

## **RULES FOR OBSTACLES**

### **250.3 Gambler's Choice Obstacles**

a. To be driven over a course of unnumbered obstacles, each carrying a specific point value. b. Each driver has the same allowed time to negotiate as many obstacles as possible. Each obstacle is assigned a point value according to its degree of difficulty and each driver tries to amass as high a score as possible within the time allowed. c. After passing through the Start markers, the driver may drive through the obstacles, in any order, from any direction. Each obstacle may be driven twice, but not in succession. If driven a third time, no points will be awarded. d. No obstacle may be redriven once it has been disturbed. (Exception: obstacles which are designed to be knocked down.) e. No points will be awarded for an incorrectly completed obstacle. If the obstacle is incorrectly driven, but not disturbed, it may be attempted again. f. If a horse should refuse or run out at an obstacle without disturbing it, the driver may elect not to attempt it and may drive to another obstacle without penalty. The obstacle may be attempted later. If it is correctly driven the appropriate points will be recorded. g. A signal will sound at the end of the allowed time and the driver must then exit through the Finish markers where the total time on the course will be recorded. h. If the signal sounds when the competitor is committed to an obstacle, the competitor may complete the obstacle and receive the appropriate points, then proceed through the finish markers for total time to be recorded. Whether or not the competitor was committed to the last obstacle at the signal will be left to the discretion of the judge. i. Dislodging a start or finish marker will incur a penalty of 5% of the total points accumulated by the entry. j. Break to canter will be penalized as follows (incident penalties are cumulative): • 1st incident = 5% of total points accumulated • 2nd incident = an additional 5% of total points accumulated • 3rd incident = an additional 5% of total points accumulated • 4th incident = elimination.

### **250.1 Fault and Out Obstacles**

a. A timed course of numbered obstacles to be driven at the trot. The number of obstacles to be proportionate to the dimensions of the driving area and not to exceed 10 obstacles. b. After passing through the Start markers, the driver shall proceed through each consecutively numbered obstacle, in order, until the allowed time expires (suggested time, 90 seconds to two minutes), or until an obstacle is dislodged or a disobedience occurs. c. If all the obstacles are driven cleanly before the allowed time expires, the driver will begin the course again, starting with obstacle #1, without having to pass through the Start markers. d. Two points will be scored for each obstacle cleared before the allowed time expires, a disobedience occurs or an obstacle is dislodged. e. When the allowed time expires, a disobedience occurs or an obstacle is dislodged, a signal will be given. The driver shall then proceed through the next consecutively numbered obstacle. The time will be taken when the rear axle clears this obstacle. If that obstacle is cleared, one point is scored. If it is dislodged, no points for that dislodged obstacle are scored, but the time is still taken. f. For the purposes of scoring, a disobedience (see Article 211, Break in Gaits) is considered a dislodgement of the attempted obstacle. g. Going off course or dislodging a Start marker will incur elimination. Passing through the Start markers more than one time is not considered "off course." h. The score of a driver who fails to drive the next consecutively numbered obstacle after the whistle is blown shall count, up to the point where the signal is given, but the competitor must be placed after those with an equal score and time. Placings will be determined by the greatest number of points.

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### **249.5 Pick Your Route Obstacles**

a. To be driven over a course of obstacles (paired markers) with no set route. The number of obstacles to be proportionate to the dimensions of the driving area. Not to exceed 20 obstacles. b. Typically, obstacles in this type of class are not measured for each entry but are set at 80 inches (200 cm) at the start of the competition, and only reset in the event of a knockdown. c. After passing through the Start markers, the driver shall proceed through each obstacle to the designated Finish markers, choosing his own route. Each obstacle and the start and finish lines may be driven from either direction. Driving an obstacle more than once or through the Start/Finish lines out of sequence will be considered off course. d. Course faults are listed in Article 247, Penalties. Course faults are scored as penalty seconds and are added to the driver's elapsed time. Placings are determined on a low total time basis.

### **249.3 Double Jeopardy Obstacles**

a. To be driven over a prescribed course of obstacles (paired markers) by an entry with two 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. b. After passing through the Start markers, the first driver shall proceed through each obstacle and through the designated Finish markers for the first course and come to a halt. The time is stopped until the second driver takes the reins and whip. Only after there is complete control of the reins and whip may the second driver proceed. Beginning with the designated Start markers, the time is continued for the reverse course, continuing through the obstacles in reverse order 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. c. Failure to come to a halt before the exchange of reins and whip will incur elimination. d. Course faults are as listed in Article 247, Penalties. Course faults are scored as penalty seconds and are added to the driver's elapsed time. Placings are determined on a low total time basis. e. Entries may be stopped by a signal from the judge before driving through the designated Start markers for the reverse course to allow dislodged/disturbed obstacles to be rebuilt.

### **Article 261 Pleasure Drive - Pace**

Purpose: To test the driver on his skill in negotiating a cross-country drive at a prescribed pace (similar to a hunter pace).

261.1 To be driven over a marked course of any length (suggested length 3-6 miles or 5-10 km). The mid-point of the course is marked with a "half-way" marker. 261.2 Drivers are given the distance of the course and the speed they are to drive and they must try to come to the finish line exactly on time. 261.3 Walk Section: Management has the option of adding a walk section near the midpoint, not to exceed 0.6 mile (1 km). To be clearly marked with "walk" and "resume trot." 261.4 Mandatory Trot: The last 0.6 mile (1 km) must be driven at the trot. The start of the trot shall be marked "mandatory trot." 261.5 One penalty is assessed for each second too early or too late. Five penalties for each break in gait to a canter or gallop as defined in Article 211.

Walk section and mandatory trot sections: Five penalties for each break in gait as defined in Article 211 for 1st, 2nd and 3rd breaks, 4th break is Elimination. 261.6 Vet Check: If a veterinarian is available for the cross country, he must be at the finish. All horses should be observed as they pass over the finish line. Whether or not a physical check is made is left up to the veterinarian and management, but if one is planned, all horses must be checked at the same time interval (i.e., 10 minutes after finishing). Competitors should be encouraged to cool their horses during this time. Management should provide water for drinking and washing down. Any horse that does not complete the course in good form, in the opinion of the veterinarian, will be penalized 10 points and so advised. In the absence of the veterinarian, the judge may assess the vet penalties for any horses in obvious distress.

261.7 Ties: In the event of a tie, the judge shall determine the winner by selecting the horse most suitable to provide a pleasant drive. 261.8 To be judged on how close the driver's time comes to the ideal time.