

Prize List



Ocala International Horse Show Driving Division

October 25 – 29, 2022

World Equestrian Center

1390 NW 80th Avenue, Ocala, Florida,

34482

Ocala, Florida

Show Start Date: October 25, 2022	Show End Date: October 29, 2022
Location of Event: World Equestrian Center, 1390 NW 80 th Avenue, Ocala, Florida, 34482	
Website: www.worldequestriancenter.com	
Entries Open: September 15, 2022	Entries Close: October 25, 2022

List of Officials

Judge for Pleasure Classes:	Terry Pickett
Technical Delegate Pleasure Classes:	Kail Palmer-Miller
Judge for Combined Test:	Kail Palmer-Miller
Judge for Unhorsed Carriage Classes:	Terry Pickett
Ringmaster:	John Porter
Announcer:	Bruce Ettenger
Course Designer:	Bruce Ettenger
Show Manager:	Ellen Ettenger
Show Secretary:	Peggy Dils
Assistant Show Secretary:	Janet Carswell
Volunteer Coordinator:	Ellen Ettenger

Please send ALL entries to:

**Ellen Ettenger
13704 Old Creek Court
Parrish, FL 34219
352-615-6460
Shorty1956@gmail.com**

General Rules

1. In accordance with GR 902.1, every class offered herein which is covered by the rules and specifications of the current federation rule book will be conducted in accordance therewith and also subject to rules as stated in the Overall Prize List.
2. Organizer reserves the right to limit entries, refuse any entries, cancel, combine or divide a class, alter the proposed time schedule or substitute officials if necessary.
3. "Entry" is a turnout participating in the event or show, defined by the Organizer herein as the combination of the horse, vehicle and driver.
4. The minimum age of a horse to be allowed to compete is 3 years of age.
5. Equines over 14.2 hands in height will be classified as a Horse. 14.2 hands and under shall be classified as a Pony. Those under 99 cm (9.3 hands or 39 inches) will be classified as a VSE (Very Small Equine).
6. A registered horse of a breed permitting horses to be 14.2 hands or under (ie Arabian, Morgan, Quarter Horse) may show as a horse, but not as a horse and pony at the same competition.
7. A pair or multiple turnout must be shown in the classes or divisions which accommodate the tallest horse or pony.
8. Bell boots, shin boots and wraps as allowed in Pleasure Driving Rail Classes, obstacle classes and pleasure drive classes, and may be allowed at the discretion of the judge in other classes due to adverse weather conditions, except Driven Dressage. Boots protecting the sole of the are allowed in any pleasure classes.
9. A bridle with reins attached and passed through the saddle terrets must be in place whenever a horse is put to a vehicle. Under no circumstances shall a bridle be removed from a horse while it is put to a vehicle. Failure to comply incurs elimination. The horse must never be left unattended while put to a vehicle. Failure to comply incurs elimination.
10. Division as defined as follows: Single Horse, Single Pony, Pair Horse, Pair Pony, Multiple (Team, Unicorn or Tandem) Horse, Multiple (Team, Unicorn or Tandem) Pony.
11. A Marathon Vehicle is defined as vehicles specifically built for the purpose of Combined Driving marathon use.
12. Cross-entering of divisions is not permitted.

13. Competitors must be a member in good standing of the USEF, otherwise, must pay a show pass fee in the amount of \$45.00.

14. Entry form must contain the name and USEF number of the driver and owner, if they are different. Entry form must also contain USEF horse number(s).

15. Dogs must be leashed at all times, and there must be a person in control of the dog, ie no dogs tied to golf carts, no leashes dragging on the ground, etc.

16. A Coggins Test within 1 year of the beginning date of the event and a Flu/Rhino vaccination within 6 months of the event must be provided and sent in with the entry.

17. Only entries PAID IN FULL will be entered In the show. If entries are not paid, they will be waitlisted until payment is received.

18. Awards, Championships and Prize Money (if applicable): Trophy and Six Ribbons for each class, except the Derby. Derby Qualifier shall be awarded places 1st through 10th. Derby Final shall be also be awarded places 1st through 10th. Prize Money (Jackpot) will be awarded to top 3 competitors.

19. Concours d'Elegance shall be judged throughout the day on Thursday, and shall be awarded at the conclusion of the 6 pm session.

EXHIBITION CLASS: Driving Derby Qualifier

Open to a maximum of 20 entries. To be driven over a combination of cones and two (2) marathon-type obstacles. Fastest time, plus any faults for knockdowns, disobediences, etc., will be eligible for the Derby Final. This is an any-place class, trotting or cantering is permitted. Must be driven in a CDE type marathon carriage, and must have a groom on the back, with the exception of VSE's.

EXHIBITION CLASS: Driving Derby Final

To be driven of a combination of cones and two (2) marathon-type obstacles. The entries with the six (6) fastest times, plus three (3) wild cards to be chosen by the OC, will be eligible for the final. Fastest time, plus any faults, shall be the winner. The entry fee for this class shall be \$100, with ½ going towards the Jackpot and ½ going to the OC. The entry fee also includes the Qualifier.

EXHIBITION CLASS: Carriage Showcase

The purpose of the Carriage Showcase is to highlight the importance of carriage restoration and conservation. It is an adjudicated evaluation of vehicles preserved, restored or newly built that follow traditional styles. Judges look at documentation, paintwork and striping, trimming and upholstery, soundness and changes to the vehicle. There will be two (2) awards for this class, 1 from the official judge, and 1 for Peoples Choice of Favorite Vehicle

List of Classes

Pleasure Classes

- 200. Single Horse Turnout
- 201. Pair Horse Turnout
- 202. Multiples Turnout
- 203. Single Horse Turnout Marathon Vehicle
- 204. Pair Horse Turnout Marathon Vehicle
- 205. Multiples Turnout Marathon Vehicle
- 206. Single Pony Turnout
- 207. Pair Pony Turnout
- 208. Multiple Pony Turnout
- 209. Single Pony Turnout Marathon Vehicle
- 210. Pair Pony Turnout Marathon Vehicle
- 211. Multiple Pony Turnout Marathon Vehicle
- 212. Single Horse Working
- 213. Pair Horse Working
- 214. Multiples Working
- 215. Single Horse Working Marathon Vehicle
- 216. Pair Horse Working Marathon Vehicle
- 217. Multiples Working Marathon Vehicle
- 218. Single Pony Working
- 219. Pair Pony Working
- 220. Multiples Working
- 221. Single Pony Working Marathon Vehicle
- 222. Pair Pony Working Marathon Vehicle
- 223. Multiples Working Marathon Vehicle
- 224. Single Horse Reinsmanship
- 225. Pair Horse Reinsmanship
- 226. Multiples Reinsmanship
- 227. Single Horse Reinsmanship Marathon Vehicle
- 228. Pair Horse Reinsmanship Marathon Vehicle
- 229. Multiples Reinsmanship Marathon Vehicle
- 230. Single Pony Reinsmanship
- 231. Pair Pony Reinsmanship
- 232. Multiples Reinsmanship
- 233. Single Pony Reinsmanship Marathon Vehicle
- 234. Pair Pony Reinsmanship Marathon Vehicle
- 235. Multiples Reinsmanship Marathon Vehicle
- 236. Park Pleasure Single Horse
- 237. Park Pleasure Single Pony
- 238. Ladies to Drive
- 239. Gentlemen to Drive
- 240. Carriage Dog
- 241. Concours d'Elegance

Obstacle Classes

- 242. Single Horse Timed Obstacle
- 243. Pair Horse Timed Obstacle
- 244. Multiple Horse Timed Obstacle
- 245. Single Pony Timed Obstacle
- 246. Pair Pony Timed Obstacle
- 247. Multiple Pony Timed Obstacle
- 248. Single Horse Scurry Obstacle
- 249. Pair Horse Scurry Obstacle
- 250. Multiple Horse Scurry Obstacle
- 251. Single Pony Scurry Obstacle
- 252. Pair Pony Scurry Obstacle
- 253. Multiple Pony Scurry Obstacle
- 254. Single Horse Double Jeopardy
- 255. Pair Horse Double Jeopardy
- 256. Multiple Horse Double Jeopardy
- 257. Single Pony Double Jeopardy
- 258. Pair Pony Double Jeopardy
- 259. Multiple Pony Double Jeopardy
- 260. Single Horse Your Route/My Route
- 261. Pair Horse Your Route/My Route
- 262. Multiple Horse Your Route/My Route
- 263. Single Pony Your Route/My Route
- 264. Pair Pony Your Route/My Route
- 265. Multiple Pony Your Route/My Route
- 266. OIHS Driving Derby Qualifier

Combined Test

- 267. Training Single Horse – USEF Training Test 2
- 268. Training Pair Horse – USEF Training Test 2
- 269. Training Multiple Horse – USEF Training Test 2
- 270. Training Single Pony – USEF Training Test 2
- 271. Training Pair Pony – USEF Training Test 2
- 272. Training Multiple Pony – USEF Training Test 2
- 273. Preliminary Single Horse – USEF Preliminary Test 2
- 274. Preliminary Pair Horse - USEF Preliminary Test 2
- 275. Preliminary Multiple Horse - USEF Preliminary Test 2
- 276. Preliminary Single Pony - USEF Preliminary Test 2
- 277. Preliminary Pair Pony - USEF Preliminary Test 2
- 278. Preliminary Multiple Pony - USEF Preliminary Test 2
- 279. Intermediate Single Horse – USEF Intermediate Test 1
- 280. Intermediate Pair Horse - USEF Intermediate Multiples Test 1
- 281. Intermediate Multiple Horse - Intermediate Multiples Test 1
- 282. Intermediate Single Pony - Intermediate Test 1
- 283. Intermediate Pair Pony - Intermediate Multiples Test 1

- 284. Intermediate Multiple Pony - Intermediate Multiples Test 1
- 285. Advanced Single Horse – FEI Test 3* HP1
- 286. Advanced Pair Horse – FEI Test 3* HP2-HP4
- 287. Advanced Multiple Horse – FEI Test 3* HP2-HP4
- 288. Advanced Single Pony - FEI Test 3* HP1
- 289. Advanced Pair Pony – FEI Test 3* HP2-HP4
- 290. Advanced Multiple Pony - FEI Test 3* HP2-HP4
- 291. Costume Class
- 292. Carriage Showcase

PROVISIONAL TIME SCHEDULE

Monday, October 24

9 AM

Stabling Opens

12 PM

Packet Pickup

Tuesday, October 25

Combined Test

1 PM

Dressage Begins

5 PM

Dressage Finishes

Wednesday, October 26

Combined Test

1 PM

Cones Begins

5 PM

Cones Finishes

Awards for Combined Test Available in the Show Office

Thursday, October 27

1 PM

Turnout, Working and
Reinsmanship Classes
Park Pleasure, Ladies
To Drive, Gentlemen to
Drive

6 PM

Awards to be presented at the conclusion of each class

Friday, October 28

1 PM

Carriage Dog
Timed Obstacle
Scurry Obstacle
Double Jeopardy
Your Route/My Route

Awards to be presented at the end of each class

Saturday, October 29

2 PM

Costume Class

3 PM

Derby Qualifier

6 PM

Derby Final

Order of Classes

Tuesday, October 25, 2022

1 PM - Dressage

- 267. Training Single Horse – USEF Training Level Test 1
- 268. Training Pair Horse – USEF Training Level Test 1
- 269. Training Multiple Horse – USEF Training Level Test 1
- 270. Training Single Pony – USEF Training Level Test 1
- 271. Training Pair Pony – USEF Training Level Test 1
- 272. Training Multiple Pony – USEF Training Level Test 1
- 273. Preliminary Single Horse – USEF Preliminary Level Test 1
- 274. Preliminary Pair Horse - USEF Preliminary Level Test 1
- 275. Preliminary Multiple Horse - USEF Preliminary Level Test 1
- 276. Preliminary Single Pony - USEF Preliminary Level Test 1
- 277. Preliminary Pair Pony - USEF Preliminary Level Test 1
- 278. Preliminary Multiple Pony - USEF Preliminary Level Test 1
- 279. Intermediate Single Horse – USEF Intermediate Level Test 1
- 280. Intermediate Pair Horse - USEF Intermediate Level Test 1 Multiples
- 281. Intermediate Multiple Horse - Intermediate Level Test 1 Multiples
- 282. Intermediate Single Pony - Intermediate Level Test 1
- 283. Intermediate Pair Pony - Intermediate Level Test 1 Multiples
- 284. Intermediate Multiple Pony - Intermediate Test 1 Multiples
- 285. Advanced Single Horse – FEI Test 3* HP1
- 286. Advanced Pair Horse – FEI Test 3* HP2-HP4
- 287. Advanced Multiple Horse – FEI Test 3* HP2-HP4
- 288. Advanced Single Pony - FEI Test 3* HP1
- 289. Advanced Pair Pony – FEI Test 3* HP2-HP4
- 290. Advanced Multiple Pony - FEI Test 3* HP2-HP4

Note: All Dressage Tests are in a 40 x 80 Meter Arena.

Wednesday, October 26

1 PM

Cones Begin and follow the same class schedule as dressage.

Thursday, October 27

1 PM

- 200. Single Horse Turnout
- 201. Pair Horse Turnout
- 202. Multiples Turnout
- 203. Single Horse Turnout Marathon Vehicle
- 204. Pair Horse Turnout Marathon Vehicle

- 205. Multiples Turnout Marathon Vehicle
- 206. Single Pony Turnout
- 207. Pair Pony Turnout
- 208. Multiple Pony Turnout
- 209. Single Pony Turnout Marathon Vehicle
- 210. Pair Pony Turnout Marathon Vehicle
- 211. Multiple Pony Turnout Marathon Vehicle
- 212. Single Horse Working
- 213. Pair Horse Working
- 214. Multiples Horse Working
- 215. Single Horse Working Marathon Vehicle
- 216. Pair Horse Working Marathon Vehicle
- 217. Multiples Working Marathon Vehicle
- 218. Single Pony Working
- 219. Pair Pony Working
- 220. Multiples Pony Working
- 221. Single Pony Working Marathon Vehicle
- 222. Pair Pony Working Marathon Vehicle
- 223. Multiples Pony Working Marathon Vehicle
- 224. Single Horse Reinsmanship
- 225. Pair Horse Reinsmanship
- 226. Multiples Horse Reinsmanship
- 227. Single Horse Reinsmanship Marathon Vehicle
- 228. Pair Horse Reinsmanship Marathon Vehicle
- 229. Multiples Horse Reinsmanship Marathon Vehicle
- 230. Single Pony Reinsmanship
- 231. Pair Pony Reinsmanship
- 232. Multiples Reinsmanship
- 233. Single Pony Reinsmanship Marathon Vehicle
- 234. Pair Pony Reinsmanship Marathon Vehicle
- 235. Multiples Pony Reinsmanship Marathon Vehicle

6 PM

- 236. Park Pleasure Single Horse
- 237. Park Pleasure Single Pony
- 238. Ladies to Drive
- 239. Gentlemen to Drive

Friday, October 28

1 PM

- 240. Carriage Dog
- 242. Single Horse Timed Obstacle
- 243. Pair Horse Timed Obstacle
- 244. Multiple Horse Timed Obstacle
- 245. Single Pony Timed Obstacle
- 246. Pair Pony Timed Obstacle

- 247. Multiple Pony Timed Obstacle
- 248. Single Horse Scurry Obstacle
- 249. Pair Horse Scurry Obstacle
- 250. Multiple Horse Scurry Obstacle
- 251. Single Pony Scurry Obstacle
- 252. Pair Pony Scurry Obstacle
- 253. Multiple Pony Scurry Obstacle
- 254. Single Horse Double Jeopardy
- 255. Pair Horse Double Jeopardy
- 256. Multiple Horse Double Jeopardy
- 257. Single Pony Double Jeopardy
- 258. Pair Pony Double Jeopardy
- 259. Multiple Pony Double Jeopardy
- 260. Single Horse Your Route/My Route
- 261. Pair Horse Your Route/My Route
- 262. Multiple Horse Your Route/My Route
- 263. Single Pony Your Route/My Route
- 264. Pair Pony Your Route/My Route
- 265. Multiple Pony Your Route/My Route

Saturday, October 29

2 PM

291. Costume Class (Halloween Theme)

3 PM

266. Derby Qualifier

6 PM

Derby Final

FEES and CHARGES

Entry Fee: \$20 per class, \$100 per division, \$75 for CT, \$100 for Derby

Post Entry Fee: \$50. Will be enforced after closing date

Entry Fee Refund Policy: There is no refund of stabling/stall fee. Entry fee and other miscellaneous charges will be refunded, with a doctors note after the closing date, minus \$50 for Office Fee. Before closing date, full refund.

Stall Fee: \$250 per horse stall, \$150 per tack stall

Fee for additional days before or after stabling closes: \$25/day. All early arrivals or late departures must be approved by OC. Contact OC via Email to request early arrival or late departure.

Type of Stalls: Permanent with doors. Sharps Containers will be available.

Shavings: Please order shavings with your entry.

Stall Cleaning Fee: \$25/Stall. If you wish your stall cleaned at the end of the event, this may be included with your entry fee check.

Stall Deposit: \$25/Stall. Check will be voided if stall is broom clean upon leaving.

Grounds/Ship In Fee: \$75

Office Fee: \$50

Show Pass Fee: \$45

Drug Fee: USEF \$23/horse

Camping: Reservations for camping/lodging can be made on the Ocala International Horse Show website, ocalainternationalhorseshow.com.

Golf Carts: Reservations for golf carts and camping/lodging can be made on the Ocala International Horse Show website, ocalainternationalhorseshow.com.

Please use this checklist to insure that your entry is complete.

- 1. Entry Form, with all information completed, and signed by driver, navigator, coach, if applicable, owner (if different from driver), along with USEF numbers for all horses and people.**
- 2. Check for the amount due, made payable to**
- 3. Separate check for Stall Deposit, if you plan on cleaning your stall.**
- 4. Copy of Coggins Test within 1 year of the event**
- 5. Copy of Proof of Flu and Rhino Vaccinations, within 6 months of the event.**
- 6. Copy of USEF Dispensation Certificate, if applicable.**
- 7. Copy of Safe Sport Certificate, if you are a USEF member.**

Class Description

Turnout- A pleasure driving class in which the turnouts are judged 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 back readily. To be judged 70% on the condition, fit and appropriateness of harness and vehicles, spares and appointments, neatness and appropriateness of attire and overall impression. 30% on performance, manners and way of going.

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 when 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 may be asked to execute appropriate tests. To be judged 70% on performance, manners and way of going of the horse(s)/pony(ies). 20% on the condition and fit of harness and vehicle and 10% on neatness of attire.

Reinsmanship – A pleasure driving class in which entries are judged primarily on the ability and skill of the driver. To be shown both ways of the ring at a walk, slow trot, working trot and strong trot. Drivers shall be required to rein back. All drivers chosen for a workout may be worked at any gait requested by the judge and may be asked to execute appropriate tests. The driver should be seated comfortably on the box so as to be relaxed and effective. Any style of rein handling is acceptable. Common to any method, the elbows and arms should be close to the body with an allowing but steady hand enabling a consistent “feel” with the horse’s mouth. To be judged 75% on handling of reins and whip, control, posture and overall impression of driver. 25% on condition of harness and vehicle and neatness of attire. A list of tests from which the judges may choose for individual workouts, including asking for any maneuver to be driven one handed.

Ladies Driving Class – Entries are judged primarily on the suitability of the turnout for a lady with emphasis on manners. To be shown both ways of the arena at a walk, slow trot, working trot, and strong trot. Must rein back without resistance and must stand quietly at any location in the arena. To be judged 50% on manners, performance, elegance and suitability of the turnout for a lady. 25% on the skill of the driver and 25% on overall impression.

Gentlemen Driving Class – Entries are judged primarily on the suitability of the turnout for the gentlemen with emphasis on manners. To be shown both ways of the arena at a walk, slow trot, working trot, and strong trot. May show a degree of boldness, but not excessive speed. Must rein back without resistance and must stand quietly at any location in the arena. To be judged 50% on manners, performance and suitability of the turnout for a gentleman. 25% on the skill of the driver and 25% on overall impression.

Park Pleasure – A pleasure driving class in which entries are judged primarily on gaits. (CP 210) This class is limited to primarily to park type horses and ponies. To be shown in an appropriate antique or antique type vehicle. This class (division) can also be offered for Park Vehicles. To be shown both ways of the arena at a park walk, park trot, and “show your horse” (a smart trot without excessive speed). Entries should stand quietly in the line-up. To be judged 70% on performance, quality of horse and manners. 30% on overall impression.

Carriage Dog – Judged primarily on the suitability of the dog to serve as a companion (maximum one dog per vehicle) . To be judged both ways in the arena at a walk, slow trot and working trot. The dog should be standing, lying down or seated on the vehicle or should run behind, beside or at the axle of the vehicle. The dog must be under control at all times. The dog must not be led on the ground from the vehicle or be restrained by being tied to the vehicle. The driver should not hold the dog, and the dog should not interfere with the driver in any way. The dog may be of any breed. To be judge 60% on the suitability of the dog to serve as a companion. 30% on the performance, manners and way of going of the horse(s). 10% on the overall impression of the turnout, including the dog. Entries with a dog clearly not under control may be eliminated. As a variation, the spectators, in the form of applause, may judge this class. The judge would stand behind each entry and raise a hand, asking the spectators to respond. If this method of judging is to be used, it must be so stated in the Prize List.

Concours d’Elegance – This class will be judged by the overall impression throughout the competition. The essence of the competition is the world “Elegance”. The winner will be the turnout which, in the opinion of the judge, presents the most elegant effect. This will include vehicle, harness, appointments, horse(s), driver, passengers, grooms, etc., but above all, general impression is most important. Vehicle and harness may be inspected to ensure thoughtful restoration and careful maintenance. Attention will be paid to the personal appearance of the driver, grooms, and passengers as it contributes to the overall picture. Period costumes and definitely prohibited, unless otherwise stated in the Prize List. Performance will not be judged unless it detracts from the elegance of the turnout.

Timed Obstacles – To be driven over a prescribed course of obstacles. The number of obstacles is to be proportionate to the dimensions of the driving area, not to exceed 20 obstacles. After passing the starting line, the driver shall proceed through each obstacle in order to the designated finish line. Course faults are assessed as penalty seconds and are added to the driver’s elapsed time. Placings are determined on a low total time basis.

Scurry Obstacle – To be driven over a course of unnumbered obstacles consisting of cones and balls, or the equivalent, not to exceed 10 obstacles. After passing through the Start markers from any direction, the driver shall proceed through each obstacle from any direction, in any order. Each obstacle must be driven once. Upon completion of the course, the driver must pass through the Finish markers from any direction, where time will be taken. Refusals and run-outs will not be penalized. Course faults will be scored as penalty seconds and added to the driver’s elapsed time. Placings will be determined on a low total time basis. Ties for first place will be broken by a drive-off.

Double Jeopardy – To be driven over a prescribed course of obstacles (paired markers) by a entry with two (2) drivers. 8 – 10 obstacles are recommended as a course length, but the number may be adjusted to be proportionate to the dimensions of the driving area. After passing through the Start markers, the first driver shall proceed through each obstacle and through the designated Finish markers where time is stopped. After coming to a halt, the reins and whip may be transferred to the second driver. Only after there is complete control of the reins and whip may the second driver proceed as follows: Beginning with the designated Start markers, the time is continued for the reverse course, continuing through the obstacles and in the reverse direction and through the designated Finish markers for the reverse course. It is recommended that a different colored set of numbers be placed to indicate the required “reverse” course. Failure to come to a halt before the exchange of reins and whip will incur elimination. Course faults will be scored as penalty seconds and are added to the drivers elapsed time. Placings will be determined on a low total time basis.

Your Route/My Route Obstacles – To be driven over a course of 10 numbered obstacles (paired markers) consisting of cones and balls. The suggested minimum obstacle clearance is 80 inches (200 centimeters). Your Route: After passing through the Start Markers, the driver shall drive through all 10 obstacles in the correct sequence and direction. My Route: After completing #10 obstacle, the competitor will continue, without passing through the Start/Finish markers, by driving all obstacles a second time, in any sequence and in either direction. Time will be taken when passing through the Finish markers in either direction. Entries may be stopped by a signal from the judge after completed the #10 obstacle to allow dislodged/disturbed obstacle to be rebuilt. Course faults will be scored as penalty seconds and are added to the drivers elapsed time. Placings will be determined on a low total time basis.

Pleasure Driving Obstacle Penalties	
Knocking over start or finish marker	5 seconds
Knocking down or dislodging obstacle	5 seconds
Break to Canter	
1 st Break to Canter	5 seconds
2 nd Break to Canter	5 seconds
3 rd Break to Canter	5 seconds
4 th Break to Canter	Elimination
Prolonged Canter	Elimination
Disobedience or Groom(s) Dismounting cumulative over Course	
1 st Incident	5 seconds
2 nd Incident	10 seconds
3 rd Incident	Elimination
Starting before signal	Elimination
Failure to cross Starting Line within 1 minute of signal	Elimination
Off -Course	Elimination

Outside Assistance	Elimination
Failure to Carry a Whip in Hand at all times while driving	Elimination
Use of Tie Down or Overcheck	Elimination
Breakage of Harness or Vehicle	Elimination
Exceeding Time Limit (2X time allowed)	Elimination
Overturning	Elimination
Failure to pass through h start/finish markers	Elimination

Championship Divisions

Single Horse

Turnout
Working
Reinsmanship
Timed Obstacles
Scurry Obstacles
Your Route/My Route Obstacles

Single Pony

Turnout
Working
Reinsmanship
Timed Obstacles
Scurry Obstacles
Your Route/My Route Obstacles

Pair Horse

Turnout
Working
Reinsmanship
Timed Obstacles
Scurry Obstacles
Your Route/My Route Obstacles

Pair Pony

Turnout
Working
Reinsmanship
Timed Obstacles
Scurry Obstacles
Your Route/My Route Obstacles

Lady to Drive/Gentlemen to Drive (one each)

Lady or Gentlemen to Drive
Timed Obstacles
Scurry Obstacles
Your Route/My Route Obstacles

Multiples Horse

Turnout
Working
Reinsmanship
Timed Obstacles
Scurry Obstacles
Your Route/My Route Obstacles

Multiples Pony

Turnout
Working
Reinsmanship
Timed Obstacles
Scurry Obstacles
Your Route/My Route Obstacles

Single Horse – Marathon Vehicle

Turnout
Working
Reinsmanship
Timed Obstacles
Scurry Obstacles
Your Route/My Route Obstacles

Single Pony – Marathon Vehicle

Turnout
Working
Reinsmanship
Timed Obstacles
Scurry Obstacles
Your Route/My Route Obstacles

Pair Horse – Marathon Vehicle

Turnout
Working
Reinsmanship
Timed Obstacles
Scurry Obstacles
Your Route/My Route Obstacles

Pair Pony – Marathon Vehicle

Turnout

Working

Reinsmanship

Timed Obstacles

Scurry Obstacles

Your Route/My Route Obstacles

Multiples Horse – Marathon Vehicle

Turnout

Working

Reinsmanship

Timed Obstacles

Scurry Obstacles

Your Route/My Route Obstacles

Multiples Pony – Marathon Vehicle

Turnout

Working

Reinsmanship

Timed Obstacles

Scurry Obstacles

Your Route/My Route Obstacles