

### **PLEASURE DRIVING – TURNOUT**

A pleasure driving class in which entries are judged primarily on the performance and quality of each turnout. To be shown both ways of the arena at a walk, slow trot, working trot and strong trot. To stand quietly and to rein back.

To be judged: 70% on the condition, fit and appropriateness of harness and vehicle, neatness and appropriateness of attire and overall impression: 30% on performance, manners and way of going.

### **PLEASURE DRIVING - WORKING**

A pleasure driving class in which entries are judged primarily on the suitability of the horse to provide a pleasant drive. To be shown both ways of the arena at a walk, slow trot, working trot and strong trot. To stand quietly, both on the rail and while lined up and to rein back.

All entries chosen for a workout may be worked both ways of the arena at any gait requested by the judge and /or may be asked to execute appropriate tests. To be judged: 70% on performance, manners and way of going of the horse(s): 20% on the condition and fit of harness and vehicle: 10% on neatness of attire.

### **TOWN & COUNTRY**

Same rules as **Timed Obstacles** with the following exceptions: Obstacles are set at 80 inches (2.0M) for all competitors. At least 30% of the obstacles must not be a pair of cones, but instead an obstacle that could be encountered while out driving through town or country; i.e. mailbox and cones, trash barrel and cone, flagpole and a cone, fence section and cone, poles set like guardrails, wood piles, artificial animal or bridge

**Timed Obstacles** are a traditional cones/obstacle driving class. A pre-set course will be setup and timed. Minimum clearance will be announced or posted. Course penalties added to time. Lowest score wins.

**HORSES MAY BE SHARED BETWEEN DIVISIONS; DRIVERS MAY GO AS GROOMS WITH ANOTHER TURNOUT.**

### **DOUBLE JEOPARDY:**

Entry consists of two drivers in one carriage. First driver goes through the start and drives the course to the finish marker. After passing the finish marker and coming to a COMPLETE HALT, the second driver takes the reins and drives back through the start/finish, through the course backwards and again through the start/finish markers. The reverse course will be marked with numbers on different colored markers. Best time wins; course penalties are to be added to the time. Failure to come to a complete stop to change drivers may result in a 10 second penalty at the judge's discretion. DRIVERS MAY BE SHARED AND GO MORE THAN ONCE ON THE COURSE.

### **REINMANSHIP**

To be judged primarily on the ability and skill of the driver. To be shown at a walk, slow trot, working trot and strong trot. Drivers shall be required to rein back. All drivers selected for a workout may be worked at any gait requested by the judge and may be asked to execute a figure of eight and/or perform other appropriate tests. To be judged: 75% on handling of reins and whip, control, posture and overall appearance of the driver; 25% on the condition of the harness and vehicle and neatness of attire.