

2019 Calgary Stampede Canadian National Miniature Horse Show (CNMHS) Carriage Driving Division Guidelines

There will be three non-rated carriage classes offered at the 2019 Calgary Stampede Canadian National Miniature Horse Show: **Carriage Driving Pleasure, Carriage Driving Reinsmanship and Carriage Driving Obstacle.**

The 2019 Calgary Stampede CNMHS carriage classes are open to stallions, mares and geldings. These carriage classes are open to single or multiple horses. Headers are allowed and should come from within the vehicle. Multiple horse carriage turnouts require at least one passenger/groom capable of rendering assistance at all times.

Equipment:

Light harness (breast or collar). A suitable two or four-wheeled carriage pleasure type driving vehicle. A pleasure cart with the vinyl boot removed can be used. Wood wheels or wire wheels permitted. AMHA rules regarding Bits apply and blinkers appropriate to type of harness. Use of a throatlatch, noseband/cavesson are mandatory. Sidechecks are allowed. Overchecks and martingales are prohibited and will be cause for elimination. **Whip must always be carried in driver's hand.**

Cause for elimination, including but not limited to:

- Failure to carry whip – Elimination
- Use of overcheck or a martingale – Elimination
- No throatlatch, noseband/cavesson - Elimination
- Breakage of harness or vehicle – Elimination

Attire:

The driver must wear a hat, lap robe (apron) and gloves.

2019 Carriage Driving Classes (non-rated) offered:

Carriage Driving Pleasure

To be judged 70% on performance, manners, movement and style; 20% on conformation, 10% on condition and fit of harness and vehicle, neatness and appropriateness of attire. To be judged both ways of the ring at a walk, pleasure trot and working trot. To stand quietly and attentively while in the lineup and to rein back. 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 a figure eight and/or perform other appropriate tests.

Carriage Driving 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, working trot, and trot-on. To stand quietly and attentively while in the lineup and to rein back. 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 a figure eight and/or perform other appropriate tests. The driver should be seated comfortably on the box so as to be relaxed and effective. The elbows and arms should be close to the body with an allowing but steady hand enabling a consistent "feel" with the animal's mouth. In order

to evaluate a driver's versatility, the judge may request an individual test. An example of individual test may be driving a circle of a size designated by the judge, driving a figure eight, stop and stand. To be judged: 75% on handling of reins and whip, control, posture, and overall appearance of driver; 25% on the condition and fit of harness and vehicle and neatness of attire.

Carriage Driving Obstacle

This is a timed event. A set course to be driven through with numbered obstacles (traffic cones with balls placed on top) with a marked start and finish line. Course not to exceed 10 obstacles.

Time starts as the horse's shoulder passes through the starting line. The driver shall proceed through each obstacle in the correct order to the designated finish line. Time stops once the horse's shoulder passes through the designated finish line. Cantering on the course is not permitted.

Width of obstacles will be set at 60 inches apart.

Course faults are assessed as penalty seconds and added to the driver's elapsed time. Placings determined on low total time basis.

Penalties:

Knocking over start or finish marker – 5 seconds per infraction

Knocking down or dislodging obstacle – 5 seconds per infraction

Break to canter: 1st break 5 seconds, 2nd break 5 seconds, 3rd break 5 seconds, 4th break

Elimination, Prolonged canter (more than two strides) Elimination

Groom(s) dismounting – 1st incident 5 seconds, 2nd incident 10 seconds, 3rd incident Elimination.

Starting before signal – Elimination

Failure to cross starting line within one minute of starting signal – Elimination

Off Course – Elimination

Outside assistance – Elimination

Failure to carry whip – Elimination

Use of overcheck or a martingale – Elimination

No throatlatch, noseband/cavesson - Elimination

Breakage of harness or vehicle – Elimination