Rule	Tracking	Draft	Proposal Type	Effective Date	Proponent	Status
FR 182.1	159-25	1	Standard	12/1/2026	Friesian	Approved (6/16/2026)

FR182.1 Tracking #159-25 Draft #1 Approved

Rule Change Type	Effective Date	Draft Received	Board Action
Standard	12/1/2026	2/5/2026	Approved 6/16/2026

Rule Change Intent

Previously, the Friesian Committee had placed all necessary verbiage for the Friesian Carriage Pleasure Driving section within their chapter, by using much of the same verbiage from the Carriage Pleasure Driving chapter, but it has come to the committee's attention that this causes discrepancies among Carriage Pleasure Driving exhibitors competing in both Open CPD and FR CPD when rule changes are made in the CPD chapter, but not the FR CPD section. This rule change will remove all current verbiage from the FR CPD section and simply reference to the CPD section with a list of exceptions in the Friesian chapter. This will keep further discrepancies between the CPD chapter and the FR CPD section from occurring.

Proponent Details

Friesian

Contact Information

Ashton Street

astreet@usef.org

Linked Rules

Comments

Council - Natl Breed & Discipline

Draft 1: Recommends Approval 05/27/2026

Member Comments

SUBCHAPTER FR-18 CARRIAGE DRIVING

FR182 Carriage Pleasure Driving

1. General Rules

a. Excessive use of the voice, shouting, or whistling to the horse may be penalized, at the judge's discretion. The driver must control the horse's movements with discreet use of vocal aids.

b. Drivers should strive to maintain a safe distance from other vehicles both during the competition, in the warm-up and parking areas.

c. In the case of an accident or equipment failure, which requires repair or readjustment, all grooms or passengers carried on the vehicle must dismount the vehicle. They should not remount until the repair has been completed and the turnout deemed fit to continue. The exception would be in the case of a minor adjustment (e.g., trace down), only the groom need dismount. Appropriate penalties will be assessed according to class specifications.

d. It is the responsibility of each driver to ensure that the harness and vehicle are in good repair, structurally sound, and safe for competition conditions. Turnouts without braking mechanisms (such as breeching, brakes, or tug stops with wrap girths) may be restricted from certain classes for safety reasons. The judge must eliminate an unsafe entry from any class. Repeated offenses may incur disqualification.

e. The driver must sit on the right-hand side of the vehicle unless construction of the vehicle prevents this.

f. Either the one- or two-handed method of driving is permitted in all Carriage Pleasure Driving classes, including Reinsmanship.

g. Please refer to the USEF Carriage Pleasure rules (CP Chapter) for rules not covered within the FR-18 Carriage Driving subchapter.

2. Vehicles

a. Marathon & CDE Vehicles may be used in all Carriage Pleasure Driving Classes with exception of Carriage Pleasure Driving Turnout and Concours D' Elegance.

b. Any four wheeled vehicle (carriage) is permitted. Please refer to the CP division – Appendix CP-C Turnout and Appointments.

c. Wire-wheeled and pneumatic-tired vehicles are permitted.

3. Attire. It is the responsibility of the driver to see that the driver and all attendants, grooms, passengers and horses are appropriately attired and turned out for the class in question. Refer to Appendix CP-C. Turnout and Appointments for additional information.

a. Attire for drivers, grooms, and passengers:

I. Drivers: Dress must conform to the type of turnout (i.e., Formal, Park, Country, Sporting, Commercial). Less traditional attire (example: Combined Driving Marathon attire) is permitted only if it is allowed in the class description, otherwise a penalty or elimination may result. Except for certain commercial turnouts:

1. Gentlemen must wear a coat or jacket while appearing in any class unless excused from doing so by the judge and/or Show Manager. When accepting awards, gentlemen are required to remove their hats.

2. Ladies must wear a conservative dress, tailored suit, or slacks. Floppy hats are prohibited.

3. Unless otherwise specified, the driver must wear a hat, an apron or knee rug and gloves.

II. Grooms: Grooms may wear stable livery in any but the more formal vehicles where full livery is appropriate. Where it is specifically allowed in the Omnibus/Prize List or class description, less formal attire may be appropriate, must always be neat and clean. In all classes, grooms must wear a hat or protective headgear.

1. Stable Livery consists of one of the following:

a. A conservative suit, white shirt, dark tie, derby, dark shoes and leather gloves.

b. A conservative jacket, jodhpurs or drill trousers, jodhpur or paddock boots, white shirt, stock or four-in-hand tie, leather gloves, derby or conservative cap.

c. Hunting attire with a hunting derby or bowler.

d. Full Livery consists of a close-fitting body coat with buttons of yellow or white metal to match the furnishings of the harness used (if possible), white breeches, black boots with tan tops, white stock, black top hat and brown leather gloves. The color of the coat remains the owner's preference, but must be conservative in nature and, where possible, complementary to the color of the vehicle.

III. Passengers: Dress should conform to the type of turnout (i.e., Formal, Park, Country, Sporting). Except for certain Coaching and Commercial turnouts, all passengers should wear a hat, an apron or knee rug, and gloves.

4. Tack

a. Harness

I. The harness must be in good condition, clean, fit properly and be appropriate for the style of vehicle.

II. Bridles must fit snugly to prevent catching on the vehicle or other pieces of harness.

III. A throatlatch and a full noseband are mandatory. A full noseband is defined as a noseband fully encircling the nose. Flash nosebands are strongly discouraged in pleasure driving classes. The use of gullet straps is acceptable.

IV. Black harness is considered appropriate with:

1. painted vehicles;

2. natural wood vehicle with iron parts painted any color except brown;

3. dash, fender, shaft and pole trimmings should match the harness.

V. Russet harness is considered appropriate with:

1. natural wood vehicle with brown or black iron;

2. painted vehicle with natural wood panels with any color iron; or

3. vehicle that is painted brown with brown iron;

4. dash, fenders, shaft, and pole trimmings should match the harness.

VI. The collars of four-in-hand leaders are not to be tied together.

VII. Boots – Bell boots, shin boots and wraps are allowed in Pleasure Drive classes and may be permitted at the discretion of the judge in other classes due to local conditions. Boots protecting the sole of the foot are allowed in any pleasure class.

VIII. Standing martingales are allowed for Stanhope or Park Gate Gig vehicles and George IV Phaetons, except in obstacle classes.

IX. Check reins and martingales (except false martingales) are prohibited in Obstacle classes. Failure to comply will incur elimination. In other classes, check reins and martingales may be appropriate turnout for certain vehicles. See Appendix CP-C, Turnout and Appointments

X. Kicking straps are permitted but they should match the harness being used.

b. Protective Headgear: All juniors in all competitions must wear properly fastened protective headgear which meets or exceeds current ASTM (American Society for Testing and Materials)/ SEI (Safety Equipment Institute) standards for equestrian use and carry the SEI tag. It must be properly fitted with harness secured. Failure to comply will result in elimination. All competitors, attendants, grooms and passengers are encouraged to use of protective headgear.

c. Additional Safety Equipment: Body protectors are permitted for all participants and are not to be penalized.

d. A whip must be carried in hand at all times while driving. A driver not in compliance may be eliminated or disqualified. The thong of the whip should be long enough to reach the shoulder of the farthest horse. A driver not in compliance with the above may be penalized. A whip with its thong tied in a manner which renders it incapable of reaching the farthest horse is not allowed. Failure to comply must be severely penalized.

5. Description of Gaits. Cantering and galloping are prohibited unless clearly stated in the prize list.

a. The walk is a free, regular, and unconstrained walk of moderate extension is ideal. The horses should walk energetically, but calmly, with even and determined pace. The walk is a four-beat gait.

b. The trot is a two-beat, diagonal gait.

i. Slow Trot: The horse should maintain forward impulsion while showing submission to the bit. The trot is slower and more collected, but not to the degree required in the dressage collected trot. However, the horse should indicate willingness to be driven on the bit while maintaining a steady

cadence.

ii. Working Trot: This is the pace between the strong and the slow trot and more round than the strong trot. The horse goes forward freely and straight; engaging the hind legs with good hock action; on a taut, but light, rein; the position being balanced and unconstrained. The steps should be as even as possible. The hind feet touch the ground in the footprints of the fore feet. The degree of energy and impulsion displayed at the working trot denotes clearly the degree of suppleness and balance of the horses.

iii. Strong Trot: This is a clear, but not excessive, increase in pace and lengthening of stride while remaining well balanced and showing appropriate lateral flexion on turns. Light contact to be maintained. Excessive speed must be penalized.

c. Halt: Horses and vehicle should be brought to a complete and square stop without abruptness or veering. At the halt, horses should stand attentive, motionless, and straight with the weight evenly distributed over all four legs and be ready to move off at the slightest indication from the driver.

d. Reinback is defined as a backward movement in which the legs are raised and set down simultaneously in diagonal pairs with the hind legs remaining well in line. To be performed in two parts:

i. The horse must move backward at least four steps in an unhurried manner with head flexed and straight, pushing the vehicle back evenly in a straight line. The driver should use quiet aids and light contact.

ii. Move forward willingly to former position using the same quiet aids.

iii. Road Coaches and Park Drags are not to be asked to back up in the show ring.

e. The canter is a controlled three-beat gait consisting of three evenly spaced footfalls followed by the "suspension" phase when all four legs are off the ground. The three beats and suspension are considered one stride.

f. The gallop is a four-beat gait, faster than a canter.

g. A stride is defined as the cycle of movements that is completed when the horse's legs regain their initial positions. Length of stride refers to the amount of ground covered by an entire sequence.

h. Show Your Horse: At this command, the driver has the privilege of showing the Horse(s) to its best advantage at the trot, but speed will be penalized.

6. Class Specifications

a. Turnout

I. A Pleasure Driving class in which entries are judged primarily on the performance and quality of each turnout.

II. Horses are to be shown both ways of the arena at a walk, slow trot, working trot, and strong trot. Horses are to stand quietly and to rein back.

III. Entries are to be judged on the following:

1. 70% on the condition, fit and appropriateness of harness and vehicle, spares and appointments, neatness and appropriateness of attire and overall impression.

2. 30% on performance, manners, and way of going.

b. Working

I. A Pleasure Driving class in which entries are judged primarily on the suitability of the horse to provide a pleasant drive.

II. Horses are 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.

III. All entries chosen for a workout may be worked both ways of the arena at any gait requested by the judge and may be asked to execute appropriate tests.

IV. Entries to be judged on the following:

1. 70% on performance, manners, and way of going of the horse(s).

2. 20% on the condition and fit of harness and vehicle.

3. 10% on neatness of attire.

c. Reinsmanship

I. A Pleasure Driving class in which entries are judged primarily on the ability and skill of the driver.

II. Horses to be shown both ways of the ring at a walk, slow trot, working trot and strong trot. Drivers must be required to rein back.

III. All drivers chosen for a workout may be worked at any gait requested by the judge and may be

asked to execute appropriate tests.

IV. The driver must be seated comfortably on the box so as to be relaxed and effective.

V. Any style of rein handling is permitted. Common to any method, the elbows and arms should be close to the body with an allowing but steady hand enabling a consistent "feel" with the horse's mouth.

VI. Entries to be judged on the following:

1. 75% on handling of reins and whip, control, posture, and overall impression of driver.

2. 25% on the condition of harness and vehicle and neatness of attire.

VII. See CP221.7 for a list of tests from which the judges may choose for individual workouts, including asking for any maneuver to be driven one-handed.

VIII. For Friesian Novice Reinsmanship, the below movements may be called for in a pattern. For example patterns, see the Friesian page of the Federation's Website.

a. Movements for any class

I. Figure Eight

II. Transitions Slow Trot to Working Trot

III. Change Directions across Diagonal at Walk

IV. No Strong Trot asked for in class

V. Halt on Rail, Stand Quietly with no Rein Back

VI. No one Handed tests asked for in Class

VII. Headers Allowed

b. Movement for Amateur and Junior exhibitor classes

I. Figure 8 at working trot or slow trot

II. No strong trot in class

III. Transition walk to slow trot; slow trot to walk

IV. Transition walk to working trot; working trot to walk

V. Headers Allowed, required for junior drivers

VI. Halt and stand quietly for 5 seconds

VII. Halt, reinback 3 steps, stand quietly

VIII. Change directions across diagonal at walk

IX. Halt salute at beginning and conclusion of pattern

c. Movements for Open classes

I. Figure 8 at working trot or slow trot

II. Figure 8 first loop/circle slow trot, second loop/circle working trot

III. Figure 8 first loop/circle working trot, second loop/circle slow trot

IV. Transitions walk to working trot; working trot to walk

V. No headers allowed (exception: a header is required for Junior drivers)

VI. One handed performance of test permitted

VII. Halt and stand quietly for 5 seconds

VIII. Reinback 5 steps, halt, step forward to starting point, halt

IX. Change directions across diagonal at slow trot

X. Halt, 90 degree pivot to either right or left (2 wheel vehicles only)

XI. Halt salute at beginning and conclusion of pattern

d. Drive and Ride. Drive and Ride class requires a single horse to be shown in two concurrent sections, harness and under saddle.

I. In the harness section, horses are to be shown to a suitable pleasure driving vehicle, and are to be shown both ways of the arena at a walk, slow trot, working trot, and strong trot. Horses are to stand quietly and to rein back.

II. In the under saddle section, horses must be shown both ways of the arena at a walk, trot (or jog), and canter (or lope). Horses are to stand quietly and to rein back.

III. Entries to be judged on the following:

1. 50% on performance, manners, way of going and suitability in harness.

2. 50% on performance, manners, and way of going under saddle.

e. Concours d'Elegance

I. The class may be judged:

1. As a separate class;

2. In conjunction with a specific class or classes or pleasure drives as designated by the organizer; or

3. By overall impression throughout the competition.

II. The essence of this class is the word "Elegance." The winner will be the turnout which, in the opinion of the judge, presents the most elegant effect. This will include vehicle, harness, appointments, horse(s), driver, passengers, grooms, etc., but above all, general impression is most important. Vehicle and harness may be inspected to ensure thoughtful restoration and careful maintenance. Attention must be paid to the personal appearance of the driver, grooms, and passengers as it contributes to the overall picture. Period costumes are prohibited, unless otherwise stated in the Omnibus/Prize List. Performance will not be judged unless it detracts from the elegance of the turnout.

7. Pleasure Obstacle Driving Classes

a. General Rules

i. A horse must not be entered more than once in the same obstacle class, except as part of a pair or multiple.

ii. A groom/passenger may compete as a driver on the same course.

iii. A practice obstacle must be provided for use in a specified area. Times for the use of the area may be controlled by the manager.

iv. Unless expressly permitted by the manager, driving, leading, or riding horses on any course used for competition at any time prior to or after the competition is prohibited. Failure to comply incurs elimination from any classes using that course.

v. Within any division, schooling entries may be permitted at the discretion of the manager as published in the prize list. These entries are not eligible for competition and will receive no score or placing in any class. At the discretion of the manager, a horse and/or driver may drive as a Schooling Entry on the same courses used in competition after they have competed those courses.

b. Attire. Drivers must dress appropriately when competing in any Pleasure Driving class including obstacles. This must be show attire unless otherwise specified in the Omnibus / Prize List.

c. Course information

i. Course Walk

1. Drivers must be allowed time to walk the course prior to the start of a class and to inspect each obstacle.

2. Only officials and the Organizer may alter or work on any part of the course. If any athlete or person associated with them alters the course in any way, the athlete must be disqualified.

ii. Course description See Appendix CP-B for an example of Obstacles.

1. The course must consist of Start and Finish markers, decorative materials, and driveable obstacles consisting of number markers, paired cones, or other materials such as rails, fence panels, barrels, etc. Cone pairs may be numbered with red and white markers placed on the cones themselves.

2. Unless otherwise specified in class rules, each obstacle on a prescribed course must be numbered consecutively and marked red on the right, and white on the left.

3. Scurry obstacles must not be numbered.

4. A course diagram and applicable time allowed must be posted at least two hours before the start of the class.

5. Start and finish lines for all obstacle courses should be a minimum of 10 feet (3 meters) wide.

iii. Width of obstacles

1. The track width is measured at ground level on the widest track width of the vehicle. An allowance may be added for pair or multiple horses that are wider than the wheel width of the vehicle.

2. Clearance: a. The minimum/maximum obstacle clearances include: 8"-10" (20-25 cm) for classes emphasizing precision 12"-16" (30-40 cm) for classes emphasizing speed 16"-20" (40-50 cm) for Four-in-hand classes

b. At the discretion of the competition manager or judge, wider clearances are permitted for Junior, Maiden, Novice, and Limit classes and/or for safety concerns.

iv. Measurement of Obstacles

1. When using "traffic cones," the following adjustments are:

1. When measuring, the track width of each vehicle should be taken at the ground on the widest pair of wheels. The allowance is added and the cones are aligned and adjusted from corner to corner. This allows the greatest distance between the corner of the base and the upright portion of the cone. The taper of the cone provides clearance for normal hubs, whiffle trees, or splinter bars.

2. If a whiffle tree, splinter bar, or the wheel hubs prove to be too wide for this arrangement, the cones must be adjusted using the widest measurement plus the appropriate allowance.

2. On cones with perpendicular sides, adjustment for the widest part of the vehicle at the highest part of the cones may be made.

3. It is the responsibility of the Technical Delegate to ensure that each set of cones is properly adjusted.

d. Class Specifications

i. Timed Obstacles

1. Entries must be driven over a prescribed course of obstacles. The number of obstacles must be proportionate to the dimensions of the driving area. The course must not exceed 20 obstacles.

2. After passing the starting line, the driver must proceed in order through each obstacle until reaching the designated finish line.

3. Course faults are assessed as penalty seconds and are added to the driver's elapsed time. (see CP245)

4. Placings are determined on a low total time basis. (see CP242.1a)

ii. Scurry Obstacle

1. Entries must be driven over a course of unnumbered obstacles consisting of cones and balls, or the equivalent. The course must not exceed 10 obstacles.

2. After passing through the start markers from any direction, the driver must proceed through each obstacle from any direction, in any order. Each obstacle must be driven once. Upon completion of the course, the driver must pass through the finish markers from any direction, where time will be taken.

3. Refusals and run-outs must not be penalized.

4. Course faults will be scored as penalty seconds and added to the driver's elapsed time. (seeCP245)

5. Placings will be determined on a low total time basis (see CP242.1a). Unless otherwise stated in the Omnibus/prize list, ties for first place will be broken by a drive-off.

8. Rules for Driven Dressage. Driven Dressage classes held in the Friesian Division are to be conducted in accordance with the Carriage Pleasure Driving chapter, sub-chapter 20 Governing Regulations, in its entirety.

Carriage Pleasure Driving classes held in the Friesian Division are to be conducted in accordance with the Carriage Pleasure Driving Chapter (CP) except as stated herein:

1. *Exception to CP205.8 – The driver must sit on the right-hand side of the vehicle unless construction of the vehicle prevents this.*
2. *Exception to CP Chapter – Vehicles:*
    a. *Marathon and CDE vehicles may be used in all Carriage Pleasure Driving classes with the exception of Carriage Pleasure Driving Turnout and Concours D'Elegance.*
    b. *Any four wheeled vehicle (carriage) is permitted. Please refer to Appendix CP-C Turnout and Appointments.*
    c. *Wire-wheeled and pneumatic-tired vehicles are permitted.*
3. *Exception to CP207.1 – Attire:*
    a. *Drivers: Dress must conform to the type of turnout (i.e. Formal, Park, Country, Sporting, Commercial). Less traditional attire (example: Combined Driving Marathon attire) is permitted only if it is allowed in the class description, otherwise a penalty or elimination may result.*
    Except for certain Commercial turnouts:
        i. *When accepting awards, gentlemen are required to remove their hats.*
        ii. *For ladies, floppy hats are prohibited.*
4. *Exception to CP207.3(b) – Tack:*
    a. *Bridles must fit snugly to prevent catching on the vehicle or other pieces of harness.*
5. *Friesian Novice Reinsmanship*
    a. *The strong trot is not to be asked for in this class.*
    b. *Headers are permitted in the line-up and are required for junior drivers.*
    c. *One-handed tests are not to be called for in this class.*
    d. *The following movements may be called for in a pattern:*
        i. *All classes:*
            1. *Figure 8 at the working trot or slow trot*
            2. *Transitions from the walk to the working trot; from working trot to walk*
            3. *Halt and stand quietly for five seconds*
            4. *Halt, salute at the beginning and conclusion of the pattern*
        ii. *Amateur and Junior Exhibitor classes only:*
            1. *Figure 8 at the working trot or slow trot*
            2. *Transition from walk to slow trot; from slow trot to walk*
            3. *Halt, reinback three steps, and stand quietly*
            4. *Change directions of the arena across the diagonal at a walk*
        iii. *Open classes only:*
            1. *Figure 8 at the working trot or slow trot*
            2. *Figure 8 the first loop/circle at the slow trot and the second loop/circle at the working trot or vice versa (working trot then slow trot)*
            3. *Reinback five steps, halt, step forward to the starting point of the reinback, and halt*
            4. *Change directions of the arena across the diagonal at a slow trot*
            5. *Halt, and pivot 90 degrees in either direction (two wheeled vehicles only)*