

Treasure Valley Whips
CARRIAGE PLEASURE DRIVING SHOW
October 26, 2008
Birt Arena, Nampa, Idaho
Judge: Linda Fairbanks, Paso Robles, California

Office opens at 7:30, Dressage begins at 8:00, Classes begin at 9:30 am
TO PRE REGISTER EMAIL AMANDA AT leoblair2001@yahoo.com OR CALL JOANIE
@ 208 939-6820 BY 6:00 PM FRI. OCT. 24TH. Leave message with entry info – Payment &
signature of release the day of show okay.

\$15 POST ENTRY FEE IF NOT PRE-REGISTERED

Show Clothes including hats, gloves & aprons required – ADS rules – pneumatic tires acceptable

- **Section A** classes: small ponies and miniature horses (under 13 hands);
- **Section B** classes: large ponies and horses (13 hands and over);
- **Other equines & multiples welcome**, just enter appropriate size category.

Entries: \$10 a class, \$50 per horse (or each “multiple”) for the day. \$20 non-member fee.

Awards: Ribbons 1st – 4th each class. **Champion and Reserve Champion Section A & B**

8:00 am – Indoor Arena:

1. **Dressage ADT Training Level – OPEN**
2. **Dressage ADT Preliminary – OPEN**
3. **Dressage ADT Intermediate or Advanced - OPEN**

9:30 am - Indoor Arena :

4. **Pleasure Driving – Turnout – Section A**
5. **Pleasure Driving – Turnout – Section B**
6. **Pleasure Driving – Working - Section A**
7. **Pleasure Driving – Working - Section B**
8. **Pleasure Driving – Working – OPEN - Green equine – Walk & Trot only**
9. **Pleasure Driving – Reinsmanship - Section A**
10. **Pleasure Driving – Reinsmanship - Section B**
11. **Pleasure Driving – Working – OPEN - Green driver – Walk & Trot only**

~~~~~15 minute Break~~~~~

12. **Picnic Pleasure – OPEN**

~~~~~LUNCH BREAK~~~~~

Inside Arena

13. **Pick Your Route Obstacles - Section A**
14. **Pick Your Route Obstacles – Section B**

Outside Arena

15. **Gambler’s Choice Obstacles – Section A**
16. **Gambler’s Choice Obstacles – Section B**

Indoor Arena

17. **Cones – Timed - Section A**
18. **Cones – Timed – Section B**
19. **Cones – Double Jeopardy (two drivers per carriage) - Section A**
20. **Cones – Double Jeopardy (two drivers per carriage) - Section B**

Championship awards – close of show
CLASS DESCRIPTIONS ON REVERSE

Complete specifications in the ADS pleasure driving rules)

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

Working: To be 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. Judged: 70% on performance, manners and way of going of the horse(s); 20% on the condition and fit of the harness and vehicle; 10% on neatness of attire.

Reinsmanship: 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.

Picnic Pleasure: Each exhibitor will show at a walk and working trot in the arena. The cart or carriage should carry some form of picnic lunch basket or other container and appropriate accoutrements. Then lunch break will be taken. The judge(s) will visit each entry to judge their picnic lunch spread in the designated area. Awards will be announced during the lunch break. Judges may sample the “wares”. “Bribes” in the form of food are encouraged. To be judged on turnout, picnic set-up, imagination, food and the judge(s’) general whimsy.

Pick Your Route: To be driven over a course of obstacles with no set route. The obstacles are set at 2.5 meters (8’3”) wide. After passing the starting line, the driver shall proceed through each obstacle to the finish line, choosing his/her own route. Each obstacle is to be negotiated once and only once but may be approached from either direction. Course faults are scored as penalty seconds and are added to the driver’s elapsed time – Lowest score wins.

Gambler’s Choice: Each driver will have the same amount of time to drive an unnumbered course driving as many obstacles as possible, each one assigned and marked with a specific point value. The object is to amass the highest total points within the time allowed. After passing through the starting line, the driver may drive the obstacles in any order and any direction. Each obstacle may be driven twice, but not in succession. No score for obstacles disturbed by the horse/carriage or incorrectly completed. Disturbed obstacle cannot be re-driven. No circling/refusal penalties. Once the time limit expires, a signal will sound. Driver must then go through the finish markers. High score wins. Lowest time will decide ties.

Cones – Timed: Traditional cones/obstacle driving class. A pre-set course will be set up and timed. Minimum clearance will be approximately 16”. Course penalties added to time. Lowest score wins.

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.