



HORSE COUNCIL
BRITISH COLUMBIA

Driving Rules 2024
Section 2

2
DRIVING RULES

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2.1 GENERAL DRIVING RULES

The competition management, the judge, and/or a Provincial Rules Official (PRO) has the authority to deny participation to any competitor whose skill level, horse, harness, bit, or vehicle is deemed unsafe or unsuitable.

A trained medical person, First Aid First Level 1 or higher, must be on site during a competition.

Medical transportation must be available on short notice.

A veterinarian is not required to be on site during a competition, but one must be on call and available on short notice.

Competitors have a maximum of 30 minutes to dispute a result. After 30 minutes all placings are final.

2.1.1 GENERAL SAFETY

1. The driver is the first in and last out of the vehicle.
2. An equine should NEVER be led from the ground when it is put to a vehicle without a capable driver on the box seat with the reins in their hands.
3. The bridle or reins should never be removed from an equine that is put to a vehicle.
4. Stallions, of any size, must not be driven by a junior.
5. In the case of an incident or a broken vehicle, the equine must be taken from the vehicle immediately.

2.1.2 TURNOUT

Turnout is described as the overall combination of the equipment, vehicle, harness, and attire of the driver and passengers.

(a) Equipment

1. The driver must always carry a whip; the whip must not be in the whip holder while the vehicle is in motion.
2. The driver must carry a whip in their hand that is long enough to reach the shoulder of the equine when the vehicle is in motion. It must touch the farthest side of a pair and the farthest side of the lead equine in a tandem, unicorn, or team of four.
3. Brushing boots are permitted for Driven Games and for marathon. They are prohibited in any other instance.
4. Hoof boots are permitted in the marathon but are prohibited otherwise.
5. Wraps and bandages are prohibited.

(b) Vehicles

1. All vehicles must be in safe working condition and be appropriate for the horse and the event.
2. Two-wheeled or four-wheeled vehicles are permitted unless otherwise specified in the Prize List or the class description.
3. All vehicles must have a solid or mesh floor.
4. Sulky, stirrup type racing carts or bikes are not permitted.

(c) Harness

1. Harness fit may be checked by an individual appointed by the competition management or the PRO if there is one in attendance.

2. The harness must fit properly and be in good, clean condition without cracks, dryness, or breaks in the stitching.
3. The harness may be either neck collar or breast collar style depending upon the requirement of the vehicle.
4. The harness may be made of leather or synthetic material; however, uncoated open-weave nylon web harness is not permitted.
5. Reins should be brown for pleasure driving, dressage, and cones.
6. Spliced black and brown reins are permitted.
7. Reins can be any colour for marathon and driven games.
8. A throatlatch and full noseband are required.
9. Blinkers are recommended.
10. A kicking strap may be used.
11. Tongue tying is prohibited.
12. Side-checks, drop nosebands, tiedowns, and standing or running martingales are prohibited.
13. Overchecks may be permitted at the competition management's discretion.
14. For tandems only, the traces of the lead horse must be attached to the wheel horse's traces using tandem keys or other strong clips at the tug/trace buckle or attached directly to the singletree. The leader's traces must never be attached to the hames of the wheel horse or to any auxiliary rings on the breast collar.
15. Rein clamps or buckles may be used for tandems, unicorns and fours.

(d) Bits

1. Traditional driving bits, including but not limited to Liverpool and butterfly, either one-piece or jointed, are permitted.
2. Snaffles, including but not limited to loose ring, eggbutt, D-ring, and half cheek, either one-piece or jointed, are permitted.
3. Bits for a multiple turnout do not need to match.
4. Bitless or side-pull bridles and/or hackamores are not permitted.
5. Traditional western leverage bits, twisted wire, burr, or gag bits are prohibited.

(e) Attire

General

1. Competitors must always wear properly fitted, approved BSI or ASTM protective headgear in good condition that is recommended to be no more than 5 years old, with safety harness correctly secured while on a vehicle that is put to an equine.
2. An approved equestrian protective vest may be worn by anyone at any time without penalty.
3. Inflatable vests are not considered safe for driving and are not recommended.
4. Appropriate, clean, and neat attire is always required.
5. Sunglasses may be worn without penalty.
6. Shorts, dresses, sandals, flip flops, high heels and/or open-toed shoes are prohibited.
7. During cold or wet weather, appropriate outerwear may be worn.

Traditional Driving

1. Ladies are required to wear a long sleeve blouse, or a jacket/ blazer with a blouse or scarf underneath, dress pants or knee length skirt and dress shoes or boots.
2. Gentlemen are required to wear a button-front collared shirt, tie, blazer, dress pants and dress shoes or boots.
3. Sleeveless shirts are not permitted without a blazer over top.

4. Long hair should be worn neatly in a braid, bun or fully under the helmet. The use of a hair net is recommended.
5. Aprons or lap robes, between below-the-knee and ankle length, are required for drivers and should compliment the colour of the upholstery of the vehicle.
6. Gloves, in brown or tan, are required for both driver and groom(s).
7. Gloves and sleeves should be long enough to overlap.
8. Bright colours, glitter and rhinestones should be avoided.
9. Visors and hat-style slipcovers may be worn over a helmet.
10. In extreme heat and with the judge's permission, blazers may be removed.
11. During wet weather, waterproof attire may be worn, and aprons will not be required.

Marathon style

1. An approved equestrian protective vest must be worn by all competitors on marathon and are highly recommended for Driven Games.
2. Both drivers and navigators must wear marathon attire.
3. Marathon attire consists of durable ankle length pants, a shirt (polo, T-shirt or fitted long sleeve) and sturdy footwear.
4. Excessively loose-fitting clothing should be avoided.
5. Gloves of any colour are optional for drivers and navigators.
6. Aprons or lap robes should not be worn.

2.1.3 PRESENTATION

1. Presentation will be judged on the appearance and appropriateness of attire of driver and grooms as well as cleanliness, fitness, and condition of horses, harness and vehicle, and that the vehicle and harness are the correct type and style for the class.
2. If Presentation is to be judged it must be listed in the Prize List.
3. Whether or not presentation is judged, competitors must always be appropriately turned out.
4. *See also* 2.1.2 Turnout in General Driving Rules.

2.1.4 OFFICIALS

1. A Horse Council BC (HCBC) Driving Judge may be used. Alternatively, an experienced person with driving history and knowledge of driving may be used as a guest carded official whom must be approved by HCBC.
2. Multiple judges may be used at the competition management's discretion.
3. When multiple judges are used in dressage, the judge at C will be considered the head judge.
4. A Provincial Rules Official may attend.
4. Competition management, the judge, or a PRO must check the course and facilities for safety adherence to HCBC Rules prior to the start of each class or phase of competition.
5. The judge and other officials should be provided a tent or covering to keep them from the elements.

2.1.5 GROOMS, HEADERS, AND NAVIGATORS

1. All headers, grooms and navigators must be current HCBC members.
2. All headers, grooms and navigators must turn at least 12 years old during the current calendar year. EXCEPTION: Groom(s) and navigator(s) for intermediate Horse Driving Trials must turn at least 14 during the current calendar year.
3. A header or groom should dress to compliment the turnout. A header may wear a white lab coat.
4. Schedule permitting, a groom/navigator may be shared. This must be stated on the entry form.

5. Headers, grooms, or navigators may not use the whip or brakes during competition. EXCEPTION: Grooms and navigators may use a fifth wheel brake if located behind the driver.
6. The groom(s) must sit quietly with their hands on their lap; they may not slide or shift their weight or purposefully affect the vehicle's way of going.
7. If a groom, header, or navigator must interact with a horse, they must not touch the reins while they are in the driver's hands, they must only hold the horse by the cheek piece or adjust the harness as needed.

GROOMS OR NAVIGATORS REQUIRED						
	Single Small Pony or smaller	Single Medium Pony or larger	Pairs any size	Tandem any size	Unicorn/Four Small Pony or smaller	Unicorn/Four Medium Pony or larger
Dressage	No	No	One	One	One	Two
Cones	No	No	One	One	One	Two
Marathon	No	One	One	One	One	Two
Pleasure	No	No	One	One	One	Two
Games	No	Yes	N/A	N/A	N/A	N/A

2.1.6 AGE OF COMPETITORS

The competition age of an individual is defined as the age reached during the current calendar year.

Drivers

Age classifications are:

- **Junior A** – competition age 10 years old and under
- **Junior B** – competition age 11-13 years old
- **Junior C** – competition age 14-18 years old
- **Adult** – competition age 19-54 years old
- **Masters** – competition age of 55 years or more

Stallions of any size must not be driven by a junior.

Junior A and Junior B drivers must always be accompanied by a person holding a current HCBC membership, whom is 18 years of age or older, experienced, and capable of driving the turnout and aiding when necessary or in the case of an emergency.

This individual should be the first in and last out of the vehicle and must have the reins in their hand(s) while the junior is mounting; handing the reins to the junior once they are on the box seat.

The junior must be seated firmly and not be held in place by the assisting adult.

EXCEPTION: At the discretion of their parent or legal guardian (unless required by competition management) Junior B drivers competing in a securely enclosed arena with a single Very Small Equine (VSE), do not need to be accompanied in the vehicle. This exception is NOT applicable to Field Driving Trials or Horse Driving Trials.

Junior A and B, in classes requiring a header, an additional appropriately attired, capable individual over the age of 18 must come from the rail so that the driver is at no time alone in the vehicle. These

individuals must be experienced with horses, be familiar with the format of the event and be current HCBC members.

Junior A must compete in a securely enclosed arena.

Junior B may compete outside of an arena.

Junior C drivers, at the discretion of their parent or legal guardian, may compete with a single turnout and do not need to carry a groom unless required by class specifications.

Grooms, Headers, and Navigators

All grooms, headers and navigators must turn at least 12 years during the current calendar year.

EXCEPTION: Groom(s) and navigator(s) for intermediate Horse Driving Trial competitors must turn at least 14 during the current calendar year.

2.1.7 EQUINES

Breed

All driving disciplines are open to all breeds and crosses within the height limitations, if any, of the class.

Age

All equines must be a minimum of 4 years of age at the time of competition and must be clean and in good physical condition.

Height classification

The equine's height is to be measured at the withers. For competition purposes the height will be recorded in centimeters and the classification based on the measurement in centimeters. If the equine is wearing shoes, subtract 1cm.

- Very Small Equine (VSE) – up to 39" / 9.3 hands / under 99.9 cm
- Pony – between 9.3 and 14.2 hands / between 100 cm and 148.9 cm
- Small Pony 9.3 hands – 11.3 hands / over 100 cm and under 120.09 cm
- Medium Pony 11.3 hands – 13.2 hands / over 121 cm and under 137.16 cm
- Large Pony 13.2 hands – 14.2 hands / over 138 cm and under 147.32 cm
- Horse – over 14.2 hands / 148 cm and over

2.2 DRESSAGE - General Rules

Dressage aims to achieve continued balanced enhancement of the horse's physical attributes and skills. Through continued training, the horse becomes forward, relaxed, supple, and displays a good sense of attentiveness and enthusiasm in its performance. Dressage may be held alone or as part of a driving trial.

2.2.1 FORMAT

1. HCBC Driven Dressage tests may be found on the HCBC website and are available for use at no charge. **EXCEPTION:** HCBC tests are not to be used for Horse Driving Trials.
2. The competition management may list the dressage test to be driven in the Prize List or may allow the competitor to drive a Test of Choice from a list of recognized tests.
2. The dressage test must be consistent with the level being driven, e.g. training level will drive a training level test.
3. Dressage tests must be driven from memory for preliminary and intermediate competitors.
4. Tests should be scheduled at regular time intervals, with sufficient time for the test to be driven and the judge to complete paperwork.
5. Competitors will be provided a time for the dressage test.
6. Competitors may be asked to do their dressage test early but must agree to the change of time and cannot be forced to drive before their posted time.
7. If judging is running behind, competitors must be ready at their posted time and be prepared to drive when their turn comes.
8. Before their test, competitors should drive near to the Judge's booth and state their competitor number, level (training, preliminary, etc.). When Test of Choice has been permitted, the test number or letter should be stated as well.
9. Competitors must enter the dressage court within 60 seconds of the judge sounding the bell or the whistle.
10. Once the competitor is inside the arena, the gate should be closed. A cone may be placed across the entrance if no physical gate exists.
11. The test is driven.
12. Should the competitor go off-course, the judge will sound the bell or whistle and the competitor will immediately proceed to the judge and will be instructed where restart the test. In the case of multiple judges, it will be the judge at C who makes the decision.
13. Competitors participating in training level may have the test called from B or E and must provide the caller. The competition management is not responsible for providing this person.
14. Competitors that are hard of hearing and wishing to use a caller may use a communication device, but this must be within earshot of the judge. This must be noted on the entry form and the PRO and Judge should be advised. Such devices may not otherwise be used.

2.2.2 SAFETY CHECK

1. The competition management will ensure that a safety check is performed at any time prior to the start.
2. The safety check will be performed by a PRO or a qualified person appointed by the competition management.

2.2.3 FACILITIES

1. Recommended arena size for singles: 40m x 80m (standard size) with standard letter spacing.
2. Recommended arena size for tandems, unicorns, or team of four: 40 m x 100 m unless otherwise specified on the dressage test.
3. Classes with VSE only may use a smaller arena.

4. Recommended arena size for VSE Singles: 30 m x 60 m.
5. Recommended arena size for VSE tandem, unicorn, or fours: 30 m x 75 m.
6. Should an arena less than 40 metres wide be used, the letters F, H, K, and M should be placed on the long side distance equal to 25% of the short side's width, e.g. short side is 34m. $34 \div 4 = 8.5$. F, H, K and M are placed 8.5m from the corners on the long side.

2.2.4 CLASSES

1. At the discretion of the competition management, classes may be divided by equine size and type, single or multiples, level of dressage test.
2. At the discretion of the competition management, classes may be split or combined as entries warrant.

2.2.5 LEVELS

1. Competition management may offer different levels of competition, which must be listed in the Prize List.
2. Training Level – suitable for beginner drivers or equines.
3. Preliminary Level – suitable for competitors with more than two years driving experience.
4. Intermediate Level - suitable for competitors with more than two years driving experience in preliminary.

2.2.6 TURNOUT

(a) Attire

1. Traditional driving attire must be worn by drivers and grooms.
2. *See also* 2.1.2 (e) for Attire under Turnout in General Driving Rules.
3. *See also* Dressage under 2.5.10 ADT and 2.6.11 FDT for exceptions.

2.2.7 PRESENTATION

1. If presentation is to be scored it will be during the dressage test and must be listed in the Prize List.

2.2.8 DRIVERS AND GROOMS

1. Schedule permitting, drivers and grooms may compete with multiple entries. This must be stated on the entry form.
2. *See also* 2.1.2 (e) Attire under Turnout in General Driving Rules.
3. *See also* 2.1.5 for Grooms, Headers, and Navigators under General Driving Rules.

2.2.9 OFFICIALS

1. The judge should be placed approximately 5 metres from C and is recommended to be slightly elevated.
2. When a judge cannot be placed at C, they will be placed at B or E.
3. When a second judge is being used, the head judge will be at C and the second judge will be placed at either B or E.
4. *See also* 2.1.4 for Officials under General Driving Rules.

2.2.10 PENALTIES

PENALTIES FOR DRESSAGE ADT, FDT, HDT	
Part of the turnout leaving the arena	Mark down for inaccuracy
The whole turnout leaving the arena	Elimination
Incorrect attire of driver and/or groom – No helmet	Elimination
Incorrect attire of driver and/or groom – No gloves	5 penalties (each)
Incorrect attire of driver and/or groom – No lap robe (when required)	5 penalties
Groom dismounting turnout – 1 st instance	5 penalties
Groom dismounting turnout – 2 nd instance	10 penalties
Groom dismounting turnout – 3 rd instance	Elimination
Error on course 1 st instance	5 penalties
Error on course 2 nd instance	10 penalties
Error on course 3 rd instance	Elimination
*Disobedience 1 st instance	5 penalties
*Disobedience 2 nd instance	10 penalties
*Disobedience 3 rd instance	Elimination
Vehicle overturning	Elimination
* Disobedience is a resistance in forward movement. Kicking or rearing is considered to be a disobedience. These will be penalized by the Judge at “C” only.	

2.3 CONES - General Rules

Cones is a timed event where competitors pass through sets of cones (obstacles) of varying widths, based on level and class, within the allotted time. The competitor with the least penalties wins. Cones may be part of a Pleasure Show, Driven Games, Arena Driving Trials, Field Driving Trials or Horse Driving Trials. See Cones under ADT, FDT, HDT for exceptions and additional information.

2.3.1 FORMAT

1. Course inspection/walk will be open up to 30 minutes prior to the start of competition.
2. Course maps must be available prior to the event and be included in the competitors' information pack.
3. Course maps must indicate distance, speed, and the time allowed based on equine size, class, and level of competition.
4. Upon arriving to the course, the competitors will stop and salute the judge and wait for a bell or whistle to sound.
5. Timing will start when the nose of the horse(s) passes the Start line or 60 seconds after the bell or whistle has sounded and will stop when the nose of the horse(s) passes the Finish line.
6. Competitors will drive the course once, starting at the Start line, passing through each gate in numerical order and any lettered gates in alphabetical order, and then past the Finish line.
7. When driving through a gate, competitors must keep the red markers on their right and white markers on their left.
8. If a competitor misses a gate(s) or drives through any gate(s) out of numerical or alphabetical order, they are eliminated. Course corrections are not accepted.
9. Competitors are permitted to drive across their already driven path and between gates in a multiple.
10. Competitors must drive the course from memory. Onboard maps are not permitted.
11. During competition, grooms are permitted to quietly communicate verbally with the driver but must sit quietly and not shift their weight in any way that will affect the vehicle's way of going.

2.3.2 SAFETY CHECK

1. The competition management will ensure that a safety check is performed prior to the start.
2. The safety check will be performed by a PRO or a qualified person appointed by the competition management.
3. The track width of the vehicle can be measured during safety check.

2.3.3 FACILITIES

1. Cones may be held in a suitable sized indoor arena or outdoors in a safe area.
2. The recommended area is a minimum of 40 m x 100 m long or an equivalent space. This is the suggested minimum area but a larger area is permitted.
3. The size of the competition arena will be at the discretion of competition management and dependant on venue specifics.

2.3.4 CLASSES

1. At the discretion of the competition management, classes may be divided by equine size and type, junior, adult or masters drivers, single or multiple turnouts, and/or level, and may be split or combined as entries warrant.

2.3.5 LEVELS

1. Competition management may offer different levels of competition, which must be listed in the Prize List.
2. Training Level – suitable for beginner drivers or equines.
3. Preliminary Level – suitable for competitors with more than two years driving experience.
4. Intermediate Level - suitable for competitors with more than two years driving experience in preliminary.

2.3.6 TURNOUT

(a) Vehicles

1. Solid rubber tires are permitted at any level.
2. Bicycle style pneumatic tires are only permitted at training and preliminary levels and not permitted when cantering.
3. Pneumatic tires made specifically for the use of a carriage are permitted at any level.
4. Wire spokes are only permitted at training level.
5. Solid spoke wheels may be used at any level.
6. *See also* 2.1.2 (b) Vehicles under Turnout in General Driving Rules.

(b) Attire

1. Approved equestrian protective vests are highly recommended.
2. Traditional driving attire will be worn. **EXCEPTION:** Training level competitors in a Field Driving Trial may wear marathon attire.
3. If cones are being included in Driven Games, marathon style attire may be worn.
4. Gloves, brown, or tan are required for both driver and groom(s). **EXCEPTION:** Driven Games.
5. *See also* 2.1.2 (e) for Attire under Turnout in General Driving Rules.

2.3.7 PRESENTATION

1. Presentations is not judged in cones.

2.3.8 PACE

1. Permitted paces must be listed for each level in the Prize List.
2. Training level competitors are permitted to walk and trot only; cantering is not permitted.
3. Preliminary and intermediate level competitors are permitted to walk, trot, or canter.
4. Cantering may be restricted due to any safety concerns such as slippery conditions or loose footing and is at the discretion of the competition management and the judge.

2.3.9 DRIVERS AND GROOMS

1. During competition, grooms are permitted to quietly communicate verbally with the driver but must sit still and not shift their weight in any way that will affect the vehicle's way of going.
2. Grooms giving physical directions to the driver (such as pointing), or sliding, lifting, or moving the vehicle in any way will cause the entry to be eliminated.
3. Grooms may compete with multiple entries which must be listed on the entry forms.
4. Grooms wishing to stand during competition must ask the judge for permission.
5. *See also* 2.1.5 for Grooms or Navigators Required chart under General Driving Rules.
6. *See also* 2.1.6 for Age of Competitors under General Driving Rules.

2.3.10 OFFICIALS

1. One HCBC driving judge or guest carded judge must be used.

2. If cones competition takes place at the same time as another phase, a PRO, or a knowledgeable person who must receive a guest judge card from HCBC prior to the event, may be used to judge the course.

2.3.11 COURSE:

1. The number of sets of cones/obstacles to a maximum of 20, will be determined at the discretion of the competition management and will be based on available space and the capacity of the course to flow well. **EXCEPTION:** Arena Driving Trials will use a maximum of 14 cones, except where space allows for more.
2. The course must be designed in such a way as to allow competitors to drive in a smooth, forward, and controlled fashion.
3. Course maps should be available and posted at the arena or in the competitor information pack and must include maps, indicate distance, speed, and the time allowed based on equine size, class, and level of competition.
4. The course must be measured and rounded to the nearest metre, by competition management or a PRO, with a measuring wheel via the shortest, drivable route, starting from the middle of the start gate, through the center of each obstacle on course, finishing through the center of the finish gate. This measurement will determine time allowed, based on the size, class, and level of the equine.
5. If an alternative route is being offered, the longest route will be measured and used.
6. The minimum distance between the Start line and the first obstacle and between the last obstacle and the Finish line will be a minimum of 10 metres for ADT and 20 metres for all other courses.
7. There is no minimum distance between sets of obstacles.
8. The gate for the Start and Finish line(s) must be a minimum of 3 metres wide.
9. The course length should measure between 400 metres and 800 metres and be proportionally shorter should a smaller area be used.
10. The cones course will consist of pairs of numbered cones to a maximum of 20 obstacles; this number should be proportional to the space used.
11. A ball must be placed on the top of each cone at each gate.
12. Three multiples of up to four gates (A,B,C,D) may be used.
13. The suggested minimum distance between lettered cones in a multiple is 10 – 12 metres. If the competition consists of only large ponies or smaller, the suggested distance is 8-11 metres.
14. Horizontal railings may be used as part of a multiple and must be between 40 and 60 cm in height.
15. Up to 5 single obstacles may be reduced in width by 5 cm and must be marked both on the course maps and on the course. Separate coloured cones, balls, or another indicator may be used.
16. A maximum of 2 alternate routes may be used and must be single obstacles.
17. Oxers are not considered multiples. Oxers must be spaced a minimum of 1.5 – 3 metres apart; the second set of cones must be flagged red and white.
18. Pairs of cones will be numbered sequentially, with a red number on the right-hand cone and a white number on the left-hand cone of each pair. Free standing numbers may be used, or numbered sleeves may be placed over the cones themselves.
19. Wherever possible the cone on the inside of the turn should have a semi-circle of spray paint on the ground around it. The spray paint should be carried across the ground to the opposite cone so that the angle of the cones is consistent between competitors.
20. When adjusting the width of cones between competitors and levels, the cone placed on the inside of the turn will remain stationary and the outside cone will move.

21. Wherever possible the numbers should be positioned so that at least one number from each obstacle is visible from the previous obstacle.
22. Where appropriate, letters should be used to designate the elements of a multiple obstacle.
23. Bridges may be used in all levels, but an alternative route must be made available for training level.
24. Wooden bridges must have a bridge surface not more than 35 cm above the ground; a usable width of 3 metres and a maximum length of 5 metres are permitted. Boarded or rail sides with a minimum height of 50 cm are required. There must be a pair of cones at the entrance (flag lettered A) and exit (flag lettered B) with the cones at least 2m apart.
25. Water may not be used.
26. An obstacle that purposefully requires a reinback is not permitted.
27. Cones must be reset between competitors, levels, and divisions: training, preliminary, single, pair, etc.

2.3.12 VEHICLE TRACK MEASUREMENT AND ALLOWANCE

1. The vehicle track measurement must be done before the beginning of the competition.
2. The vehicle's track width is measured by competition management, a qualified appointed person, or a PRO at ground level between the outside edges of the wheels of the widest axle.
3. In the case of a vehicle with any parts protruding outside of the wheels (such as a splinter bar) the width should be measured if it is at or below the height of a ball on a cone.
4. At the discretion of the competition management, any vehicle with a track width within 5cm of the previous track width measurement on course may use the same allowance.

WIDTH ALLOWANCE FOR CONES				
	VSE Single/Pair	Horse/Pony Single/Pair	VSE Tandem/Unicorn/Four	Horse/Pony Tandem/Unicorn/Four
Training	Track + 30 cm	Track + 35 cm	Track + 40 cm	Track + 45 cm
Preliminary	Track + 25 cm	Track + 30 cm	Track + 35 cm	Track + 40 cm
Intermediate	Track + 20 cm	Track + 25 cm	Track + 30 cm	Track + 35 cm

2.3.13 SPEED

DRIVING SPEEDS FOR CONES				
	VSE Single/Pairs	Horse/Pony Single/Pairs	VSE Tandem/Unicorn/Four	Horse/Pony Tandem/Unicorn/Four
Training	160	180	150	170
Preliminary	180	200	170	190
Intermediate	190	210	180	200
Speed shown is Metres Per Minute (mpm)				

2.3.14 TIME ALLOWED ON COURSE

1. Time allowed refers to time allowed to complete the course before penalties are incurred.
2. Time limit on course is twice the time allowed., e.g. time allowed = 2 min, time limit = 4 min.

TIME ALLOWED ON COURSE FOR CONES
Length of course in metres, divided by speed in metres per minute, remainder x 60 seconds = Time Allowed
Example: Course length in metres = 438 m Prelim Horse/Pony = 200 mpm $438\text{m} \div 200\text{mpm} = 2.19 \times 60 = 131.40$ Time Allowed for cones is 131.40 seconds

2.3.15 PENALTIES

- Competitors exceeding the time allowed will be penalized 0.5 points per second.
e.g. Time allowed is 2:46. Competitor's time 2:53:36. Competitor is 7:36 over time allowed.
 $7.36 \times 0.5 = 3.68$ penalty points.

PENALTIES FOR CONES*	
Improper attire	5 penalties per item
Failing to start within 60 seconds of the bell being rung	5 penalties
Starting and passing through an obstacle before the bell is rung	10 penalties and must restart
Entering the arena and driving without a whip or dropping the whip	10 penalties
Exceeding time allowed	0.5 penalties per second
If any obstacle in advance of the one being driven is knocked down by the competitor, the bell will be rung; the competitor must stop for the obstacle to be rebuilt.	3 penalties and add 10 seconds
Knocking down 1 or 2 balls in the same single obstacle	3 penalties
Knocking down more than 1 ball in a multiple (A,B,C,D)	3 penalties per lettered set
Knocking down any part of an element after it has already been driven	10 penalties
Driver dismounting	20 penalties
Grooms standing on course without permission from the judge	5 penalties
Groom dismounting 1 st instance	5 penalties
Groom dismounting 2 nd instance	10 penalties
Groom dismounting 3 rd instance	Elimination
Groom physically indicating the course to the driver in any way	10 penalties per occurrence
Off course	Elimination
Missing a gate	Elimination
No breeching when required	Elimination
Outside assistance	Elimination
Failing to pass through Start or Finish line	Elimination
Driving and obstacle out of sequence	Elimination
Exceeding the time limit (time allowed x 2)	Elimination
Disobedience – 1 st instance	5 penalties
Disobedience – 2 nd instance	10 penalties
Disobedience – 3 rd instance	Elimination
* These penalties apply unless otherwise specified.	

2.3.16 SCORING

- Scoring is based on a total of faults, time penalties, plus any other penalties incurred.
- The competitor with the lowest number of penalties places first.

4. At the discretion of the competition management, a tie will be decided by a drive off consisting of a modified course (will not include multiples) or placings may be shared.
5. The way in which a tie will be broken must be listed in the Prize List.
6. If a competitor is eliminated, they are not placed.



2.4 MARATHON – General Rules

Marathon is a timed event where competitors pass through sets of cones and obstacles based on level and class. Time on course and errors are combined to one score and lowest score wins. Marathon may be part of Driven Games, Driving Trials. See Driven Games and Marathon in ADT, FDT, and HDT for additional rules.

2.4.1 FORMAT

1. Marathon start times are given to competitors in their information pack.
2. Timing will start at the posted time.
3. Competitors should receive a 10 second countdown.
4. Competitors will drive the course starting with the Start line passing through each gate in numerical order, driving all obstacles in order, and then pass the Finish line.
5. Timing will stop when the competitor passes the Finish line.
6. When driving through a gate, competitors must keep the red marker on the right and the white marker on the left.
7. If a competitor misses a gate or drives through any gate(s) out of numerical or alphabetical order, they will be considered off course and must proceed to the missed gate and correct their course before approaching the next obstacle. Penalty applies.
8. Competitors not correcting an error will be eliminated.
9. Obstacles will have an In and Out gate.
10. Obstacles will consist of 3 gates for training level: A, B, C.
11. Obstacles will consist of up to 4 gates for preliminary level: A, B, C, D.
12. Obstacles will consist of up to 5 gates for intermediate level: A, B, C, D, E.
13. Lettered gates are considered "live" until they are passed through in the correct order and direction.
14. Once a gate has been passed through in the correct order and direction, competitors may pass through it again in any direction without penalty.
15. Letters in an obstacle that are not associated with the level being driven (e.g. D and E gates in training level) may be driven in any direction at any time.
16. A deviation of course is not permitted between gates (no circling, etc.)
17. Drivers and navigators are free to communicate as much as they need.
18. Outside assistance may be subject for elimination.
19. Drivers are to follow posted arrows and directions according to their level of competition.
20. Kilometre markers for each level should be posted.
21. Should the next kilometre occur within an obstacle, the marker shall be placed with the exit sign.
22. Training level signs are black or white diamonds with the opposite colour writing.
23. Preliminary level signs are green squares with black writing.
24. Intermediate level signs are red circles with black writing.

2.4.2 SAFETY CHECK

1. The competition management will ensure that a safety check is performed prior to the start.
2. The safety check will be performed by a PRO or a qualified person appointed by the competition management.
3. When required, it is the responsibility of all competitors to accurately complete and submit the safety checklist which must be provided by the competition management.

2.4.3 FACILITIES

1. The size of the competition arena will be at the discretion of competition management and dependant on venue specifics.

2.4.4 CLASSES

1. At the discretion of the competition management, classes may be divided by equine size and type, junior, adult, or master driver, single or multiple turnout, and/or level, and may be split or combined as entries warrant.

2.4.5 LEVELS

1. Depending on the type of event, the competition management may offer different levels.
2. Levels offered must be listed in the Prize List.
3. The levels may consist of the following:
 - Training Level – suitable for beginner drivers or equines.
 - Preliminary Level – suitable for competitors with more than two years driving experience or at the competitor's discretion.
 - Intermediate Level - suitable for competitors with more than two years driving experience in preliminary or at the competitor's discretion.

2.4.6 TURNOUT

(a) Vehicles

1. Vehicles should be built in a manner to withstand the demands of a marathon.
2. Antique vehicles or vehicles with protruding hubs are not recommended.
3. Two-wheeled or four-wheeled vehicles are permitted at any level.
4. Solid rubber tires are permitted at any level.
5. Bicycle style pneumatic tires are only permitted at training and preliminary levels and not permitted when cantering.
6. Pneumatic tires made specifically for the use of a carriage are permitted at any level.
7. Wire spokes are only permitted at training level.
8. Solid spoke wheels may be used at any level.
9. All vehicles must have a solid or mesh floor.
10. Sulky, stirrup type racing carts or bikes are not permitted.

(b) Attire

1. An approved helmet designed specifically for equestrian activities, in good condition and recommended to be no older than 5 years, is mandatory for all drivers and navigators.
2. Approved equestrian protective vests must be worn by drivers and navigators.
3. *See also* 2.1.2 (e) for Attire under Turnout in General Driving Rules.

2.4.7 PRESENTATION

1. Presentation is not judged.

2.4.8 PACE

1. Permitted paces must be listed for each level in the Prize List.
2. Permitted gaits for training level are walk and trot anywhere on course. Cantering in training level is not permitted.
3. Permitted gaits for preliminary and intermediate level are walk and trot anywhere on course and cantering is permitted in obstacles.
4. Cantering may be restricted due to any safety concerns such as slippery conditions or loose footing and is at the discretion of the competition management and the judge.

2.4.9 DRIVERS AND NAVIGATORS

1. Drivers and navigators may communicate as much as they need.

2. Competitors may be required to carry a navigator(s). See 2.1.5 for Grooms or Navigators Required chart under General Driving Rules.
3. Navigators may compete with multiple entries which must be listed on the entry forms.

2.4.10 OFFICIALS

1. One HCBC driving judge or guest carded judge is required.
2. A Provincial Rules Official (PRO) may attend.

2.4.11 COURSE

1. See Course under Marathon in ADT, FDT, and HDT sections.

2.4.12 SPEED

1. See Speed under Marathon in ADT, FDT and HDT sections.

2.4.13 TIME ALLOWED ON COURSE

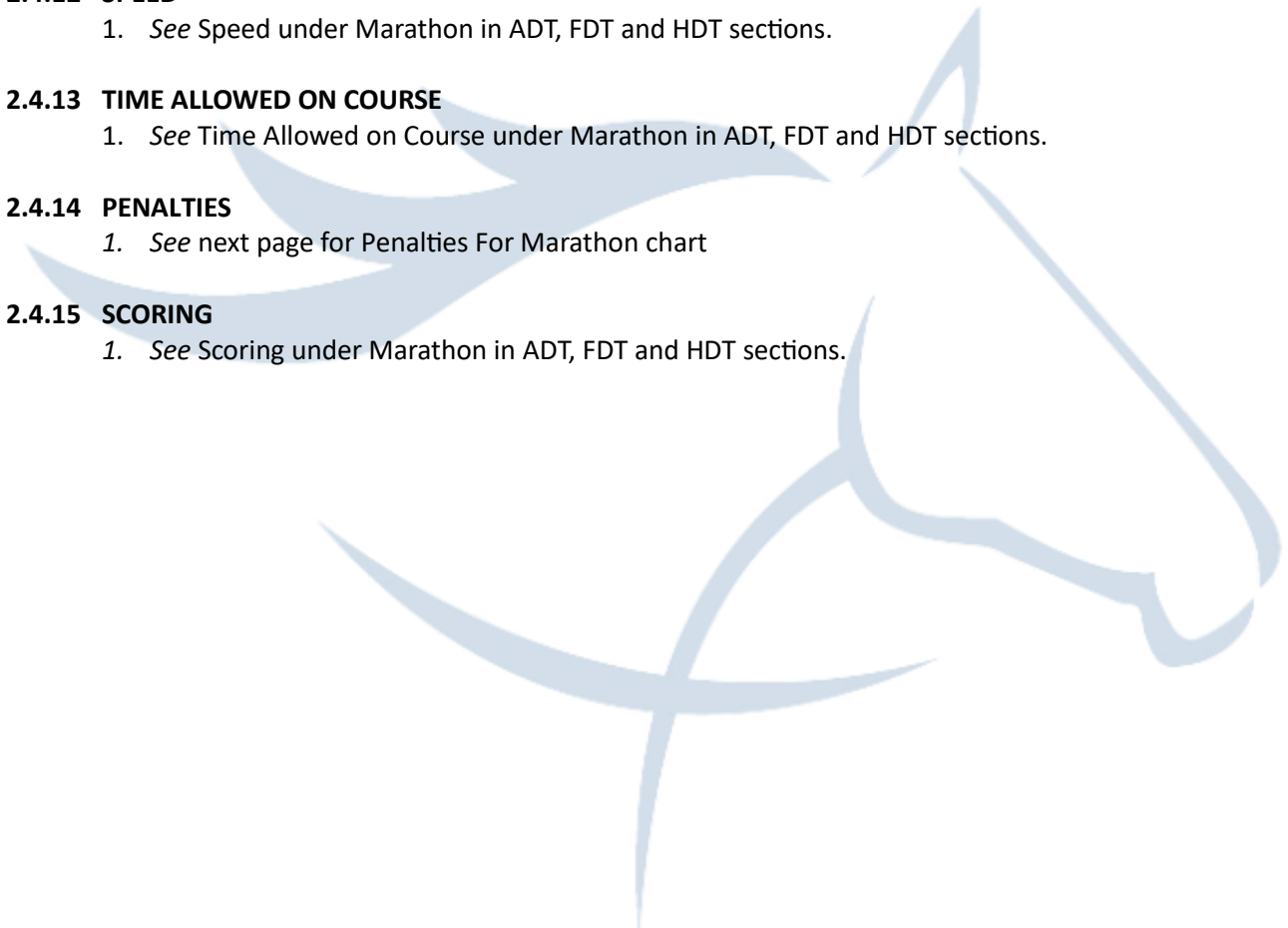
1. See Time Allowed on Course under Marathon in ADT, FDT and HDT sections.

2.4.14 PENALTIES

1. See next page for Penalties For Marathon chart

2.4.15 SCORING

1. See Scoring under Marathon in ADT, FDT and HDT sections.



PENALTIES FOR MARATHON*	
ADT, FDT, HDT	
ADT – Penalties apply both on the perimeter course and the obstacles.	0.25 penalties per second
Over time allowed	0.25 penalties per second
Under time allowed	0.25 penalties per second
Stopping on course for reasons other than harness repairs	1 penalty per 10 seconds
Incorrect attire of driver and/or groom	10 penalties per person
Deviation from course after the last obstacle or last 300m	10 penalties per occurrence
Cantering when not permitted	5 penalties after 5 seconds, 1 penalty for each second thereafter
ADT – Driver dismounting in an obstacle	20 penalties
FDT/HDT – Driver dismounting in an obstacle	60 penalties
ADT/FDT/HDT – Groom dismounting in an obstacle	20 penalties per occurrence
Correcting error course in an obstacle	20 penalties
Driver and Groom not on turnout passing through a compulsory turning flag, or start and finish of each obstacle	Driver – 20 penalties each occurrence Groom – 5 penalties each occurrence
Groom leading horse or horses through an obstacle	25 penalties per occurrence
Failing to stop for a leg over a trace	30 penalties
FDT/HDT - Groom or solo driver down on course outside of 30m after obstacle	5 penalties
Putting whip down	5 penalties
No body protector or helmet	Elimination
No breeching on a turnout without brakes	Elimination
No breeching on a single turnout	Elimination
Failing to pass through the Entry or Exit flags of an obstacle	Elimination
Failing to pass through a compulsory turning flag and or obstacle in the correct order	Elimination
Finishing with a broken wheel, or broken/disconnected pole or shaft, or missing or broken pieces of harness	Elimination
Failing to correct an error of course in an obstacle	Elimination
Exceeding time allowed in obstacles (5 min)	Elimination
Exceeding time limit (double the time allowed)	Elimination
Disconnecting and leading a horse through an obstacle	Elimination
Overtaken vehicle	Elimination
Failing to stop because of a leg over pole, lead bar or shaft	Elimination
* These penalties apply unless otherwise specified.	

2.5 ARENA DRIVING TRIALS (ADT)

Arena Driving Trials are open to single or multiple turn outs and are generally held with all three phases in a single day.

2.5.1 ADT FORMAT

Arena Driving Trials (ADT) will consist of three phases of competition in the following order: Driven Dressage, Marathon, and Cones.

1. Course inspection/walk must be announced prior to the start of the competition.
2. Course maps should be available and posted at the arena and are typically at the in-gate.
3. Course maps must indicate distance, speed, and the time allowed based on equine size, class, and level of competition.

2.5.2 ADT SAFETY CHECK

1. The safety check will take place prior to dressage and before marathon.
2. The safety check must be performed by a Provincial Rules Officer (PRO) or a qualified person appointed by the competition management.
3. When required, it is the responsibility of all competitors to accurately complete and submit the safety checklist which must be provided by the competition management.

2.5.3 ADT FACILITIES

1. Arena Driving Trials may be held in a suitable sized indoor arena or outdoors in an enclosed and safe area.
2. The size of the competition arena will be at the discretion of competition management and dependant on venue specifics.
3. Arenas may be permanent or temporary.

2.5.4 ADT LEVELS

1. Competition management may offer one or two levels of competition, which must be listed in the Prize List.
2. Training Level – suitable for beginner drivers or equines.
3. Preliminary Level – suitable for competitors with more than two years driving experience.

2.5.5 ADT TURNOUT

(a) Vehicles

1. The same vehicle must be used to dressage and cones; a separate marathon vehicle may be used.
2. The same vehicle may be used in all three phases.

(b) Attire

1. Marathon attire may be worn for all phases.
2. Should traditional driving attire be required for dressage and cones, it must be stated in the Prize List.
3. Aprons or lap robes are not required when wearing marathon attire.

2.5.6 ADT PACE

1. Permitted paces must be listed for each level in the Prize List.

2. Permitted gaits for training level are walk and trot in all phases. Canter in training level is not permitted.
3. Permitted gaits for preliminary level is walk and trot anywhere on course; cantering is permitted in cones and obstacles.
4. Canter may be restricted due to any safety concerns such as slippery conditions or loose footing and is at the discretion of the competition management and the judge.

2.5.7 ADT DRIVERS AND GROOMS

1. Schedule permitting and at the discretion of the competition management, competitors may participate with more than one entry.
2. If competitors are competing with more than one entry, this must be stated on the entry form.
3. *See also* 2.1.5 for Grooms or Navigators Required chart under General Driving Rules.

2.5.8 ADT PRESENTATION

1. Presentation may be scored but must be listed in the Prize List.
2. If presentation is being scored, it will be scored by the dressage judge(s).

2.5.9 ADT EVENT SCORING

1. Penalties from dressage, cones, and marathon are added together for total individual competitor penalties.
2. The competitor with the lowest number of penalties places first.
3. If a competitor is eliminated in any phase, they are not placed.

2.5.10 ADT DRESSAGE

See 2.2 Dressage - General Rules.

1. When sufficient room is not available for warmup outside of the arena perimeters, competition management in agreement with the judge may allow competitors to warm up inside the arena either before the start of the class or approximately 1 minute of warm up inside the arena after the previous competitor has exited.
2. Competitors must be notified of the warmup schedule before the start of the competition.
3. Warm up time should be clearly posted at the show office or at the arena.

2.5.11 ADT DRESSAGE SCORING

1. A scribe will be used to record the judge's scores.
2. Scoring will be done as indicated on the dressage tests and converted to penalty points.

2.5.12 ADT MARATHON

See 2.4 Marathon – General Rules

2.5.13 FORMAT

At the discretion of the competition management, the course may be run in either of the following ways:

1. One-Part Marathon
 - The judge will signal the competitor with a bell or a whistle to start the course.
 - Timing will start when the nose of the equine crosses the Start gate or 60 seconds after the judge's signal.

- Each competitor will drive the course and after crossing the Finish line will immediately continue to drive the course a second time in one continuous go.
- Timing stops when the nose of the equine crosses the Finish gate.
- Two timers are required for this competition option.
- If a competitor dislodged any part of the course on their first go, the whistle (or bell) will be sounded, and the competitor will stop after crossing the Finish line. The competitor must return to the start line and wait until the course has been rebuilt. The judge will then restart the competitor. No time penalties are incurred for the reconstruction period.

2. Two-Part Marathon

- The judge will signal the competitor with a bell or a whistle to start the course.
- Each competitor will complete the course. After all competitors have driven the course, Obstacles 1 and 2 are then relettered in a different configuration and become Obstacle 3 and 4 and the course is driven again by each competitor.
- Timing will start when the nose of the equine crosses the Start gate or 60 seconds after the judge's signal.
- Timing stops when the nose of the equine crosses the Finish gate.
- The time from each round is added together to give a combined time to be used to determine penalties.

2.5.14 ADT MARATHON COURSE

1. The dressage arena or an adjacent arena may be used.
2. Course inspection/walk will be open 30 minutes prior to the start of the competition.
3. Course maps should be available and posted at the arena and are typically at the in-gate.
4. There must be 4 obstacles, with no more than 2 set up in the arena at one time.
5. Up to 14 sets of cones may be used.
6. All obstacle gates must be a minimum of 2.5 metres wide.
7. One 3 metre entry/exit gate must be used.
8. Clearly numbered cones must define the course to and from each obstacle from start to finish.

2.5.15 ADT CALCULATIONS FOR MARATHON TIME PENALTIES

1. Time for each round of the marathon course will be recorded in minutes, seconds, and hundredths of seconds, e.g. 1:20:56.
2. Minutes will be converted into seconds and then combined, e.g. 1:20:56 becomes 80.56.
3. To obtain the total time penalties for marathon phases with more than one round, converted times are added together and multiplied by 0.25, e.g. $80.56 + 79.45 = 160.01 \times 0.25 = 40$ penalty points.

2.5.16 ADT MARATHON PENALTIES

1. See 2.4.14 for Penalties under Marathon – General Rules.

2.5.17 ADT MARATHON SCORING

1. Scoring is based on a total of faults, time penalties, plus any other penalties incurred.

2.5.18 ADT CONES

See 2.3 Cones – General Rules

2.5.19 ADT CONES COURSE

1. The dressage arena or an additional adjacent arena may be used.

2. The cones course will consist of pairs of numbered cones to a maximum of 14 sets of cones that may include one multiple and one oxer.
3. At the discretion of the competition management, if a larger arena is being used up to 20 cones may be used as long as the course is still able to flow and drivers are able to drive at speed.

2.5.20 ADT CONES PENALTIES

1. See 2.3.15 for Penalties for Cones chart under Cones – General Rules.

2.5.21 ADT CONES SCORING

1. Scoring is based on a total of faults, time penalties, plus any other penalties incurred.



2.6 FIELD DRIVING TRIALS (FDT)

All phases are held in one day and are generally held back-to-back over two days.

2.6.1 FDT FORMAT

Field Driving Trials (FDT) consists of three phases of competition in the following order: Driven Dressage, Cones, and Marathon.

1. Course inspection/walk shall be available until 30 minutes prior to the start of the competition.
2. Course maps should be available and included in the information package and are suggested to be posted in a common area.
3. Course maps must indicate distance, speed, and the time allowed based on equine size, class, and level of competition.

2.6.2 FDT SAFETY CHECK

1. The safety check will take place prior to dressage and again prior to marathon.
2. The safety check must be performed by a Provincial Rules Officer (PRO) or a qualified person appointed by the competition management.
3. It is the responsibility of all competitors to accurately complete a safety checklist, which must be provided by the competition management, and will be collected before dressage.

2.6.3 FDT FACILITIES

1. Field Driving Trials may be held in a suitably sized and safe area.
2. The size of the competition area will be at the discretion of competition management and dependant on venue specifics.

2.6.4 FDT LEVELS

1. Competition management may offer one or two levels of competition, which must be listed in the Prize List.
2. Training Level – suitable for beginner drivers or equines.
3. Preliminary Level – suitable for competitors with more than two years driving experience.

2.6.5 FDT TURNOUT

(a) Vehicles

1. The same vehicle must be used in dressage and cones. A separate vehicle may be used for the marathon phase.
2. The same vehicle may be used in all three phases.
3. *See also* 2.1.2 (b) for Vehicles under General Driving Rules.

(b) Attire

1. Marathon attire may be worn for all phases for training level competitors only.
2. Should traditional driving attire be required for all competitors in dressage and cones, it must be stated in the Prize List.
3. *See also* 2.1.2 (e) for Attire under Turnout in General Driving Rules.

2.6.6 FDT AGE OF COMPETITORS

1. All drivers must turn a minimum of 11 years old (Junior B) in the calendar year.
2. *See also* 2.1.6 for Age of Competitors under General Driving Rules.

2.6.7 FDT PACE

1. Permitted gaits for training level are walk and trot; cantering is not permitted.
2. Permitted gaits for preliminary level are walk and trot; canter is permitted in cones and inside obstacles on marathon.
3. Permitted gaits for intermediate level are walk and trot; canter is permitted in cones and inside obstacles on marathon.
4. Cantering may be restricted due to any safety concerns such as slippery conditions or loose footing and is at the discretion of the competition management and the judge.

2.6.8 FDT DRIVERS AND GROOMS

1. Schedule permitting and at the discretion of the competition management, competitors may participate with more than one entry; this must be stated on the entry form.
2. If grooms are competing with more than one entry, this must be stated on the entry form.
3. See 2.1.5 for Grooms or Navigators Required chart under General Driving Rules.

2.6.9 FDT PRESENTATION

1. Presentation is not scored unless otherwise stated in the Prize List.
2. If presentation is being scored, it will be scored by the dressage judge(s).
3. If a dressage test with presentation is being used and no presentation score is being given, all competitors must receive a 10.

2.6.10 FDT EVENT SCORING

1. Penalties from dressage, cones, and marathon are added together for total individual competitor penalties.
2. The competitor with the lowest number of penalties places first.
3. If a competitor is eliminated in any phase, they are permitted to continue to drive in the event, but they are not placed.

2.6.11 FDT DRESSAGE

See also 2.2 Dressage – General Rules.

1. When sufficient room is not available for warmup outside of the arena perimeters, competition management in agreement with the judge may allow competitors to warm up inside the arena either before the start of the class or approximately 1 minute of warm up inside the arena after the previous competitor has exited.

2.6.12 FDT DRESSAGE SCORING

1. A scribe will be used to record the judge's scores.
2. Scoring will be done as indicated on the dressage tests and converted to penalty points

2.6.13 FDT CONES

See 2.3 Cones - General Rules.

2.6.14 FDT CONES COURSE

1. The dressage arena or an additional adjacent arena or area may be used.
2. The cones course will consist of pairs of numbered cones to a maximum of 20 obstacles; which may include two multiples and two oxers.
3. The width of the cones is adjusted based on competitor level. See 2.3.12 for Width Allowance for Cones chart under Cones – General Rules.

2.6.15 FDT CONES SPEED

1. Speed is measured in metres per minute (mpm).
2. *See also* 2.3.13 for Driving Speeds for Cones chart under Cones – General Rules.

2.6.16 FDT CONES TIME ALLOWED ON COURSE

1. Time allowed refers to time allowed to complete the course before penalties are incurred.
2. *See also* 2.3.14 for Time Allowed On Course for Cones chart under Cones – General Rules.

2.6.17 FDT CONES PENALTIES

1. *See* 2.3.15 for Penalties for Cones chart under Cones – General Rules.

2.6.18 FDT CONES SCORING

1. Scoring is based on a total of faults, time penalties, plus any other penalties incurred.

2.6.19 FDT MARATHON

See 2.4 Marathon – General Rules.

2.6.20 FDT MARATHON COURSE

1. Courses 2 km or under will consist of 3 obstacles.
2. Courses between 2 km and 4 km will consist of 3 or 4 obstacles.
3. The distance from the Start line to the entry gate of the first obstacle must be a minimum of 50 metres.
4. The distance from the exit gate of an obstacle to the entry of the next obstacle must be a minimum of 50 metres.
5. The distance from the exit gate of the last obstacle to the Finish line must be a minimum of 50 metres and a maximum of 300 metres.
6. All man-made gates must be a minimum of 3 metres wide.
7. Natural gates may be 2.5 metres wide.
8. The Entry and Exit gates of an obstacle must be a minimum of 3 metres wide.
9. Clearly numbered gates must define the course to and from each obstacle from start to finish and must be a minimum of 3 metres wide.
10. A marker shall be placed 30 metres after the exit of each obstacle.
11. Should the groom(s) become dislodged from the carriage during an obstacle, they may remain off the vehicle and do not need to follow the vehicle around the course in the obstacle. They must remount the vehicle before the vehicle passes the 30 metre mark of the obstacle.
12. Repairs may be made anywhere along the course, but penalties will be incurred for having the groom(s) or the driver down outside of the 30 metre marker of the last obstacle.
13. Competitors may stop without penalty before the 30 metre mark of the last obstacle for harness or equipment repairs. The groom may step off the vehicle to facilitate said repairs.
14. Competitors with a VSE or small pony may dismount from the carriage to conduct repairs with no penalty in this location as well.

2.6.21 FDT MARATHON TIME ALLOWED ON COURSE

1. Time allowed shall be calculated for each level and equine size and will be posted in minutes and seconds with an allowed window of minus 30 seconds.

2.6.22 FDT CALCULATIONS FOR MARATHON PENALTIES

1. Time on course will be recorded in minutes, seconds, and hundredths of seconds, e.g. 1:20:56.
2. Minutes will be converted into seconds and then combined, e.g. 1:20.56 becomes 80.56.

3. This time is then checked against the time allowed.
4. If the time is in the time allowed window, no penalty points are given.
5. If the time is outside of the time allowed window, the difference in time will be multiplied by .25 per second or elapsed portion of a second and any points for rule infractions will then be added to that total.
6. Time penalties, and other penalties are combined for a total penalty score for this phase.

2.6.23 FDT MARATHON PENALTIES

1. See 2.4.14 for Penalties for Marathon* chart under Marathon – General Rules.

2.6.24 FDT MARATHON SCORING

1. Scoring is based on a total of faults, time penalties, plus any other penalties incurred.



2.7 HORSE DRIVING TRIALS (HDT)

Horse Driving Trials are open to single or multiple turnouts and will consist of three phases of competition in the following order; Dressage, Cones, and then Marathon.

2.7.1 HDT FORMAT

1. These can be run over one day (all phases), two days (Day 1 Dressage and Cones, Day 2 Marathon) and are often held as back-to-back with all three phases each day. The rules for Field Driving Trials to be used but will include the following modifications. See 2.6 Field Driving Trials (FDT).
2. Competitors are timed in obstacles in preliminary and intermediate which are turned into penalty points.

2.7.2 HDT TURNOUT

(a) Attire

1. Traditional driving attire must be worn for dressage and cones.
2. Marathon style attire must be worn for marathon.
3. See also 2.1.2 (e) for Attire under Turnout in General Driving Rules.

2.7.3 HDT PRESENTATION

1. Presentation will be judged in dressage by the dressage judge.
2. If more than one judge is used in dressage, all judges will give a presentation score.

2.7.4 HDT LEVELS

1. Training, preliminary, and intermediate levels may be offered.

2.7.5 HDT DRESSAGE

1. Field Driving Rules apply. See 2.6.11 for Dressage under Field Driving Trials.
2. American Driving Society (ADS) tests will be used.

2.7.6 HDT CONES

See 2.3 Cones – General Rules.

2.7.7 HDT MARATHON

See 2.6 Field Driving Trials.

2.7.8 HDT MARATHON COURSE

1. The minimum course distance for all competitors is 4 km.
2. The maximum distances are: Training 6 km, Preliminary 8 km, and Intermediate 9 km.
3. The number of obstacles and gates are:
 - a. Training min 4 and up to 5 obstacles with up to 3 gates
 - b. Preliminary min 4 and up to 6 obstacles with up to 4 gates
 - c. Intermediate min 4 and up to 7 obstacles with up to 5 gates
4. The distance from the Start line to the first obstacle will be a minimum of 500 metres.
5. The distance between obstacles will be a minimum of 300 metres.
6. The Finish line will be a maximum 300 metres from the last obstacle.

2.7.9 HDT TIME ALLOWED ON COURSE

1. Training level competitors receive no penalty points for time inside an obstacle unless they exceed 5 minutes.
2. The maximum time allowed in an obstacle at all competitor levels is 5 minutes.
3. Time Allowed window shall be 3 minutes under time allowed.

2.7.10 HDT CALCULATIONS FOR MARATHON TIME PENALTIES

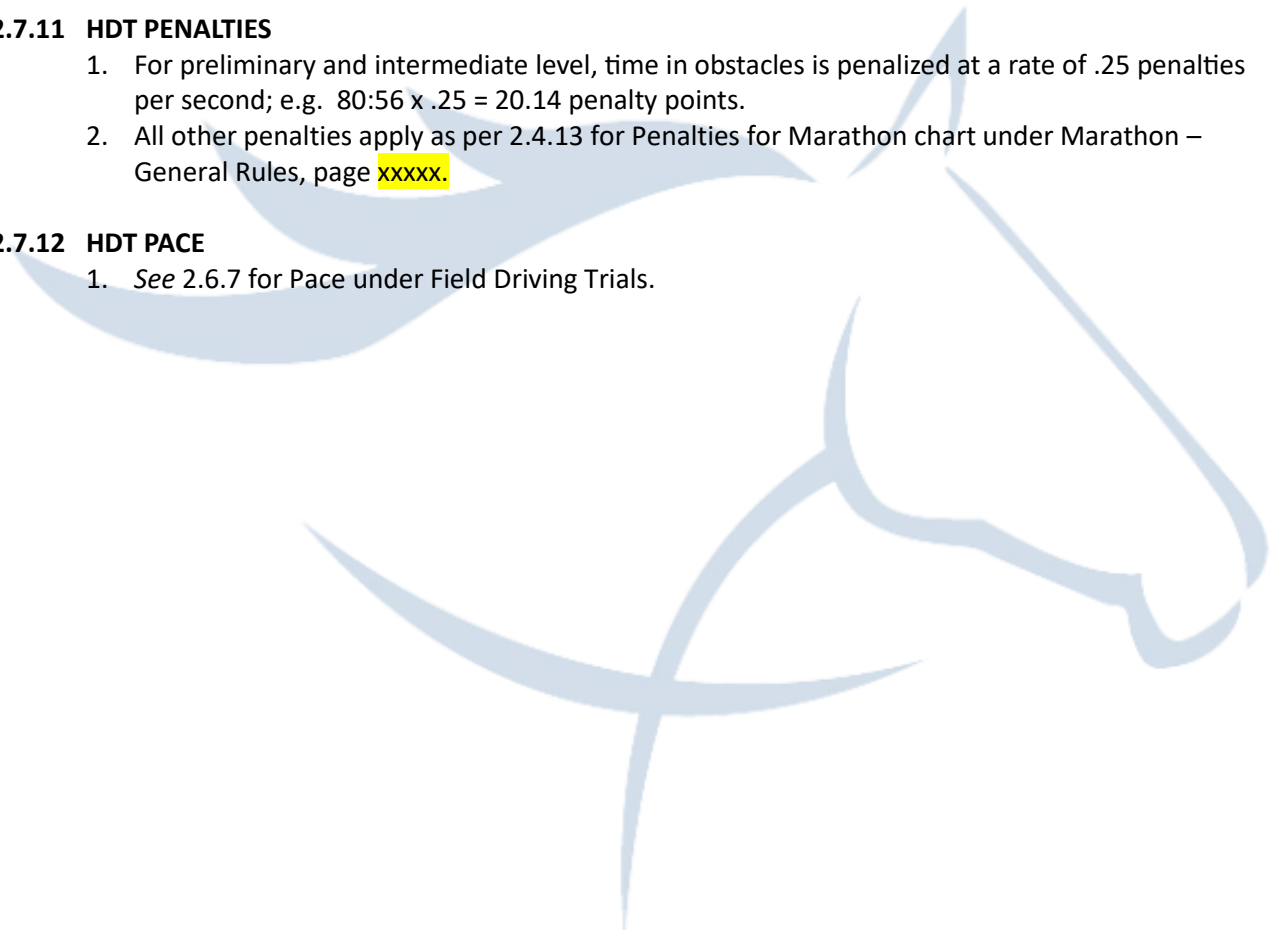
1. In preliminary and intermediate levels, the time in an obstacle is recorded in minutes, seconds, and hundreds of a second, e.g. 1:20:56.
2. Minutes will be converted into seconds and combined, e.g. 1:20:56 = 80:56.
3. *See also* 2.6.22 for FDT Calculations For Marathon Penalties

2.7.11 HDT PENALTIES

1. For preliminary and intermediate level, time in obstacles is penalized at a rate of .25 penalties per second; e.g. $80:56 \times .25 = 20.14$ penalty points.
2. All other penalties apply as per 2.4.13 for Penalties for Marathon chart under Marathon – General Rules, page xxxxx.

2.7.12 HDT PACE

1. *See* 2.6.7 for Pace under Field Driving Trials.



2.8 PLEASURE DRIVING

Pleasure driving includes Command Pleasure Driving, Working Pleasure Driving, and Driving Reinsmanship.

2.8.1 SAFETY CHECK

1. The safety check will take place prior to the first class of the day.
2. The safety check must be performed by a Provincial Rules Official (PRO) or a qualified person appointed by the competition management.

2.8.2 FACILITIES

1. Arenas of suitable size may be indoor or outdoor and must be safe.
2. Outdoor arenas may be constructed of fencing, or a temporary arena may be used.
3. The size of the competition arena will be at the discretion of competition management and dependant on venue specifics.

2.8.3 CLASSES

1. At the discretion of the competition management, classes may be split or combined as entries warrant.
2. All classes may be split based on the following:
 - Age (Junior, Adult, Masters)
 - Two-wheeled or four-wheeled vehicles
 - Equine height classification

2.8.4 TURNOUT

(a) Equipment

1. See 2.1.2 (a) Equipment under Turnout in General Driving Rules.

(b) Vehicle

1. Vehicles of traditional style are recommended.
2. New and antique vehicles are permitted.
3. See also 2.1.2.(b) Vehicles under Turnout in General Driving Rules.

(c) Harness

1. Overchecks may be permitted at the competition management's discretion.
2. See also 2.1.2 (c) Harness under Turnout in General Driving Rules.

(d) Bits

1. See 2.1.2 (d) Bits under Turnout in General Driving Rules.

(e) Attire

1. Traditional driving attire must be worn.
2. See also 2.1.2 (e) Attire under Turnout in General Driving Rules.

2.8.5 EQUINES

1. Manes may be braided
2. Tails should not be braided.

2.8.6 DRIVERS, GROOMS AND HEADERS

1. All drivers, headers, and grooms must be current HCBC members.
2. The use of a header or groom is optional when driving a single turnout.
3. The header or groom(s) must not disturb or distract any entry.
4. When in the vehicle, grooms must sit quietly with their hands on their lap; they may not slide or shift their weight or purposefully affect the vehicle's way of going.
5. Grooms may dismount from the vehicle when it is safe to do so or at the direction of the Ring Steward.
6. Headers will wait outside the ring and enter when it is safe to do so or at the direction of the Ring Steward.
7. Headers or grooms will stand quietly, positioned approximately 1m in front and to the left side of the equine and will only interact when needed.
8. If a groom or header must interact with a horse, they must not touch the reins while they are in the driver's hands. They must only hold or move the horse by the cheek piece or adjust the harness as needed.
9. Headers and/or grooms may not use the reins, whip or brakes during competition.
EXCEPTION: Grooms may use the fifth wheel brake if it is located behind the driver.
10. A groom may step up or square the leader(s) in a tandem, unicorn, or four without penalty.
11. Judges will penalize an entry where it becomes necessary for the header or groom(s) to restrain a horse prior to the completion of judging.
12. All headers and grooms should dress to compliment the turnout.
13. A header may wear a white lab coat.
14. See 2.1.5 for Grooms or Navigators Required chart under General Driving Rules.

2.8.7 OFFICIALS

1. See 2.1.4 for Officials under General Driving Rules.

2.8.8 AGE OF COMPETITORS

1. Open to competitors of all ages.
2. See also 2.1.6 for Age of Competitors under General Driving Rules.

2.8.9 PLACINGS AND AWARDS

1. Placings are at the discretion of the judge.
2. Ribbons and/or other prizes may be awarded to competitors and must be listed in the Prize List.
3. If a competitor is eliminated, they are not placed in that class.

2.8.10 COMMAND PLEASURE DRIVING

This is a competition to show the abilities of a well-trained, responsive driving equine; open to single or multiple turnouts.

1. At no time are entries judged individually.
2. Turnouts may be shown on the right rein and the left rein in the ring.
3. Drivers may use either a one-handed or two-handed method of driving without penalty.
4. The following gaits may be called for by the judge: working walk, strong or extended walk, collected trot, working trot, strong trot, halt, and rein back.
5. The call to halt on the rail may only be given once each direction.
6. A rein back of a maximum of 4 steps may be requested.

7. When asked for a rein back, drivers must first be requested to pull away from and remain parallel to the rail a minimum of 1 to 2 metres and must space themselves sufficiently from other drivers in the class.
8. Entries are eliminated one at a time at the discretion of the judge.
9. Once an entry has been eliminated, that entry will no longer be judged and will be called to the center of the ring (space and conditions permitting).

Causes for Elimination

- Breaking gait
- Equine resisting at the rein back
- Not executing the required command to the judge's preference

2.8.11 WORKING PLEASURE DRIVING

Consideration will be given to the fact that an equine is pleasurable to drive; open to single or multiple turnouts.

1. Maximum credit is given to an equine that moves straight with free movement, exhibits good manners and a bright expression.
2. Turnouts will be shown on the right rein and the left rein in the ring.
3. The following may be called for by the judge: working walk, slow trot, working trot, strong trot, stand quietly, and rein back.
4. Drivers may use either a one-handed or a two-handed method of driving without penalty.
5. Entries to be judged 70% on performance, way of going, and the ability to show that the equine is a pleasure to drive; 20% on condition, proper fit and suitability of the harness and vehicle put to the equine; 10% on neatness, appropriate attire of the driver and the groom(s)/header.

Faults:

- Excessive speed at any gait
- Disobedience
- Exaggerated animation
- Over flexing/behind the vertical
- Breaking gait
- Excessive nose out
- Pulling on the reins
- Poll too low (below withers)
- Head tossing
- Excessive tail swishing

2.8.12 DRIVING REINSMANSHIP

Entries are judged primarily on the ability and skill of the driver; open to single or multiple turnouts.

1. Drivers may use either a one-handed or two-handed method of driving without penalty.
2. Turnouts may be shown on the right rein and the left rein in the ring.
3. The following may be called for by the judge: working walk, working trot, strong trot, stand quietly, and rein back.
4. Individual drivers may be asked to perform a test while driving one- or two-handed.
5. Entries to be judged 75% on handling and control of the reins, whip and use of voice commands, posture, and driver's skill; 25% on attire, cleanliness and condition of vehicle and harness.

2.9 DRIVEN GAMES

Driven Games include Driven Barrell Bending and Driven Barrel Racing and are open to single turnouts only.

1. Starting line markers, or where possible, electric timers shall be placed against the arena fence, across the entry gate.
2. Should the timing equipment fail when a reason exists to eliminate the exhibitor being timed (off course, etc.), the exhibitor will not be given another run.

2.9.1 SAFETY CHECK

1. The safety check will take place prior to the first class of the day.
2. The safety check must be performed by a PRO or a qualified person appointed by the competition management.

2.9.2 FACILITIES

1. A safe and secure arena that is either indoor or in a fenced outdoor arena is permitted.
2. The arena must be secure with all gates kept closed when competitors are in the ring.
3. Outdoor arenas must be constructed of strong materials.
4. The recommended minimum length of the arena is 60 metres.
5. The recommended minimum width of the arena is 30 metres.
6. The size of the competition arena will be at the discretion of competition management and dependant on venue specifics.

2.9.3 COURSE EQUIPMENT

1. Large 200 litre (55 gal) steel drums in good condition or heavily weighted plastic drums with both ends closed must be used.
2. Rubber or unweighted plastic barrels are not permitted.
3. It is recommended that electric timers be used as official timers in all timed events.
4. In the case of mechanical failure of either an electrical timer or stopwatch, an exhibitor may be given a re-run in any event where exhibitors are timed.

2.9.4 CLASSES

1. At the discretion of the competition management, classes may be split or combined as entries warrant.
2. All classes may be split based on the following:
 - Ages (Junior, Senior, Masters)
 - Two-wheeled or four-wheeled vehicles
 - Equine height – VSE, Pony, Horse. *See 2.1.7 for Height Classification in Equines under General Driving Rules*

2.9.5 TURNOUT

(a) Equipment

1. *See 2.1.2 (a) for Equipment under Turnout in General Driving Rules.*

(b) Vehicles

1. *See 2.1.2 (b) for Vehicles under Turnout in General Driving Rules.*

(c) Harness

1. *See 2.1.2 (c) for Harness under Turnout in General Driving Rules.*

(d) Bits

1. See 2.1.2 (d) for Bits under Turnout in General Driving Rules.

(e) Attire

1. Approved equestrian protective vests are highly recommended.
2. Marathon style attire should be worn.
3. If Driven Games are being included in a Pleasure Show, traditional driving attire may be worn.
4. See also 2.1.2 (e) for Attire – Marathon style under Turnout in General Driving Rules.

2.9.6 Equines

1. Manes and tails do not need to be braided but tails may be braided and wrapped.
2. See also 2.1.6 for Age of Competitors under General Driving Rules.

2.9.7 PACE

1. Permitted paces must be listed for each level in the Prize List.
2. Classes may be walk/trot or walk/trot/canter.

2.9.8 DRIVERS AND NAVIGATORS

1. All drivers, navigators must be current HCBC members.
2. The use of navigator is optional in a two-wheeled vehicle.
3. Competitors driving four-wheeled vehicles need to have a navigator.
4. See 2.1.5 for Grooms or Navigators Required chart under General Driving Rules.
5. See also 2.1.6 for Age of Competitors under General Driving Rules.

2.9.9 OFFICIALS

1. See 2.1.4 for Officials under General Driving Rules.

2.9.10 AGE OF COMPETITORS

1. Open to competitors of all ages.
2. See also 2.1.6 for Age of Competitors under General Driving Rules.

2.9.11 PLACINGS AND AWARDS

1. Placings are at the discretion of the judge.
2. Ribbons and/or other prizes may be awarded to competitors and must be listed in the Prize List.
3. If a competitor is eliminated, they are not placed in that class.

2.9.12 DRIVEN BARREL BENDING

Open to single turnouts. Competitors' times are combined with any penalties incurred. Fastest time wins.

1. Competitors will begin down either side of the line of barrels to the end, weave in and out through the barrels in both directions and return to the Start/Finish line.
2. Competitors may enter the arena at a speed of their choice.
3. A running start is permitted if the facility has enough space to keep other competitors safe.

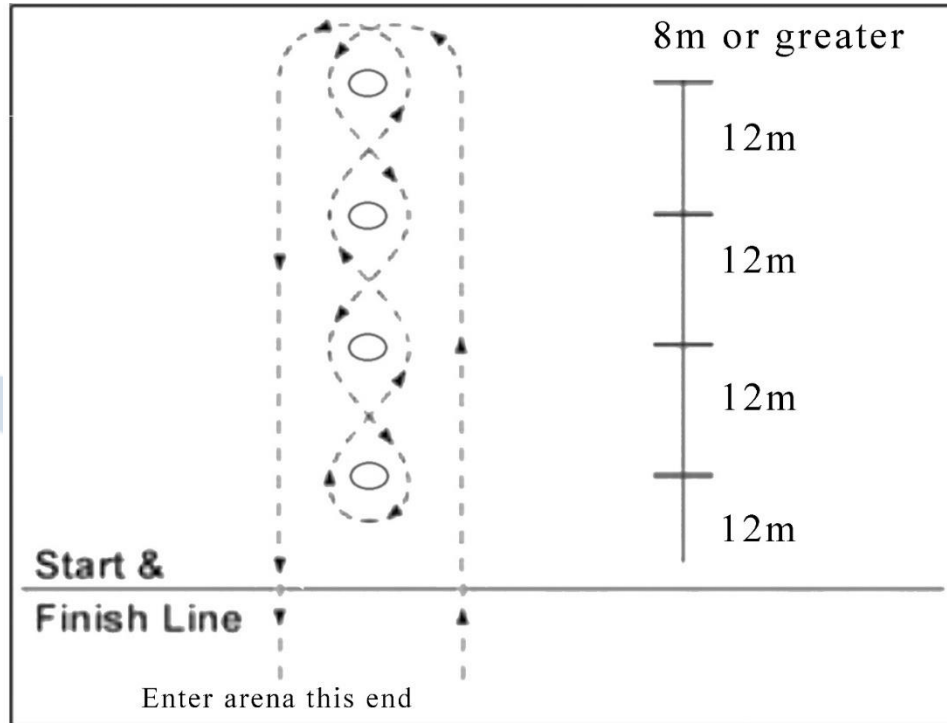
2.9.13 COURSE

1. The course will consist of one straight line of 4 to 6 barrels placed down the center of the arena with a common Start/Finish line.
2. There must be a minimum of 12 metres from the centre of one barrel to the centre of the next.

3. There must be a minimum of 8 metres from all barrels to the rails.
4. There must be a cone with a ball on top of each barrel.

2.9.14 PENALTIES

1. Competitors not following the pattern will not receive a time.
2. If any part of the turnout recrosses the Start/Finish line before the pattern is completed the competitor will not receive a time.
3. Competitors knocking the ball from the cone will receive a 5 second penalty which is added to their time.



2.9.15 DRIVEN BARREL RACING

This is a timed event; open to single turnouts. Competitors individually race around three barrels in a triangle in a cloverleaf pattern and the fastest time wins.

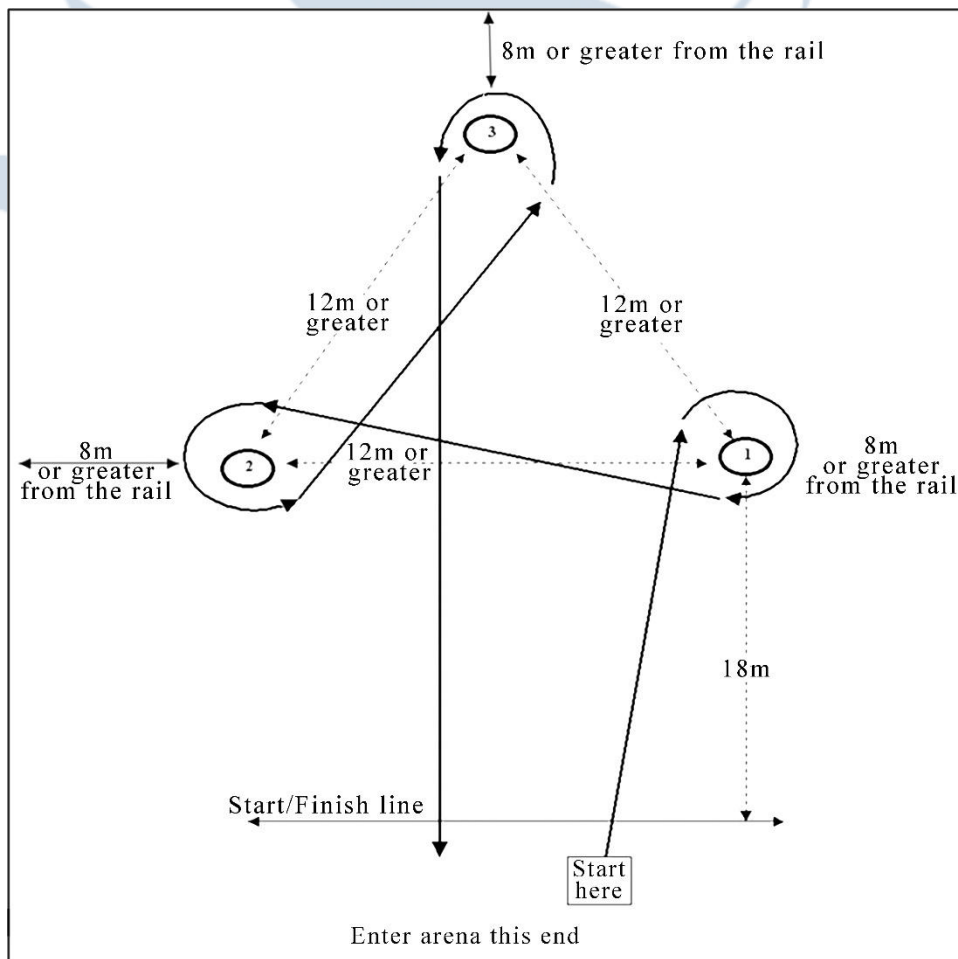
1. Timing will start when the equine's nose passes the Start line and ends when the equine's nose passes the Finish line.
2. Competitors may enter the arena at a speed of their choice.
3. A running start is permitted if the facility has enough space to keep other competitors at a safe distance.
4. At a signal from the starter, the competitor will run between barrel 1 and 2 and head to the far side of barrel number 1, pass to the left of it, and complete an approximately 360 degree turn around it; then go to barrel number 2, pass to the right of it, and complete a slightly more than 360 degree turn around it; then go to barrel number 3, pass to the right of it, and do another approximately 360 degree turn around it; then sprint to the finish line, passing between barrel number 1 and 2.
5. This barrel course may also be run to the left. For example, the competitor will start to barrel number 2, turning to left around this barrel, then to barrel number 1, turning to the right, and then to barrel number 3, turning again to the right, followed by the final sprint to the finish line.

2.9.16 COURSE

1. The 3 barrels must be placed a minimum of 8 metres from the arena rail and no less than 12 metres apart.
2. The distance between barrels 1 and 2 does not need to be equal to the distance between those barrels and number 3.
3. Barrels 1 and 2 must be placed a minimum of 18 metres from the start line.
4. OPTIONAL: A cone with a ball on top may be placed on the barrels

2.9.17 PENALTIES

1. Competitors who do not follow the pattern will not receive a time.
2. If any part of the turnout crosses the Start/Finish line before the pattern is completed the competitor will not receive a time.
3. Competitors will receive a 5 second penalty for knocking over a barrel.
4. Competitors who touch a barrel with their hands will not receive a time.
5. OPTIONAL: If the ball is dislodged, a 5 second penalty is added to the competitor's time.



2.9.18 COMBINED DRIVING DERBY

The Combined Driving Derby is run as a timed event using marathon and cone obstacles combined into one course. This can be held as a stand-alone event or as part of a Pleasure Show or Driven Games.

2.9.19 CDD FORMAT

1. See 2.4 Marathon – General Rules.
2. Timing will start when the equine's nose passes the Start line.
3. Timing will end when the equine's nose passes the Finish line.
4. Driving through obstacle gates in the wrong order is considered off course.
5. If a competitor goes off course, they must correct this by returning to the missed gate and resuming the course correctly before approaching the next obstacle.
6. If a competitor is off course and is not corrected, they will not receive a time.
7. Competitors do not receive additional penalties should they go through more than one gate while off course and are considered off course until it is correct.
8. The course must be open for walking at least 30 minutes before the start of the class.

2.9.20 CDD FACILITIES

1. A safe and secure arena that is either indoor or in an outdoor area is permitted.

2.9.21 CDD CLASSES

1. At the discretion of the competition management and subject to entries, this class may be divided into two equine size classifications: equines measuring 148.9 cm (14.2 hands) or below, and equines measuring 149 cm (14.2 hands) or above.

2.9.22 CDD COURSE

1. Course maps should be available and posted at the arena and are typically at the in-gate.
2. There must be 4 obstacles, with no more than 2 set up in the arena at one time.
3. Up to 14 set of cones may be used.
4. All obstacle gates must be a minimum of 2.5 metres wide.
5. One 3 metre entry/exit gate must be used.
6. Clearly numbered cones must define the course to and from each obstacle from start to finish.

2.9.23 CDD TURNOUT

1. Marathon style attire should be worn.

2.9.24 CDD PRESENTATION

1. Presentation is not judged.

2.9.25 CDD SCORING

1. The fastest times, including converted penalties, are placed in descending order for class placings.
2. In the case of a tie, the competitor with the least penalty seconds incurred wins.

2.9.26 CDD PENALTIES

PENALTIES COMBINED DRIVING DERBY	
Dislodging or knocking down a ball	5 seconds
Dropping or putting down whip	5 seconds
Cantering when not permitted (three strides or more)	5 second penalty for each occurrence
Preventing a ball from being knocked down or falling	10 penalties
One refusal	10 seconds
Two refusals	10 seconds
Three refusals	Elimination
Driver off of vehicle	20 seconds
Off course correction	20 seconds
Off course not corrected	Elimination
Continuing on course without whip	Elimination
Crossing Finish line before completing the course	Elimination
Starting before judge's signal	Elimination
Failing to cross the Start or Finish line	Elimination