



BEST YOUNG DRIVER



FEDERATION INTERNATIONALE DE L'AUTOMOBILE
REGION I - EUROPE, THE MIDDLE EAST AND AFRICA

FIA Region I

Best Young Driver Competition

Menu of tasks

This document provides a menu of tasks that can be used in the national final of the Best Young Driver competition. Clubs are free to select the tasks that best suit their available venue, vehicles, and resources. Each task includes full instructions, scoring criteria, and penalty guidelines.

All tasks are evaluated objectively using score sheets. The text in this document has been developed by the FIA Technical Committee.

Tasks included in this document

1. Parking Parcours
2. Damage Reduction Parcours
3. Roll Car (Trolley Wheels)
4. Bowl Slalom
5. Dynamic Slalom
6. Precision Parking
7. Circuit Driving (Precision Driving, not Speed)
8. Camera Car
9. Mixed Surface Slalom
10. Easy Drift
11. Off Road Driving
12. Braking – Avoiding Obstacles
13. Car Control – Spin Plate
14. Wheel Change
15. Ecodriving
16. First aid



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General Rules

The following procedure applies to most driving tasks in the Best Young Driver competition. Before the task begins, the instructor walks the course with the contestant to explain the route, cones, gates and any specific requirements. There is no test run – competitors must complete the task from their first attempt.

When ready, the contestant prepares their driving position (seat, mirrors, steering wheel), then gets out of the car and starts the stopwatch, which is placed outside the car. They then get back into the car, fasten their seatbelt, and begin driving. Wearing the seatbelt is mandatory at all times and under no circumstances may a competitor drive without one. If a competitor is found driving without their seatbelt fastened, the instructor will stop them immediately. The competitor may only continue once it is properly fastened. The time lost during the stop counts as part of their overall time, and the maximum seatbelt penalty is added on top.

On completing the course, the contestant must bring the car to a stop, apply the parking brake and switch off the engine before getting out and stopping the stopwatch. Failure to make the vehicle safe in this way will result in a time penalty.

The final result is based primarily on precision, not speed. Any competitor who strikes a cone is automatically placed at the bottom of the rankings – hitting a cone is treated like a real-world collision: an immediate and serious failure. If all competitors strike at least one cone, the ranking reverts to time-based, with cone strike penalties added on top of the recorded time. These penalties are cumulative and escalating: the first cone strike adds 5 seconds, the second 10, the third 15, the fourth 20, and so on. The competitor who completes the course without striking any cone and in the shortest time wins the task.

These general rules do not apply to the Eco Driving, First Aid and Wheel Change tasks, which each follow their own specific procedures as described in their respective sections below.



1. Parking Parcours

Purpose

The aim of this task is to test precision driving and spatial awareness in a controlled space using forward and reverse gears. Try and make it a fun competition! A manual gearbox car is best suited to test clutch and gear control.

Method

Lay out a course to drive a car, using cones or use a natural roadway, from a starting gate to a finishing gate, you can make the course return to the start point to finish. Along the course you can create parking tasks, a left bay park, a right bay park and a garage park that can be completed by driving into the garage forwards, or in reverse. You can create a box of cones 7m x 7m where a competitor needs to enter the box, turn around, then exit.

Place judges of fact on the course to witness the driving and spot any cone strikes. A stopwatch is available for the competitor to use; this can be on a mobile phone or tablet.

Scoring & Penalties

The competitor starts the stopwatch and gets into the car. The competitor must fit their safety belt first before driving off and completing the course. The task is timed to see who can complete it with the best driving precision, in the shortest time, with minimum penalties.

This task has escalating penalties. A cone strike is technically parking damage to the car. When the competitor finishes the task, they must stop and make the car safe, with the parking brake applied and switch off before removing the safety belt. They get out of the car and stop the stopwatch.

Situation	Penalty
1st cone / gate strike	+5 seconds
2nd cone / gate strike	+10 seconds
3rd cone / gate strike	+15 seconds
4th cone / gate strike	+20 seconds (escalates further)
Failure to make vehicle safe (parking brake + switch off)	+60 seconds
Failure to fit seatbelt before driving	+120 seconds

Result

An error-free run ranks above a faster run with penalties. Penalties shown are examples and may be adjusted. The shortest time after any penalties are added wins.



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2. Damage Reduction Parcours

Purpose

The aim of this task is to test precision driving and spatial awareness in a controlled space using forward and reverse gears. Try and make it a fun competition! A larger vehicle such as a small/medium-sized delivery van, that is age and licence compliant for the competitors, can be used for this task. This makes it more challenging than using a car as the van will have restricted view and the competitor will need to use the side mirrors to manoeuvre.

Method

Lay out a course to drive, using cones or use a natural roadway, from a starting gate to a finishing gate, you can make the course return to the start point to finish. Along the course you can create parking tasks, reversing tasks and even a garage park to replicate delivery driving.

Place judges of fact on the course to witness the driving and spot any cone strikes. A stopwatch is available for the competitor to use; this can be on a mobile phone or tablet.

Scoring & Penalties

The competitor starts the stopwatch and gets into the van. The competitor must fit their safety belt first before driving off and completing the course. The task is timed to see who can complete it with the best driving precision, in the shortest time, with minimum penalties.

This task has escalating penalties. A cone strike is technically parking damage to the van. When the competitor finishes the task, they must stop and make the van safe, with the parking brake applied and switch off before removing the safety belt. They get out of the van and stop the stopwatch.

Situation	Penalty
1st cone / gate strike	+5 seconds
2nd cone / gate strike	+10 seconds
3rd cone / gate strike	+15 seconds
4th cone / gate strike	+20 seconds (escalates further)
Failure to make vehicle safe (parking brake + switch off)	+60 seconds
Failure to fit seatbelt before driving	+120 seconds

Result

An error-free run ranks above a faster run with penalties. Penalties shown are examples and may be adjusted. The shortest time after any penalties are added wins.



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3. Roll Car (Trolley Wheels)

Purpose

The aim of this task is to test precision driving in a controlled space using forward gears. A front wheel drive only car with an automatic gearbox, a front wheel drive only manual gearbox car, or a front wheel drive only EV, can be used for this task.

⚠ A level surface in good condition is required to allow the trolley wheels to move freely during the task. A surface on an incline should be avoided or the rear wheels will slide too easily.

Method

The rear wheels of the car are raised, and a small 4-wheel trolley is carefully secured under each rear wheel. This makes the car drive like a supermarket trolley, and it can easily go out of control!

Lay out a course to drive the car in a giant slalom using gates (poles in cones) from a starting gate to a finishing gate; you can make the course return to the start point to finish. Place judges of fact on the course to witness the driving and spot any cone or gate strikes. A stopwatch is available for the competitor to use; this can be on a mobile phone or tablet.

Scoring & Penalties

The competitor starts the stopwatch and gets into the car. The competitor must fit their safety belt first before driving off and completing the course. The task is timed to see who can complete it with the best driving precision, in the shortest time, with minimum penalties.

A gate strike is technically damage to the car. When the competitor finishes the task, they must stop and make the car safe, with the parking brake applied and switch off before removing the safety belt. They get out of the car and stop the stopwatch.

Situation	Penalty
1st cone / gate strike	+5 seconds
2nd cone / gate strike	+10 seconds
3rd cone / gate strike	+15 seconds
4th cone / gate strike	+20 seconds (escalates further)
Failure to make vehicle safe (parking brake + switch off)	+60 seconds
Failure to fit seatbelt before driving	+120 seconds

Result

An error-free run ranks above a faster run with penalties. Penalties shown are examples and may be adjusted. The shortest time after any penalties are added wins.



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4. Bowl Slalom

Purpose

The aim of this task is to test precision driving and spatial awareness in a controlled space using forward and reverse gears. A manual gearbox car is best suited to test smooth and accurate clutch and gear control.

On the bonnet of the car a bowl is mounted and contains a ball. The ball is fixed to the bowl with rope. If the ball falls out of the bowl, the competitor must stop, make the car safe and put the ball back in the container before driving again.

Method

Lay out a course to drive a car, using gates (poles in cones) to form a giant slalom, from a starting gate to a finishing gate; you can make the course return to the start point to finish.

Place judges of fact on the course to witness the driving and spot any cone or gate strikes and if the ball falls from the bowl. A stopwatch is available for the competitor to use; this can be on a mobile phone or tablet.

Scoring & Penalties

The competitor starts the stopwatch and gets into the car. The competitor must fit their safety belt first before driving off and completing the course. The task is timed to see who can complete it with the best driving precision, in the shortest time, with minimum penalties.

A gate strike is technically damage to the car. When the competitor finishes the task, they must stop and make the car safe, with the parking brake applied and switch off before removing the safety belt. They get out of the car and stop the stopwatch.

Situation	Penalty
1st cone / gate strike	+5 seconds
2nd cone / gate strike	+10 seconds
3rd cone / gate strike	+15 seconds
4th cone / gate strike	+20 seconds (escalates further)
Failure to make vehicle safe (parking brake + switch off)	+60 seconds
Failure to fit seatbelt before driving	+120 seconds

Result

An error-free run ranks above a faster run with penalties. Penalties shown are examples and may be adjusted. The shortest time after any penalties are added wins.



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5. Dynamic Slalom

Purpose

The aim of this task is to test precision driving and spatial awareness in a controlled space using forward and reverse gears. A manual or automatic gearbox car is suited to this task.

The test is an error-free drive through a very narrow cone course against the clock, making as few mistakes as possible. This is like an Autotest Competition and can include a reversing element if required.

⚠ If you lay out a course that is too open, the speed will be too high and make this dangerous. Make sure precision is tested over speed in this task.

Method

Lay out a course to drive a car, using cones to make gates to drive through, from a starting gate to a finishing gate. You can make the course return to the start point by placing a roundabout at one end of the course.

Place judges of fact on the course to witness the driving and spot any cone strikes. A stopwatch is available for the competitor to use; this can be on a mobile phone or tablet.

Scoring & Penalties

The competitor starts the stopwatch and gets into the car. The competitor must fit their safety belt first before driving off and completing the course. A cone strike is technically damage to the car. When the competitor finishes, they must stop, apply the parking brake, switch off, and then stop the stopwatch.

Situation	Penalty
1st cone / gate strike	+5 seconds
2nd cone / gate strike	+10 seconds
3rd cone / gate strike	+15 seconds
4th cone / gate strike	+20 seconds (escalates further)
Failure to make vehicle safe (parking brake + switch off)	+60 seconds
Failure to fit seatbelt before driving	+120 seconds

Result

An error-free run ranks above a faster run with penalties. Penalties shown are examples and may be adjusted. The shortest time after any penalties are added wins.



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6. Precision Parking

Purpose

The aim of this task is to test precision parking and spatial awareness in a controlled space using forward and reverse gears. A manual gearbox car is best suited to test clutch and gear control.

This is a different task to 'Parking Parcours' as measurements are taken.

Method

Lay out a course to drive a car, using cones or use a natural roadway, from a starting gate to a finishing gate; you can make the course return to the start point to finish. Along the course you can create parking tasks, a left bay park, a right bay park and a garage park that can be completed by driving into the garage forwards, or in reverse.

Place judges of fact on the course to witness the driving and spot any cone strikes. A stopwatch is available for the competitor to use; this can be on a mobile phone or tablet.

It is suggested that you select one bay park and one garage park where you take precise measurements. Once the competitor is happy they have completed their parking manoeuvre they shout 'stop.' At this point the competitor pauses the stopwatch, and the judges measure the distance to the edge of the kerb (cones) or edge of the garage wall (cones). Once the measurement is taken the competitor shouts 'start' and restarts the stopwatch, and continues the task.

Scoring & Penalties

The competitor starts the stopwatch and gets into the car. The competitor must fit their safety belt first before driving off and completing the course. The task is timed to see who can complete it with the best driving precision, in the shortest time, with minimum penalties and parking closest to the kerb edge or garage wall.

Situation	Penalty
1st cone / gate strike	+5 seconds
2nd cone / gate strike	+10 seconds
3rd cone / gate strike	+15 seconds
4th cone / gate strike	+20 seconds (escalates further)
Failure to make vehicle safe (parking brake + switch off)	+60 seconds
Failure to fit seatbelt before driving	+120 seconds
Each cm between car and cone measured	+5 seconds per cm



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Result

An error-free run ranks above a faster run with penalties. Penalties shown are examples and may be adjusted. The shortest time after any penalties are added wins.





7. Circuit Driving (Precision Driving, not Speed)

Purpose

The aim of this task is to test precision road driving and control with a maximum upper speed limit. The circuit can be driven using road techniques, not trying to set the fastest lap!

Method

Each competitor will be taken out on the circuit and given a demonstration of the controlled drive we are looking for by an instructor.

Competitors will drive 3 laps of the race circuit giving a demonstration of safe, positive, controlled, and precise driving to our assessors. Competitors can be assessed on the following areas:

1. In car discipline
2. Use of controls
3. Braking
4. Steering
5. Gear changing
6. Use of gears
7. Positioning
8. Cornering
9. Progress
10. Restraint
11. Vehicle sympathy
12. Smoothness / flow

This task will not be timed, and a maximum (road) speed limit can be set.

Scoring

The organising club can set out a marking guide where an instructor can give a score for each element of the driving:

Score	Description
1	Safety concern
2	Further refinement required
3	Competent
4	Very good
5	Excellent



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Result

The highest overall score for this task is the most competent driver.





8. Camera Car

Purpose

The aim of this task is to test precision driving and spatial awareness driving a course between cones (gates) in a forward direction to a stop. Then reverse through the same course using only the reversing camera fitted in the car. The rear window and/or mirrors can be covered. You can also cover only the rear screen so the competitor can use the door mirrors, or use a van with no rear window fitted.

Method

Lay out a course to drive the car forwards, using cones or use a natural roadway, from a starting gate to a stop point. Once the stop point is reached the competitor drives the car in reverse using only the view on the reversing camera screen and/or the door mirrors back to the finish.

Place judges of fact on the course to witness the driving and spot any cone strikes. A stopwatch is available for the competitor to use; this can be on a mobile phone or tablet.

Scoring & Penalties

The competitor starts the stopwatch and gets into the car. The competitor must fit their safety belt first before driving off and completing the course. A cone strike is technically damage to the car. When the competitor finishes, they must stop, apply the parking brake, switch off, and then stop the stopwatch.

Situation	Penalty
1st cone / gate strike	+5 seconds
2nd cone / gate strike	+10 seconds
3rd cone / gate strike	+15 seconds
4th cone / gate strike	+20 seconds (escalates further)
Failure to make vehicle safe (parking brake + switch off)	+60 seconds
Failure to fit seatbelt before driving	+120 seconds

Result

An error-free run ranks above a faster run with penalties. Penalties shown are examples and may be adjusted. The shortest time after any penalties are added wins.



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9. Mixed Surface Slalom

Purpose

The aim of this task is to test precision driving and car control across surfaces with contrasting grip levels, combining low and high grip surfaces.

The competitor must drive a giant slalom route between the cones or gates. Part of the course is on a low grip surface and part is on a high grip surface.

⚠ If you lay out a course that is too open, the speed will be too high and make this dangerous. Make sure precision and car control is tested over speed in this task.

Method

Lay out a course to drive a car, using cones to make gates to drive through, from a starting gate to a finishing gate. You can make the course return to the start point by placing a roundabout at one end of the course if required.

Place judges of fact on the course in a safe place to witness the driving and spot any cone strikes. A stopwatch is available for the competitor to use; this can be on a mobile phone or tablet.

Scoring & Penalties

The competitor starts the stopwatch and gets into the car. The competitor must fit their safety belt first before driving off and completing the course. A cone strike is technically damage to the car. When the competitor finishes, they must stop, apply the parking brake, switch off, and then stop the stopwatch.

Situation	Penalty
1st cone / gate strike	+5 seconds
2nd cone / gate strike	+10 seconds
3rd cone / gate strike	+15 seconds
4th cone / gate strike	+20 seconds (escalates further)
Failure to make vehicle safe (parking brake + switch off)	+60 seconds
Failure to fit seatbelt before driving	+120 seconds

Result

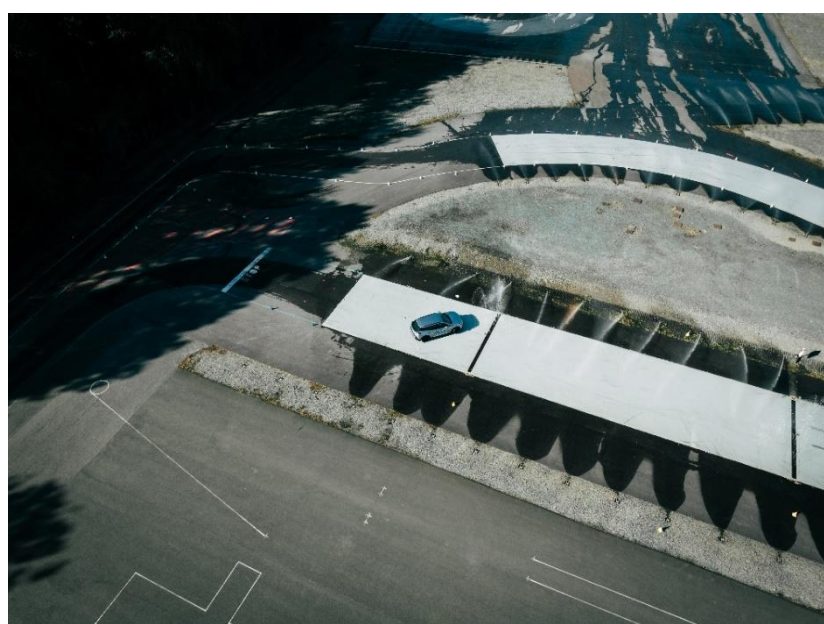
An error-free run ranks above a faster run with penalties. Penalties shown are examples and may be adjusted. The shortest time after any penalties are added wins.



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10. Easy Drift

Purpose

The aim of this task is to test precision driving and car control using 'Easy Drift' tyre covers to reduce the friction of the rear wheels, without the need of a special surface. The vehicle used must be front wheel drive.

The competitor must drive a giant slalom route between the cones or gates.

⚠ If you lay out a course that is too open, the speed will be too high and make this dangerous. Make sure precision and car control is tested over speed in this task.

Method

Lay out a course to drive a car, using cones to make gates to drive through, from a starting gate to a finishing gate. You can make the course return to the start point by placing a roundabout at one end of the course if required.

Place judges of fact on the course in a safe place to witness the driving and spot any cone strikes. A stopwatch is available for the competitor to use; this can be on a mobile phone or tablet.

Scoring & Penalties

The competitor starts the stopwatch and gets into the car. The competitor must fit their safety belt first before driving off and completing the course. A cone strike is technically damage to the car. When the competitor finishes, they must stop, apply the parking brake, switch off, and then stop the stopwatch.

Situation	Penalty
1st cone / gate strike	+5 seconds
2nd cone / gate strike	+10 seconds
3rd cone / gate strike	+15 seconds
4th cone / gate strike	+20 seconds (escalates further)
Failure to make vehicle safe (parking brake + switch off)	+60 seconds
Failure to fit seatbelt before driving	+120 seconds

Result

An error-free run ranks above a faster run with penalties. Penalties shown are examples and may be adjusted. The shortest time after any penalties are added wins.



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11. Off Road Driving

Purpose

The aim of this task is to complete a marked off-road course as error free as possible. A manual gearbox off-road vehicle is best suited to test smooth and accurate clutch and gear control. An off-road instructor should be present in the car to take control if needed. The course should be challenging.

Method

Lay out an off-road course to drive a car, using gates (poles in cones) to form the route, from a starting gate to a finishing gate; you can make the course difficult by making the gates narrow.

Place judges of fact on the course to witness the driving and spot any cone or gate strikes. The instructor holds a stopwatch; this can be on a mobile phone or tablet.

Scoring & Penalties

The competitor starts the stopwatch held by the instructor; they are already in the car. The competitor must fit their safety belt first before driving off and completing the course. The task is timed to see who can complete it with the best driving precision, in the shortest time, with minimum penalties.

A gate strike is technically damage to the car. When the competitor finishes the task, they must stop and make the car safe, with the parking brake applied and switch off, and stop the time on the stopwatch before removing the safety belt.

Situation	Penalty
1st cone / gate strike	+5 seconds
2nd cone / gate strike	+10 seconds
3rd cone / gate strike	+15 seconds
4th cone / gate strike	+20 seconds (escalates further)
Failure to make vehicle safe (parking brake + switch off)	+60 seconds
Failure to fit seatbelt before driving	+120 seconds

Result

An error-free run ranks above a faster run with penalties. Penalties shown are examples and may be adjusted. The shortest time after any penalties are added wins. You can place a maximum overall time on the task to ensure that competitors do not go too slowly on the course.



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12. Braking – Avoiding Obstacles

Purpose

The aim of this task is to test reaction time when driving on a slippery surface (wet) and at a defined speed. The approach speed is measured by radar. At a pre-determined point, the driver must react to a red light in the car and brake firmly using the ABS. Then they must steer the car under braking to avoid the obstacle in their path — this will be a cone (or cones) directly in front of the car. If available, an inflatable car can be used, or a waterwall on the slippery surface.

Technical Requirements

This task needs speed measuring and reaction time testing equipment that driving centres may have. Please ask the FIA Technical Committee for further advice on how to set up this task.





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13. Car Control – Spin Plate

Purpose

The aim of this task is to test regaining control of a vehicle that has been knocked off course and to bring a vehicle back into a stable driving condition between 45 and 60 km/h after the rear loses grip from a kick on a mechanical spin plate.

Technical Requirements

This task will require a driving centre with a mechanical kick plate installed. Please ask the FIA Technical Committee for further advice on how to set up this task.





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14. Wheel Change

Purpose

The aim of this task is to perform a wheel change on a vehicle in the safest way and in the shortest possible time.

Method

Using a car, the trolley jack is placed ready against the jacking point, but the car is not raised. This is to minimise the risk of damage to the vehicle.

You will need a pair of gloves, a wheel brace, a torque wrench and a spare wheel for this task; they should be laid out ready for the competitors.

The tyre change procedure will be explained by the instructor supervising the task.

The competitor puts on the high visibility vest and gloves.

When you finish the task, everything must be put back ready for the next competitor.

Scoring & Penalties

The competitor starts the stopwatch held by the instructor and then changes the wheel in the way they have been shown. The task is timed to see who can complete it with precision, in the shortest time.

Time penalties can be awarded by the instructor for not following procedures, not using the required safety gear or not using the torque wrench to finish the tightening process correctly.

Result

The shortest time with the fewest penalties wins.





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15. Eco Driving

Purpose

The aim of this task is to test how efficiently a competitor can drive, encouraging smooth, fuel-conscious and environmentally aware driving technique rather than outright speed. The task can also be run using a driving simulator if a route is not available.

Method

All competitors drive the same pre-defined route, in the same type of vehicle (same tyres, engine, gearbox and fuel), so that results are comparable. The route should take around 10–15 minutes to complete. This task can also be done on a driving simulator.

Fuel consumption and overall time are measured for each competitor. The organiser should set a maximum time for the route in advance, to discourage competitors from driving unrealistically slowly purely to save fuel.

Scoring & Penalties

Competitors are ranked by lowest fuel consumption recorded over the route. Any competitor who exceeds the maximum time set by the organiser is penalised; in the event of a tie on consumption, the competitor with the faster time is ranked higher.

Result

The competitor with the lowest fuel consumption wins.



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16. First Aid

Purpose

The aim of this task is to test whether a competitor can respond correctly and safely to a simulated road accident, demonstrating practical first aid knowledge and the correct emergency procedure.

Method

A road accident scene is simulated, with one or more injured persons involved. At least 3–4 scenarios should be prepared and shared with the participating teams a minimum of four weeks before the event, so that contestants can prepare.

The competitor drives a car and arrives at the simulated accident scene. They must then, in order: switch on the hazard warning lights, put on a reflective vest, secure the scene with a warning triangle, call the emergency services, and give first aid to the injured person according to the scenario presented. The organiser should set a maximum time for completing the task.

Scoring & Penalties

Contestants are ranked by highest total score, awarded as follows:

1. 5 points for switching on the hazard warning lights
2. 5 points for putting on the reflective vest
3. 5 points for securing the scene with the warning triangle
4. 5 points for calling the emergency services (112)
5. Points for the quality of first aid given, assessed against the prepared scenario

Result

The competitor with the highest total score wins.

