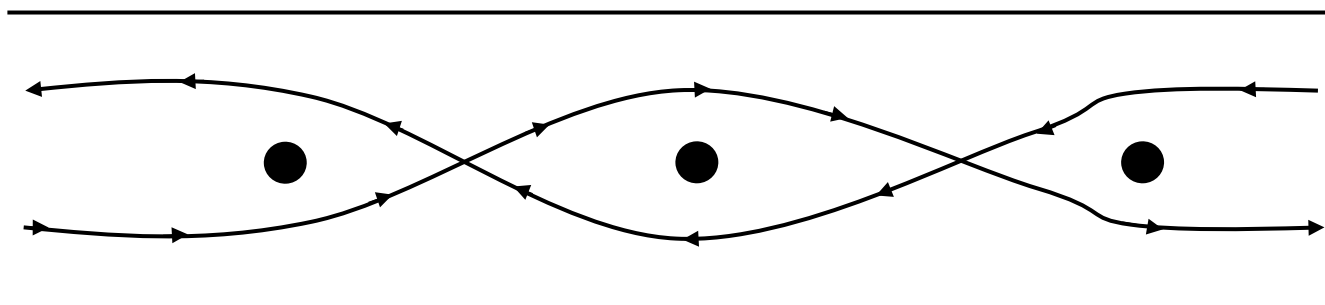
PROBLEM DIMENSIONS:

Distance between 1st and 2nd barrel is 39 feet, 2nd and 3rd is 41 feet

WIDTH OF STREET:

50 feet

BARRIERS: Any oil drum or similar object will serve as a barrier. It is preferred that two oil drums be welded, one on top of the other for each barrier.



RIGHT-HAND PROBLEM

The driver must drive the vehicle continuously through a close right-hand turn.

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

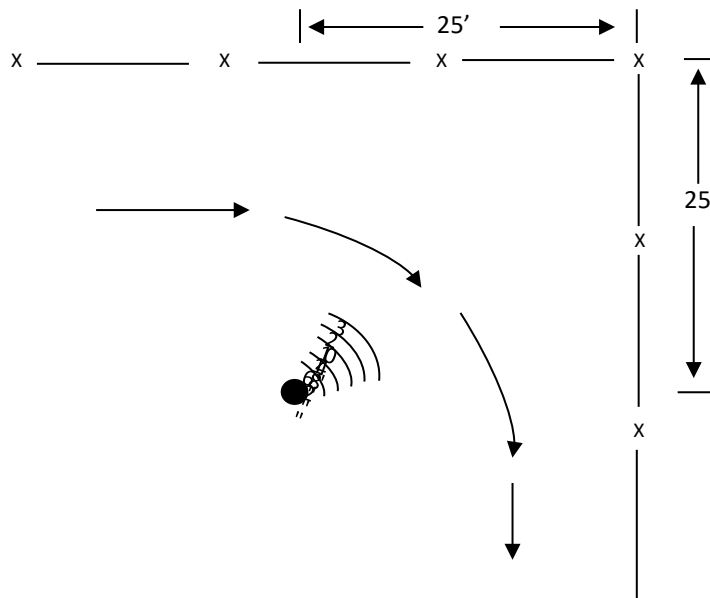
SCORE: 50 points perfect score

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

MEASUREMENTS (from the wheel):

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

BARRIERS: Use a barrel or cone to simulate the corner. Measure the closest point, the right rear outside, dual past the corner point. The road width is 25 feet.



OFF-SET PROBLEM

The driver is required to maneuver his vehicle between one set of barricades, turn sharply, and go between a second set of barricades. The movement must be continuous; stops or repositioning of vehicles are not permitted without being assessed as a demerit. This problem sets up a situation where the driver must watch all four corners of his unit to see that he does not bump or scrape stationary objects.

SCORE: 50 points for a perfect score

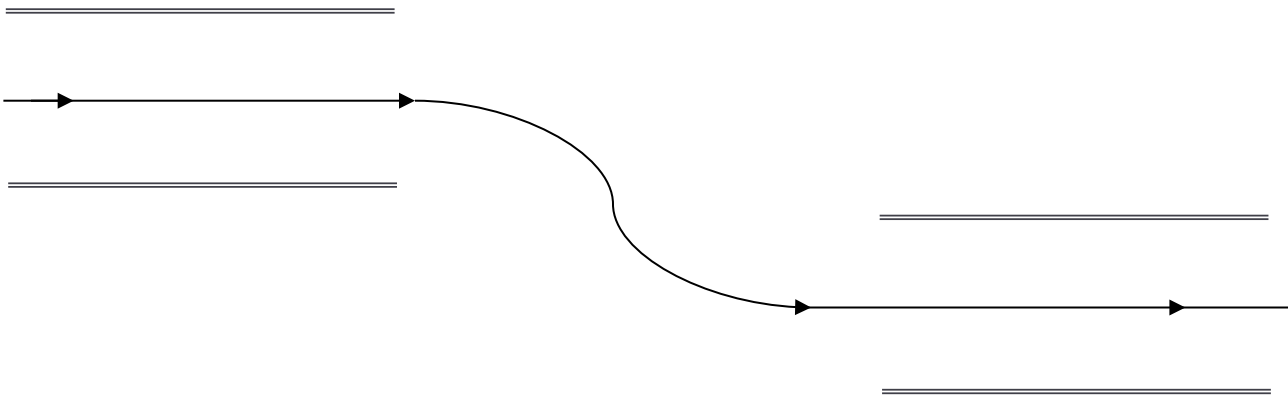
DEMERIT: 10 points for each instance of hitting or scraping a barricade
10 points for each stop ordered by a judge
5 points for each instance of stopping or repositioning the vehicle

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 the others.

The distance between barricades in each set is 11 feet.

BARRIERS: Use four barricades like those illustrated in the offset alley problem



ALLEY BACK -UP PROBLEM

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 a perfect score

DEMERIT: 10 points for each instance of hitting side barricades
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

MEASUREMENTS:

Event not completed or more than 24" from deck	50 demerits
Hitting the rear barricade	50 demerits
12.1" to 24" from dock	25 demerits
6.1" to 12" from dock	15 demerits
Within 6" of the dock	0 demerits

SUGGESTED DIMENSIONS:

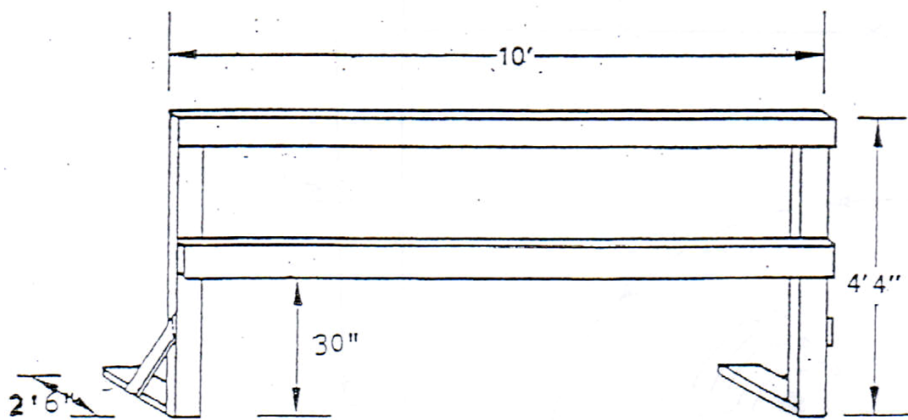
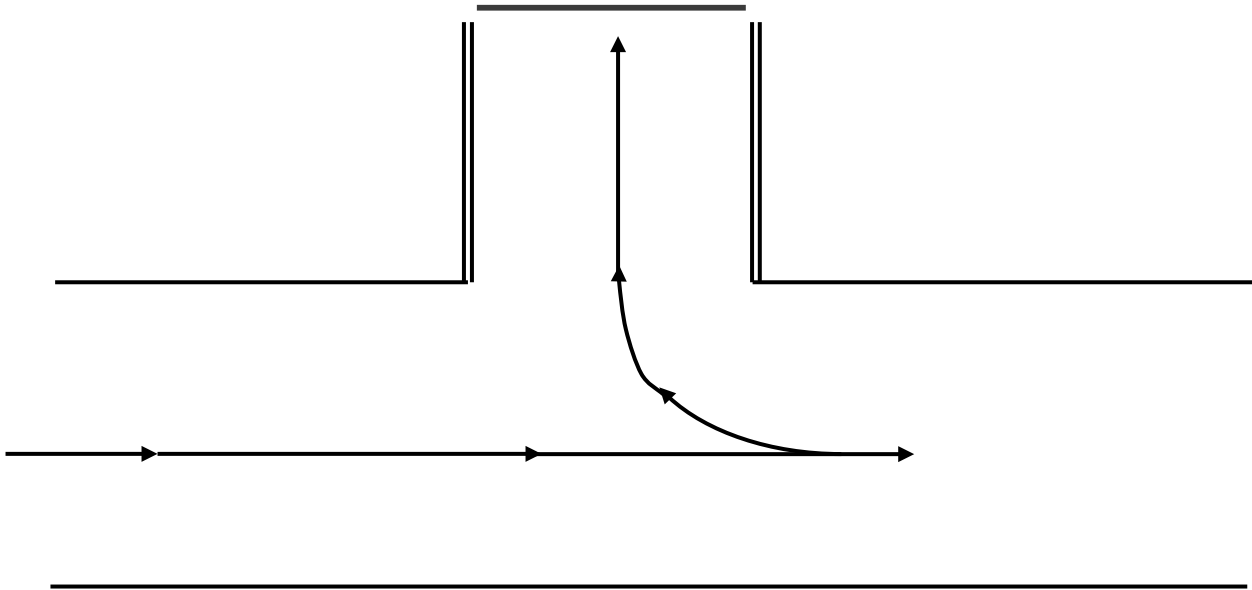
The problem is set up in a rectangular shape opening onto a 50-foot-wide street. The rectangle is 20 feet deep and can be made by using four 10-foot barricades, two on each side. One 10-foot barricade is used at the end of the problem to simulate a wall.

The width of the rectangle is 10' 3"

The driver is required to drive up the street past the problem and cut his vehicle back into the rectangle.

BARRIERS: Use barricades illustrated on the following page

ALLEY BACK-UP ILLUSTRATIONS



Barricade

2 pcs. - 1" x 4" x 10' for side rails

2 pcs. - 2" x 4" x 4'4" for barricade stands

2 pcs. - 2" x 4" x 2'6" for barricade feet

2 pcs. - 1" x 4" x 2'6" for barricade stand supports

TARGET STOP

The driver must stop his vehicle on/near the target, which will be measured by a drop line from the center of the front bumper. Points will be given according to where the line drops. The driver cannot 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

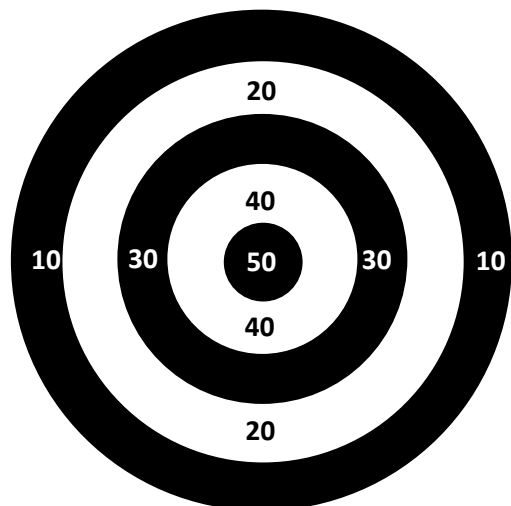
SCORE: 50 points for a perfect score 'bullseye'
Points awarded per scores indicated in circles (see illustration below)

DEMERIT: 50 points if the vehicle crosses the 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 the target board

BARRIERS: Use "target" board



STRAIGHT LINE PROBLEM

The driver is required to run the right wheels of the vehicle between two rows of markers without stopping or touching or displacing any of the markers. The driver must remain seated at all times.

PURPOSE: This problem determines the driver's ability to locate the right wheels of the vehicle at any position on the road.

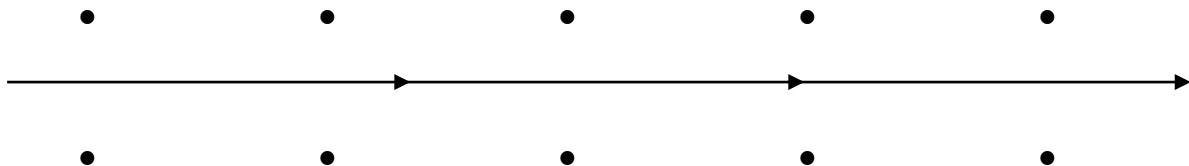
SCORE: 50 points for a perfect score

DEMERIT: 10 points for each instance of stopping during the test
5 points for each instance of striking, touching or running over any marker
5 points for straddling or passing around any markers

PROBLEM DIMENSIONS:

Markers are placed in parallel rows, 6 inches wider than the total width of the rear duals. The distance between each pair of markers is 10 feet.

BARRIERS: Markers may consist of sponge rubber or tennis balls 3 inches in diameter



DIMINISHING CLEARANCE

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

SCORE: 50 points for a perfect score

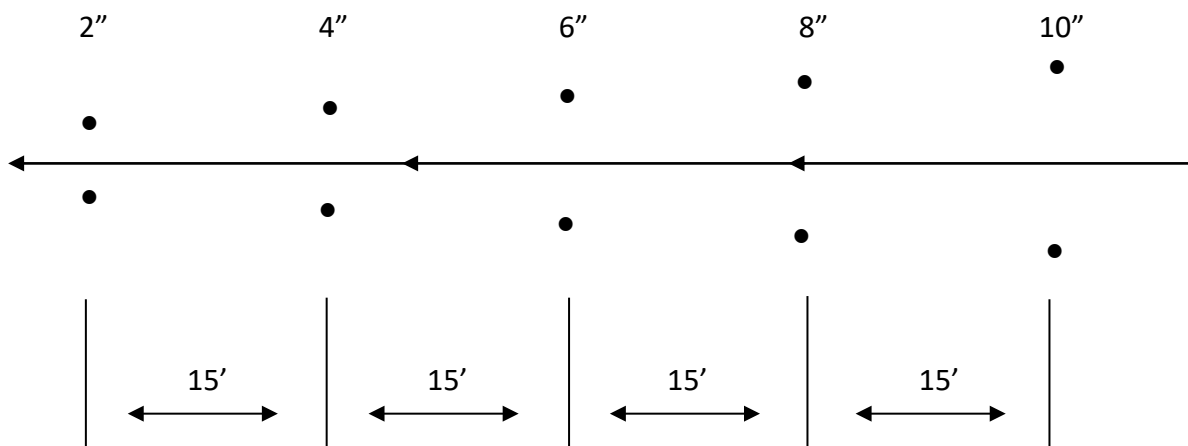
DEMERIT: 20 points for hitting each of the first six markers
10 points for hitting each of the last four markers
20 points for each instance of stopping or any jerky movements

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"

BARRIERS: Oil drums can be used. If pivoting markers are used, they should be at least 40" high. Barriers are set at a distance of the truck width plus the clearance, as shown.



Off Course

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 drivers' ability to conduct a complete pre-trip inspection (without starting the truck) and note any defaults along the way. Each vehicle inspected will contain five defects. Each driver is allowed one 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 an event not completed prior to the last driver completing the Course
10 points for each defect not found
10 points for each 5-minute period greater than the allowed time