

DRIVING DIVISION

PERSONAL ATTIRE AND APPOINTMENTS

A. Required

1. Approved protective helmet
2. Riding boots with distinguishable heel
3. Gloves- required for carriage driving, optional for show type driving
4. Female - skirt and blouse, dress, or dress slacks and blouse. Shoulders must be covered and no plunging neck lines.
5. Male - shirt, tie and dress slacks.

B. Optional

1. Jacket
2. Lap Robe/Apron
3. Any protective safety equipment for the rider (protective vest, other)

C. Prohibited

1. Period costumes
2. T-shirts, sweatshirts, tank tops or crew neck shirts
3. Open-toed shoes, sandals, sneakers, clogs, shoes or boots with heels greater than 2"
4. Spurs

TACK AND EQUIPMENT

A. Required

1. Appropriate 2 or 4 wheeled vehicle, stable and in good repair
2. Standard bridle with blinkers/blinders
3. Snaffle or driving bit (i.e., Liverpool or Buxton) Bits may be covered with rubber or leather.
4. Whip, must be able to touch the back pad of the harness while the driver is seated. Lash shall not go past the point of the shoulder.
5. Driving harness
6. Pinky loop is required if the reins fall out or between the floorboards or basket of cart.

B. Optional

1. Driving martingales
2. Over or Side Check
3. Breeching or Thimbles

C. Prohibited

1. Racing sulkies and chariots
2. Quarter boots
3. Twisted wire or wire bits
4. Draw reins, side reins, chambon, nose reins, gogue and other similar training devices.

PLEASE NOTE: This does not include the use of overcheck or side check.

D. Allowed in practice and warm-up rings

1. Same as show ring

E. Specifications

1. Vehicle - Any appropriate 2 or 4 wheeled vehicles is acceptable as long as it is of good repair and stability. It is the responsibility of each competitor to ensure that harness and vehicle are in good repair and structurally sound.

2. Harness - There shall be no restrictions on the type of harness used as long as it is appropriate for the type of equine and vehicle used. Lines may be placed under the shoulder strap going to the breast collar.

GENERAL SPECIFICATIONS

- A. Entries to be shown to a suitable 2 or 4 wheeled vehicles with an appropriate harness.

Required gaits shall be the walk/ flat walk, working trot/pleasure trot, and extended trot/road trot. When asked to extend the trot, entries should show both speed and form. The pleasure driving equine should be light-mouthed and capable of being taken up at any time, willing to walk and stand quietly and to back easily and readily. All drivers (Jr. or Sr.) may have an adult passenger at their option. The adult passenger would be a knowledgeable adult, who is over 18 years of age. Any 4-Her 13 and under is recommended to have experienced adult passenger. Excluding mini based on size limitations. The accompanying adult may dismount and serve as a header but shall render no other assistance except in an emergency. No pets shall be allowed in the cart. Any communication with or attempt by the adult to influence the exhibitor in any way except in an emergency situation shall be cause for dismissal and disqualification of the entry at the discretion of the judge.

B. Headers **MUST** be called into the ring when horses are called to line up. If drivers are to stand for an extended amount of time headers are required. Headers **MUST** have working experience with driving animals. Headers **ARE REQUIRED** at any 4-H sanctioned show.

C. Outside assistance (such as coaching from the rail) in any class after the judging has begun entails disqualification unless the safety of the exhibitors and horses are at risk.

D. All classes shall be for a single hitched equine (no teams or tandem hitches).

E. Equines should never be left unattended while put to a vehicle. Failure to observe this rule shall cause immediate elimination.

F. Under no condition is a bridle to be removed from an equine while it is still put to a vehicle. If this occurs, it is an automatic elimination.

G. A driver who leaves his or her cart; except at the judge's direction; shall be eliminated. At the judge's discretion the contestant may be permitted to complete the class, but not place.

H. It is obvious that, however complete rules may be, they never can cover all possible situations which may arise. If a matter cannot be solved by interpreting the rules to the letter, the solution to be adopted by the show management should lie in a principle which follows as nearly as possible the spirit of the rules.

I. *A Technical Delegate/4-H Show Steward conversant with the 4-H Driving Division rules shall be present at all 4-H driving competitions. A Technical Delegate/4-H Show Steward (TD/SS) has no authority in connection with the judging of an event except as specifically noted. The TD/SS shall point out in a diplomatic manner any instance where 4-H rules and directives are not enforced and shall have the authority to eliminate from that class and from the show, entries that fail to comply. The TD/SS should not dictate to judges or management but should immediately report to the appropriate officials any violations of the rules which might invalidate a class or induce disciplinary action. The TD/SS should be made available to judges, exhibitors, and management at all times to clarify the application of 4-H rules and investigate any situation in which the rules are not upheld.*

J. *Each exhibitor is responsible to present themselves and their turnout to the TD/SS at least 5 minutes prior to the start of each class for safety check of all tack, equipment and appointments. Failure to meet requirements shall result in immediate elimination by the TD/SS.*

K. If during a class any breakage occurs to the cart or harness, the exhibitor will be granted a two-minute time out, if not repaired in the time out disqualification occurs.

L. Exhibitors must have whip in hand OR in a whip holder. Whip holder must be placed so that the driver must not reach over his or her lines to pick up the whip.

CLARIFICATION OF GAITS - The following descriptions constitute the approved standard for performance of each of the recommended gaits in the various divisions of a pleasure driving competition. All gaits will be appropriate for breed standards.

A. Walk - A free, regular, flat-footed unconstrained walk of moderate length is required. The equine should walk energetically but calmly, with 4 even and determined steps.

B. Pleasure trot - The equine should go forward freely and straight, engaging the hind legs with good hock action, on a taut but light rein, the position being balanced and unconstrained. The steps should be as even as possible. The hind feet touch the ground in the footprints of the fore feet. The degree of energy and impulsion displayed at the working trot denotes clearly the suppleness and balance of the equine.

C. Extended trot - Clear but not excessive increase in pace and lengthening of stride while remaining well balanced and showing appropriate lateral flexion on turns; light contact to be maintained. Excessive speed shall be penalized.

D. Halt – Equine and vehicle should be brought to a complete square stop without abruptness or veering. At the halt, the equine should stand attentive, motionless and straight, with the weight evenly distributed over all four legs, and be ready to move off at the slightest indication from the driver.

E. Rein back - This is backwards movement in which the legs are raised and set down simultaneously in diagonal pairs with the hind legs remaining well in line. To be performed in two parts: 1) rein back at least four steps, unhurried; with head flexed and straight, pushing back evenly in a straight line using light contact and quiet aids; and 2) move forward willingly to the former position using the same quiet aids. Horse is not to be penalized if it steps forward a step or two prior to backing.

DRIVING CLASSES

REINSMANSHIP

Class Procedure:

1. All contestants to enter the ring tracking right at the walk until otherwise directed by the judge.
2. Equines will be shown both ways of the arena at a walk, working trot, and extended trot. Drivers shall be required to rein back.
3. All drivers will be asked to perform a workout and must be worked both ways of the arena at any gait requested by the judge and may be asked to execute a figure 8 and perform any other appropriate tests.

Reinsmanship Tests may include:

- Back four (4) steps and return to place in line.
- Drive a circle—size at judge's direction.
- Drive a figure-eight.
- Drive at an extended trot/increased intermediate gait.
- Negotiate a simple obstacle (i.e., drive between two (2) obstacles at a working trot or halt between two (2) given markers).
- Pivot (turn) with one wheel in place, left or right, at 90°, 180°, or 360°, at judge's direction.
- Back between two (2) markers.
- Drive at the extended flat-footed walk.

Basis of Judging:

Judged as an equitation class on hands, proper harnessing, hitching, and correct driving techniques.

Driver should be able to change gaits quickly, smoothly, and unobtrusively while always maintaining contact and using correct driving techniques.

90% on handling of reins and whip, control, posture, and overall appearance of the driver.

10% on proper harnessing and hitching, condition of harness and vehicle, and neatness of attire.

Disqualifications: See # 14 under General Rules, this applies to all Driving classes

PLEASURE DRIVING

Class Procedure:

1. All contestants to enter the ring tracking right at the walk until otherwise directed by the judge. They shall then be required to perform at each of the required gaits. They shall then be reversed at the walk or working trot and required to repeat the same procedure in that direction. It is suggested that the reverse be done by turning toward the center of the ring and then crossing diagonally to the other side of the ring, proceeding in the opposite direction.
2. After completing the procedure above, the judge shall ask exhibitors to line up, to rein back individually at the judge's command, and to stand quietly.
3. Equines should be shown on the rail at all times except when passing and should go to the far end of every corner without side reining.
4. The driver shall not leave his vehicle without permission of the ring master, then only for necessary adjustments to harness. Judging and Scoring In scoring, emphasis shall be placed on the suitability of the entry for pleasure driving rather than for use of the roadster or fine harness equine. Scoring to be based 90% on performance and manners, 10% on appointments.

Basis of Judging:

The pleasure driving horse should have basically the same general qualities as the pleasure saddle horse. Special emphasis is placed on the flat-footed walk and the pleasurability of the ride for the driver. The horse should be in balance with a head and neck carriage typical of its breed or type, should be light-mouthed, and have a free way of moving. At all gaits, it must work in form (i.e., head held quietly, mouth closed, and legs working beneath itself). The traces should be steady at all times, demonstrating consistency of forward motion and that the horse is pulling from the traces, not from the mouth or saddle. Erratic movements are highly undesirable. Hesitation or breaking stride will be penalized

Disqualifications: See # 14 under General Rules, this applies to all Driving classes

PRECISION DRIVING

Class Procedure:

This competition tests the skill of the driver, the obedience and handiness of the animal, and the accuracy with which the course is driven.

Faults:

First and second refusal, displacing marker, hoof and wheel outside marker, and breaking gait.

Elimination:

Three (3) accumulated refusals, receiving outside assistance, showing an obstacle to the horse, taking an obstacle out of order (off course).

Judging :

Based on performance, manner, and appropriateness of entry.

Competitors will be required to drive over a course consisting of six (6) to eight (8) obstacles (see Figure 3). The course will be irregular, necessitating changes of direction. Markers indicating obstacles will be at least 12 inches wider than the outside hub of the wheels of each vehicle. Markers indicating obstacles will be at least 12 inches high. (Traffic cones with tennis balls on top work well—see Figure 4). *Lanes may be defined by rails at least three (3) inches in diameter*

Basis of Judging:

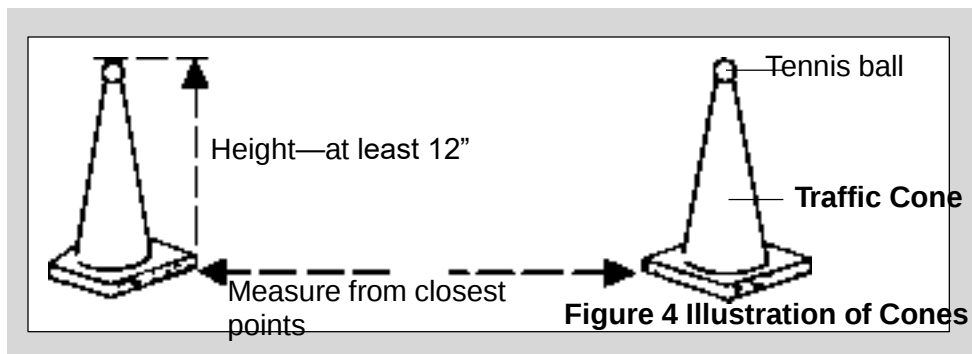
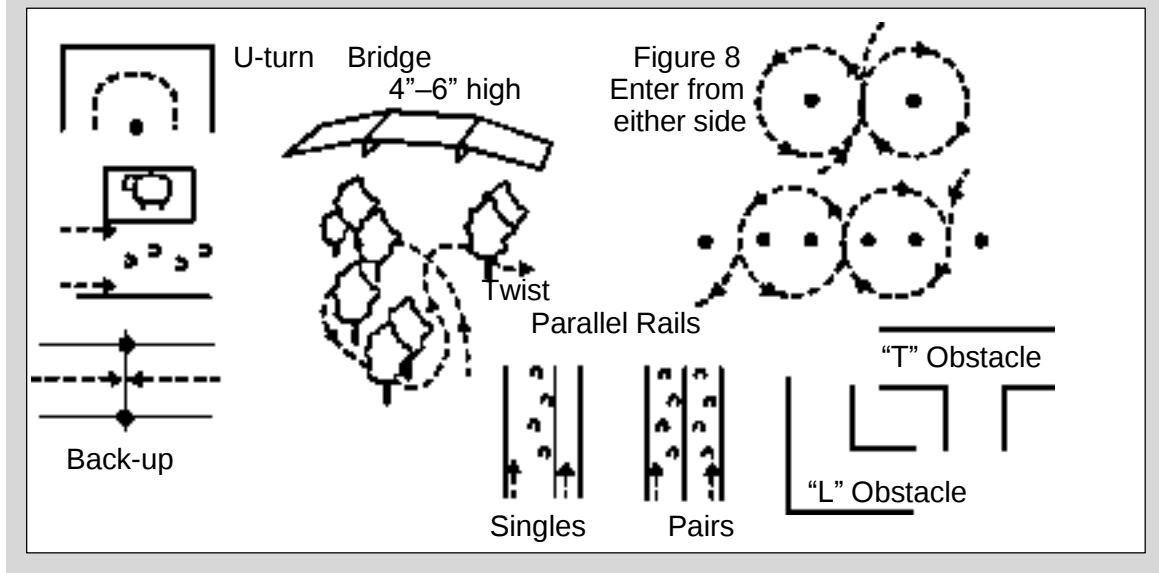
The purpose of the competition is to test the skill of the driver and the obedience and handiness of the animal.

80% on the fault system

20% on manners and smoothness of performance

Disqualifications: See # 14 under General Rules, this applies to all Driving classes

Figure 3 Examples of Obstacles



COURSES

Course #1: (see Figure 1)

- (1) Enter at a trot
- (2) Trot through 10-foot square (four [4] cones)
- (3) Trot a serpentine of four (4) cones (25' apart)
- (4) Walk with right wheel(s) between poles (6"-8" apart)
- (5) (A) (B) Trot a figure-eight
- (6) Walk with left wheel(s) between poles (6"-8" apart)
- (7) Walk a serpentine
- (8) Walk into square, stop with wheels (front) between front cones, back four (4) steps, return to forward position
- (9) Stand quietly until dismissed by judge or ringmaster

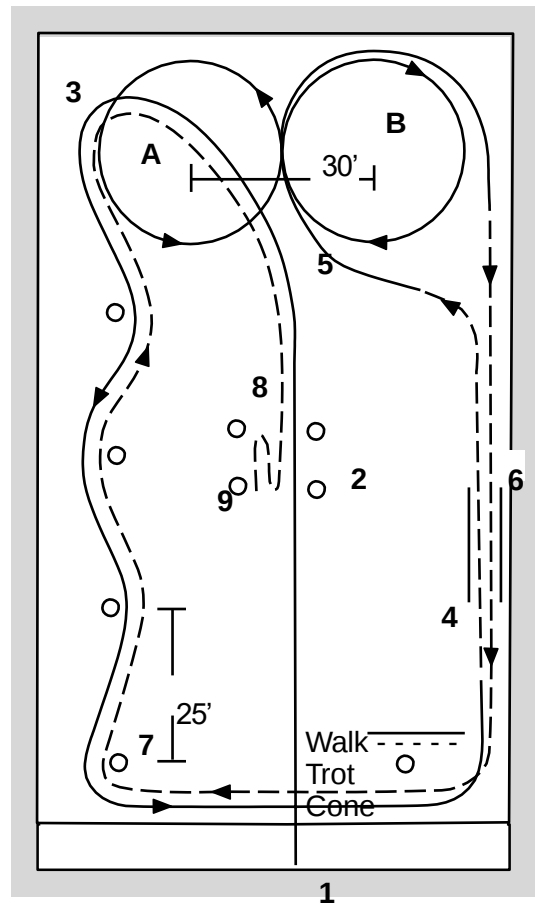


Figure 1 Precision Driving
Standard Course #1

Course #2: (see Figure 2)

- (1) Enter at a trot
- (2) Trot through two (2) pairs of cones (10' square, CDEF)
- (3) Trot a figure-eight (go to the left cone first)
- (4) Trot a serpentine of five (5) cones (25' apart)
- (5) Walk with right wheel(s) between poles (6"-8" apart)
- (6) Walk to top of four (4) cone square (CDEF) pivot 90 degrees to the right, back to the farthest set of cones (EF), stand ten (10) seconds, trot out of square
- (7) Trot with left wheel(s) between poles and exit

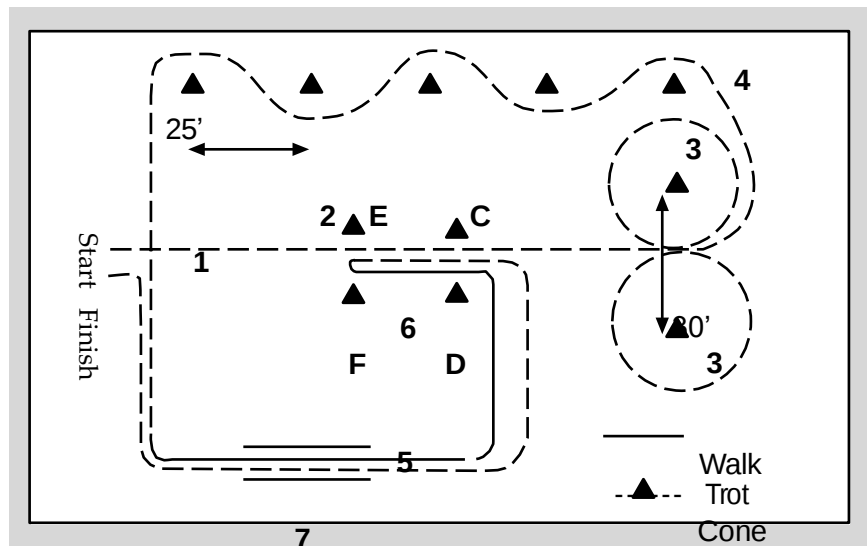


Figure 2 Precision Driving, Standard Course #2

OBSTACLE DRIVING

All Equines - Not timed, and to be judged similar to an In-Hand Obstacle/Trail class

Class Procedure:

General course requirements shall include the following:

1. All obstacles driven over a prescribed course.
2. The maximum width of "L" and "U" shaped obstacles shall be 10' and 13', respectively, for large equines; 8' and 10', respectively, for small equines.
3. While many devices prove useful as obstacle markers, the "traffic cones" are the most easily obtained and quickly set.
4. Competitors are prohibited from driving, leading, or riding their equines on any course at any time prior to the competition. It is advisable, however, for competitors to walk the course prior to the competition.
5. Equines must be three years old for obstacle driving
6. All obstacles must be numbered on the course in order of sequence

Basis of Judging:

1 Point Penalties

1. Knocking over start or finish marker
2. Knocking down or dislodging obstacle
3. First disobedience*
4. First break from trot to canter
5. Each hoof outside marker
6. Wheel outside marker

2 Point Penalties

1. Second disobedience*
2. Second break from trot to canter

3 Point Penalties

1. Not completing an obstacle
2. 60 second time limit exceeded per obstacle – ask to move to next obstacle

0 Score on an obstacle

1. 3 refusals at one obstacle results in a zero score – ask to move to next obstacle

Elimination

1. Starting before signal
2. Failure to cross starting line w/in 1 min.
3. Failure to cross starting or finish line
4. Going off course (taking obstacles out of order)
5. Outside assistance
6. Failure to carry a whip
7. Breakage of harness or vehicle
8. Prolonged canter
9. The following is considered off course and shall result in elimination from the class:
 - Taking obstacle from wrong side
 - Skipping obstacle unless directed by judge
 - Attendants interfering with the performance of exhibitor

* **Disobediences** include:

1. Run-out - evading or passing an obstacle or the finish line.
2. Refusal - stopping for a prolonged time in front of an obstacle or stopping and then backing (even one step) in front of an obstacle. It is not considered a refusal if the equine stops and then immediately proceeds forward.
3. Any form of circle which causes a competitor to cross the original track between two consecutive obstacles, except to retake an obstacle after a refusal or run-out shall be penalized.

In the event of a tie, there will be a drive-off over a shortened course

Disqualifications: See # 14 under General Rules, this applies to all Driving classes

COMBINATION CLASS

Drive and Ride, All Equines - Junior/Senior

The personal appointments of all contestants entered in these classes shall, in addition to those specified for driving, also correspond to those personal appointments specified for the equitation class of the appropriate seat

Class Routine

1. To be shown in two sections:
 - a. In harness - to be shown to a suitable pleasure driving vehicle, both ways of the arena at a walk, pleasure trot, and extended trot. To stand quietly and to rein back.
 - b. Under saddle - to be shown both ways of the arena at a walk, trot or jog, and canter or lope. To stand quietly and to rein back.
2. Class routine shall include the following specifics:
 - a. In combination classes, each entry must be shown by the same person in all sections.
 - b. Two grooms or attendants may assist with unharnessing but shall not enter the ring until directed to do so.
 - c. **Removal of the bridle while an equine is put to a vehicle calls for automatic elimination.**
 - d. The vehicles are to be removed from the arena as soon as the unharnessing is completed.

Judging and Scoring

- 50% on performance, manners, way of going, and suitability in harness
- 50% on performance, manners and way of going under saddle.

Disqualifications: See # 14 under General Rules, this applies to all Driving classes

TIMED DRIVING GAMES

General Rules

- Appointments: Same as Driving Performance Classes.
- Harness and Vehicle: Same as Driving Performance Classes.
- Contestant's number must be clearly visible at all times on his or her back.
- Events will be timed on individual runs; awards will be given to those with the lowest (fastest) times.
- Contestants must enter and leave the arena at a walk or slow trot.
- Horse or pony must be under control of driver at all times.
- Driver must start course within one (1) minute of being given the starting signal.
- In case of a tie, the drivers may flip a coin or accept a tie-off. In breaking a tie, the loser takes the next lower position.
- In the event of a timer failure, a contestant with a clean ride (no disqualifications) will be entitled to a re-run and the time obtained will be used plus any penalties occurring in the re-run.
- In the event of interference, a re-drive, if requested by the driver, shall be at the discretion of the judge. All re-drives will be made after the last driver in the class has completed the course.
- Only contestants, ring crew, and officials are allowed in the arena.
- During the running of any event, all arena gates must be closed.
- In all events, two (2) poles thirty (30) feet apart shall designate the start-finish line. A horse must pass between these poles at the start and finish or be considered off course.
- Markers may be poles, barrels, or traffic cones. All markers must be at least 12 inches high.
- In all events, the ring crew will reset downed equipment only after the competitor has completed the course.

Penalties

There shall be a five- (5) second penalty assessed for each of the following:

- Knockdown of a marker.
- Break from a trot.

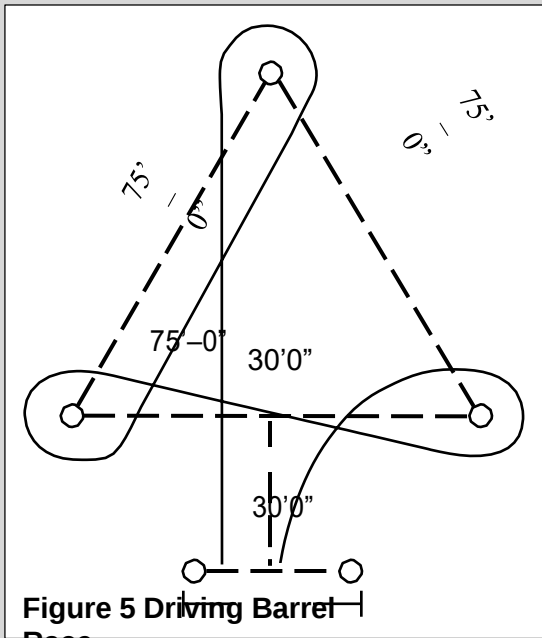
Disqualifications

- Off course—failure to complete the course as diagrammed.
- Refusals.
- Upsetting the start-finish poles.
- Stopping the timer before completion of course by any portion of horse or cart.
- Failure to start within one (1) minute of the starting signal.
- Unsportsmanlike conduct (use of profane language; unnecessary roughness and abuse of horse; disorderly conduct of any kind).
- A horse deemed out of control or unmanageable by a judge may be disqualified from the event and the entire show with no refund of entry fee.
- Upset of vehicle (if side of vehicle touches ground).
- See # 14 under General Rules, this applies to all Driving classes

EVENTS

Driving Barrel Race (see Figure 5)

Course: Three (3) markers placed in triangular formation 75 feet apart with first and second Markers placed 30 feet out from the start-finish line (see Figure 5). (Alternate course for narrow arena: first and second markers 33 feet out from start-finish line and 60 feet apart; third marker 30 feet from first and second markers.)



Pattern: Course may be driven to the right or to the left.

- *Right:* Driver crosses start-finish line, circles #1 marker to right, crosses to #2 marker, circles it to left, drives to #3 marker, circles it to left and returns across start-finish line.
- *Left:* Driver crosses start-finish line, circles #2 marker to left, crosses to #1 marker, circles it to right, drives to #3 marker, circles it to right and returns across start-finish line.

Driving Pole Bending Race (see Figure 6)

Course: Six (6) markers placed in a straight line, spaced 25 feet apart with the start-finish line 25 feet in front of the first marker (see Figure 6).

Pattern: May be driven in either direction. Driver crosses start-finish line, drives down the right or left side of markers; turns around #6 marker and weaves in and out of the line of markers; turns around #1 marker and weaves in and out of the line of markers again; turns around #6 marker and drives across the start-finish line.

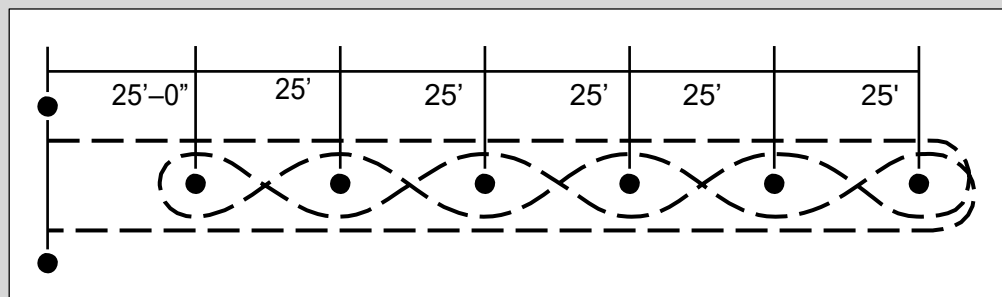
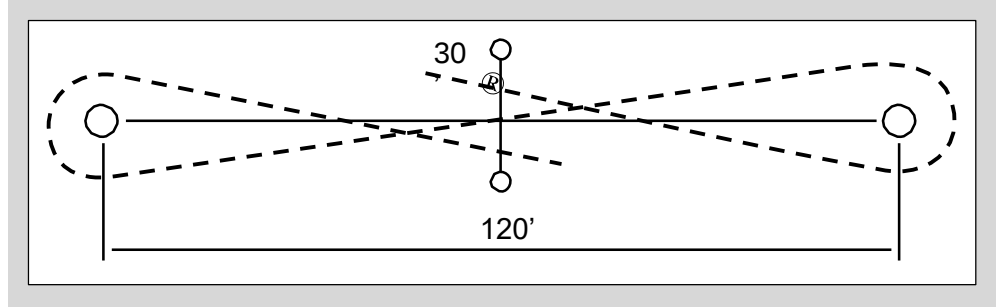


Figure 6 Driving Pole Bending Race

Driving Figure-Eight Stake Race (see Figure 7)

Course: Two (2) markers placed 120 feet apart with the start–finish line an equal distance (60 feet) between (see Figure 7).

Pattern: Driver may begin in either direction; turns around first marker, recrosses start–finish line, turns around second marker in opposite direction and completes the “8” pattern by passing over



the start-finish line.

Figure 7 Driving Figure Eight Stake Race

Driving Idaho Figure Eight (see Figure 8)

Course: Two (2) markers placed 100 feet apart with the first marker 20 feet from the start–finish line (see Figure 8).

Pattern: May be driven in either direction; driver crosses start–finish line, drives down the right or left side of markers, turns around #2 marker, crosses between the markers, turns around #1 marker, continues back to #2 marker in “8” pattern, turns around #2 marker and returns across start–finish line.

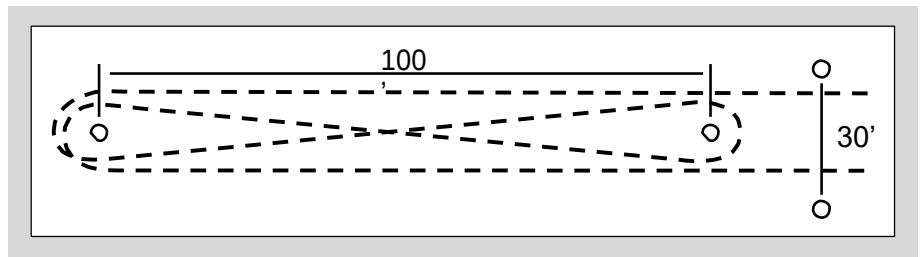


Figure 8 Driving Idaho Figure Eight

Driving Key Race (see Figure 9)

Course: Four (4) markers: #1 set to be 100 feet from the start–finish line, #2 set to be ten (10) feet beyond the first set, and at least 25 feet from the end of the arena (see Figure 9). In each set the markers are to be at least five (5) feet apart (at least two [2] feet wider than the outside hub of the wheels of the largest vehicle). (2'–10' poles may be substituted for the four [4] markers.)

Pattern: The driver crosses start–finish line, drives between markers beyond #2 set, turns in either direction, drives back between markers, and across start–finish line.

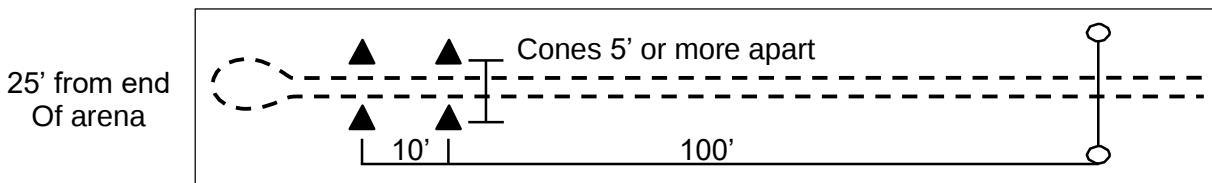


Figure 9. Driving Key Race

GAMBLER'S CHOICE – All Equines

Class Routine

1. Each driver has the same amount of time in which to negotiate as many obstacles as possible. Each obstacle is assigned a point value according to its degree of difficulty, the easier obstacles having a lesser value than the more difficult obstacles and each driver tries to obtain as high a point score as possible in the time allowed.
 - a. Obstacles may be driven in any order.
 - b. Each obstacle can be attempted twice and may be approached from either direction.
 - c. Drivers must attempt a different obstacle before returning to that obstacle for a second try.
 - d. Once an obstacle has been disrupted, it can no longer be attempted.
2. **If all obstacles are completed twice before the two-minute time limit**, the driver will exit through the finish line for the final point and time scoring.
3. A signal will show the end of two minutes, after the signal, the driver must exit through the finish line. At that point the total time on the course will be recorded. Time allowed must be stated.
4. In the case of a driver being committed to or in the process of negotiating an obstacle and if clean, will be awarded the points for that obstacle. Having completed the obstacle, the driver must proceed through the finish line for the total time on course to be recorded. Whether or not the driver was committed to the next obstacle at signal will be left to the discretion of the presiding official. No score will be awarded for an incorrectly completed obstacle.
5. In the event of equality of points, the fastest time recorded is the winner. If both of these are equal; the winner will be determined by a drive-off.

10 Second Penalties

1. Knocking over start or finish marker
2. First disobedience
3. Second disobedience
4. First break to canter

20 Second Penalties

1. Second break to canter

Elimination

1. Third disobedience
2. Starting before signal
3. Failure to cross starting line within 1 minute
4. Failure to cross starting or finish line
5. Outside assistance
6. Failure to carry a whip
7. Breakage of harness or vehicle
8. Third break or prolonged canter

DRIVING ALL AROUND

The purpose of this class is to show the versatility of the 4-H horse that is being driven. This is **NOT** strictly a reinsmanship, pleasure or halter class but a combination that will showcase the horse that is trail driven, show pen driven, or used as a family or lesson

equine. This class is not breed specific but is **DRIVING** specific. No registration papers are required for this class.

Judged 40% reinsmanship, 40% for pleasure driving and 20% on halter conformation.

Tack/Equipment/ Attire

All tack shall be clean, and in serviceable condition. Harness and vehicle should fit the horse and driver. Tack used shall comply with the rules in the Driving division. Attire shall be as set forth in the Driving division.

Class Routine

A true family 4-H horse is easy to handle, quiet, usually easy gaited and does not show undesirable mannerisms. His overall performance should be smooth, consistent and obedient.

1. All horses enter the ring in a counterclockwise direction. All horses will be asked to walk, pleasure trot, extend the trot and halt. Horses will be asked to rein back.
2. The first way of the ring, reinsmanship, will be the focus. The scoring will be evaluated on the horse's response to the driver, including the driver's ability to maintain optimal position and provide maximum performance. This will show the willingness of the horse to work with the driver to obtain peak reinsmanship and performance.
3. The second way of the ring, pleasure driving will be the focus. The scoring will be evaluated on the horse's suitability as a pleasure driving horse.
4. Once horses have gone both ways of the ring, they will be asked to come to the center; they will then be stripped of their tack and a halter placed on the horse for a halter line up and review.

Judging/Scoring

Reinsmanship ability: The horse's reaction to the rider's ability to effectively control his/her horse and maintain his/her basic position while doing so. **To be judged 40% on this portion.**

Pleasure driving ability: To be judged on manners, and performance and suitability as a pleasure driving horse, obedience and consistency of the performance will be considered as well as soundness, way of moving, general balance and patience with the driver. **To be judged 40% on this portion.**

Halter ability: A halter class is defined as a class where the horse is judged based upon its conformation. Selection should be of individuals in the order of their resemblance to the breed ideal represented and that are the most positive combination of balance, structural correctness, and movement with appropriate breed and sex characteristics and adequate muscling. Additionally, the horse and handler pair should be cooperatively working together to best show the horse's desirable halter characteristics. The condition of the horse also is considered. At the discretion of the judge, a horse may be penalized or eliminated from the class "if the horse appears sullen, dull, lethargic, emaciated, drawn or overly tired." **To be judged 20% on this portion.**

Disqualifications: See # 14 under General Rules, this applies to all Driving classes

DISCIPLINED RAIL DRIVING - HORSE, PONY OR MINIATURE

General

This class is to show the ability of a highly trained equine. To be shown in a two-wheeled cart.

Judge shall work the entries adequately but must not overwork the entries.
This is not a game or a fault-and-out class and shall not be judged on an elimination basis.

Scoring

Judging shall be on the basis of the best overall disciplined rail performance.
To be judged on performance, smoothness, obedience and consistency.

Procedure

This class routine shall be to perform work on the rail and will include, but not be limited to:

1. A flat-footed walk.
2. Pleasure trot.
3. Extended trot (not to exceed twice around the ring).
4. Starting with a flat-footed walk, through a pleasure trot to an extended trot.
5. Stand quietly.
6. Pivot (Pivot to side pass as though there was a wall in front and behind with one-wheel rolling). Pivot not to exceed 90 degrees. Judge may ask for both right and left or either.)
7. Back four (4) steps.

Disqualifications: See # 14 under General Rules, this applies to all Driving classes
Unsafe equipment, unruly behavior of the horse or driver or excessive use of the whip will be grounds for disqualification.

Additional driving events may be adapted as long as they follow standard rules.

PROPER HARNESS TERMINOLOGY

Reins - Usually buckled onto the bit. Reins that snap to the bit may break, fall apart, or catch on something else. Reins should pass through the terrets and have a buckle or swivel coupler for connecting the hand piece ends. The reins for both black and brown harness may be all brown or black from bit to rump and brown to connecting buckle. (Amish harness may have all black reins.)

Check Reins

Overhead Check Rein (Overcheck). Standard on Amish-type harness and in some breed divisions. It is a Y strap fastened to the driving snaffle or separate bridoon (check bit); it passes between the ears, through a keeper on the crown piece and attaches to the check hook on the top of the back pad or saddle.

Sidecheck Rein. Attaches to the top of the bit ring or check bit, then runs on either side of the head through rings connected to the crown piece at about eye level and on to the check hook on the back pad or saddle.

Breast Collar - Should lie at the base of the neck around the chest. It is adjusted for elevation by the neck strap.

Traces - May buckle to the breast collar or be a continuation of the breast collar. Traces should lie in line with the shafts. The trace ends fasten to the single tree (which pivots at its center to allow the free movement of the shoulders to be absorbed and to become forward motion) or to the shaft trace hooks.

Shaft Loops - Are buckled to each side of the saddle; they adjust the height of the shafts.

Saddle or Back pad - placed four (4) to eight (8) inches behind the withers. It is held in place by the girth and by the backstrap. The girth should be snug, but not as tight as a regular saddle cinch. The backstrap should be adjusted so that the crupper hangs about 1/2 inch below the dock.

Wrap Straps (Safety Straps) Attached to the girth by a keeper; they secure the shaft loops to the shafts. This usually is the position where the shafts curve closest to the body of the horse. The shafts may be covered with leather or have shaft stops attached to the shafts at this place. This arrangement may take the place of breeching on light show buggies or carts over level surfaces.

Breeching (Optional)

There are two main types of breeching in use:

- Breeching is hung from a quarter strap that passes through a loop on the back strap. The holdback strap is buckled around a "D" attached to the shaft. The horizontal breeching strap should rest where the hip curves into the leg. It should lay against the horse, neither floppy nor tight. The horse must be able to move freely at the trot on.

Kicking Strap (Optional) Used on single harness as a safety measure should a horse be inclined to kick in harness. It is also a safety measure with green horses. It is a long strap buckled to each shaft and passed through a loop on the backstrap over the croup of the horse.

Running Martingale May be used with an overcheck and snaffle bit. Adjust it so that the reins are in a straight line from the bit, through the rings of the martingale to the terrets. Do not use with side checks unless for safety reasons.

Driver's Position

The driver's position on the seat must be secure, but not so stiff that any sudden movement will cause a loss of balance. Sit up straight with the arms slightly extended, elbows slightly bent and close to the body. Look ahead between the ears of the horse. Hold the reins with a light hand, keeping constant contact with the horse's mouth. Adjust the seat and foot board to allow the knees to be comfortably bent. The feet should be just far enough apart to maintain balance—one foot slightly ahead of the other rather than spread apart. The whip is held at the point of balance, resting on the forefinger and lightly in the palm of the hand by the lower three fingers.

Hands - Driving with either one or both hands is optional and neither is given preference.

Driving with Two Hands

There are three options for holding the reins.

Option 1: Reins held between thumb and index (first) finger.

Option 2: Reins held between index (first) finger and middle (second) finger.

Option 3: Reins go under little finger OR between ring (third) and little (fourth) finger, come out between index (first) and middle (second) fingers, then between index finger and thumb and down through fist. This position offers the most control. *Hands* are held close together with the bight (buckle) of the reins held by the little finger. Holding this loop by the little finger of the left hand allows the left hand to control the reins and the right hand to control the whip. A rein loop

added to the buckle (i.e., shoelace section) to put over the little finger is easier on small hands than holding the bight of the reins.

Whip is held in the right hand at a 45° angle to the horse.

Turning

Turns may be made by rotating the left hand and a slight movement across the body to the left or right, by taking a loop, or by using the right hand.

Turning Left by Taking a Loop

Right hand holds the left rein with the second, third, and little fingers. The right hand is in front of the left hand approximately six inches (depending on the sharpness of the turn). Bring the right hand back so that therein forms a loop under the left thumb, which presses firmly down to hold the loop in position. The left hand is not moved forward as the loop is taken. Thumb releases loop when turn is completed. The left hand should be about seven inches in front of the center of the body, with the thumb pointed across the body, index finger extended, pointed slightly downward and to the rear. The near rein passes between the thumb and index finger. The off-side (right) rein passes between the second and the third fingers. Both reins are held firmly in the palm of the hand by the lower three fingers. The thumb is not pressed down on the rein except when a loop is taken up to turn a corner. The right hand, with the whip in palm, should always be ready to make any needed adjustment. The whip is held with the top well up, pointed across the body toward the horse's left ear.

Turning Right by Taking a Loop

Right hand takes hold of the right rein in exactly the same manner as above for turning left. The rein is held firmly under the left thumb until the turn is completed when the rein is released

Turning Left by Using the Right Hand

The right hand is placed on the left rein slightly in front of the left hand. The rein is held lightly downward, and backward pressure is put on the left rein. The horse will then turn left. The right hand is removed from the rein as soon as the turn is completed.

Turning Right by Using the Right Hand

To turn right, use the same procedure as above, with the right-hand putting light pressure on the right rein, releasing it as soon as the turn is completed.

Shortening the Reins

The right hand takes hold of both reins in front of the left hand: right rein between the ring and the little finger; left rein between the first and second fingers. The fingers of the left hand are relaxed to allow the reins to be pushed back between them by the right hand. When reins are shortened sufficiently, the fingers of the left hand are closed on the reins again and the right hand is released. Using this method, contact with the horse's mouth is not lost.

- The harness and vehicle must be in good repair and structurally sound.

Always bridle the horse before hitching him or her to the vehicle and attach the reins immediately.

- Always have the horse held while putting to a vehicle. If you must hitch alone, keep reins in one hand while you control the shafts with the other. Never back an animal between shafts that are on the ground.
- Never hitch or unhitch in unfamiliar surroundings without a capable person at the animal's head.
- **Never** leave the driver's reins unbuckled in case one rein drops while mounting or driving.
- **Never** allow passengers to enter a vehicle until you are seated with reins in hand and never dismount while passengers are in the vehicle.

- Drivers must remain a safe distance from other vehicles, especially in passing and lining up at the completion of work in a class.
- Ensure that your horse is physically fit to perform the tasks required.
- Always have shafts the proper length for the animal. There must be adequate room for the animal's hind legs to move freely at an extended trot and still have the shaft's tips at the point of the animal's shoulder.