

4.22 Reinsmanship.

4.22.1 General

A driving class in which entries are judged primarily on the knowledge, ability, and skill of the driver and the communication between driver and horse. Show the horse both ways of the ring at the walk, jog trot, and working trot or alternate gaits.

Drivers will be required to rein back. The horse should respond promptly and willingly. When the driver is jogging both feet should be resting on the stirrups or flat on the floor. The back should be straight, hands held forward no more than chest high, with elbows in a slightly cocked position. The driver should be driving on contact at all times. Reins may be held in one or two hands.

4.22.2 Scoring

To be judged 80% on handling of reins (and whip if used), control, posture, technique, and ability of driver and 20% on condition and fit of harness and horse, proper harnessing and hitching, and neatness of attire.

4.22.3 Tack and Equipment

Refer to 4.21.3

4.22.4 Appointments

Refer to 4.21.4

4.22.5 Class Procedure

Horses will enter the ring counterclockwise at the trot. Show the horse both ways of the ring at the walk, jog trot, and working trot or alternate gaits, reversing across the diagonal and to the inside of entries on the rail. Individual workouts may be required of all or selected entrants at discretion of judge. During individual workouts all entrants will be excused from the ring, with only one exhibitor at a time performing in the ring.

Additional Tests may include:

- a. Backing 4 to 8 steps and returning to place in line.
- b. Perform a circle or a figure eight (crossing the center line twice), evaluating consistency of speed, willingness, and flexing of the horse on the turns.
- c. Turns - within a 30 foot parallel, right and left, evaluating willingness, speed, smoothness.

- d. Mounting - the driver can mount the cart either by the step-on or slide-on method, being sure that control of the horse is always maintained. The ringmaster will serve as header.
- e. Perform at any gait requested by the judge.
- f. Negotiate a simple obstacle such as driving or backing between 2 markers or poles.

In addition, Seniors may be asked to pivot turn with one wheel in place, left or right, at 90 degrees or 180 degrees at judge's discretion.

4.22.6 Disqualifications

Unsafe equipment, unruly behavior of the horse or driver or excessive use of the whip will be grounds for disqualification.

4.23 Disciplined Rail Driving - Horse, Pony or Miniature

4.23.1 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.

4.23.2 Tack, Equipment and Appointments

Refer to Reinsmanship class.

4.23.3 Scoring

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

4.23.4 Procedure

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

- a. A flat-footed walk.
- b. Normal trot.
- c. A strong trot (not to exceed twice around the ring).
- d. Starting with a flat-footed walk, through a normal trot to a strong trot.

- e. Stand quietly.
- f. Pivot (Pivot to side pass as though there were 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.).
- g. Back four (4) steps.

4.23.5 Disqualifications

Refer to Reinsmanship Class.

4.24 Pleasure Driving

4.24.1 General

A pleasure driving class in which entries are judged primarily on suitability of a horse to provide a pleasant drive for a youth. Open to all pleasure driving animals. To be shown at a walk, trot, and extended trot both ways of the ring. Must stand quietly and back readily. Pulling, tossing the head, excessive speed at trot or breaking into the canter and other indications of poor manners will be penalized. It is emphasized that this is a pleasure class and that a good entry is one that will provide a pleasant, responsive drive for a child driver. One qualified 4-Her as an attendant may ride with driver in the vehicle. No more entries are permitted in the ring at the same time than may safely be spaced and worked on the rail. Larger classes must be divided into sections.

4.22.2 Scoring

Emphasis will be placed on manners, suitability as a pleasure driving animal, and way of going in that order. The Pleasure Driving class is judged 60% on manners and performance, 20% on suitability as a child's driving animal, 10% on way of going and 10% on condition and fit of harness and vehicle and neatness of attire.

4.24.3 Tack and Equipment

Refer to section 4.21.3

4.24.4 Vehicle

Refer to section 4.21.1

4.24.5 Appointments

Refer to 4.21.4

4.24.6 Class Procedure

Horses will enter the ring counterclockwise at the trot. All entries will perform the following gaits in both directions of the ring, reversing across the diagonal and to the inside of entries on the rail. Walk - flat, true, brisk, and relaxed. Jog Trot - a slow easy trot or pace on light bit contact. Working Trot - True, square, and brisk but under control at all times. Extreme speed or breaking of gait will be penalized. Equines will be judged according to their breed or type and not against each other; enhanced action will not be preferred over natural gait. All entries to stand quietly on rail and in line up and to rein back willingly. Entries chosen for additional work must be shown both ways of the ring at any gait requested by the judge and may be asked to execute a figure 8. Artificial appliances are prohibited. When asked to line up, one qualified 4-Her as an attendant, without whip, may enter the ring and hold the horse's head. Horses must be asked to back without the attendant's assistance.

4.24.7 Disqualifications

Refer to section 4.22.6

4.25 Driving Handiness

4.25.1 Procedures

Exhibitors ride a course of their own design set to music that must include these 12 required elements: Time is not to exceed 4 minutes.

walk	one small slow circle to the right
jog trot	one small slow circle to the left
road trot	figure 8
halt	one large fast circle to the right
back	one large fast circle to the left
two changes of direction, one left, one right	a 90 degree turn from a halt

4.25.2 Scoring

To be judged 50% on accuracy including inclusion of required elements, execution of pattern submitted, and completion in time allowed, 25% responsiveness of horse, and 25% on smoothness of performance including flexing of horse.

4.26 Obstacle Driving

4.26.1 General

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

4.26.2 Tack and Equipment

Breeching or thimbles or securely adjusted wraps are required since a number of obstacles require entrants to back. Width of obstacles unless noted will be 8'3" or 16" wider than track width. Order of go will be from shortest to widest track width.

4.26.3 Scoring

Scored 90% on a fault system as follows:

Faults - first and second refusal, displacing marker, hoof or wheel outside marker, breaking gait, showing an obstacle to the equine

Elimination - three accumulated refusals, receiving outside assistance, taking an obstacle out of order

10% on manners, responsiveness, and smoothness of performance.

4.26.4 Class Procedure

An obstacle course is set up with course posted at least 30 minutes prior to start. Obstacles must be chosen from the following list or ask for similar skills: Note: tennis balls may be placed on top of cones to help determine accuracy.

- a. bridge - must be at least 8' wide
- b. back into a stall, touch bar, drive out; or back between cones and touch a third
- c. walk with wheels between triple rails - right two rails 16" apart (10" at more advanced level)
- d. drive through an L
- e. u-turn with center cone
- f. serpentine between cones to complete figure 8 - cones minimum 30' apart
- g. twist between 3 to 5 cones minimum 25' apart
- h. drive beside a distracting but reasonable trail type object
- i. t obstacle - drive straight past intersection, back into t, reverse direction & drive out (this is an advanced obstacle only to be used with experienced drivers)
- j. trot between 2 pairs of cones making a 10' square
- k. lead in and mount the cart
- l. dismount and lead out

Examples of Obstacles

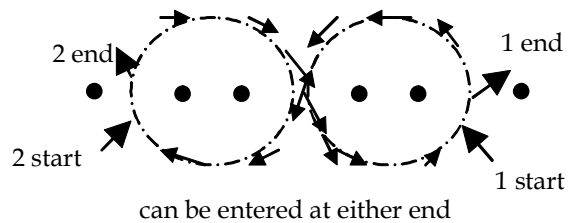
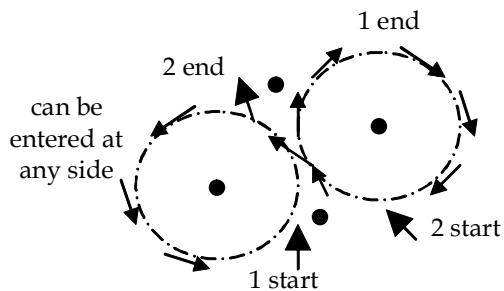
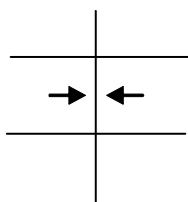
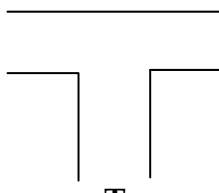


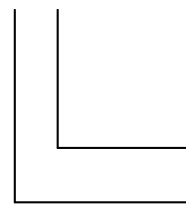
Figure 8



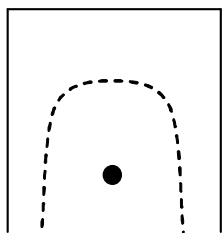
Back-up



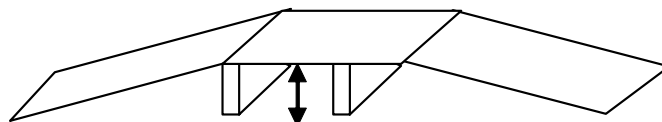
**T
Obstacle**



L Obstacle

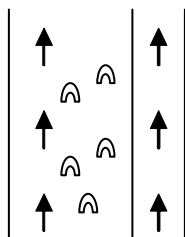


U-Turn



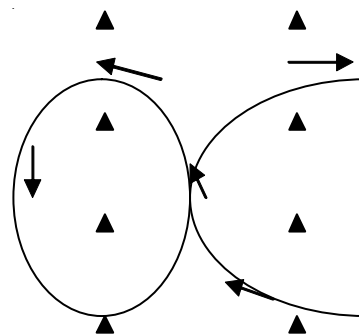
4" - 6" maximum

Bridge



Single Parallel Rails

- ↑ vehicle wheel tracks
- 🐾 horse tracks



Twist with Cones