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DC900 USEF National Rules for Combined Driving Events

These Rules are intended to standardise National Combined Driving Events, as far as possible, but the conditions at such Events must be fair and similar for all Athletes. A Driving Event commences one hour before the First Horse Inspection and concludes one half hour after the announcement of the final results.

SUBCHAPTER DC-2 STRUCTURE OF COMPETITIONS

DC901 Categories and Levels

1. Classes:
All, or any, of the following classes may be held at the same Event, but each must be classified separately:
Horse: Single (H1), Pair (H2), Tandem (HT2), Unicorn (HU3), and Four-in-Hand (H4)
Pony: Single (P1), Pair (P2), Tandem (PT2), Unicorn (PU3), and Four-in-Hand (P4)
In Training, Preliminary and Intermediate only:
Very Small Equine: Single (VSE1), Pair (VSE2), Tandem (VSET2), Unicorn (VSEU3), and Four-in-Hand (VSE4)

2. Levels of difficulty:
The levels of difficulty are defined by a progressive rating system ranging from the lowest level Training, to Preliminary, to Intermediate, then to the highest level Advanced. BOD 11/23/20 Effective 12/1/20

2.1 To ensure uniformity, Organizing Committees must send to the USEF a draft prize list for their Event, setting out the general conditions of each Competition and any particular conditions not provided for in these rules, which they wish to present. Prize lists must be approved by the Technical Delegate prior to publication.

3. Competition Format

3.1 Combined Tests can be run over 1 or 2 days.
The following Competitions formats can be organized:

<table>
<thead>
<tr>
<th>Format 1</th>
<th>Format 2</th>
<th>Format 3</th>
<th>Format 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>Day 1: Dressage</td>
<td>Day 1: Dressage or Cones</td>
<td>Day 1: Dressage &amp; Cones</td>
<td>Day 1: Combined Marathon</td>
</tr>
<tr>
<td>Day 2: Cones</td>
<td>Day 2: Combined Marathon or Cones</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

3.2 Combined Driving Events can be run over 2 or 3 days.
The following Competitions formats can be organized:

<table>
<thead>
<tr>
<th>Format 1</th>
<th>Format 2</th>
<th>Format 3</th>
</tr>
</thead>
<tbody>
<tr>
<td>Day 1: Dressage</td>
<td>Day 1: Dressage</td>
<td>Day 1: Dressage &amp; Cones</td>
</tr>
<tr>
<td>Day 2: Marathon</td>
<td>Day 2: Cones</td>
<td>Day 2: Marathon</td>
</tr>
<tr>
<td>Day 3: Cones</td>
<td>Day 3: Marathon</td>
<td></td>
</tr>
</tbody>
</table>

4. National Championships, the following competitions format has to be organized:

| Day 1: Dressage |
| Day 2: Marathon |
| Day 3: Cones |

5. Additional Events

5.1 Organizing Committees may arrange lower level division classes (i.e. Preliminary and Intermediate) during National Championships. These additional Events must also comply with these Rules.
5.2 Free Style Dressage Test: may be arranged by the organizing committee, provided it is not scored as part of a Combined Driving Event.

5.3 USEF National Championships must consist of all three Competitions.

**SUBCHAPTER DC-3 CLASSIFICATION**

**DC902 Competitions**
1. At the conclusion of each Competition, the Athletes will be classified according to the penalties received in that Competition.
2. In each Competition, the winner is the Athlete with the least number of penalties.
3. Scores will be calculated to two decimal places.

**DC903 Events**
1. The Final Classification for individuals is determined by adding together the penalties received in each Competition. The Athlete with the lowest number of penalties is the winner of the Event.
2. Athletes who are Eliminated or Disqualified or who Retire or Withdraw in any one of the Competitions cannot be included in the Final Classification. They will only be listed on the result sheet as: Eliminated (E), Disqualified (D), Retired (R), or Withdrawn (W).

**DC904 Equality of Scores.**
If there is an equality of scores on completion of the three Competitions, the Athlete with the least number of penalties in Marathon will be classified above the others. If there is still an equality of points, the scores in Dressage will be the deciding factor.

**DC905 Official Results**
Results are “official” as soon as they have been signed by the Ground Jury and published on the official board at the Show Office.

**DC906 Principles**
1. Penalties
   The Rules concerning the Event and each Competition must be strictly enforced by the Ground Jury. Athletes who fail to comply with these Rules may incur Disqualification or Elimination, unless some other penalty is prescribed in the relevant Article.
2. Yellow Warning Card
   Where there is abuse of Horses in any form or incorrect behavior towards the Event Officials or any other party connected with the Event, violation of any driving rule, non-compliance with the President of the Ground Jury or the Technical Delegate as an alternative to instituting the procedures foreseen in the legal system, may deliver to the Person Responsible a Yellow Warning Card.
3. Disqualified (D)
   Athletes and Horses may be Disqualified for contravening certain of these Rules at any time during an Event. An Athlete or Horse who has been Disqualified is prohibited from taking any further part in the Event or winning any prize. Disciplinary action may be taken subsequently by the Federation.
4. Eliminated (E)
   Athletes will be Eliminated from a Competition as a penalty for contravening certain Rules during the Competitions. Athletes who are Eliminated may compete in subsequent competition(s) in the Event.
5. Retired (R)
Athletes, who, for any reason, do not wish to continue, may decide to Retire during any of the Competitions. If an Athlete Retires in a Competition he is allowed to compete in the subsequent Competitions in the event.

6. Withdrawn (W)
Athletes are deemed to have Withdrawn if, for any reason, they fail to start in any of the Competitions. Once Withdrawn, Athletes may not take any further part in the Event with the turnout in question.

7. Lame or Unfit Horses
If a Horse is deemed to be lame or unfit by The Judge at C in Dressage, the Horse must be Disqualified and may not compete in any other Competition. The Athlete is eliminated.
A member of the Ground Jury in Marathon or Cones, the Horse will be Eliminated as well as the Athlete.

8. Placings and Prize Money
9. Athletes who Retire or are Eliminated from any Competitions may not be placed in that Competition or in the final classification.
10. Athletes may only receive prize money in Competitions in which they have competed without Disqualification, Elimination or Retirement. No prize money will be awarded to an Athlete who has been disqualified from any Competition.

SUBCHAPTER DC-4 ELIGIBILITY
(Age of Athletes– Starting Possibilities)

DC907 Minimum Age – Athletes and Grooms
1. All Classes:

<table>
<thead>
<tr>
<th>Class</th>
<th>Athlete Minimum Age</th>
</tr>
</thead>
<tbody>
<tr>
<td>Horses Four-in-hand or Unicorn</td>
<td>18 years</td>
</tr>
<tr>
<td>Horse Pairs or Tandem</td>
<td>16 years</td>
</tr>
<tr>
<td>Horse Single</td>
<td>14 years</td>
</tr>
<tr>
<td>All Pony classes</td>
<td>14 years</td>
</tr>
</tbody>
</table>

1.2 In Training and Preliminary single pony classes, the Athlete minimum age is 12 years. BOD 11/23/20 Effective 12/1/20

2. Age:
Age is determined from the beginning of the calendar year in which the Athlete or groom reaches the designated age.
See GR103. Failure to comply with any part of this DC entails Disqualification of the Athlete.

3. Grooms:
3.1 All Classes:
3.2 Athletes under the age of 18 years must be accompanied by a Groom(s) of 18 years or older.
3.3 Athletes of 18 years and above must be accompanied by a Groom(s) of 14 years or older.
3.4 Para-Equestrian Athletes:
The groom must be over 18 years old. The NF must ensure that the groom has knowledge in Driving.

4. General: Failure to comply with any part of this DC will result in the Disqualification of the Athlete.

DC908 Minimum Eligibility Requirements / Qualification criteria
1. Advanced division: Open to any athlete who has completed at least two Intermediate division CDEs with Dressage penalty points of 70 or less.
1.1 Intermediate division - Open to athletes who have completed at least two Preliminary division CDEs with Dressage penalty points of 70 or less.
1.2 Training and Preliminary division - no minimum requirements
Note: “Completed” means the entry is classified in each event including marathons without being eliminated, retired, or withdrawing from any of the competitions. **BOD 11/23/20 Effective 12/1/20**

**DC909 Eligibility Procedure for National Championships**
For USEF National Championships, see GR1112.1h and GR1113.2m.

**DC910 Hors Concours**
An Athlete may enter as Hors Concours at the discretion of the Organizer subject to scheduling limitations.

**DC911 Entries**
1. The number of Horses that may be entered for an Event must be in accordance with the Prize List.
2. Entry forms for Horses must include the name/names, breed, sex, age, color, passport number and/or USEF number, and where appropriate, qualifications.
3. Refunds need not be given for no-shows or withdrawals after the closing date of entries, however, this information must be posted in the prize list.

**DC912 Schedule of the event**
When applicable, the FEI Approved Schedule applies to FEI divisions which are also USEF Advanced. All other USEF divisions will follow the official Prize List, which must be in accordance with USEF rules.

**SUBCHAPTER DC-5 ATHLETES AND GROOMS**

**DC913 Dress, safety and whips**
1. Dress in Dressage and Cones on a Dressage Carriage
1.1 The dress of Athletes and Grooms must conform to the style of the Carriage and harness used.
1.2 Jackets or national dress, driving aprons, hats and gloves are obligatory for Athletes. Para Driving Athletes from nominated profiles may compete with no gloves or adapted gloves but must have this noted on the FEI Masterlist or their USEF dispensation following classification evaluation.
1.3 Grooms must wear jackets or national dress, hats and gloves.
1.4 In Cones, Grooms must remain seated in their proper position(s) between the start line and the finish line.
1.5 The President of the Ground Jury may decide that:
   Jackets may be removed in excessively hot and humid weather;
   Jackets are not required in special circumstances;
   Wet weather clothing may be worn and aprons not required in wet weather.
   Jackets are not required in special circumstances;
   Wet weather clothing may be worn and aprons not required in wet weather.
1.6 Penalties for improper dress are stated under Rules DC941 and DC965.
2. Dress in Marathon and Combined Marathon
2.1 Less formal dress is acceptable in Marathon for the Athlete and Grooms. Shorts are not permitted; Infringement will incur 10 penalties per person.
2.2 Athletes and Grooms must wear securely fastened Protective Headgear which meets or exceeds ASTM (American Society for Testing and Materials)/SEI (Safety Equipment Institute) standards for equestrian use and carries the SEI tag, and a back protector in the Marathon. Infringement will incur Elimination.
2.3 Medical Armbands are strongly recommended.
2.4 When a body/back protector is required, air protector can be used combined with a real back or body protector but never without.
3. Dress for Juniors
3.1 At all times, while on a carriage, Junior Athletes must wear a body protector and a securely fastened Protective
Headgear which meets or exceeds ASTM (American Society for Testing and Materials) /SEI (Safety Equipment Institute) standards for equestrian use and carries the SEI tag. Infringement will result in Elimination.

3.3 During Horse inspections, it is strongly recommended for Juniors to wear securely fastened Protective Headgear.

4. Whip for Dressage and Cones
4.1 The Athlete must carry a driving whip.
4.2 An Athlete must enter the arena with a whip in hand or incur 5 penalty points.
4.3 If an Athlete drops or puts down his whip, when in the arena, or if it is not held in the hand, he will incur 5 penalty points.
4.4 The whip, if dropped, need not be replaced and the Athlete may finish without a whip. However the Groom may hand the Athlete a spare whip and without any further penalty.
4.5 Para Driving Athletes from nominated profiles may compete with the whip held or used by a groom, but must have this noted on the FEI Masterlist or their USEF dispensation following classification evaluation.

5. Whip for Marathon and Combined Marathon
The whip can only be used by the Athlete. Failure to comply will incur 20 penalties.
5.1. Para Driving Athlete from nominated profiles may compete with the whip held or used by groom but must have this noted on the FEI Masterlist or their USEF dispensation following classification evaluation.

SUBCHAPTER DC-6 HORSES

DC914 Age of Horses
1. Horses/Ponies must be a minimum of four years of age to enter any Competition.
1.1 Horses/Ponies must be a minimum of five years of age to enter in the Intermediate division.
1.2 Horses/Ponies must be a minimum of six years of age to enter in the Advanced division.

DC915 Height
1. Driving Ponies must not exceed 148 cm without shoes, or 149 cm with shoes. Above these heights, they are classified as Horses.
2. Driving Ponies in Pairs and Four-in-Hands may not be less than 108 cm without shoes, or 109 cm with shoes. Single Ponies must not be less than 120 cms without shoes, 121cms with shoes.
3. See Appendix DC-A for measurement of ponies.
4. A mixed height turnout is not allowed.
   Large Pony 120 cm -148 cm without shoes or 149 cm. with shoes
   Small Pony 99 cm- under 120 cm with or without shoes
   Very Small Equine Under 99 cm.

DC916 Number of Horses
1. The correct number of Horses stipulated for each class must be driven throughout each Competition. Athletes may not remove one or more Horses during a Competition and continue with less than the number stipulated for their Class.
2. A Horse may only take part once in each Competition.
3. Failure to comply any part of this rule will result in Elimination.
**DC917 Special Conditions**
Mares are not allowed to compete after their fourth month of pregnancy or with a foal at foot. If it is subsequently confirmed that a mare competed under either of these conditions, she will be Disqualified from all Events to which these conditions applied.

**DC918 Welfare of the Horse (Abuse of Horses and Doping)**

1. **Cruelty – Definition**
   Abuse of Horse means and action or omission that causes or is likely to cause pain or unnecessary discomfort to a Horse including, but not limited to:
   a. Excessive pressing of exhausted Horses,
   b. Excessive use of a whip,
   c. An unacceptably severe, badly fitting, broken or damaged bit;
   d. Badly fitting harness which might cause distress to the Horse,
   e. Damage to a Carriage which might cause injury to the Horse.

2. **Wounds and Lacerations**
   2.1 Blood on Horses may be an indication of abuse of Horse and must be investigated case by case by any member of the Ground Jury.
   2.2 Such horses may be eliminated from the Competition. In extreme cases where abuse is evident, further sanctions will be taken against the Athlete, such as a Yellow Warning Card.
   2.3 In minor cases of blood in the mouth, such as where a Horse appears to have bitten its tongue or lip, or minor bleeding on limbs, after investigation the Athlete may be authorized to continue.

3. **Reporting**
   Stewards, or any other Official, must report any instance of abuse of the Horse to any member of the Ground Jury as soon as possible.

4. **Penalty**
   Acts deemed as Abuse of Horse will result in the imposition by the Ground Jury of any or a combination of the following penalties:
   1. Yellow Warning card
   2. Fine
   3. Elimination
   4. Disqualification from the Event.

**DC919 Stable Security**

1. The OC is responsible for the control of all stable areas so that the following minimum security requirements are met:
2. The Welfare of the Horse is the first priority.
3. Stable arrangements and security are at the discretion of the Organizer and shall be approved by of the Technical Delegate. Arrangements must be published with the Prize List.
4. Security fences are not obligatory, but fences and gates may be installed for safety and security reasons at the discretion the OC.
5. No Horse may be stabled overnight inside a truck or trailer. Only the Technical Delegate in consultation with the Official Veterinarian may grant exceptions in extreme circumstances or wet ground conditions in the stable area.

**DC920 Examinations and Inspections of Horses**

1. **Examination on Arrival.**
   1.1 If this Examination takes place it must be done upon arrival to the Event Stables.
   1.2 The purpose of this Examination on Arrival is to establish the Horses’ identity by checking the passport and any other relevant documents, and to establish its general state of health.
1.3 The Examination on Arrival, if done, must be performed by the Veterinary Delegate or a Treating Veterinarian of the host country.

1.4 Any doubtful cases concerning identity or health must be reported to the Veterinary Delegate (if he does not perform the Examination himself) or to the Veterinary Commission as soon as possible and in any case not later than one hour before the First Horse Inspection.

2. First Horse Inspection

2.1 This must take place at all Events for at least the Advanced Level Horses before the start of the first competition. It must be performed under the direction of the President of the Ground Jury, together with at least one other member of the Ground Jury, the Veterinary Delegate and/or the President of the Veterinary Commission. See Veterinary Regulations and Guidelines for Organizers and Officials for details.

2.2 For safety reasons, horses must be presented in bridles and shown on a loose rein or lead. Each horse must display its identity number (DC 929.2).

2.3 Horses are not permitted to wear bandages or blankets/rugs.

2.4 No horse may be presented with its identity concealed in any manner by application of paint or dye for example.

2.5 A qualified individual appointed by the Technical Delegate must be present with a whip. He is the only person who may assist if a horse refuses to trot. Handlers may not carry a whip while showing the horse. The use of a short whip for restraint of stallions and difficult horses may be allowed by the Inspection Panel upon request.

2.6 The Inspection consists of an initial observation of the horse standing still. It must then be walked in front of the Inspecting Committee, and then trotted 30 metres away from the Committee before returning towards the Committee at the trot.

2.7 A veterinarian may be allowed to handle a limb or other parts of the body, but he may not perform any other clinical tests (i.e., flex a limb, or walk or trot a horse in a circle. See FEI Veterinary Regulations, Article 1033).

2.8 In exceptional or doubtful cases, the Inspecting Committee may direct that a horse be placed in an officially supervised holding area (no whips allowed) for a further inspection to take place at a convenient time, during the Inspection or in addition to be re-inspected on the following day without any request or presumption by the Athletes.

2.9 A re-inspection on the following day is only possible if the no decision (accepted or not accepted) is made on the day of the Horse Inspection. The horse must be presented by the same person as before. In all cases of further inspection or re-inspection, the opinion of the VD must be made clear to the panel. Each Member of the Ground Jury and the Veterinary Delegate will be issued with a Voting Slip on which they must check either a Yes or No box to indicate whether they consider the Horse fit to compete. After consideration of the veterinary opinion from both VD/Commission and holding box veterinarian these forms will be handed to the President of Jury who will announce the majority decision as to whether the Horse may compete. When there are two lanes of Horses of a same class being inspected the whole Ground Jury will come together along with chief Veterinary officer from each lane. If there is an even number of Ground Jury members and Veterinary Delegates, then the Veterinary Delegate’s vote will be counted twice. President of the Ground Jury, a Judge, and the Veterinary Delegate will be the sole voters. There is no appeal against this decision. It is compulsory to have a Veterinarian available in the holding box.

2.10 Any horse which is due for re-inspection on the following day and is accepted, can be sampled for Prohibited Substances.

2.11. Only a member of the Ground Jury has the authority to disqualify any horse which is considered to be unfit for the Event (marked lameness, serious injury or poor general condition). A veterinarian has no authority to disqualify a horse except where there is a welfare issue.

2.12 The Athlete or his representative who presents the Horse must be smartly dressed.

3. In-Harness Horse Inspection

3.1 This must take place at all Events during, and at the site of, the 10-minute Compulsory Rest prior to the start of Section B of Marathon. One Veterinarian is responsible for this Inspection. It must be performed carefully but rapidly
so that the Athlete has time to care for his horses before the start of Section B. When the Section A is a controlled Warm-Up, the compulsory rest may be shortened to 5 minutes before the Start of Section B.

3.2 The fitness of the horses must be determined by clinical observation, which may include: measuring the heart rate, the respiratory rate and the temperature in accordance with the Veterinary Regulations. These observations must be recorded.

3.3 The Ground Jury member must eliminate the Athlete if his horse is considered to be lame, injured or obviously exhausted and unfit to continue the competition.

4. In-Harness Examination

The Second Examination must take place at the finish of Section B of the Marathon at all Events. It must be performed under the supervision of a Treating Veterinarian in case any horse needs immediate treatment. The Veterinarian has no authority to disqualify a horse. He must report his findings to the Veterinary Delegate and the President of the Jury as soon as possible after the last Athlete has completed the Marathon.

5. In-Harness Inspection before Cones

5.1 The In-Harness Inspection must be carried out before the turnout starts the Cones test, only when Cones follows Marathon. It must be performed by an Inspecting Committee consisting of one member of the Ground Jury together with the Veterinary Delegate, or the Veterinary Commission. The Inspection is obligatory at all Events when Cones follow Marathon. The Horse(s) must be presented by the Athlete himself; Competing without presenting will result in an Elimination.

5.2 Horses will be inspected harnessed to their carriages. Leg bandages, over reach boots and brushing boots are permitted, but must be removed if required.

5.3 Only the Ground Jury member has the authority to disqualify the horse if considered to be unfit to continue the event. It is permitted to substitute a Horse who has failed the In-Harness Inspection before Cones, upon re-presentation, the Athlete may start the Cones Competition and therefore change the declaration.

6. Removing a Horse from Competition

6.1 Each member of the Ground Jury has the right and duty to eliminate any horse at any time, which is evidently lame, injured or unfit to continue. No appeal may be made against a decision taken under the terms of this article.

6.2 The Athlete may Retire at any time.

7. Medication Control of Horses

This must be conducted in accordance with FEI General Regulations (see Article 143) and the FEI Veterinary Regulations.

7.1 At all divisions of USEF Events, the use, control and testing of, or for, medication and other foreign substances shall be in accordance with USEF Rules and Regulations.

8. Passports

See applicable provisions in the General Regulations.

Horses competing in National Events may use a valid national passport or verifiable Horse identification when accompanied by a valid negative EIA Test and required vaccination and health certificates.

**SUBCHAPTER DC-7 CARRIAGES AND HARNESS**

**DC921 Permitted Carriages**

1. For all divisions in Dressage and Cones, either Dressage or Marathon carriages of appropriate widths are permitted (see DC 922).

1.1 Only Marathon carriages are permitted for Marathon phase. For Advanced, marathon carriages must be the appropriate weight (see DC 922).
DC922 Weights and Dimensions

1. General

1.1 In all Classes, during Dressage, Marathon, and Cones, if the carriage has no brakes, breeching is compulsory. Failure to comply will result in Elimination. In single horse and single pony classes breeching is compulsory.

1.2 No part of a carriage may be wider than the outside Track Width, with the exception of hub caps, mud guards and the Splinter Bar for carriages used in Dressage and Cones.

1.3 The track width of all carriages is measured at ground level on the widest part of the rear wheels.

1.4 Athletes whose carriages do not conform to the required weights or measurements will be eliminated from the relevant Competition.

2. Carriages for Para-Equestrian Driving:

2.1 Carriages suitable for the Athletes with disabilities must be used and carriages for PE Singles may be 2 or 4-wheeled.

2.2 The OC or Technical Delegate may refuse the use of a carriage, but must give the reason for the refusal.

3. Dressage Carriages must comply with the following:

For Intermediate, Preliminary, and Training levels, the requirement for a groom with a single turnout is at the discretion of the OC.

<table>
<thead>
<tr>
<th>Class</th>
<th>Wheels</th>
<th>Grooms</th>
<th>Minimum Width</th>
</tr>
</thead>
<tbody>
<tr>
<td>Horse Four-in-hand</td>
<td>4</td>
<td>2 behind</td>
<td>158 cm</td>
</tr>
<tr>
<td>Unicorn</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Pony Four-in-hand</td>
<td>4</td>
<td>1 behind</td>
<td>138 cm</td>
</tr>
<tr>
<td>Small Pony Four-in-hand</td>
<td>4</td>
<td>1 behind</td>
<td>n/a</td>
</tr>
<tr>
<td>Horse Pair</td>
<td>4</td>
<td>1 behind</td>
<td>148 cm</td>
</tr>
<tr>
<td>Pony Pair</td>
<td>4</td>
<td>1 behind</td>
<td>138 cm</td>
</tr>
<tr>
<td>Horse Single</td>
<td>2 or 4</td>
<td>1 behind or beside</td>
<td>138 cm</td>
</tr>
<tr>
<td>Pony or VSE Single</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

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For Intermediate, Preliminary, and Training levels, no minimum width is required.

3.1 The same Carriage must be used for Dressage and Cones for Advanced (See DC921).

3.2 Artificial extensions to increase the measured width of a Carriage are not permitted in Cones.

4. Marathon Carriages must comply with the following:

<table>
<thead>
<tr>
<th>Class</th>
<th>Wheels</th>
<th>Minimum weight</th>
<th>Grooms</th>
<th>Minimum Width</th>
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</table>

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For Intermediate, Preliminary, and Training levels, no minimum weight is required.

4.1 In Marathon, all Carriages will be measured before the start of section B and the same Carriage must be used for all sections.

4.2 The President of the Ground Jury will decide whether all, or a random selection, of Carriages will be weighed after Marathon.
**DC923 Equipment**

1. Carriages may be fitted with forward facing lamps and rear lamps or reflectors. Lamps or reflectors are not compulsory.

2. Athletes may carry whatever spares they require.

**DC924 Tires**

1. Pneumatic or air-filled, tires are not permitted.

2. In all competitions carriages must be fitted with iron or solid rubber tires. The outer surface of the tire must be smooth. Failure to comply results in Elimination.

3. Pneumatic tires are permitted in Para-Equestrian Driving and the Training division only. *BOD 11/23/20 Effective 12/1/20*

**DC925 Harness, Carriage and Horses**

1. Harness

1.1 The distance between Horse/Pony and carriage must be not less than 50cm at all times, fender rolls, 40cm.

1.2 Dressage Carriage:

1.2.1 Horses (Four-in-Hand wheelers or a Pair of horses): the distance between traces must not be less than 55 cm. (Ponies: minimum 45 cm.)

1.2.2 Traces must not cross each other. Swingle trees may not cross the center line of the carriage.

1.3 Marathon Carriage:

1.3.1 Horse (Four-in-Hand wheelers or a Pair of horses): the distance between the traces must be minimum 55 cm. (Ponies: minimum 45 cm.)

1.3.2 Traces must not cross each other.

1.4 Length of individual pole chains or pole straps: the length has to be minimum 30 cm. The measurement is taken from the center of the pole head, including the complete quick release.

1.5 Horse yoke or T-bar: the total width including the complete quick releases has to be minimum 60 cm. When the measurement is taken from the center of the pole head, to include the complete quick releases, it has to be minimum 30 cm.

1.6 Yokes or T-bars must not be positioned behind any part of the shoulder.

1.7 Pole and the pole straps must be of sufficient length to allow free movement of the Horses.

1.8 For Horse Four-in-Hand leaders, the complete lead bar must measure at least 1m and the distance between the traces must measure at least 45 cm.

1.9 For Pony Four-in-Hand leaders, the complete lead bars must measure at least 85cm and the distance between the traces must measure at least 45 cm.

1.10 Yoke width or pole straps must be sufficient to allow the free movement of the Ponies.

1.11 It is not necessary to use the same harness for Dressage and Cones, but in both Competitions, it must be safe, clean and uniform in appearance and in a style appropriate to the turnout.

1.12 The Horses must be correctly harnessed to the carriage, including the reins.

1.13 Failure to comply with the rules will result in a verbal warning or Yellow Warning Card, given by the Ground Jury. Subsequent offences at the same event will be penalised a second yellow Warning Card or Elimination.

1.14 During Dressage, Marathon, Cones and Combined Marathon, whenever a single Horse/Pony is harnessed to a carriage, breeching is compulsory. Failure to comply results in Elimination.

1.15 Where forbidden equipment is used or severe incidence on the welfare of the Horse is ascertained, the penalty will be Elimination or Disqualification (see DC925.13).

2. Bandages and Brushing Boots 2.1 Bandages and Brushing Boots are not permitted in Dressage. Failure to comply will result in 10 penalty points.
2.1 If a penalty is applied under DC925.2.1 above, the Bandages or Brushing Boots must be removed immediately after leaving the Arena and the Horse(s) inspected by a Veterinarian who will report his findings to the President of the Ground Jury.

3. Nosebands, ancillary equipment and blinkers

3.1 Any nosebands, attachments or ancillary equipment which impede or are likely to impede the free intake of air into the nostrils of the Horse are not permitted.

3.2 Blinkers, if used, and ancillary equipment must not impede forward vision or be so close to the eyes as to irritate them.

4. Connecting straps

Connecting straps between neck or breast collars may be used in all Four-in-Hand Competitions. The leaders may not be attached to each other in any other way (except by the Reins).

5. Auxiliary reins

5.1 Auxiliary reins (including any type of check reins) are not permitted when in harness.

5.2 Para-Equestrian Driving: driving with a second set of reins or divided reins is not allowed.

6. Tails

Tails may not be tied or attached to any part of the harness or Carriage, with the exception of a recognised tail guard. No other ancillary device restricting the free movement of the Horse’s tail is permitted.

7. Leverage Devices

All rings, terrets and/ or other devices which have an extreme leverage effect on the reins or bits are forbidden at any time within Showgrounds.

8. Bits

8.1 Bits do not need to be identical

8.2 All bitless bridles and hackamores (even combined with any kind of bits) are not permitted when the Horse is harnessed to a carriage.

9. Tongues

Tongues guards are only permitted if used correctly; separate items must not be incorporated around the bit so as to cause welfare concerns.

10. Impaired Vision

No attachment or ancillary harness may be positioned between the wheelers and the leaders in such a way as to impair the vision of either of the wheelers.

11. Application or use of devices, substances or implements

11.1 An attachment to the pole, traces or shafts, application or use of any substance, device, or implement which may cause irritation or discomfort to the horse is forbidden within the Showgrounds.

11.2 Ear hoods and plugs are permitted. Ear hoods may not be attached to the noseband and must allow free movement of the ears of the Horse. Failure to comply will result in 5 penalty points.

12. Shoes

Any conventional type of shoe is permitted; double shoes or additional weight (lead) are not allowed.

13. Penalties

13.1 Contravention of any paragraph in this DC in Competition will incur Elimination of the Athlete, exception for Rules which note a penalty.

13.2 For contravention at any other time within the Showgrounds, with the exception of rules noting penalties; will result in a Yellow Warning Card. A second offence at the same event, will result in a higher penalty, up to and including disqualification at the discretion of the Ground Jury.
DC926 Advertising on carriages, harness and clothing

1. In Dressage and Cones

1.1 The name of the harness manufacturer may appear once on each harness on a label no wider than the strap on which it appears and not longer than 10 cm.

1.2 The sponsor’s name or “logo”, or the Athlete’s “association”, may appear on each side of the carriage within a surface area no greater than 400 sq. cm.

1.3 The name of the carriage manufacturer may appear on a Carriage on a label of not more than 50 sq. cm. Identification of clothing manufacturers may appear only once per item on a surface area not exceeding 3 sq. cm.

1.4 Whilst present in the competition arena, the name and/ or logo of the individual’s sponsor(s) and team sponsor(s) may appear on the surface area not exceeding 80 sq. cm and only once on jackets or top garments at the height of the breast pockets of Athletes.

1.5 The name and/ or logo of the individual’s sponsor(s) and team sponsor(s) may appear on a surface area not exceeding 16 sq.cm on both sides of the Athlete’s shirt collar.

2. Advertising in Marathon

Advertising is allowed on carriages and all clothing. The name of the harness manufacturer may appear once on each harness on a label no wider than the strap on which it appears and no longer than 10 cms.

3. Penalties

Contravening any of the rules on advertising will result in a Yellow Warning Card issued by the President of the Ground Jury or the Chief Steward.

DC927 Safety

1. In the Showgrounds, whenever the Horse(s) are fully harnessed or being harnessed to a carriage, Groom(s) must at all times be in attendance and able to render assistance if needed. Whenever horses are driven, a groom must be on the carriage or it there is no seat available, at hand on the training field.

2. The Athlete may only dismount from the carriage when grooms are at the horses’ heads, or the reins are given to another responsible person on the carriage.

3. No Horse may be led from a moving carriage.

4. Contravening the safety rules will result in Yellow Card being issued by the Ground Jury or the Chief Steward. Subsequent offences at the same event will be penalized by a second Yellow Warning Card or penalty up to Elimination at the discretion of the Ground Jury.

5. For Intermediate, Preliminary, and Training levels, the requirement for a Groom with a Single turnout is at the discretion of the OC. BOD 11/23/20 Effective 12/1/20

SUBCHAPTER DC-8 CONDITIONS FOR PARTICIPATION

DC928 Participation

1. Method of Driving

Athletes may use any method or style of driving.

2. The Athletes and Grooms

2.1 Each Athlete must drive the same Horse(s) in all phases of the Competition, except where a substitution was decided in compliance with the rules. See DC931.

2.2.1 In National Championships, an Athlete or Groom may compete only one turnout in a USEF National Championship. If a driver wishes to enter more than one turnout in a USEF National Championship class, one hour before the beginning of the scheduled First Horse Inspection (“the jog”), the competitor must declare which of his turnouts is participating in the Championship.

2.2.2 When participating in a National Championship, Athletes and Grooms with multiple entries must complete the
Championship entry before the non-Championship entry in Marathon. Accepting multiple entries will be at the discretion of the OC, if scheduling permits.

2.2.3 For Intermediate, Preliminary, and Training levels, the requirement for a Groom with a Single or VSE turnout is at the discretion of the OC. **BOD 11/23/20 Effective 12/1/20**

2.3 Depending on the schedule, an Athlete can compete twice and in addition, he can act as Groom. Athletes can compete more than once as Athlete or Groom, subject to event scheduling requirements.

2.4 Groom(s) may participate several times in all competitions, as per 2.3.
2.5 The Athlete is the only person allowed to handle the reins, use whip and brake throughout each Competition. Each contravention of this rule, even if to prevent an accident, will result in 20 penalties. However, a Groom may handle the Reins and Brake without penalty in all Competitions provided the Vehicle remains stationary.

2.5.1 Para Driving Athletes from nominated profiles may compete with the whip held or used by groom, the brake operated by the groom, and the groom holding the finger loop but must have this noted on the FEI Masterlist or their USEF dispensation following classification evaluation.

2.6 No person may be tied to the Carriage in any way during the Competitions. An Athlete may be secured by rope, webbing or belt provided one end is held by a Groom and not wrapped or fastened to the Carriage in any way. Failure to comply will result in Elimination.

2.6.1 Para Driving: A Para Driver may be attached on the carriage for support with a lap belt or a 4 point belt, but there must be a quick release system. For Para-Equestrian drivers, in addition refer to Annex 10.

2.7 Substitution of a groom during the Marathon competition is not permitted under any circumstances, and will incur Elimination of the Athlete.

2.8 In Dressage (as part of the test) and Cones, Athletes will be required to salute the Jury, unless time or layout of the Course prevents it.

2.9 Passengers may not ride on the carriage during any competition.

2.10 Each time an Athlete dismounts he will incur 20 penalties.

2.11 Athletes will incur penalties each time one or both Grooms dismount. 5 penalties on the first occasion, 10 penalties on the second occasion, On the third occasion the Athlete is Eliminated except in Marathon (see DC948).

2.12 Para-equestrian athletes are allowed to compete using compensating aids in accordance with their respective degree of disability, with degree of disability as certified by the Federation. See Annex 10.

**DC929 Identification Number**

1. Athlete
   Athletes will be allocated an Event Number per turnout on arrival and will retain that number throughout the Event. The number must be displayed on any Carriage used during the Competitions and also while schooling or exercising.

2. Horse
   Horses must be issued with a letter from A to F which follows the Athlete’s Identification Number on arrival at an Event. This number must be attached to the left side of the Horse (Pairs and Fours should have them, visible, on the outside when in harness) at all times within the Showgrounds, when it is outside its stable.

3. Penalties
   Failure to display the Event Numbers of Athletes or the identification numbers of Horses will incur a warning for the first occurrence. A repeated offence will incur a Yellow Warning Card issued by the President of Jury or the Technical Delegate.

**DC930 Outside assistance**

1. Definition
   Any physical intervention by a third party, not riding on the carriage, whether solicited or not, with the object of facilitating the task of the Athlete or helping his Horses, is considered to be outside assistance.

2. Prohibited outside assistance
   2.1 Dressage and Cones:
      2.1.1 Any Athlete who has received physical outside assistance may be eliminated by the Ground Jury.
      2.1.2 In Dressage, Grooms must remain seated in their proper positions between entering and leaving the Arena They are not permitted to handle the reins or the whip (will incur 20 penalties). For Dressage, Grooms are not allowed to speak or indicate the course to the Athlete (will incur 10 penalties). However the Groom may handle the reins, whip and brake without penalty provided the carriage remains stationary.
2.1.3 Exception: If the bell has been rung by the President of the Jury and the Athlete has failed to hear the bell; the Groom may advise the Athlete that the bell has been rung.

2.1.4 Athletes and Grooms may not use any form of electronic communication equipment during Dressage and Cones, subject to elimination.

2.1.5 Para Driving Athletes from nominated profiles may compete with the whip held or used by groom, and/or the groom holding the finger loop but must have this noted on the FEI Masterlist or their USEF dispensation following classification evaluation.

2.1.6 Grooms of Para Driving Athletes must sit so that he/she can help in case of need. The Technical Delegate has the right to disapprove the position of the groom on the vehicle.

2.2 Marathon:

2.2.1 Obstacle observers, ground observers, time keepers or any other Officials may not give directions, advice or information to the Athlete, while he is on the course in Marathon, in order to assist him. Exceptions: see DC930.3.

2.2.2 Any Athlete who has received physical outside assistance by a third party not riding on the carriage will be eliminated by the Ground Jury. Exemption for turnouts without a groom "Any capable person" may assist, act as penalty for groom down.

2.3 Penalties: see DC953.

3. Permitted assistance

The following are considered to be permitted outside assistance:

a. Assistance during compulsory rests and in neutral zones between Sections.

b. Assistance to avoid accidents.

c. Assistance to Horses as a result of an accident inside an obstacle, providing the Grooms are dismounted.

d. Assistance by the Groom whereby a Horse is led through an obstacle by the bridle ends of the reins while harnessed to the carriage in either Marathon or Cones, will incur 20 penalties for the assistance, in addition to the penalties for dismount.

e. For Intermediate, Preliminary, and Training turnouts without a Groom on the carriage, should Groom assistance be needed, the Athlete may stop and ask for such assistance from any capable person, who may then act as Groom rendering the necessary help, and the turnout shall be penalized with the penalty for Groom down. BOD 11/23/20 Effective 12/1/20

SUBCHAPTER DC-9 SUBSTITUTIONS

DC931 Substitutions

1. Substitutions before an Event

1.1 If the Veterinary Commission/Delegate advise, and the Ground Jury concurs, that a Horse is not fit to take part; or in the event of an accident or illness of an Athlete and/or a Horse (substantiated by a certificate from an official recognized doctor and/or veterinarian), substitutions may be made provided the OC gives its approval up to one hour before the start of the first Competition. For Training, Preliminary, and Intermediate levels where no First Inspection is required, the deadline for substitutions will be one hour before the first Competition. BOD 11/23/20 Effective 12/1/20

1.2 However, for Championships, a Horse or Athlete, or a combination of Horse and Athlete may only be replaced by a Horse and/or Athlete listed in the same class on the nominated entry list.

2. Substitutions during an Event

2.1 Athletes in Four-in-Hand classes may start each Competition with any four (4) of their five (5) declared entries.

2.2 Athletes in Pair classes may start each Competition with any two (2) of their three (3) declared entries.

2.3 Athletes in Single classes must start each Competition with their single declared entry.

2.4 A horse may be used by another Athlete in the same class after the first Horse Inspection if that Athlete has not
presented a spare horse and providing the borrowed horse has not already been used in a Competition at the Event. This horse must then stay with that new Athlete for the whole Event. In CAIOs and Championships, such Horse must be entered by the same NF as the competing Athlete.

**SUBCHAPTER DC-10 ORDER OF STARTING**

**DC932 Starting Order**
The method of determining the order of starting for Driven Dressage will be at a time determined by the Organizer and published in the Prize List/Omnibus:

a) Random computer generation used in the electronic scoring program.

b) A draw wherein Athletes will pull a number from a receptacle containing time for the starting positions. This may be done at the either time of Registration or at the First Horse Inspection.

1.1.2 Starting Order for the Marathon and Cones competition:
The Athletes will go in reverse order of the results in the previous competition(s) or half split as has been done previously. The starting order will be:

a) The Athletes competing twice with their turnout in the highest placing, followed by

b) Retired Athletes, followed by

c) Eliminated Athletes, followed by

d) The remaining Athletes, commencing with the highest number of penalties, so that Athletes with the least number of penalties achieved without Retirement or Elimination will start last.

In the Event of Athletes having equal scores, the procedure set out in the above paragraph will apply.
All Cone-Driving outside a combined competition starts with a draw.

**SUBCHAPTER DC-11 DRIVEN DRESSAGE**

**DC933 General**
The object of the Driven Dressage Test is to judge the freedom, regularity of paces, harmony, impulsion, suppleness, lightness, ease of movement and correct bending of the horses on the move. Athletes will also be judged on style, accuracy, and general control of their horses, and also on their dress, condition of their harness and Carriage and the presentation of their whole turnout. For Preliminary and Intermediate levels, or all levels, at the discretion of the OC, Presentation at the halt.

**DC934 The Arena**

1. The Driven Dressage arena must be 100m x 40m or 80m x 40m, depending on the Test, and laid out in accordance with Annex 1, 2, or 3.

2. A smaller arena, measuring 80m x 40m and laid out in accordance with the Annexes, may be used for all classes of Singles, Pairs, and Pony Four-in-Hand, in which case the loops of the serpentine must be reduced from five to three.

3. Organisers must ensure that arrangements are in place so that spectators cannot approach closer than 5 meters from the edge of the arena.

**DC935 Driven Dressage Tests**

Approved Tests
Advanced will use the FEI Driven Dressage Tests published on the FEI website. Intermediate can use either FEI 1* tests or approved Intermediate tests. Preliminary and Training will use approved tests for each level. The Prize Lists for all events must state clearly which of these Tests is to be used. **BOD 11/23/20 Effective 12/1/20**
DC936 Conditions

1. Entering the Arena
An Athlete who enters the arena before the starting signal or who fails to enter the arena within 90 seconds of the starting signal may be Eliminated, at the discretion of the President of the Ground Jury.

At USEF-licensed National Events (CAN), should there be any difficulty entering the arena, the Athlete may request permission from the Ground Jury to be led into the arena by the groom(s). No Athlete can be required to drive before his scheduled time.

2. Memory
The FEI Driven Dressage Test must be driven from memory. Speaking or indication given by a groom will encure 10 penalties (10 penalties can only be given once per Test).

3. Lameness
3.1 If the President of the Ground Jury observes a case of marked lameness, he must disqualify the horse and eliminate the Athlete. There can be no appeal against this decision.

3.2 In doubtful cases, after the Athlete has finished his test, the President of the Ground Jury may have the horse checked immediately by the Veterinary Delegate outside the arena. The horse will be checked while harnessed to the carriage. If the Veterinary Delegate confirms the lameness the horse must be disqualified and the Athlete eliminated.

3.3 In Competitions where additional Dressage arenas are being used, the duty of the President of the Ground Jury as indicted above shall fall under the responsibility of Judge at C of the applicable arena.

DC937 Judging

1. Positions of Judges
When there are five Judges officiating they may be seated at CRSVP, if there are three judges the places may be CBE or CEP or any letter around the arena depending on the driven Test and the Judge’s best view. The President will decide the positions. For all CAI1*, when there are two (2) judges officiating, they may be seated at C and B or C and E.

2. Allocation of marks
The Judges will allocate their marks individually. There will be no consultation among Judges once the Athlete has started the Test. Only the Judge at C may give penalties for incomplete presentation or incidents.

3. Multiple Turnouts
Pairs, Tandems, Unicorns, and Four-in-Hands will be judged as a whole and not as individual Horses.

4. Pace
The definition of paces under DC939.2- movements will apply to all types and breeds of Horses.

5. Start and Finish
The test starts as the Athlete enters the Arena at A, unless otherwise stated, and Finishes with the final salute. Tests are not timed. The Athlete will leave the Arena at a trot.

DC938 Movements and their descriptions

1. Halt
The Horse must stand square, straight and motionless, remaining on the bit.

2. Walk
With a regular four beat movement, the Horse, remaining in a light contact, walks energetically, supple, with even and determined strides with the hind feet touching the ground in front of the foot prints of the fore feet and stretching forwards downwards.

3. Free Walk
Same definition as for the Walk, but in addition, gaining ground as much as possible, clearly lengthening the frame and stretching forwards downwards.
a. Lengthened Walk.
This a more determined and ground-covering walk than the working walk. The main difference between the free walk and the lengthened walk is that the driver now actively asks the horse to produce more push from behind and thus lengthen his stride. The horse must flex his poll somewhat and is expected to work into the bit on a soft contact. The horse should not stretch as long and as low as in the free walk, but has to show a definite lengthening and lowering of the frame compared to the working walk. Some overtrack is expected.

4. Working Trot
A forward, active trot with the horse on the bit, carrying himself in balance and rhythm with even, elastic steps and good hock action and clear impulsion. The steps of the hind feet must at least be touching the ground in the footprints of the fore feet.

5. Collected Trot
The horse remains on the bit and moves energetically forward with a greater degree of engagement, leading to an increased flexion of the hocks and fetlock joints and raising up with the forehand, thus allowing for more mobility and elevation of the strides. The neck will be raised and more arched, with the poll the highest part, the nose should not be behind the vertical, or the neck restricted. The hind legs should take more weight and cadence should be visible.

   a. Lengthen Stride in Trot.
This trot is used as a preparation for the extended trot. While maintaining the same rhythm, the horse covers more ground than in the working trot. He must lengthen and lower the frame and stride while remaining on contact. 

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6. Extended Trot
6.1 The Horse lengthens his stride to cover as much ground as possible as a result of greater impulsion from the hindquarters. The Athlete allows the Horse, remaining “on the bit” without leaning on it, to lengthen its frame to gain ground, with the nose slightly in front of the vertical. The hind feet must clearly over track the prints made by the fore feet.

6.2 The Horse must remain in balance while maintaining the same rhythm with strides of equal size. Hurried strides is not asked for, and is a severe fault.

7. Medium Trot
Between the defined Working Trot and Extended Trot. The Horse lengthens his stride to cover less ground than asked for in the Extended Trot but more ground than asked for in the Working Trot as a result of greater impulsion from the hindquarters. The Athlete allows the Horse, remaining ‘on the bit’ without leaning on it, to lengthen the frame to gain ground, with the nose slightly in front of the vertical. The hind feet should overtrack the footprints made by the fore feet. The Horse must remain in balance while maintaining the same rhythm with strides of equal size. Hurried strides is not asked for and is a severe fault.

8. Working Canter
8.1 A forward, active pace with regular strides of three time beat. The Horse, showing good balance, remains on the bit without leaning on the hand, and goes forward with light cadenced strides and good hock action.

8.2 A Canter to the right, for instance will have the footfalls follow one another in the following sequence: left hind, left diagonal (simultaneously left fore and right hind), right fore, followed by a moment of suspension with all four feet off the ground before the next stride begins.

8.3 The quality of the Canter is judged by the general impression, and the regularity and lightness of the three-beat pace in a clear uphill tendency. The Horse must be on the bit and well engaged in the hindquarters with good hock action, and must have the ability to maintain his rhythm and natural balance throughout the movement and the transitions. The Horse must remain straight on straight lines and correctly bent on curved lines.

9. Collected Canter
Horses strides are shorter than in working canter, the hocks maintain a clear impulsion and the hind legs take more
weight; the point of gravity is moving backwards and the neck and poll coming up more and more with the nose always a bit in front of the vertical showing a clear uphill tendency and self-carriage; the basic is a clear three beat and a light steady contact with suppleness and elasticity.

10. Extended Canter
In extended canter the Horse covers as much ground as possible with obviously lengthened strides and frame; there should be no hurried strides and the nose should be always in front of the vertical not losing balance and uphill tendency. There should be clear transitions into and out of the extended canter.

11. Reinback
11.1 The Horse must walk backwards in a straight line, with the legs being lifted and set down in diagonal pairs. The Horse must remain on the bit, straight and not evade or resist the contact, the poll should remain the highest point.
11.2 Transition to the next movement must be immediate and smooth.

12. Shoulder-In
12.1 Shoulder in for the Driven Horse is performed in Collected Trot. The leaders are positioned so that the outside leader's tail is in front of the head of the pole. The leaders' shoulders are taken to the inside with a constant angle of approximately 30 degrees and a slight but consistent bend in the neck. The inside hind leg strides forward into the line of the outside front leg so that the Horses are working on three tracks. Impulsion, rhythm and engagement must be maintained throughout.
12.2 Too much bend in the neck results in loss of rhythm and suppleness. The wheelers must remain straight with no counter bend.

13. Diagonal Yield
Horse nearly parallel to Center line, crossing legs diagonally, hind direction diagonal front together, with slight flexion to the inside.

14. Stretching the frame
Letting the Horse take the reins, stretching long and low – forwards and downwards at least to the point of the shoulder over the back while keeping the same rhythm and impulsion. The Athlete must keep the reins without losing the contact and bring the horse back to the preceding elevation as soon as the stretching has been shown.

15. Transitions
Changes of pace must always be made smoothly and promptly with the Horse remaining in balance and on the bit. A transition must be completed as the nose of the Horse arrives at the prescribed marker, unless otherwise stated.
16. Change of Pace and Movement
Changes of pace and movement are made when the heads of the leaders reach the point indicated in the test.

17. Terminology
The following must be considered when judging Driven Dressage movements:

1. Obedience and Lightness – willing response to aids without resistance and correctness of bend.
2. Regularity – the regularity, evenness and rhythm with which the Horse puts his feet to the ground.
3. Contact – the connection through the reins between the Athlete’s hands and the Horse’s mouth. It should be soft and steady at all times.
4. Impulsion – the willingness of the Horse to go forward energetically at all times and to respond quickly and evenly to changes of pace. The Horse must remain in balance while maintaining the same tempo with strides of equal size.
5. Straightness – carrying the head, neck and body in a straight line with the weight evenly divided among the legs. On curved lines the hind legs need to follow the footprints of the forefeet (no escaping or swinging out)
6. Collection – roundness and engagement with good hock action, elevated poll allowing the shoulders to move with ease. The Horse’s energy is contained in a more deliberate pace than the Working Trot.

The haunches are more compressed, the croup is lowered and the forehand elevated to the same degree. The stride is shorter but more powerful than the Working Trot and the front legs will move from the shoulder with greater agility resulting in lightness and greater mobility throughout. The neck should be more arched. The shortening of the frame is not and never should be a result of pulling back but rather of asking and allowing the Horse to move forward into the Athlete’s hand.

1. Accuracy – Correctness, roundness and correct size of figures and lines (including corners) as asked in the Test.

**DC939 General Impression**

1. Principle
There are two boxes at the end of the Judges Score Sheets for marks on: Athlete and General Impression & Presentation observed by the judges throughout the whole test.

2 Athlete
2.1 Use of aids, handling of reins and whip, position on the box, accuracy of figures. The mark must reflect the consistent level of accuracy and quality of transitions.
2.2 Para-Driving Athletes in able-bodies competitions Athletes may salute with a nod of their head only. Hats must not be removed at the salute, and contact must be maintained on the reins during the halt and salute.
2.3 Para Driving Athletes are allowed to do one handed movements with two hands, when mentioned in the FEI Classification Master List of active Para Driving Athletes or their USEF dispensation following the classification of the Athlete. The maximum points attributed to the Athlete shall be 4, if the movement is correctly executed.

3. General impression & Presentation
Appearance of driver Athlete and grooms, correctness, cleanliness harmonizing with of harness and carriage. Fitness, matching and condition of Horse(s), balanced picture of the complete turnout. Clearance and fit of harness. Harmony between Horse(s) and Athlete.
DC940 Scoring

1. Marks

1.1 Marks out of 10 will be awarded for each numbered movement and for each heading under General Impression on the following basis:

- 10.0: Excellent  4.0: Insufficient
- 9.0: Very Good  3.0: Fairly Bad
- 8.0: Good  2.0: Bad
- 7.0: Fairly Good  1.0: Very Bad
- 6.0: Satisfactory  0: Not Executed
- 5.0: Sufficient (Marginal)

1.2 Half marks can be awarded.

2. Error of Test

If an Athlete attempts to perform a movement, or attempts to maintain the pace required, and fails to do so, but does not deviate from the track, the President of the Ground Jury may either treat it as an “Error of Course” (see paragraph 3 below), or he may decide to leave the Judges to give the movement an appropriate mark. If an Athlete makes no effort to perform a movement in a Test then it may either be treated as an Error of Test or as an Error of Course at the discretion of the President of the Jury.

3. Error of Course

3.1 An “Error of Course” is when an Athlete deviates from the required track or when a movement is performed at the wrong pace, or omitted altogether.

3.2 In the event of an Athlete making an Error of Course, the President of the Ground Jury will ring the bell and stop the Athlete. The Athlete must then resume the Test from the beginning of the movement where the error was made. If the Athlete is in any doubt, he may ask the President of the Ground Jury for guidance, without incurring any penalties.

3.3 If any part of the turnout leaves the arena during a movement, it will be marked down for inaccuracy.

3.4 If the whole turnout leaves the arena before completing the Test, the penalty will be Elimination.

4. Disconnected or Broken Harness

If the reins, pole strap, chains or trace become disconnected or broken, or should the Horse get a leg over the pole, trace or shaft, the President of the Ground Jury must ring the bell and a Groom(s) must dismount and re-connect or repair as appropriate. The Athlete will be penalised for a Groom(s) dismounting.

5. Disobedience

Any resistance in the forward movement, kicking or rearing is considered to be disobedience and will be penalised by the Judge at C, as follows:

- 1st Incident  5 penalties
- 2nd Incident  10 penalties
- 3rd Incident  Elimination

6. Carriage overturn

A Carriage overturn is elimination.
## DC941 Summary of Driven Dressage Penalties

Athletes are liable to the following penalties:

<table>
<thead>
<tr>
<th>Description</th>
<th>Ref. Article</th>
<th>Penalties</th>
</tr>
</thead>
<tbody>
<tr>
<td>Part of the turnout leaving the arena during a movement</td>
<td>Mark down for inaccuracy</td>
<td></td>
</tr>
<tr>
<td>The whole turnout leaving the arena</td>
<td>Elimination</td>
<td></td>
</tr>
<tr>
<td>Athlete dismounting</td>
<td>928.2.10</td>
<td>20 penalties</td>
</tr>
<tr>
<td>Entering the arena without a whip</td>
<td>913.4.2</td>
<td>5 penalties</td>
</tr>
<tr>
<td>Dropping or putting down a whip</td>
<td>913.4.3</td>
<td>5 penalties</td>
</tr>
<tr>
<td>No breeching if carriage has no brakes</td>
<td>922.1.1, 925.1.14</td>
<td>Elimination</td>
</tr>
<tr>
<td>No breeching for Singles</td>
<td>925.1.14</td>
<td>Elimination</td>
</tr>
<tr>
<td>Use of bandage or brushing boots (Horse to be inspected after Test)</td>
<td>925.2.1</td>
<td>10 penalties</td>
</tr>
<tr>
<td>Contravening the Rules on Advertising</td>
<td>926.3</td>
<td>Yellow Warning Card</td>
</tr>
<tr>
<td>If a Groom handles the reins, brake or uses the whip</td>
<td>928.2.5, 930.2.1.2</td>
<td>20 penalties</td>
</tr>
<tr>
<td>Groom speaking or giving indications</td>
<td>930.2.1.2</td>
<td>10 penalties</td>
</tr>
<tr>
<td>Physical outside assistance</td>
<td>930.2</td>
<td>Elimination</td>
</tr>
<tr>
<td>Groom(s) dismounting</td>
<td>928.2.11</td>
<td>5 penalties</td>
</tr>
<tr>
<td>First incident</td>
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<td>Elimination</td>
</tr>
<tr>
<td>Second incident</td>
<td></td>
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</tr>
<tr>
<td>Third incident</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Early or late entry</td>
<td>936.1</td>
<td>Possible Elimination</td>
</tr>
<tr>
<td>Lame horse</td>
<td>936.3</td>
<td>Disqualification of the Horse and elimination of the Athlete</td>
</tr>
<tr>
<td>Incomplete presentation (Athlete, Groom Carriage)</td>
<td>913</td>
<td>5 penalties</td>
</tr>
<tr>
<td>Errors of course:</td>
<td>940.3</td>
<td>5 penalties</td>
</tr>
<tr>
<td>First occasion</td>
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<td>Elimination</td>
</tr>
<tr>
<td>Second occasion</td>
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</tr>
<tr>
<td>Third occasion</td>
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<td>Disobedience:</td>
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<td>First incident</td>
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<td>Elimination</td>
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<tr>
<td>Second incident</td>
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<td>Third incident</td>
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<tr>
<td>Carriage overturn</td>
<td>940.6</td>
<td>Elimination</td>
</tr>
</tbody>
</table>

## DC942 CLASSIFICATION

1. **Total Marks**

1.1 The individual marks awarded by each Judge for each movement and for General Impression will be added together and divided by the number of Judges to obtain the average score. 1.2 In order to adjust the influence of Driven Dressage on the whole event, where the total possible marks for the test are greater than 160, the average score will be
multiplied by the coefficient printed on the score sheet to obtain the adjusted average score to be used in the results.

1.3 Penalties are only awarded by the President of the Ground Jury at C. Any penalties will be deducted from the average adjusted score and the final total will be deducted from 160 to obtain the penalties for the test.

1.4 Scores will be calculated to two decimal places.

1.5 The Athlete with the lowest score in penalties will be the winner Driven Dressage.

**SUBCHAPTER DC-12 MARATHON**

**DC943 General**

The objective of Marathon is to test the fitness, stamina and training of the Horses, and the driving skill and general horsemanship of the Athlete.

**DC944 The Course**

1. General

1.1 Maximum Distances and speeds must not be exceeded.

1.2 These speeds may be reduced by the Technical Delegate and the President of Jury in the case of adverse weather or ground conditions.

1.3 The Course must consist of two or three Sections.

1.4 The actual distance and time allowed in the Transfer section to be confirmed by the Technical Delegate in conjunction with the President of the Ground Jury.

1.5 The total distance in Section B should be approximately one km per obstacle and preferably not less than 700m between two consecutive obstacles. The total distance in Section B must include the distances through the obstacles.

1.6 The distances between the end of one Section and the start of the next must not be included in the total length and time of the course.

1.7 As an alternative option to the Section A, there can be a controlled Warm-up (minimum of 30 minutes before starting time) in a designated warm-up arena of minimum 7000 square meters, properly stewarded, with a judge and veterinarian in attendance. A marathon-type obstacle for preparation purposes should be provided. Horse inspection and bit/harness control 10 minutes before the start in Section B is compulsory.

2. Marathon: Combined Driving Event

**Option 1 – Three Section Marathon: Advanced**

<table>
<thead>
<tr>
<th>Section</th>
<th>Maximum distance</th>
<th>Minimum distance</th>
<th>Pace</th>
<th>Speed km/hr</th>
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<tbody>
<tr>
<td></td>
<td>Horse</td>
<td>Pony</td>
<td></td>
<td></td>
</tr>
<tr>
<td>A</td>
<td>8000 m</td>
<td>5000 m</td>
<td>free</td>
<td>15</td>
</tr>
<tr>
<td>Transfer</td>
<td>1500 m</td>
<td>800 m</td>
<td>free</td>
<td></td>
</tr>
<tr>
<td>B</td>
<td>7500 m</td>
<td>5000 m</td>
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</tbody>
</table>

Preliminary

<table>
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<th>Speed km/hr</th>
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</tr>
<tr>
<td>Transfer</td>
<td>1500m</td>
<td>800m</td>
<td>free</td>
<td>walk or trot only outside obstacles</td>
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<td>7000m</td>
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# Intermediate

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## Training

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<th>Speed km/hr</th>
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## Option 2 – Two Section Marathon: Advanced

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3At least 1 km per Obstacle.

## Two Section Marathon: Preliminary

<table>
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<th>Section</th>
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## Two Section Marathon: Intermediate

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## Two Section Marathon: Training

<table>
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<th>Speed km/hr</th>
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</table>

## BOD 11/23/20 Effective 12/1/20

### 2.1 Para-Equestrian Driving

## Option 1 – Three sections Marathon

<table>
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<tr>
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<th>Minimum distance</th>
<th>Pace</th>
<th>Speed km/hr</th>
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<td></td>
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</tr>
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</tr>
<tr>
<td>B</td>
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<td>free</td>
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<tr>
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</table>
Option 2 – Two sections Marathon

<table>
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<tr>
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<th>Pace</th>
<th>Speed km/hr</th>
</tr>
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</tr>
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<td>B</td>
<td>8000 m</td>
<td>3500 m</td>
<td>free</td>
<td>14</td>
</tr>
</tbody>
</table>

At least 1 km per Obstacle.

3. Compulsory rests

A safety check of the turnout must be made before the start of Marathon and during the 10 minute hold at the end of the Transfer Section (Option 1) or Section A (Option 2). Compulsory rests.

3.1 There must be a compulsory rest of not less than 10 minutes in the designated rest area prior to the start of Section B. When Section A is a ‘controlled Warm-Up’, the compulsory rest may be reduced to 5 minutes.

3.2 The area of the compulsory rest should, if possible, provide some shade and must be large enough to accommodate three turnouts at once and have room for additional motor vehicles.

3.3 Water must be provided at the rest area for the Horses.

3.4 A farrier must be available at the rest area. If the Athlete has to wait for the Farrier for any reason beyond his control, then the Athlete will be credited with that time.

3.5 Para Driving: quick release systems to secure a wheelchair and lap belts or 4 points belts with a quick release system must be checked by the Technical Delegate before the start of the marathon.

3.6 In exceptional circumstances, the minimum time required for the Compulsory Rest may be increased by the President of the Jury in consultation with the Technical Delegate.

3.7 If a Horse is not accepted by the Veterinarian at the rest area after 10 minutes, or 5 minutes if used for a ‘Controlled Warm-Up’ the Horse and Athlete will be Eliminated.

3.8 Turnouts may stand, walk, or trot within the rest area.

4. Section and direction signs

4.1 The beginning and end of each Section must be marked with a pair of Red and White flags.

4.2 The entire Course must be clearly marked with yellow direction markers placed, wherever possible, on the right hand side of the track to be clearly visible to the approaching Athlete. A confirmation directional arrow must be placed after every significant turn.

4.3 Sections A and B must have a marker at every kilometer. In Section B the measurement of the kilometers must include the distances through the obstacles.

4.4 The marker for a kilometer occurring within an obstacle should be placed on the post supporting the red exit flag.

4.5 When multiple divisions/levels are offered, the kilometer markers on the Marathon shall be color-coded and/or shaped.

5. Compulsory turning flags

When multiple divisions/levels are offered, the kilometer markers on the Marathon shall be color-coded and/or shaped.

5.1 Sufficient red and white compulsory turning flags must be positioned on the Course to ensure that all Athletes follow the designated track. Athletes must leave the red flags on their right and the white flags on their left. These compulsory turning flags must be numbered consecutively in each Section and they must be placed so they are clearly visible to Athletes from a reasonable distance.

5.2 The location and number of the Flags must be marked on the map of the Course to clearly indicate the correct route to be driven between the compulsory turning flags before and after each obstacle. In addition, a list showing the order for driving compulsory turning flags and obstacles must be provided for Athletes and Officials.
5.3 Ground Observers must record the Athlete’s track through the compulsory turning flags; If any compulsory turning flags are missed out or passed in the wrong sequence, the details must be reported to the member of the Ground Jury or Technical Delegate as soon as possible.

6. Paces

6.1 The finish of Section B must not be more than 300 m from the exit of the last Obstacle unless the Technical Delegate grants an exception. If the last obstacle is situated within 300m of the finish, the Athletes may stop within 30m of the out gate of the obstacle to repair a broken or detached harness without penalty. A 30m marker will be placed on the track to indicate this point if the last obstacle is within 300m of the finish.

6.2 Between the 30 meter sign of the last obstacle (or 300m) and finish, pace must be trot or walk only. The Athlete will accumulate one penalty point for each 5 seconds the turnout is not at the walk or trot.

DC945 Obstacles in Section B

1. Number of Obstacles

1.1 The maximum number of Obstacles, natural or artificial, is eight for National Championships. In all other National events, the maximum number is seven and the minimum is five. The maximum number of obstacles for Training level is five.

1.4 For Para-Equestrian Driving, at the Advanced level, the maximum number of obstacles is six.

2. Sketches of Obstacles

Accurate sketches of each Obstacle, showing the location of the compulsory gates, Dislodgeable/Detachable Elements and Entry/Exit Flags must be made available to Athletes, team and Event Officials before the first inspection of the Course.

3. Design and Construction of Obstacles

3.1 The number of each Obstacle must be clearly displayed on the post supporting the Red Entry Flag.

3.2 The Entry and Exit of each Obstacle must be marked by Red and White Flags (red on the right and white on the left), not less than 20 m from the nearest lettered gate, unless the Technical Delegate grants an exception. After the finish line of each obstacle, a 30m sign must be established. A dismounted groom in an obstacle must be back on the carriage before the rear axle passes the sign.

3.3 The track through an Obstacle should not exceed 250m on the shortest, 2.5m drivable route. That is not narrower than 2.5m at any point, between the entry and exit flags. The track may exceed 250m in exceptional circumstances, at the discretion of the Technical Delegate. A legal drivable route for VSE entries through an obstacle must not be narrower than 200cm at any point.

3.4 Obstacles must be at least 700m apart. The Technical Delegate may grant an exception.

3.5 Obstacles must be clearly numbered in the sequence in which the Athletes are required to drive them.

3.6 Obstacles must not include any feature, which might cause damage or injury to the Horses.

3.7 Artificial obstacles should be solidly constructed and firmly fixed, so that they are unlikely to be moved or broken during the Competition.

3.8 If the Course Designer includes any element in an obstacle, which in the opinion of the President of the Jury and Technical Delegate could frighten the Horses, an alternative route must be provided, within the Obstacle.

3.9 Where a constructed water crossing is included in an obstacle, the depth of the water must not be more than 30cm. Where natural water is used the Technical Delegate may allow a maximum depth of 50cm. The bed of any water crossing must be firm. Where water depth exceeds 50cm a substantial fence, firmly fixed, must be constructed, to prevent Horses going into deep water.

3.10 If a barrier for crowd restraint is required, by local regulations or the Organiser, it must not be positioned closer than 20m from the nearest element in the obstacle, unless the Technical Delegate grants an exception.

4. Compulsory gates

4.1 Obstacles will include compulsory gates marked with red and white letters, which should be marked A up to F,
indicating the sequence in which they must be driven. Advanced will drive gates A to F; Intermediate will drive gates A to E; Preliminary and Training will drive gates A to D.

4.2 As an alternative option, a maximum of two letters can be used twice in the same obstacle.

4.3 The height of all elements within a compulsory gate must not be less than 1.30 metres. Minimum height for gates and elements for VSEs is 1.0 meter unless an exception is granted by the Technical Delegate.

4.4 The minimum width of a compulsory gate is 2.50 metres. The minimum width of a compulsory gate for VSEs is 2.0 meters.

5. Dislodgeable/detachable elements

5.1 The Course Designer may choose any type of dislodgeable/detachable element with a preference for balls such as used in Cones.

5.2 All dislodgeable/detachable elements may not interfere with, or cause injury to the Horse or damage to the carriages, when they are dislodged.

5.3 The cups that hold the ball on a dislodgeable element should be a standard 45 - 55mm pipe to hold the balls from the cone driving competition. The cups must be of sufficient depth so that the ball does not rest on the post.

5.4 The number of dislodgeable/detachable elements must not exceed 24 in total. When mobile Elements are used, this number can be increased. For Training, Preliminary, and Intermediate levels, the number of dislodgeable elements is not limited subject to approval of the Technical Delegate.

5.5 Athletes will incur 2 penalties for each element dislodged.

5.6 A dislodgeable/detachable element is “live” at all times until it is dislodged or completely detached.

5.7 An Athlete or Groom who attempts to prevent a dislodgeable/detachable element from being dislodged will incur 10 penalties.

6. Obstacles in a Combined Marathon course.

6.1 Width of cones. The following clearances shall apply.

<table>
<thead>
<tr>
<th>Division Class</th>
<th>Cones Width</th>
</tr>
</thead>
<tbody>
<tr>
<td>Horse Four-In-Hand</td>
<td>1.90m</td>
</tr>
<tr>
<td>Horse Pair</td>
<td>1.80m</td>
</tr>
<tr>
<td>Horse Single</td>
<td>1.60m</td>
</tr>
<tr>
<td>Ponies Four-In-Hand</td>
<td>1.80m</td>
</tr>
<tr>
<td>Ponies Pair</td>
<td>1.60m</td>
</tr>
<tr>
<td>Ponies Single</td>
<td>1.50m</td>
</tr>
</tbody>
</table>

6.2 Marathon-type obstacle width of gates. The following shall apply.

<table>
<thead>
<tr>
<th>Division Class</th>
<th>Cones Width</th>
</tr>
</thead>
<tbody>
<tr>
<td>Horse Four-In-Hand</td>
<td>3.50m to 4.00m</td>
</tr>
<tr>
<td>Horse Pair</td>
<td>3.50m to 4.00m</td>
</tr>
<tr>
<td>Horse Single</td>
<td>3.00m to 3.50m</td>
</tr>
<tr>
<td>Ponies Four-In-Hand</td>
<td>3.00m to 3.50m</td>
</tr>
<tr>
<td>Ponies Pair</td>
<td>3.00m to 3.50m</td>
</tr>
<tr>
<td>Ponies Single</td>
<td>3.00m to 3.50m</td>
</tr>
</tbody>
</table>

_BOD 11/23/20 Effective 12/1/20_

**DC946 Inspection of the Course**

1. Visit of the Technical Delegate

At least five (5) days before Marathon, the entire Course, including the obstacles, must be available for inspection and approval by the Technical Delegate.

2. Briefing for Athletes and Officials
2.1 The Technical Delegate must arrange a briefing for members of the Ground Jury and the chefs d’équipe (Athletes at CAI Events) prior to the official opening of the Course.

2.2 Ground Observers, obstacle observers and time keepers must be briefed by the Technical Delegate or his designated representative before the start of Marathon.

2.3 Copies of maps of the entire Course must be available at the briefing, for those requiring them. The maps must show each Section, the location of all the Obstacles and numbered compulsory turning flags, kilometre markers, and any areas of the Course which are closed to motor vehicles.

2.4 Drawings of the obstacles must be available for chefs d’équipe, Athletes and Officials during the briefing.

2.5 A list showing the order for driving compulsory turning flags and obstacles must also be made available.

3. Inspection of the Course by Athletes.

3.1 At least 48 hours before the first Athlete is due to start Marathon, the whole Course must be open for inspection by the Athletes, except under exceptional circumstances, when Organisers have the option not to open Section A for inspection, with the agreement of the Technical Delegate.

3.2 The Technical Delegate may impose restrictions on the means of access to certain parts of the Course.

3.3 The course is closed for inspection from the time the first Athlete starts Section A. The Obstacles in Section B may be left open until the first Athlete starts Section B.

3.4 Athletes using motor vehicles must remain on the roads and tracks designated by the Technical Delegate.

3.5 The Obstacles may only be inspected on foot. No motor vehicles or bicycles may be taken inside any part of an obstacle. Failure to comply will be penalised by the issue of a Warning for the first infringement and a Yellow Warning Card for the second. Athletes with disabilities must obtain dispensation from the Organiser to be exempt from this DC and their vehicles clearly identified.

DC947 Times

1. Timetable

1.1 A timetable showing the start of Section A and the time table of each Section, including the compulsory rest, must be drawn up by the OC for the Ground Jury and Technical Delegate. It must be adjusted in the event of unforeseen circumstances and redistributed.

1.2 A timetable showing the starting time for each Athlete on Section A must be provided to the Athletes and the timekeeper at the start of Section A. Running order lists must be provided to all other timekeepers, ground observers and obstacle observers.

2. Times in Sections

2.1 The Time Allowed in all Sections is calculated according to the average speed selected for that Section.

2.2 The Minimum Time in Section A is two minutes less than the Time Allowed.

2.3 The Minimum Time for Section B is three minutes less than the Time Allowed.

2.4 The Time Limit for Section A and Transfer section is the Time Allowed plus 20%. The Time Limit for Section B is twice the Time Allowed.

2.5 An Athlete who exceeds the Time Limit in any section will be Eliminated.

3. Timing

3.1 Electronic timing equipment should be used for the timing of Athletes in each Section and the obstacles, whenever possible.

3.2 Time Keepers at the start and finish of each Section must record the start and finishing times for each Athlete on the Section Timer Record and enter the time on the Athlete’s Marathon (Green) Time Card.

4. Start and finish

4.1 Athletes should be at the start of Section A at least 10 minutes before their published Start Time.

4.2 If an Athlete is not ready to start Section A at his scheduled time, the Timekeeper will start him at the earliest
available time at his discretion, and record the actual starting time, which must be reported to the Technical Delegate and President of Jury, for onward transmission to the Scorer, at the earliest opportunity. The Athlete will be penalised 0.25 of a penalty per second of the time elapsed between his scheduled start time and the time he was ready to start and he must not be allowed to start less than 2 minutes before the next Athlete’s starting time. For the avoidance of doubt, Athletes will not be penalised where the start of Section A is delayed for organisational reasons.

4.3 Athlete must start each section from the halt with the leading horse behind the line. The Timekeepers will count down to the start time. If an Athlete starts before the Timekeeper gives him the authorisation, he will be recalled, a new start will be given and the Marathon Time Card will be amended. If the Athlete fails to stop he may be eliminated. A member of the Ground Jury must be made aware of the circumstances as soon as possible.

4.4 The timing of the section ends when the nose of the leading horse has passed the finish line. Section penalties will apply until the whole turnout has passed the finish line.

5. Time Penalties in the Sections

5.1 In all Sections, Athletes will be penalised 0.25 of a penalty per second for exceeding the Time Allowed.

5.2 Athletes completing Section A and B in less than the minimum time will be penalised 0.25 of a penalty point for each second they are early.

DC948 Penalties on the Marathon Course

1. Whips

Whips, if carried, can only be used by the Athlete. Failure to comply will incur 20 penalties.

1.1 Para Driving Athletes from nominated profiles may compete with the whip held or used by groom but must have this noted on the FEI Masterlist or their USEF dispensation following classification evaluation.

2. Error of Course If an Athlete fails to pass through a compulsory turning flag (CTF) in the designated sequence, he may return to the point of error and drive the CTF, provided he has not driven the following CTF or the next Obstacle. An Athlete who fails to pass through a CTF in the published sequence and direction will be Eliminated, (except multiple CTFs which are to be driven several times with different numbers).

3. Deviation from the Course

3.1 Athletes must not deviate from the track for the last 300 metres or between the last Obstacle and the Finish of Section B. Athletes who stop, circle, zig-zag or leave the track in any other way will incur 10 penalties for each occurrence.

3.2 Exception: See DC944.6

4. Incorrect pace

Should one or more Horses break into a canter within the last 300 m before the finish and is not corrected within five seconds the Athlete will incur 1 penalty for every occurrence. If the break continues, the Athlete will incur 1 penalty for every additional completed period of five seconds.

5. Dismounting

5.1 Outside the obstacles in Section B, Grooms and Athletes are not allowed to dismount unless the carriage is stationary. If the vehicle is not stationary, either or both Groom(s) dismounting will incur 5 penalties, the Athlete dismounting will incur 20 penalties.

5.2 The Athlete and all Grooms must be on the carriage as it crosses the Start and Finish lines and passes through the Compulsory Turning Flags in each Section. Failure to do so incurs 5 penalty points for grooms and 20 penalty points for Athlete on each occasion.

5.3 In exceptional circumstances, if warranted due to the condition of the terrain or weather, the Technical Delegate and the President of the Ground Jury may permit Grooms in competitions for ponies and single horses to run behind their carriage on designated parts of the course.
6. Stopping
6.1 Athletes may stop for repairs to carriages or harness or for any reason beyond the Athlete’s control, anywhere on the course other than while negotiating an obstacle, without incurring penalties, other than loss of time, except as in 960.8.
6.2 Athletes will incur 1 penalty point for each commenced ten seconds that they remain stopped on the course for any other reason.
6.3 If an obstacle is situated within 300m of the finish line, an Athlete is allowed to stop to carry out necessary repairs as long as he stops within the signed 30 metres after leaving the last Obstacle to make necessary repairs to the harness or carriage without penalty. Stopping for any other reason between the last Obstacle or the 300 meter sign, whichever is closer to the Finish Line in Section B will incur 10 penalties for each occurrence.

7. Damaged Carriage/Harness
7.1 At the Finish of Section B any missing or disconnected trace, pole strap or reins will incur 10 penalties for each occurrence.
7.2 At the Finish of Section B a broken or disconnected pole or shaft or bit will incur Elimination.
7.3 Carriages must pass the Finish of Section B drawn by the number of Horses required for the designated class and on the designated number of wheels. Failure to comply will incur Elimination. Broken or missing tires are acceptable.
7.4 Carriage overturn. If the carriage overturns (on the course or in an obstacle), the penalty is elimination and the Athlete may not continue on the Marathon.

DC949 Obstacle Penalties
1. Pace in Obstacles
Athletes in the Preliminary division and above may use any pace in the obstacles. The training division must only walk or trot in the Obstacles (DC948.4 applies for incorrect pace). BOD 11/23/20 Effective 12/1/20

2. Error of Course in an Obstacle:
2.1 Athletes entering any part of an obstacle without first passing through the entry flags or failing to pass through the exit flags on leaving an obstacle without correcting the error will be eliminated.
2.2 The compulsory gates in an obstacle are “free” after an Athlete has passed through them in the correct direction and in the correct sequence. Athletes may, therefore, go through them again in any direction at any time (for example, Athletes must go through A in the correct direction before going through B. A is now “free” and they may go through it again in any direction as often as they like, and so on).
2.3 Athletes, who pass through a compulsory gate in the wrong sequence or direction before it becomes “free” and without correcting the error before passing through the Exit Flags, will be eliminated.
2.4 In order to correct such an error of course, the Athlete must return to and drive through the compulsory gate he missed before continuing through the next compulsory gate in the correct sequence (for example, an Athlete drives through compulsory gates A and B and then goes through D (missing gate C). In order to correct this error of course, the Athlete must go back and drive through gate C before going on to gate D, etc. All gates are neutralised until he reaches this gate. Each error corrected shall incur 20 penalties.
2.5 Passing through the exit gate of an Obstacle without driving all compulsory gates in the correct sequence will be penalised by elimination.
2.6 An Athlete is not considered to have passed through a Compulsory gate in an obstacle until the whole turnout has passed between the flags denoting the Compulsory gate.

3. Dismounting
3.1 Each time either or both Grooms put both feet on the ground in an obstacle, the Athlete will incur 5 penalties.
3.2 Once Grooms have dismounted they are not required to get back on the carriage and need not follow the Athlete through any of the Compulsory Gates in the rest of the Obstacle. Grooms do not have to be on the Carriage when it leaves the obstacle. They can get on the carriage outside of the obstacle.
3.3 Each time an Athlete dismounts in an obstacle he will incur 20 penalties. He must be on the carriage when it leaves the Obstacle.

3.4 In all incidents (for example trace or reins or lead bar over a pole etc) the grooms must dismount and solve the problem (no climbing over horses or pole). Failure to comply will incur 20 penalties.

3.5 An Athlete or Groom may only put one foot on any part of an obstacle without incurring penalties. Contravention of this DC will result in 5 penalties.

3.6 A Groom may assist the Athlete by leading a horse through the obstacle by the bridle end of the reins. The Athlete will incur 25 penalties in total. See Rules DC953 and 930.3.

3.7 Groom(s) must be on the carriage when the Athlete enters each obstacle on the Marathon. Failure incurs 5 penalties.

4. Disconnecting
Deliberately disconnecting one or more Horses and leading them through any part of the obstacle will be penalized by Elimination.

5. Elimination in an Obstacle
The decision whether an Athlete is eliminated in an obstacle rests entirely with the Ground Jury.

6. Welfare of the Horse
6.1 It is the responsibility of the Athlete to stop immediately and put a Groom or Grooms down whenever a Horse has its leg over a Pole, Shaft, when a wheeler has a leg over the lead bar or the leader’s trace, or when a Horse is down and remains down. Also, he must stop when instructed to make necessary repairs by a Member of the Ground Jury or Obstacle Observer. However a trace down or a pole strap disconnected needs no repair inside an obstacle. The time will continue to run.

6.2 Failure to stop and put the Groom down to correct the situation before leaving the obstacle will incur Elimination.

6.3 It is the responsibility of the Athlete to stop immediately and put a Groom or Grooms down whenever a Horse has a leg over a Trace. Also, he must stop when instructed to correct the situation by a Member of the Ground Jury or Obstacle Observer. Failure to stop and put the groom down to correct the situation before leaving the Obstacle will incur 30 penalties. The time will continue to run.

7. Timing
7.1 The Athlete will be timed from when the nose of the leading horse passes between the entry flags until the nose of the leading horse passes between the exit flags. Other obstacle penalties will continue to apply until the whole turnout has passed the exit flags.

7.2 Electronic timing equipment should be used to time Athletes through the obstacles if at all possible. At Championship, CAIO and CAI3* it is compulsory.

7.3 The Time Limit for Athletes in obstacles is five minutes. If Athletes fail to complete the whole obstacle and pass the exit flags within the Time Limit, the Obstacle Observer is to blow two blasts on a whistle indicating to the Athlete that the Time Limit has been reached. The Athlete must then vacate the obstacle as quickly as possible (with assistance if necessary) and may not continue in the Competition.

7.4 The time taken for an Athlete to complete an Obstacle shall be recorded to hundredths of a second, either manually or electronically.

7.5 There is no rounding of time or conversion to penalty points for individual Obstacles.

8. Hold Ups
8.1 If an Athlete arrives at an obstacle while the previous Athlete is still negotiating the obstacle, or if the Obstacle is not ready to be driven, he is to be held at a point on the course approximately 50m from the Entry Flags.

8.2 One of the Assistant Obstacle Observers is to stop the Athlete at that point and start his stopwatch. As soon as the previous Athlete is clear of the obstacle, and the Obstacle Observer approves a restart, the Assistant Obstacle Observer will restart the Athlete and inform him of the time he has been held. This should be in whole or half minutes.
9. Obstacle video recording

Video recording at each Obstacle is recommended in all Events. Such video recording is compulsory at CAI World Cup™ Qualifiers, CAIOs and Championships.

**DC950 Judges**

1. Positions

1.1 The Judge should act on the advice of the Veterinary Delegate to decide whether the horses are in a fit condition to continue the competition.

1.2 For at least the Advanced level one member of the Ground Jury must be at the end of Section B to supervise the inspection of carriages, harness and Marathon Time Cards and when applicable to supervise the weighing of the carriages. An Athlete whose carriage is below the prescribed weight will be eliminated. (See DC922.4).

1.3 The rest of the Jury will be positioned by the President of the Ground Jury.

1.4 Members of the Ground Jury at the end of Transfer or Section B are not required to assist the veterinarian in pulse and respiration checks. Organizers should ensure sufficient volunteers are available to assist the veterinarians.

**DC951 Officials**

1. Ground observers

1.1 Ground Observers should be allocated positions around the course by the Technical Delegate from which they can observe the most critical compulsory turning flags.

1.2 Ground Observers must be given the starting order of Athletes together with copies of instructions and the Ground Observers Report and a Control Sheet.

1.3 Ground Observers must report all incidents for which an Athlete may be penalised, and any other information, to the Ground Jury or a member of the Ground Jury periodically and at the end of their period of duty.

1.4 Ground Observers cannot eliminate or otherwise penalise Athletes. It is the responsibility of the Ground Jury to impose appropriate penalties.

1.5 After the competition, Ground observers must remain in the vicinity of the Secretary’s Office until dismissed by the President of the Ground Jury.

2. Timekeepers

2.1 Each Timekeeper will be provided with a chronometer with a “time of day” display and instructed in its use by the Technical Delegate or the Chief Timekeeper. The Technical Delegate or his assistant is responsible for the synchronisation of the “time of day” on all chronometers issued to Officials.

2.2 The Timekeeper at the start of Section A must be issued with the starting time schedule and should ensure that Athletes have been given a Marathon Time Card (Green Card)

2.3 All other Timekeepers at the start and finish of each Section must be provided with the complete list of Athletes and a running order.

2.4 Timekeepers are required to record the start and finish times for their respective Section and to enter them on the Athlete’s “Marathon Time Card” and the “Section Timer Record”.

2.5 Horses must start from the halt with the nose of the leading horse behind the start line.

2.6 The finishing time will be taken as the nose of the leading horse crosses the finish line. The section is finished as the rear axle has passed the Finish Line.

2.7 After the competition, Timekeepers must remain in the vicinity of the Secretary’s Office until dismissed by the President of the Ground Jury.

3. Obstacle observers

3.1 There must be one Obstacle Observer at each obstacle. Each Obstacle Observer should have at least two assistants. The Obstacle Observer must be given a whistle and two stopwatches and instructed in their use by
the Technical Delegate or his assistant. They must record the exact time to 1/100th second taken by each Athlete through the obstacle.

3.2 Obstacle Observers must be given a starting order listing all Athletes together with sufficient copies of Obstacle Reports and diagrams to record each Athlete’s time and the sequence of the gates through the obstacle as driven.

3.3 In case of incorrect sequence, a drawing of the route must be recorded.

3.4 Obstacle Observers must record and report all incidents to a member of the Ground Jury, as soon as possible after the incident occurred.

3.5 After the competition, Obstacle Observers must remain in the vicinity of the Secretary’s Office until dismissed by the President of the Ground Jury.

**DC952 Classification**

1. Conversion of time to penalties

1.1 The total time taken by the Athlete in the Obstacles will be recorded to 1/100 second and penalties will be calculated to 2 decimal places. Any time over the Time Allowed in each of the Sections will be added together and multiplied by 0.25. Any time under the Minimum Time in Sections A and B will be multiplied by 0.25. There shall be no rounding of times. The penalties for under Minimum Time; plus penalties for over Time Allowed and the total Obstacle times shall be added to any other driving penalties received to determine the final score for each Athlete in Marathon.

1.2 For Athletes who are Eliminated or Retire see DC 911.

1.3 The Athlete with the lowest number of penalties will be the winner of the Competition.

1.4 In the event of an equality of penalties, the Athletes will be placed on equal rank.

**DC953 Summary of Penalties in Marathon**

<table>
<thead>
<tr>
<th>Description</th>
<th>Ref. Rule</th>
<th>Penalties</th>
</tr>
</thead>
<tbody>
<tr>
<td>Athlete or Groom wearing shorts.</td>
<td>913.2.1</td>
<td>10 penalties per person</td>
</tr>
<tr>
<td>No Protective Headgear or no body protector on Marathon.</td>
<td>913.2.2</td>
<td>Elimination and Yellow Warning Card</td>
</tr>
<tr>
<td>Finishing Section B with fewer Horses than required.</td>
<td>916.3</td>
<td>Disqualification</td>
</tr>
<tr>
<td>No breeching with a carriage with no brakes.</td>
<td>922.1.1</td>
<td>Elimination</td>
</tr>
<tr>
<td>Contravening the rules on advertising.</td>
<td>926.3</td>
<td>Warning Yellow Card</td>
</tr>
<tr>
<td>Substitution of a Groom.</td>
<td>928.2.7</td>
<td>Elimination</td>
</tr>
<tr>
<td>Groom handling reins, using whip and brakes when carriage not stationery.</td>
<td>928.2.5</td>
<td>20 penalties</td>
</tr>
<tr>
<td>Person tied to the carriage</td>
<td>928.2.6</td>
<td>Elimination</td>
</tr>
<tr>
<td>Physical Outside Assistance.</td>
<td>930.2.2</td>
<td>Elimination</td>
</tr>
<tr>
<td>Groom leading a Horse through an obstacle. (Also see DC959.6.3)</td>
<td>930.3d</td>
<td>20 penalties</td>
</tr>
<tr>
<td>Incorrect pace</td>
<td>948.4</td>
<td>1 penalty for every 5 sec</td>
</tr>
<tr>
<td>Dislodging a dislodgeable element</td>
<td>945.5.5</td>
<td>2 penalties per occurrence</td>
</tr>
<tr>
<td>Preventing a dislodgeable element from being dislodged</td>
<td>945.5.7</td>
<td>10 penalties</td>
</tr>
<tr>
<td>Motorised vehicles or bicycles in obstacles. First Incident</td>
<td>946.3.5</td>
<td>Warning Yellow card</td>
</tr>
<tr>
<td>Second Incident</td>
<td>946.3.5</td>
<td>Warning Yellow card</td>
</tr>
<tr>
<td>Carriages under weight at end of B or under width at start of B.</td>
<td>922 &amp; 950.1.2</td>
<td>Elimination</td>
</tr>
<tr>
<td>Total time over Time Allowed in all Sections</td>
<td>947.1</td>
<td>0.25 penalties/sec.</td>
</tr>
<tr>
<td>Total time under Minimum Time in Sections A and B</td>
<td>947.2</td>
<td>0.25 penalties/sec.</td>
</tr>
<tr>
<td>Total time in obstacles</td>
<td>947.2</td>
<td>0.25 penalties/sec.</td>
</tr>
<tr>
<td>Violation</td>
<td>Code</td>
<td>Punishment/Consequence</td>
</tr>
<tr>
<td>-------------------------------------------------------------------------</td>
<td>------</td>
<td>--------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>Athlete fails to stop when recalled</td>
<td>947.4.3</td>
<td>Elimination</td>
</tr>
<tr>
<td>Not ready to Start Section A</td>
<td>947.4.2</td>
<td>0.25 penalties/sec.</td>
</tr>
<tr>
<td>Contravening the rule on the use of the whip</td>
<td>948.1</td>
<td>20 penalties</td>
</tr>
<tr>
<td>Each deviation from Course after last obstacle</td>
<td>948.3</td>
<td>10 penalties</td>
</tr>
<tr>
<td>Required persons not on carriage passing through a compulsory turning flag, or the start and finish of each Section, each occasion.</td>
<td>948.5.2</td>
<td>5 penalties (grooms)</td>
</tr>
<tr>
<td>Grooms Dismounting while moving in Section B</td>
<td>948.5.1</td>
<td>5 penalties</td>
</tr>
<tr>
<td>Athlete Dismounting while moving in Section B</td>
<td>948.5.1</td>
<td>20 penalties</td>
</tr>
<tr>
<td>Finishing Section B with missing or disconnected Pole strap, trace or reins for each occurrence.</td>
<td>948.7</td>
<td>10 penalties</td>
</tr>
<tr>
<td>Failing to pass through compulsory turning flags and obstacles in correct sequence and direction</td>
<td>949.2</td>
<td>Elimination</td>
</tr>
<tr>
<td>Finishing Section B with missing wheel.</td>
<td>948.7</td>
<td>Elimination</td>
</tr>
<tr>
<td>Finishing Section B with broken or disconnected pole or shaft</td>
<td>948.7.4</td>
<td>Elimination</td>
</tr>
<tr>
<td>Failing to pass through entry flags of an Obstacle.</td>
<td>949.2.1</td>
<td>Elimination</td>
</tr>
<tr>
<td>Groom(s) not on the carriage when crossing start of an Obstacle</td>
<td>949.3.7</td>
<td>5 penalties</td>
</tr>
<tr>
<td>Failing to pass through exit flags of an obstacle</td>
<td>949.7.3</td>
<td>Elimination</td>
</tr>
<tr>
<td>For correcting each error of Course in an obstacle.</td>
<td>949.2.1</td>
<td>20 penalties</td>
</tr>
<tr>
<td>Passing between exit flags before completing an Obstacle.</td>
<td>949.2.4</td>
<td>Elimination</td>
</tr>
<tr>
<td>Groom(s) dismounting in an obstacle, each occasion.</td>
<td>949.3.1</td>
<td>5 penalties</td>
</tr>
<tr>
<td>Athlete dismounting in an obstacle.</td>
<td>949.3.3</td>
<td>20 penalties</td>
</tr>
<tr>
<td>Two feet on an Element of obstacle.</td>
<td>949.3.5</td>
<td>5 penalties</td>
</tr>
<tr>
<td>Groom climbing over horse back or down the pole in an obstacle</td>
<td>949.3.4</td>
<td>20 penalties</td>
</tr>
<tr>
<td>Disconnecting and leading through an Obstacle.</td>
<td>949.4</td>
<td>Elimination</td>
</tr>
<tr>
<td>Failing to stop for leg over pole, lead bar or shaft.</td>
<td>949.6.2</td>
<td>Elimination</td>
</tr>
<tr>
<td>Failing to stop for leg over trace.</td>
<td>949.6.2</td>
<td>30 penalties</td>
</tr>
<tr>
<td>Carriage overturn</td>
<td>948.7.4</td>
<td>Elimination</td>
</tr>
<tr>
<td>Exceeding the Time Limit in obstacles (5 min.)</td>
<td>949.7.3</td>
<td>Elimination</td>
</tr>
<tr>
<td>Horses unfit to continue in rest area</td>
<td>920.3.3</td>
<td>Elimination</td>
</tr>
<tr>
<td></td>
<td>937.1</td>
<td>Elimination</td>
</tr>
<tr>
<td>Exceeding the Time Limit in all Sections</td>
<td>947.2.5</td>
<td>Elimination</td>
</tr>
<tr>
<td>Groom leading horse through the obstacle by the bridle ends of the reins (Also see DC930.3.d)</td>
<td>949.3.6</td>
<td>25 penalties</td>
</tr>
<tr>
<td>Stopping on course for reasons other than repairs</td>
<td>948.6</td>
<td>1 penalty per commenced 10 seconds</td>
</tr>
</tbody>
</table>
2. Athletes are liable to the following penalties in Combined Marathon

<table>
<thead>
<tr>
<th>Description</th>
<th>Article</th>
<th>Penalties</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dislodging one or two balls in a single cones obstacle</td>
<td>975.2</td>
<td>3 penalties</td>
</tr>
<tr>
<td>Knocking over or down any element of a marathon type obstacle</td>
<td></td>
<td>3 penalties</td>
</tr>
<tr>
<td>Error of course: Knocking down any part of an obstacle in advance of being driven the PGJ will ring the bell and the obstacle rebuilt (clock stops)</td>
<td>975.3.4</td>
<td>3 penalties &amp; 10 seconds added to time</td>
</tr>
<tr>
<td>Wrong course in marathon type obstacle (corrected)</td>
<td>949.2</td>
<td>20 penalties</td>
</tr>
<tr>
<td>Wrong course in marathon type obstacle (not corrected)</td>
<td>949.2.5</td>
<td>elimination</td>
</tr>
<tr>
<td>Groom(s) handling the reins, using the whip or brake when carriage is not stationary.</td>
<td>928.1 &amp; 2</td>
<td>20 penalties</td>
</tr>
<tr>
<td>Groom(s) dismounting 1st or 2nd time (clock does not stop)</td>
<td>WC rules</td>
<td>5 penalties per incident</td>
</tr>
<tr>
<td>Driver dismounting</td>
<td>WC rules</td>
<td>20 penalties</td>
</tr>
<tr>
<td>Groom(s) or driver dismounting 3rd time</td>
<td>WC rules</td>
<td>elimination</td>
</tr>
<tr>
<td>First or second disobedience</td>
<td>WC rules</td>
<td>no penalties</td>
</tr>
<tr>
<td>Third disobedience</td>
<td>WC rules</td>
<td>elimination</td>
</tr>
<tr>
<td>Should the reins, pole straps or traces become disconnected or broken or horse get a leg over the shaft, trace, pole or bar the PGJ must ring the bell and a groom must dismount and reconnect or correct the situation (clock stopped).</td>
<td>948.7</td>
<td>5 penalties for groom down</td>
</tr>
<tr>
<td>Failure of athlete to stop after repeated ringing of the bell</td>
<td>959.3.5</td>
<td>elimination</td>
</tr>
<tr>
<td>Knocking down any part of a cones obstacle after it has already been driven.</td>
<td>959.3.3</td>
<td>3 penalties</td>
</tr>
<tr>
<td>No protective head gear and back protectors on Athlete or groom(s)</td>
<td>913.2</td>
<td>elimination</td>
</tr>
<tr>
<td>Wrong course single obstacle (sequence and direction)</td>
<td>959.3.2</td>
<td>elimination</td>
</tr>
<tr>
<td>No breeching on single horse</td>
<td>925.1.15</td>
<td>elimination</td>
</tr>
<tr>
<td>No breeching with a carriage with no brakes. (Pairs and Four-In-Hand)</td>
<td>922.1.1</td>
<td>elimination</td>
</tr>
<tr>
<td>Failure to pass through the start and finish flags</td>
<td>959.2</td>
<td>elimination</td>
</tr>
<tr>
<td>Carriage over turning</td>
<td>948.7.4</td>
<td>elimination</td>
</tr>
<tr>
<td></td>
<td>959.2</td>
<td>elimination</td>
</tr>
<tr>
<td>Outside physical assistance</td>
<td>930</td>
<td>elimination</td>
</tr>
<tr>
<td>Failure to have groom(s) on carriage when carriage passes through finish</td>
<td>948.5</td>
<td>elimination</td>
</tr>
</tbody>
</table>

**SUBCHAPTER DC-13 CONES**

**DC954 General**
The Cones Competition is to test the fitness, obedience and suppleness of the horses and the skill and competence of the Athletes.

**DC955 Competitions**
1. The Fault Competition shall be used in Driving Events.
1.1 The Fault Competition is conducted on the basis of penalties for obstacles knocked down and for exceeding the Time Allowed. The score from this round will always be used solely to decide the Final Classification in all Events.
1.2 There may be a Drive-off between all Athletes with zero penalties, or equality of penalties to determine the winner of Cones.
2. The Time Competition
The TIME Competition is conducted on the basis of the time in seconds taken by Athletes to complete the course, with any penalties for faults converted to penalty seconds. Time Competitions are only to be used to determine the placings in Cones.

3. Competition in Two Phases:
The result of the first section may solely be used for the final results of the Combined Driving event.

4. Competition with a Winning Round:
A competition run over one round according to penalties and time which will count for the final classification in the Driving Event, and a winning round to determine the placings in Cones.

DC956 The Course

1. Building and Measuring the Course
1.1 The Course Designer is responsible, under the supervision of the Technical Delegate, for laying out, marking and measuring the course and building the obstacles. The Course Designer may indicate with a dotted line on the course plan how the length of the Course was measured. The President of the Ground Jury must ensure that the length of the Course was measured accurately.
1.2 The arena should be not less than 5000 m² with a minimum width of 40 m or an equivalent area. Should this not be possible the number of obstacles must be reduced accordingly unless an exception is granted by the Technical Delegate. A size-adjusted arena for VSE's may be offered.
1.3 The starting and finishing lines may not be more than 40m nor less than 20m from the first and last obstacles respectively.
1.4 The number of obstacles may not exceed 20 (except DC963.3).
1.5 The length of the course must be between 500m and 800m. A size-adjusted arena for VSE's may be offered.
1.6 Courses must be laid out so that Athletes have a chance to maintain a reasonably fast pace throughout the major part of the course. Certain obstacles, and combinations of obstacles, such as open and closed multiples, will inevitably slow down the pace, but such a layout should be limited to a small proportion of the whole course.
1.7 All obstacles should be visible from the Judges' box.
1.8 The President of the Ground Jury must walk the course to inspect it before the start of the Competition. The course is the track, which the driving Athlete must follow when competing from passing the start in the correct direction up to the finish. The length must be measured accurately to the nearest metre taking account, particularly on the turns, the normal line to be followed by the Horse(s). This normal line must pass through the middle of the obstacles. If there is an alternative obstacle, the official distance has to be measured by the longest route.

DC957 Obstacles

1. Cones
1.1 The cones forming an obstacle must be at least 30 cm high and made of indestructible plastic material. A weighted ball must be placed in the hollow on top of the cone, so that it falls down only if the cone is touched.
1.2 All obstacles consisting of a single pair of cones will constitute a single obstacle.
1.3 The obstacle includes cones, red and white markers, numbers and letters.
1.4 The position of one of the pair of cones must be marked on the ground so that a constant position of the obstacle is maintained throughout the competition. Where practicable a line will also be drawn to ensure that the other cone is maintained at the correct angle.
1.5 Obstacles that entail reining back are not permitted.
1.6 An oxer will be composed of two pairs of cones in a straight line. The distance between the first set of cones and the second set will be between 1.5 and 3 metres, at the option of the Course Designer. The maximum penalties per
Oxer is three penalties for hitting one to four balls. The first set of cones will have the number of the obstacle, the second set will only be marked with red and white flags. Refer to ANNEX 8.

1.6.1 A maximum of five oxers are allowed in a Cones course.

2. Multiple obstacles

2.1 Multiple Obstacles must conform to the design principles. See Annexes

2.2 Variations or new designs must be pre-approved by the Federation and included in the Event Schedule.

2.3 A Multiple Obstacle may be constructed of markers or horizontal rails, elevated to a minimum of 40 cm and maximum of 60 cm in height.

2.4 Each group of cones or elements must be clearly separated and associated with one of the sections of the multiple.

2.5 A Multiple Obstacle, other than a “Serpentine”, “Zig-Zag”, a “Double Box”, a “Double U” or a “Wave” must not consist of more than three pairs of cones or dislodgeable elements.

2.6 Other than Serpentines, Zig-Zags, Double Boxes, Waves and Double Us, a Multiple Obstacle may not be longer than 30m measured along the centre line through the obstacle.

2.7 There may not be more than 3 Multiple Obstacles in any course.

2.8 In Multiple Obstacles Athletes can only incur a maximum of 6 penalties in a Double (A & B), 9 penalties in a Triple (A, B & C) and 12 penalties in a Serpentine, Zig-zag, Double Box, Wave or Double U (A, B, C & D) per attempt, plus any penalties for a rebuild as well as penalties for Disobedience.

2.9 Multiple Obstacles may not be used in a Drive-Off. (See DC961 – Drive-off and DC965 – Summary of penalties).

3. Serpentines, Zig-Zags, Double Boxes and Double U and Wave

3.1 A Serpentine consists of 4 cones in a straight line facing in alternate directions lettered A, B, C, D (See Annexes).

3.2 A Zig-zag consists of not more than 4 pairs of cones, with alternate left and right cones in a straight line (refer to the website). All centerline cones must be placed in a straight line, either at the front, middle or rear of the cone.

3.3 A Double Box and a Double U and a Wave are illustrated in the Annexes.

4. Water and bridges

4.1 Where Water Obstacles and Bridge Obstacles are included in the course, prior notification must be given in the Schedule for the event.

4.2 Water Obstacles must be at least 3m wide, with a depth between 20 and 40 cm and sloping sides. There must be a pair of cones at the entrance (flag lettered A) and exit (flag lettered B) with the cones 2.0m apart.

4.3 Knocking down a ball or balls on either A or B will be penalized as 3 penalties for each pair of cones.

4.4 Wooden bridges, or bridges of similar suitable construction approved by the Technical Delegate, with fan shaped wings at the entrance, with the bridge surface not more than 35 cm above the ground with a usable width of three metres and a maximum length of ten metres are permitted, boarded or rail sides are essential. The Technical Delegates may grant an exception if the bridge is of a permanent solid construction with strong side rails. There must be a pair of cones at the entrance (flag lettered A) and exit (flag lettered B) with the cones at least 2.0m apart.

4.5 A size-adjusted bridge may be offered for VSEs. Bridge dimensions may not be smaller than 2.5 meters wide. 7.5 meters long, 15cm. high. Entrance cones and exit cones shall be at least 2.0m apart.

4.6 Water obstacles may not be used as part of a Training or Preliminary level course. BOD 11/23/20 Effective 12/1/20

5. Markers

5.1 Each obstacle is defined by a pair of markers: a red marker on the right hand side and a white marker on the left hand side as Athletes approach the obstacle. They are placed not more than 15 cm outside the elements, which form the single and multiple obstacles.

5.2 The whole turnout must pass between these markers. Failure is considered as Disobedience. (See DC959.7.3 and 959.7.6.)

5.3 Decorations and obstructions must be placed on the course before the official course walk. No penalty is incurred if they are touched, displaced or knocked over.
5.4 All obstacles in the course must be numbered in the sequence in which they are to be driven. The number of each obstacle must be indicated on a board placed at the entrance to each single and Multiple Obstacle.

5.5 Each distinct section of a closed Multiple Obstacle (Ls, Us and Boxes) must be clearly marked in different colours. (See Annexes) The whole turnout must pass between these markers in the correct alphabetical order.

5.6 The red and white markers and the numbered and lettered boards may be combined, so that the numbers and letters appear on the same posts as the red and white markers, or they may be on separate boards or discs. If possible the numbers of the obstacles should be placed so that Athletes can see them as they leave the previous obstacle.

6. Plan of the Course

6.1 At least one and a half hours before the start of the Competition for each class in the Event, a plan of the course, signed off by the Course Designer and the President of the Ground Jury must be posted in the Collecting Ring showing the length, speed in metres per minute and the Time Allowed for that class. Should the timing be adjusted by the Ground Jury, this will be announced by the Commentator.

6.2 A plan for Cones need not be supplied to each Athlete, provided one is posted on the Official Notice Board once the Course is approved by the President of the Jury and prior to the course being open for inspection.

7. Inspection of the Course

7.1 The course must be open for inspection at least one and a half hours before the start of the competition. Only Athletes, Chefs d’Equipe and trainers are allowed to inspect the course on foot and they must be correctly and smartly dressed. Athletes, Chefs d’Equipe and Trainers are not permitted to use measuring wheels when inspecting the course. At an Event, a warning will be issued for the first offence and a Yellow Warning Card from the President of Jury for subsequent offences.

7.2 An Athlete with disabilities may be permitted to drive himself through the Obstacles at a walking pace in a golf cart or similar vehicle, with approval of the OC.

7.3 Only the Course Designer and his staff may alter or work on any part of the course. If any Athlete, or any person associated with him alters the course in any way, the Athlete will be disqualified.
**DC958 CONES COMPETITION SUMMARY**

1. Single Obstacles and Open Multiple obstacles settings.

<table>
<thead>
<tr>
<th>Division class</th>
<th>Advanced Cones Width (cm)</th>
<th>Serpentine (m)</th>
<th>Zig-zag (m)</th>
<th>Wave</th>
<th>Distance between obstacles (m)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Horse</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Four-in-hand and Unicorn</td>
<td>190</td>
<td>10-12</td>
<td>11-13</td>
<td>10/12</td>
<td>15</td>
</tr>
<tr>
<td>Pair and Tandem</td>
<td>170</td>
<td>6-8</td>
<td>10-12</td>
<td>8/10</td>
<td>12</td>
</tr>
<tr>
<td>Single</td>
<td>160</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Para-Eqn</td>
<td>160</td>
<td>6-8</td>
<td>10-12</td>
<td>8/10</td>
<td>12</td>
</tr>
<tr>
<td>Four-in-hand and Unicorn</td>
<td>165</td>
<td>8-10</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Pair and Tandem</td>
<td>160</td>
<td>6-8</td>
<td>9-11</td>
<td>8/10</td>
<td>12</td>
</tr>
<tr>
<td>Single</td>
<td>160</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Para-Eqn</td>
<td>160</td>
<td>6-8</td>
<td>9-11</td>
<td>8/10</td>
<td>12</td>
</tr>
<tr>
<td>VSE</td>
<td>n/a</td>
<td>6</td>
<td>8</td>
<td>8-10</td>
<td>9</td>
</tr>
</tbody>
</table>

1.1 Standard Cone Settings apply to Training, Preliminary, and Intermediate Levels ONLY.

<table>
<thead>
<tr>
<th>Vehicle Track Width</th>
<th>Standard Cones Setting</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Training</td>
</tr>
<tr>
<td>Horse/Pony Singles &amp; Pairs</td>
<td>125-130cm</td>
</tr>
<tr>
<td>Presentation Vehicle</td>
<td>98-115cm</td>
</tr>
<tr>
<td>All Ponies &amp; Single/Tandem Horses</td>
<td>138-145cm</td>
</tr>
<tr>
<td>Horse Pair</td>
<td>148-155cm</td>
</tr>
<tr>
<td>Horse Unicorn/Teams</td>
<td>158-165cm</td>
</tr>
</tbody>
</table>

Training, Preliminary, & Intermediate - For any and all vehicles that are outside of the above measurements, the cones setting is determined by measuring the carriage at the widest part of the rear wheels and then adding the following clearance:

<table>
<thead>
<tr>
<th>Vehicle Track Width</th>
<th>Standard Cones Setting</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Training</td>
</tr>
<tr>
<td>All classes</td>
<td>All other vehicle track widths</td>
</tr>
<tr>
<td>VSE</td>
<td>30cm* + track width</td>
</tr>
</tbody>
</table>

*BOD 11/23/20 Effective 12/1/20*
1.2 Measurements for Closed Multiple obstacles, see Annexes.

1.3 Reduced Cones: The width of up to five single obstacles can be reduced by 5 cm. Such obstacles will be marked differently (color of the cones).

1.4 Alternative options: A maximum of two single obstacles may offer an alternative single option (See Annex 7).

1.5 In exceptional circumstances and in the interests of safety, the Ground Jury in consultation with the Course Designer and the Technical Delegate, may reduce the speed.

1.6 Drive-offs and Winning-Round: the obstacle width may be reduced up to 10 cm at the discretion of the Ground Jury in conjunction with the Course Designer and the Technical Delegate.

**DC959 Judging Cones Competition**

1. Starting the Competition

1.1 The Technical Delegate will report to the President of the Ground Jury as soon as the course is ready. The President of the Ground Jury will then authorize the start of the competition.

1.2 Once the competition has started, the President of the Jury in consultation with the Course Designer and Technical Delegate if present, may decide that a significant error has been committed in the measurement of the course. This may be done at the latest after the third Athlete, who has completed the course without a Disobedience or any other interruption, assuming that the three Athletes in question have started their course prior to the 45-second countdown elapsing, and before the next Athlete has started. In this case, the Ground Jury has the option to alter the time allowed. If the time allowed is increased the score of the Athletes who have driven the course before the time was altered will then be adjusted accordingly, if applicable. If the time allowed is decreased, this may only be done to the extent that no Athletes having previously completed his round receives time penalties due to the alteration of the time allowed.

1.3 Whenever the time allowed is increased, it may never exceed the time in reference to the maximum length of the Course.

2. Penalties

a. If Athletes have entered the Arena but fail to start by passing through the start line within 45 seconds of the starting signal the timing will start.

b. If an Athlete fails to enter the Arena when the Course is ready, the President of Jury will ring the bell to signify the Start for that Athlete. If the Athlete has not entered the arena within 45 seconds of the first bell, the bell will be rung again and that Athlete is then Eliminated.

c. Athletes starting and passing through an obstacle before the starting signal will be penalised 10 penalty points and must restart.

d. The start and finish lines are neutralised for passing through from the moment the Athlete has passed through the start line until he has passed through the last obstacle.

e. Knocking down one or both balls of a single obstacle and knocking down a ball or an element of a Multiple Obstacle incurs 3 penalties in each case.

f. Knocking down a ball or balls on either A or B on a Water or Bridge Obstacle will incur 3 penalties for each pair of cones.

g. Grooms must be seated in their proper places between the start and finish lines. For penalties, see DC965. The groom may advise the Athlete a whistle/bell has sounded.

h. After the last obstacle the Athlete must pass through the finish line with the red flag on the right and the white flag on the left.

i. An Athlete may pass between the elements of an open multiple obstacle whilst driving between obstacles without incurring a penalty. If, in this case, a part of the obstacle is knocked down see DC965.

j. Carriage overturning is elimination.
k. The Training division must only walk or trot in the cones obstacles. Should one or more horses break into canter, the athlete will incur 1 penalty point for every completed period of five seconds.  

3. Error of Course

3.1 An Athlete is considered to have passed through a gate in an Obstacle when the whole turnout has passed between the Markers.

3.2 If an Athlete attempts to pass through an obstacle in the wrong sequence or direction, then the President of Jury must wait until the whole turnout has passed completely through the wrong obstacle before ringing the bell. The Athlete is then Eliminated.

3.3 If an Athlete knocks down or dislodges any part of an obstacle which has already been driven, he will incur 3 penalties.

3.4 If any part of an obstacle in advance of the one being driven, is dislodged or knocked down, the President of the Ground Jury or the appointed Cones Judge will ring the bell and stop the clock for the obstacle to be re-built. The Athlete will incur 3 penalties and 10 seconds will be added to their time. The bell will be rung to indicate to the Athlete that the course is ready and the clock will re-start when the Athlete reaches the next Obstacle on course to continue his round.

3.5 If the President of the Jury sounds the whistle/bell while the Athlete is on the course, the Athlete must halt immediately. If the Athlete does not halt, the President of Jury will blow the whistle/bell a second time. If this Athlete continues without stopping, he is eliminated. The Groom may advise the Athlete that the whistle/bell has sounded.

3.6 If the Jury is in doubt whether an obstacle has been properly driven, the Athlete must be allowed to finish the course. The Jury can then reach a decision.

4. Obstacle Rebuild

4.1 If the Athlete knocks down any part of an Obstacle in the process of disobedience or refusal, the bell will be rung and clock stopped for the obstacle to be rebuilt, and ten seconds will be added to the Athlete’s time along with any penalties for Disobedience (but not for the elements knocked down at the time of Disobedience).

4.2 When the obstacle is rebuilt the bell is rung again and the Athlete must then retake the complete obstacle and continue his round. The clock will restart when the Athlete reaches the re-built obstacle. Penalty for starting before the bell is Elimination.

4.3 If an Athlete knocks down any part of a Multiple Obstacle in advance of the element he is driving, or if he breaks out of the Multiple Obstacle and knocks down an element, then the bell will be rung, the clock stopped while the obstacle is rebuilt and 10 seconds added to the total time taken. He will be penalised for Disobedience but not for the elements knocked down at the time of the Disobedience.

5. Broken Harness

If at any time after he has started, an Athlete has a disconnected pole, shaft, rein, trace, pole strap or chains, or should a horse have a leg over the pole, trace, shaft or leader bars the President of the Jury must ring the bell and stop the clock. The Athlete must put a Groom(s) down to correct the problem and will be penalised for a Groom dismounting. After the situation has been corrected and the Groom has remounted the President of the Jury will ring the bell and restart the clock.

6. Athletes and Grooms Dismounting

6.1 Each time an Athlete dismounts he will incur 20 penalties.

6.2 Athletes will incur penalties each time one or both Grooms dismount: 5 penalties on the first occasion, 10 penalties on the second occasion. On the third occasion the Athlete is eliminated.

6.3 The Grooms must be on the carriage when going through each Obstacle. For a Groom(s) dismounting to assist through an obstacle by leading the horse by the bridle ends of the reins while the horse is still attached to the carriage see penalties for leading and dismounting in DC965. The Groom(s) must be on the carriage before the next Obstacle.
7. Disobedience

7.1 It is considered to be a Disobedience when:

a. The Athlete attempts to pass through an obstacle and his Horse shies away from the obstacle at the last moment without hitting any part of the obstacle.

b. The Horses run away, or, in the opinion of the President of the Jury, the Athlete has lost effective control.

c. The whole turnout comes to a complete halt with or without stepping back anywhere on the course, in front of or in an obstacle, or a Multiple obstacle, with or without knocking down any element.

d. Not passing through an obstacle with the whole turnout, running out of a Multiple, circling within a Multiple or reining back by the Athlete between start and finish line.

7.2 A Disobedience will incur 5 penalties for the first, 10 penalties for the second and elimination for the third instance. Penalties for Disobedience are cumulative wherever they may occur on the course.

7.3 If there is Disobedience in a single obstacle, i.e. the whole turnout does not pass through the markers, the Athlete has to retake the obstacle. The bell will only be rung if part of the obstacle is knocked down (See DC959.4).

7.4 If there is a Disobedience in a Multiple obstacle without knocking down any element the Athlete must continue his drive and is penalized for disobedience (see above).

7.5 In the case when Disobedience is connected with knocking down an element (e.g., Run-out at C and dislodging the ball) the Judge rings the bell, the course is interrupted, the time is stopped and the obstacle rebuilt. The President of the Ground Jury rings the bell again, the Athlete has to restart at the letter A of the Multiple obstacle and the time starts when the horse’s nose passes gate A. For the re-building 10 seconds are added once.

7.6 If an Athlete has a Disobedience at any obstacle and knocks down any part of that obstacle he will only incur penalties for the Disobedience and 10 seconds will be added for the rebuilding.

8. Resistance

A Horse is considered to offer resistance if, at any time and for whatever reason it refuses to go forward (with or without moving back), turns around, rears. This will be penalised the same as Disobedience (see DC959.7).

9. Timing

9.1 Each Athlete will be timed by stopwatch or by an electronic timing device, from the moment the nose of the leading horse crosses the Start Line until the nose of the leading horse crosses the Finish Line but penalties are incurred until the whole turnout has passed the finish line.

9.2 Times must be recorded to hundredths of a second.

9.3 The Time Limit is twice the Time Allowed. Exceeding the Time Limit will incur elimination.

9.4 The Time Allowed is calculated using the following speeds in metres per minute (except for Time Competition, DC 962):

9.5 The Penalty for exceeding the time allowed: any time over the time allowed in hundredths of seconds, multiplied by 0.5 Penalties will be calculated to two decimal places.
### DIVISION Single or Pair Four-in-hand, Tandem, or Unicorn

<table>
<thead>
<tr>
<th>Division</th>
<th>Single Pair</th>
<th>Four-in-hand, Tandem, or Unicorn</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Training</strong></td>
<td>VSE 160mpm</td>
<td>170mpm</td>
</tr>
<tr>
<td></td>
<td>Horse/Pony 180mpm</td>
<td>190mpm</td>
</tr>
<tr>
<td><strong>Preliminary</strong></td>
<td>VSE 180mpm</td>
<td>170mpm</td>
</tr>
<tr>
<td></td>
<td>Horse/Pony 200mpm</td>
<td>190mpm</td>
</tr>
<tr>
<td><strong>Intermediate</strong></td>
<td>VSE 190mpm</td>
<td>180mpm</td>
</tr>
<tr>
<td></td>
<td>Horse/Pony 220mpm</td>
<td>210mpm</td>
</tr>
<tr>
<td><strong>Advanced</strong></td>
<td>Pony 260mpm</td>
<td>250mpm 240mpm</td>
</tr>
<tr>
<td></td>
<td>Horse 250mpm</td>
<td>250mpm 240mpm</td>
</tr>
</tbody>
</table>

*BOD 11/23/20 Effective 12/1/20*

**DC960 Fault Competition**

1. Definition:
The Fault Competition is a competition run with penalties and a time allowed.

2. Classification:
According to penalties and time. If allowed in the schedule, there may be a Drive-Off in case of equality of penalties for the first place.

**DC961 Drive-Off**

1. Definition
A Drive-Off can only be organized in a Fault Competition, to solely define the classification of Cones Competition.

2. Classification
2.1 In the event of equality of penalties for first place, a Drive-off as time competition may take place according to the provisions of the schedule, either over the same course or over a shortened course (maximum 50% shorter).
2.2 The width between the cones may be reduced by up to a maximum 10 cm. at the discretion of the Ground Jury in conjunction with the Technical Delegate and Course Designer.
2.3 If no provision is made for a Drive off in the Schedule, the Athletes with equality of penalties for any place are placed in accordance with the time taken to complete the first round. In case of equality of penalties and time, the Athletes concerned will be given equal placing.

3. Multiple obstacles
Multiple obstacles are not permitted in a Drive-Off.

4. Starting order
The starting order for a Drive-Off will be the same as in the initial round.

**DC962 Time Competition**

1. Definition
In a Time Competition, all penalties (knock-downs, exceeding time, disobedience, etc…) are converted to penalty seconds.

2. Obstacles
The Rules concerning the number, type and dimensions of obstacles and the length of the Course must be the same as for a Fault Competition.
3. Pace:

<table>
<thead>
<tr>
<th>Division</th>
<th>Single or Pair</th>
<th>Four-in-hand, Tandem, or Unicorn</th>
</tr>
</thead>
<tbody>
<tr>
<td>Training</td>
<td>VSE 160mpm</td>
<td>170mpm</td>
</tr>
<tr>
<td></td>
<td>Horse/Pony 180mpm</td>
<td>190mpm</td>
</tr>
<tr>
<td>Preliminary</td>
<td>VSE 180mpm</td>
<td>170mpm</td>
</tr>
<tr>
<td></td>
<td>Horse/Pony 200mpm</td>
<td>190mpm</td>
</tr>
<tr>
<td>Intermediate</td>
<td>VSE 190mpm</td>
<td>180mpm</td>
</tr>
<tr>
<td></td>
<td>Horse/Pony 220mpm</td>
<td>210mpm</td>
</tr>
<tr>
<td></td>
<td>Single 260mpm, Pair or Tandem 250mpm, Four-in-hand or Unicorn 240mpm</td>
<td></td>
</tr>
<tr>
<td>Advanced</td>
<td>Pony 260mpm</td>
<td>250mpm, 240mpm</td>
</tr>
<tr>
<td></td>
<td>Horse 250mpm</td>
<td>250mpm, 240mpm</td>
</tr>
</tbody>
</table>

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4. Classification

4.1 Classification will be decided by adding any penalty seconds to the time taken by the Athletes to complete the course.

4.2 In the case of equality for first place, the result may be decided either by the lowest number of penalty seconds incurred, or by a Drive-off, according to the provisions of the Schedule, either over the same course or over a shortened course.

**DC963 Competition in Two phases**

1. Description

1.1 This Competition comprises two phases run without interruption, each at an identical or different speed, the Finishing Line for the First Section being the Start Line for the Second Section.

1.2 A Competition in Two phases, run under the following Rules, may be used in all Cones Competitions.

2. Competition Conditions

2.1 The first phase is run according to the Rules for a Fault Competition with a time allowed and the second Section is run according to the Rules for a Time Competition.

2.2 Penalties for both phases are listed under DC965.

3. Obstacles

3.1 The first phase is a course of 14 to 16 obstacles with a maximum of two multiple obstacles. The second phase takes place over 7 to 9 obstacles (not to exceed 23 obstacles in total). Multiple obstacles may not be used in the second phase.

3.2 Width of obstacles: See DC958.

4. Penalties

4.1 Athletes incurring penalties in the first Section are halted by ringing the bell after they have passed the last obstacle or when the time allowed of the first phase has been exceeded after crossing the finishing line of the first phase.

They must stop after crossing the first finishing line once the bell is rung.

4.2 Athletes not penalised in the first phase and not over the time allowed, continue the course which finishes after crossing the second finishing line.

4.3 The second phase is run as a Time Competition.

5. Classification 5.1 Athletes are placed as follows: Athletes who competed in the second phase: Total time in the second phase to include added penalties converted into seconds;

5.2 Followed by the Athletes who competed in the first phase only: according to penalties and time in the first phase.

5.3 In the event of equality for first place, a Drive-off against the clock with six obstacles of the first and/or of the second phase may be held according to the conditions of the Schedule.

5.4 Athletes stopped after the first phase may only be placed after Athletes who have taken part in both phases.
DC964 Competition with a Winning-Round

1. Description
This Competition consists of two parts with different valuations. The first part may be used for all Combined Competitions.

2. Competition Conditions
The first part is run according to the Rules for a Fault Competition with a Time Allowed and the second part is run according to the rules of a Time Competition.

3. Obstacles
3.1 The first part is a normal Course as laid down in the Rules.
3.2 The second part may be shorter but not by more than 50% shorter.
3.3 The Course for the second part (Winning Round) may be built at another time (or day) and another place and may be of a complete new design.
3.4 The Winning Round is not considered to be a Drive-Off.

4. Athletes
4.1 The number of the Athletes competing in the Winning Round is laid down in the schedule.
4.2 The starting order in the Winning Round is the same as in the initial round.

5. Penalties
5.1 Option 1: The Athletes carry their penalties of the initial round as penalty seconds forward to the Winning Round.
5.2 Option 2: The Athletes start the Winning Round from scratch.

6. Classification
6.1 Option 1 The Athletes are placed according to their Total Time; this is the driven time plus penalty seconds for knockdowns etc and exceeding time in the Winning Round.
Actual penalties from the initial round converted into penalty seconds will be added afterwards to the result of the Winning Round and all together form the Total Time.
6.2 Option 2 the Athletes are placed according to their driven time plus plus penalty seconds for knockdowns etc. and exceeding time in the Winning Round.
6.3 In case of a tie, equal placings are awarded
**DC965 Summary of Penalties in Cones**

Athletes are liable to the following penalties:

<table>
<thead>
<tr>
<th>Description</th>
<th>Ref Rule</th>
<th>Fault Competition</th>
<th>Time Completion</th>
</tr>
</thead>
<tbody>
<tr>
<td>Athlete entering arena without hat, jacket, gloves or apron.</td>
<td>913</td>
<td>5 penalties</td>
<td>5 seconds</td>
</tr>
<tr>
<td>Groom entering arena without jacket, hat or gloves.</td>
<td>913</td>
<td>5 penalties</td>
<td>5 seconds</td>
</tr>
<tr>
<td>Driving without a whip in the arena</td>
<td>913.4</td>
<td>5 penalties</td>
<td>5 seconds</td>
</tr>
<tr>
<td>No breeching with a carriage with no brakes.</td>
<td>922.1.1 &amp; 925.1.14</td>
<td>Elimination</td>
<td>Elimination</td>
</tr>
<tr>
<td>No breeching in Singles</td>
<td>925.1.14</td>
<td>Elimination</td>
<td>Elimination</td>
</tr>
<tr>
<td>If a Groom handles the reins, brake or uses the whip before the Athlete has crossed the finish line.</td>
<td>928.2.5 &amp; 930.2.1.2</td>
<td>20 penalties</td>
<td>20 seconds</td>
</tr>
<tr>
<td>Person tied to the carriage</td>
<td>928.2.6</td>
<td>Elimination</td>
<td>Elimination</td>
</tr>
<tr>
<td>Illegal outside assistance.</td>
<td>930.2</td>
<td>Elimination</td>
<td>Elimination</td>
</tr>
<tr>
<td>Failing to start within 45 seconds of bell ring.</td>
<td>959.2a</td>
<td>Timing starts</td>
<td>Timing starts</td>
</tr>
<tr>
<td>Starting and passing through an obstacle before the bell is rung.</td>
<td>959.2c</td>
<td>10 penalties and restart.</td>
<td>10 seconds and restart</td>
</tr>
<tr>
<td>Failing to pass through start or finish lines.</td>
<td>959.2</td>
<td>Elimination</td>
<td>Elimination</td>
</tr>
<tr>
<td>For knocking down one or two balls in the same single obstacle.</td>
<td>959.2e</td>
<td>3 penalties</td>
<td>3 seconds</td>
</tr>
<tr>
<td>For knocking down an element of a Multiple obstacle.</td>
<td>959.2e</td>
<td>3 penalties</td>
<td>3 seconds</td>
</tr>
<tr>
<td>For knocking down any part of an obstacle after it has already been driven.</td>
<td>959.3.3</td>
<td>3 penalties</td>
<td>3 seconds</td>
</tr>
<tr>
<td>Carriage overturn</td>
<td>959.2j</td>
<td>Elimination</td>
<td>Elimination</td>
</tr>
<tr>
<td>Cantering in Training level for 5 seconds</td>
<td>959.2k</td>
<td>1 penalty for every 5 seconds</td>
<td>1 penalty for every 5 seconds</td>
</tr>
<tr>
<td>If any part of an obstacle in advance of the one being driven is knocked down, the bell will be rung for the obstacle to be rebuilt.</td>
<td>959.3.4</td>
<td>3 penalties and add 10 seconds</td>
<td>3 seconds and add 10 seconds</td>
</tr>
<tr>
<td>Taking an obstacle out of sequence.</td>
<td>959.3.2</td>
<td>Elimination</td>
<td>Elimination</td>
</tr>
<tr>
<td>Failure to halt after the bell is rung a second time.</td>
<td>959.3.5</td>
<td>Elimination</td>
<td>Elimination</td>
</tr>
<tr>
<td>For causing an obstacle, or part of a multiple to be rebuilt.</td>
<td>959.4.1</td>
<td>3 penalties and add 10 seconds</td>
<td>3 seconds and add 10 seconds</td>
</tr>
<tr>
<td>Starting before the bell after an obstacle is rebuilt.</td>
<td>959.4.2</td>
<td>Elimination</td>
<td>Elimination</td>
</tr>
<tr>
<td>Athlete dismounting</td>
<td>959.6.1</td>
<td>20 penalties</td>
<td>20 seconds</td>
</tr>
<tr>
<td>Groom(s) dismounting</td>
<td>959.6.2</td>
<td>5 penalties</td>
<td>5 seconds</td>
</tr>
<tr>
<td>First incident</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Second incident</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Third incident</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Groom leading a Horse through an obstacle.</td>
<td>959.6.3</td>
<td>25 penalties</td>
<td>25 seconds</td>
</tr>
<tr>
<td>Disobedience:</td>
<td>959.7</td>
<td>5 penalties</td>
<td>Elimination</td>
</tr>
<tr>
<td>First incident</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Second incident</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Third incident</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>For exceeding the Time Allowed.</td>
<td>959.9.5</td>
<td>Exceeded time multiplied by 0.5</td>
<td>Exceeded time multiplied by 0.5</td>
</tr>
<tr>
<td>Exceeding the Time Limit.</td>
<td>959.9.3</td>
<td>Elimination</td>
<td>Elimination</td>
</tr>
</tbody>
</table>

*BOD 11/23/20 Effective 12/1/20 BOD 11/23/20 Effective 12/1/20*
SUBCHAPTER DC-14 OFFICIALS

The officials must include a Course Designer, TD and the Ground Jury, which must consist of a President and at least two other members, and Appeals Jury if so appointed.

DC966 Expenses

1. The OC is responsible for the travel, meals and accommodations expenses of the Ground Jury, the Veterinary Commission, the Technical Delegate, and the Course Designer.

DC967 Transportation during the Event

If the situation necessitates, the OC must provide transportation for the President and Members of the Ground Jury, Veterinary Commission, Technical Delegate, and Course Designer.

DC968 Conflict of Interest

1. The following persons may not be Officials at an Event:
   1.1 Athletes and Owners of Horses taking part in the Event.
   1.2 Regular Trainers means: training a Horse/ Athlete for more than six days in the six month period before an Event, or any training during a period of three months before an Event.
   1.3 Close relatives of Owners, Athletes, or Officials.
   1.4 Persons having a financial or personal interest in a Horse or Athlete taking part in a Competition.
   1.5 The Manager of an event, or members of the Manager’s family or household, the Technical Delegate, Course Designer or a member of the Appeals Committee (if one exists), or any other O.C. official associated with the event may not serve on the Ground Jury. A TD at an event may not assume the duties of a Judge or CD.

DC969 Judges

All Events must have at least the minimum amount of Judges required in DC970.1, but not more than five Judges for each class. Collectively, the Judges form the Ground Jury for the Event. *BOD 11/23/20 Effective 12/1/20*

DC970 Composition of the Ground Jury

1. Ground Jury - Minimum requirements

<table>
<thead>
<tr>
<th>Category</th>
<th>Judges</th>
</tr>
</thead>
<tbody>
<tr>
<td>Advanced</td>
<td>3 min</td>
</tr>
<tr>
<td>Intermediate and Preliminary</td>
<td>2 min</td>
</tr>
<tr>
<td>Training</td>
<td>1 min</td>
</tr>
</tbody>
</table>

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The judges must include a President and at least two other members. The President of the Ground Jury must be chosen from:

1.2 the USEF list of Combined Driving Judges;
1.3 the FEI list of Level 2, 3 or 4 driving judges;
1.4 the list of Combined Driving Judges from another country with an approved USEF Guest Card;

Other members of the Ground Jury must be chosen from:

1.6 paragraphs 1.2 through 1.4 above or;

On the Ground Jury, one member must have Para-Equestrian Driving Judging qualification.

3. The Duties of the Ground Jury
3.1 The Duties and Responsibilities of the Ground Jury are laid down in the General Regulations
3.2 Each Member of the Ground Jury has the right and the duty to Eliminate or Disqualify any Horse which, in his opinion, is lame or unable to continue the Competition in accordance with DC 903.
3.3 The President of the Ground Jury is responsible for the conduct and control of the entire Event, in conjunction with the Technical Delegate.

3.4 The President of the Ground Jury will have overall control of the Duties and Responsibilities of the Ground Jury throughout the Event.

3.5 All the members of the Ground Jury will judge Driven Dressage. In principle the Ground Jury should not judge more than 45 Driven Dressage Tests in a day; however this number may be increased in exceptional circumstances, at the sole discretion of the President of the Ground Jury.

3.6 The President of the Ground Jury is responsible for the control and publication of the results of the Competitions and of the Event.

3.7 The period of jurisdiction of the Ground Jury extends from one hour before the start of the competition until one half hour after the announcement of the final results of the competition for which the Ground Jury has been appointed.

**DC971 Technical Delegate**

1. Selection

The Technical Delegate must be chosen from:

1.1 The USEF list of Combined Driving Technical Delegates;

1.2 The list of FEI Level 2, 3 or 4 Technical Delegates;

1.3 The list of approved Combined Driving Technical Delegates of another country with an approved USEF Guest Card;

1.4 For additional restrictions, refer to GR1304.

2. Duties and Responsibilities

2.1 At Championships and CAIO Events the Technical Delegate will be required to approve all administrative arrangements from the time he is appointed until the end of the Event. 3.2 To satisfy himself that the accommodation and catering arrangements for Horses, Athletes and Grooms, and training and exercise areas, are adequate and suitable in all respects.

2.3 Inspection of the Arenas and Courses to ensure that the technical facilities, requirements and organisation are in accordance with the FEI Driving Rules and associated Regulations.

The Technical Delegate is responsible for inspection of the Arenas and Courses to ensure that the technical facilities, requirements and organization are in accordance with the USEF Driving Rules and associated Regulations.

2.4 To ensure that the Courses and obstacles are fair and safe and that knowledge of local conditions does not give an advantage to local Athletes.

2.5 To instruct the OC and Course Designer to make any alterations which he considers necessary.

2.6 To ensure that timekeepers, ground observers, obstacle Judges and scorers are correctly instructed in their duties, including the use and reading of chronometers and stopwatches.

2.7 To report to the President of the Ground Jury that the relevant Course is ready for the start of the Competition.

2.8 To continue to supervise the technical conduct of the Event, including the transfer of data to the Scorers, after the President of the Ground Jury has assumed control of the Event.

3. Conflict of Interest

See FEI GRs Article 158 and DC968 of these Driving Rules.

**DC972 Course Designers**

1. Selection

1.1 The Course Designer must be chosen from:

1.1.1 The Federation list of Combined Driving Course Designers;

1.1.2 The list of FEI Level 2, 3 or 4 Course Designers;

1.1.3 The list of approved Combined Driving Course Designers of another country with an approved Federation Guest Card.
1.2 The Course Designer may be the same person for each Competition or there may be a different Course Designer for each Competition.

1.3 The name or names of the Course Designer(s) must be published in the Schedule for the Event Prize List.

2. The Course Designer may act in that capacity only and may have no other duties, and must be chosen from:

2.1 The USEF list of Combined Driving Course Designers;

2.2 The list of FEI Level 2, 3 or 4 Course Designers;

2.3 The list of approved Combined Driving Course Designers of another country with an approved USEF Guest Card.

3. Duties

3.1 The Course Designer is responsible, under the supervision of the Technical Delegate, for:
- Laying out and measuring the arena for Driven Dressage.
- Laying out and measuring the Course and for the construction of the obstacles in Marathon.
- Designing, laying out and measuring the Cones driving Course.

3.2 The President of the Ground Jury may only order the Competition to start when the Technical Delegate has reported that the relevant Course is ready.

4. Conflict of Interest

See DC968 of these Driving Rules.

**DC973 Chief Steward**

The appointment of a Steward is at the option of the Organizer. When utilized, the Chief Steward must be chosen from the USEF or FEI list of approved Stewards. The President of the Jury may assign the above responsibilities to other qualified individuals.

2. Duties

2.1 Driving Stewards are responsible for:

2.1.1 Checking and measuring all the carriages after Driven Dressage and Cones, at the start of Section B in Marathon, and if necessary at the end of section B.

2.1.2 Checking the bit of every Horse after Driven Dressage and Cones, and before and after Marathon. Unacceptable bits must be reported to the President of Jury.

2.1.3 Checking that Athletes comply with the Rules pertaining to Advertising.

2.1.4 Reporting to the President of the Ground Jury any contravention of the Rules pertaining to Carriages, lamps, tyres, harness, bits or Advertising.

2.1.5 Other duties as specified in the General Regulations.

2.2 Stewards, or any other Official, must report to the President of the Ground Jury as soon as possible any incident of cruelty.

2.3 The Chief Driving Steward must be clearly identifiable throughout the whole Event.

3. Conflict of Interest

See DC 984 of these Driving Rules.

**DC974 Veterinary Delegate and Veterinary Commission**

The OC must appoint a Veterinary Delegate selected from the List of Event Veterinarians in accordance with the VRs.

**DC975 Rotation of Officials**

Rotation of Officials: a Judge/Technical Delegate/Course Designer may not have been the Judge/Technical Delegate/Course Designer at the same event for more than 3 consecutive years without taking at least one year break.
ANNEX 1
Diagram of the Driven Dressage arena for FEI Test 8a
(Test 11: ref. Art. 953.1)
ANNEX 2
Diagram of the driven dressage arena
ANNEX 3
Diagram of the small driven dressage arena
ANNEX 4  
Cones: Closed multiple obstacles  
1. Single “L”  
Construction:  
Supports – 40cm to 60cm from ground to top of rail  
Elements – must be free-standing; parallel or perpendicular; single or sectioned rails; separated by 20cm-40cm spacing  
Markers – a pair of red and white markers, set within 15cm Element. « A » at the IN gate and « B » at the OUT gate.  

Horse: (minimum measurements)  
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2. Double “L”

Construction:
Supports – 40cm to 60cm from ground to top of rail
Elements – must be free-standing; parallel or perpendicular; single or sectioned rails; separated by 20cm-40cm spacing
Markers – indicating each section as follows:
A – within 15 cm of IN
B – coloured or wrapped rails or markers on the ground.
C – within 15 cm of OUT

Horse: (minimum measurements)

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3. Single “U”

Construction:

Supports – 40cm to 60cm from ground to top of rail

Elements – must be free-standing; parallel or perpendicular; single or sectioned rails; separated by 20cm-40cm spacing

Markers – indicating each section set as follows:

A – within 15 cm of IN

B – coloured or wrapped rails or markers on the ground.

C – within 15 cm of OUT

Horse: (minimum measurements)

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4. Double “U”

Construction:

Supports – 40cm to 60cm from ground to top of rail

Elements – must be free-standing; parallel or perpendicular; single or sectioned rails; separated by 20cm-40cm spacing

Markers – indicating each section set as follows:

A – within 15 cm of IN
B, C – coloured or wrapped rails or markers on the ground.
D – within 15 cm of OUT

Horse: (minimum measurements)

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5. Box

Construction:

Supports – 40cm to 60cm from ground to top of rail

Elements – must be free-standing; parallel or perpendicular; single or sectioned rails; separated by 20cm-40cm spacing

Markers – indicating each section set as follows:

A – within 15 cm of IN

B – coloured or wrapped rails or markers on the ground.

C – outside but within 20 cm of element C

Horse: (minimum measurements)

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6. Double Box

Construction:

Supports – 40cm to 60cm from ground to top of rail

Elements – must be free-standing; parallel or perpendicular; single or sectioned rails; separated by 20cm-40cm spacing

Markers – indicating each section set as follows:

A – within 15 cm of IN

B, C – coloured or wrapped rails or markers on the ground.

D – within 15 cm of OUT

Horse: (minimum measurements)

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ANNEX 5
Cones: Open multiple obstacles

1. SERPENTINE
   (DC 973.3.1)
Minimum distance (Center to center)

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<tr>
<td>Pair</td>
<td>6 - 8m</td>
<td>6 - 8m</td>
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<tr>
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<td>10-12m</td>
<td>8-10m</td>
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<tr>
<td>Single</td>
<td>6 - 8m</td>
<td>6 - 8m</td>
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Cones to be set in straight line markers on opposite sides
(“A” may start with either red or white, followed by letter of opposite colour to create 3 possible gates.)
2. ZIG-ZAG

(DC 973.3.2)

Minimum distance between cones (center to center)

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<tr>
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<td>10-12m</td>
<td>9-11m</td>
</tr>
<tr>
<td>Single</td>
<td>10 - 12m</td>
<td>9 - 11m</td>
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</tbody>
</table>

Centre line cones to be set in a straight line, either in front, at the middle or at the rear of the cone (as shown above) with markers placed within 15 cm.

The centre line cone shall not be adjusted; the outside cone shall be set to the required track width.
3. The Wave

<table>
<thead>
<tr>
<th>Minimum distance between cones</th>
<th>Four-in-hand</th>
<th>Pairs</th>
<th>Singles</th>
</tr>
</thead>
<tbody>
<tr>
<td>Minimum 10 m</td>
<td>Minimum 10 m</td>
<td>Minimum 8 m</td>
<td>Minimum 8 m</td>
</tr>
<tr>
<td>Maximum 12 m</td>
<td>Maximum 10 m</td>
<td>Maximum 12 m</td>
<td>Maximum 10 m</td>
</tr>
<tr>
<td>Angle of pair of Cones to the middle of the Wave</td>
<td>45°</td>
<td>45°</td>
<td>45°</td>
</tr>
</tbody>
</table>
ANNEX 6
Cones Obstacles: The Bridge and the water obstacle
(DC 957.4)
Dimensions:
10m x 3m; maximum 20 cm high with fan shaped wings
Cones required at both ends adjacent to bridge, with red and white letters A at entrance and letters B at exit, set at a constant clearance of 2.0 meters for all classes.
ANNEX 7
Cones Obstacles: Alternative/Option Cones
ANNEX 8

8.1 An oxer will be composed of 2 pairs of cones in a straight line. The distance between the first set of cones and the second set will be between 1.5 and 3 metres, at the option of the Course Designer. The oxer counts as a single obstacle and the maximum penalty points for knocking down up to 4 balls is 3 penalty points in total. The first set of cones will have the number of the obstacle and be marked with red and white flags and the second set of cones will be marked with red and white flags. This obstacle will be judged as a single obstacle. The oxer may be crossed. A maximum of five oxers are allowed in a Cones course. The distance between the two pairs of cones has to be measured from the balls.

Distance between the two pair of cones: minimum 1.5, maximum 3 meters.

ANNEX 9 Cone Specifications

FEI approved driving cones – indoor and outdoor

Material: Plastic, stable enough for use and indestructible
Height: 30-50 cm Platform: 400 x 425 mm
Angle: 60°
- Ball hollow on the top of the cones: 40mm diameter
- Color: No restriction. Reduced Cones Ref. Article 974.1.2
- Weight of the Cones: Minimum 2.5 kg.
- Ball size: 72 mm diameter
- Ball weight: 200 gr

Red and White markers
- Outdoor: strongly recommended: stable enough for use
- Markers: dimensions: 330 x 330 mm
- Indoors: Cuffs (sleeves)
ANNEX 10
ADDENDUM FOR PARA-EQUESTRIAN DRIVING

Competitions may be open to all people with disabilities that are eligible by USEF or FEI rules. The Classification is the process in which an Athlete is evaluated and assigned a Functional Profile and Grade. The Assessment is conducted by a Classifier, who is a Medical doctor and/or physiotherapist with knowledge of the Profile System who are accredited by the FEI or USEF to grade PE Athletes for competition. Each PE Athlete is issued an FEI Classification Card or USEF Dispensation/Classification Certificate which lists their Functional Profile, Grade, sanctioned special equipment and compensating aids (special allowances). After the closing date of entries, the OC shall send to the FEI or USEF Chief Classifier a list of all Athletes, their Profile Number and the Grade that they are entered. The list will be checked and returned to the OC, verifying those that are already classified and a list of those that need to be classified, or re-examined. For classification procedure see FEI Para Equestrian Generic Rules or USEF procedures.

Grades
Athletes are divided into 2 Grades: Grade I and Grade II.
Grade II Athletes have greater functional ability than Grade I PE Athletes.

FEI Classification Card and USEF Dispensation/Classification Certificate
The FEI or USEF will issue the Athlete with an FEI Classification Card USEF Dispensation/Classification Certificate on which his/her permitted compensating aids are listed.
All Athletes shall hold an FEI Classification Card or USEF Dispensation/Classification Certificate (also known as an ID Card) which lists their Profile number, Grade, Nation, International Number (if applicable) and the compensating aids and equipment which may be used.
The FEI Classification Card or USEF Dispensation/Classification Certificate must be carried by the Athlete at all competitions in which they are entered.
Any protests to a Athlete’s classification are to be dealt with in accordance with FEI or USEF procedures.
The Athlete uses this card and the compensating aids listed on it to compete in national competitions for able bodied Athletes.
All exceptions to dress, special equipment, compensating aids and other assistance required by the Athlete shall be clearly listed on the Athlete’s FEI Classification Card or USEF Dispensation/Classification Certificate.
Use of any equipment, or exemption, that has not been sanctioned by FEI or USEF must be supported by medical documentation and approved by the Classifier. Such exceptions shall be clearly listed on the Athlete Profile form and Entry form at the time of entry.

Classes
A PE Athlete may enter a higher Grade than his classification indicates.
A PE Athlete may not enter a lower Grade than his classification indicates.
Grade I Athletes and Grade II Athletes shall be in separate classes, unless participating as part of an able-bodied class.

Eligibility
Only those Athletes with disabilities who are capable of driving Driven Dressage Tests, Cones and Marathons independently and to the applicable FEI or USEF rules are allowed to compete. The Profile and Grade shall be noted on the entry form, programme and score board. The event Organiser has the right to refuse an entry but they must give the reason for the refusal in writing.
Drugs and Medicines
All drugs and medicines used by Athletes must be declared on the entry form, unless registered with FEI through the Medication Advisory Panel (M.A.P.). Teams may register the drugs and medications taken by their Athletes with FEI Headquarters in accordance with the procedures outlined in the current FEI Medical and Anti-Doping Code (WADA). 5.9.4 Horses/ponies may be dope tested.

Horses
PE Athletes may use either a horse or a pony. It must be stated on the entry form which will be used.

Assistance
The ultimate responsibility regarding the use of permitted assistance lies with the PE Athlete.
Grade I Athletes must have an able-bodied whip on the carriage. A Groom must be available at the ring side to assist every Grade 1 PE Athlete in Driven Dressage and Cones.
A Groom may accompany a Grade 1 PE Athlete in Marathon either in the carriage or following behind the carriage on a bicycle. In Section B of Marathon all Grade 1 PE Athletes must be accompanied by an additional Groom either in the carriage or following by a team member behind the carriage on a bicycle, moped, ATV (quad bike) or similar. Team members on bicycles or mopeds etc are not permitted to drive through the obstacles but must wait for the PE Athlete to complete the entire obstacle before proceeding.
Team members may only act in case of emergency and this will be sanctioned as outside assistance. Grooms may act as a groom and will be sanctioned like a groom.
Able-bodied Whips are forbidden to assist in rein handling except in an emergency when help must be given in the interest of safety. Assistance by handling the reins will incur 20 penalty points each time.
Grade II Athletes may put down the able-bodied Whip if necessary but penalties will be incurred as per USEF regulations.
In Driven Dressage and Cones the able-bodied Whip must sit so that he/she can help in case of need. The event Organiser or the Technical Delegate has the right to disapprove of an able-bodied Whip or his/her position on the vehicle.
PE Athletes may inspect the course in motorized quad bikes or similar if sanctioned by FEI or USEF.

Compensation Aids and special equipment
Only approved special equipment that is listed on the FEI Classification card or USEF Dispensation/Classification Certificate may be used for the duration of the competition, including the training period.
If the PE Athlete wishes to drive in a wheelchair, the wheel chair must be secured. Straps and clamps for the wheelchair must be of a ‘quick release’ variety.
In the interests of safety, sloping cushions, shell seats, waist high seat sides and arm-rests are permitted. In order to have more upper body support a strap (or similar) held around the Athlete is permitted as long as this in no way attaches the Athlete to the carriage by any technical means or in the manner that it is held. A PE Athlete may be attached for support, but must have a method for quick release.
Supporting aids may be considered for approval by the TD and the PGJ at the Veterinary Inspection that takes place before the start of the competition.
Reins may not be attached to the PE Athlete in any manner that could prevent the PE Athlete from falling free from the carriage.
The disabled PE Athlete may drive with one or 2 hands and with looped reins or any other aids with which he/she normally drives and which is approved by FEI or the USEF.
The PE Athlete may salute with the head only so that contact is maintained on the reins at all times.
The whip may be used by either the PE Athlete or the able-bodied Whip in all competitions if this has been sanctioned by FEI or USEF. The brake may be used by the groom or converted to a hand brake to be used by the PE Athlete if sanctioned by FEI or USEF, otherwise use of the brake by the groom will be punished by 20 penalty points each time.
Cones
The time allowed will be calculated for a speed of 210 m/min for both horses and ponies. For drive-offs a speed of 220 m/min may be used.

APPENDIX DC-A MEASUREMENT OF COMBINED DRIVING PONIES
1. See DC915 for height limitations.
2. For the Advanced division, the USEF Measurement Card will be presented at the First Veterinary Inspection. If a pony is not in possession of a fully and correctly completed Measurement Card, the Ground Jury may order the pony to be measured by a Federation licensed official certified to measure and the Competition Veterinarian and/or a Judge, pursuant to Chapter 5, Subchapter 5-C in General Regulations. Failure to allow the pony to be remeasured will result in the pony being disqualified at that competition. The remeasurement must be reported to the Ground Jury, which must then disqualify the pony from the competition if it is over height (see DC915.1-4).
3. Ponies in the Advanced division without Measurement cards will be measured before the First Horse Inspection at their first competition of the year.
4. Measurement will be conducted by a Federation licensed official certified to measure and the Competition Veterinarian and/or a Judge.
5. The measurement specifications will be recorded on a USEF measurement form. A copy of this form will be given to the competitor at the time of measurement.
6. Measurement will be required yearly until the pony has reached the age of eight years. Animals four through seven years old will be issued an annual Temporary Measurement card. Animals eight years and older will be issued Permanent Measurement cards which will not need to be renewed.
7. If the Ground Jury questions the height of a pony and the pony is in possession of a fully and correctly completed Measurement card, the Ground Jury may request through the Federation, that the pony be remeasured by a Federation licensed official certified to measure and a Veterinarian who are approved by the Federation, pursuant to Chapter 5, Subchapter 5-C in General Regulations. Remeasurement must be made within 30 days of the request.

Appendix DC-B –Young Horse FEI World Driving Championships for Young Horses
FEI World Driving Championships for Young Horses - Singles
1. Introduction / General
These Rules should be read in conjunction with the FEI Rules and Regulations, such as, but not limited to, the FEI General Regulations, the FEI Driving Rules, the FEI Veterinary Regulations, the Equine Anti-Doping and Controlled Mediation Regulations and the Anti-Doping Rules for Human
2. Schedule:
For Horses 5 – 6 – 7 years old, each class separate.
3. References to the Rules:
Carriages and harness (Art. 936-942)
Dressage or Marathon carriages are permitted for all classes except for the Finals 6- and 7 years Old Horses where Marathon Carriage is compulsory in the combined Marathon.
Grooms:
Refer to the FEI Driving Rules.
Cones:
Ref. to Article 974: Young Horses: 20cm clearance.
4. Judgment:
To be judged
a. The basic paces
   1. Walk
   2. Trot: Collected, working, medium and extended Trot as specified in the different tests
   3. Canter: Collected, working, medium (for 6-and 7 year old only)
b. Demonstration of the level of training appropriate to the age of the horse.
c. Overall impression to include character and education of the driving horse in the dressage and the cones.
d. The most influential point is the character of the Horse and the Horse’s drivability.
5. Requirements and evaluation:
a. Athletes will drive one of the tests for young horses YH 1 or YH 2 followed immediately by the Cones Driving in
   the same arena.
b. The judges will award their marks in accordance with the guidelines laid out below –full and half marks can be
   used.
c. In the event of incidents, penalties equal to 1/10 of the points shown in the FEI Driving Rules for Dressage and
   Cones will be added to be deducted from the average result (example: 0,3 for a ball down, 0,5 for a groom
   down, etc.). The penalty for exceeding the Time Allowed in the Cones Driving is 0.1 penalty per second.
6. Qualification:
Can be held in each country with a score of min. 7.0 in the different classes; the assessment criteria are laid down in
the guidelines below.
1. 5 year old horses:
   Test YH 1 consisting of part 1 dressage and part 2 cones together in one arena
2. 6 year old horses:
   Test YH 2 consisting of part 1 dressage and part 2 cones together in one arena
   Or: Have completed a CAI 2* or above as Single or Pair with min. 60 % in dressage
3. 7 year old horses:
   Test YH2 consisting of part 1 dressage and part 2 cones together in one arena
   Or: Have one placing in a CAI 2* or above as Single or Pair with min. 60 % in dressage
7. Championship:
   a. At the championship the horses have to do first a qualification in their relevant tests like in the qualification period
      5-year old Test YH 1 (dressage + cones)
      6- and 7- year old YH 2 (dressage + cones)
      50% of the competing horses qualify for the Final, with a minimum score of 6,0
8. Final
5 year old horses:
   Test YH 3 (dressage + cones);
   Calculated score including deductions for penalty points = Final result
6 year old horses:
   a. Dressage : Test YH 4 (Final dressage test) judged along the same guides line with one final mark.
   b. Special Combined Marathon with 2 Marathon obstacles (gates A-E) and 6-8 cones
   Assessment criteria: Attitude, obedience, agility, productive efficiency, potential, speed; judged with one final mark
   (decimals possible).
   Mark 1. + mark 2. = Final result
7 year old horses:
   a. Dressage: Test YH 4 (Final dressage test) judged along the same guidelines with one final mark.
b. Special Combined Marathon with 2 Marathon obstacles (gates A-F) and 6-10 cones
Assessment criteria and penalty points the same as above.
Mark 1. + mark 2. = Final result

9. Guidelines for judging Young Horses Aptitude Test YH 1 (5 year old horses)
Only full and half marks allowed
A. Dressage:
   a. Basic paces
      1. Walk - (Rhythm, purpose, covering ground, active hindquarters, freedom in the shoulder, stretching forward and downward, relaxation) ... x 2
      2. Working trot - Rhythm, impulsion, activity, swinging back) ... x 1
      3. Medium Trot - (Rhythm, impulsion, lengthening of frame and steps, swinging back, covering ground, balance) ... x 1
   b. Education of the Horse referring to the Training Scale
      (Contact, elasticity, willing to stretch, bending, obedience, suppleness) ... x 2
B. Cones and Overall impression
(Quality of natural movements, Obedience, suppleness, appearance, harmony of the performance, potential as a driving horse) ... x 1
All scores are added and divided by 7 = score for the performance
Penalties will be deducted from this score (see 3.3)
All incidents are calculated with 1/10 of the penalty points published in the current FEI Driving Rules referring to dressage or cones competitions.

10. Guidelines for judging Young Horses Aptitude (6 and 7 years old horses)
Only full and half marks allowed
A. Dressage:
   a. Basic paces
      1. Walk - (rhythm, purpose, covering ground, active hindquarters, freedom in the shoulder, stretching forward and relaxation) ... x 2
      2. Collected Trot and Working Trot - (rhythm, impulsion, activity, swinging back) ... x 1
      3. Medium and Extended Trot - (Rhythm, impulsion, lengthening of frame and steps, balance, uphill) ... x 1
      4. Canter (Rhythm, suppleness, balance, impulsion, covering ground, uphill) ... x 1
   b. Education of the Horse referring to the Training Scale - (Contact, elasticity, willing to stretch, bending, obedience, suppleness) ... x 2
B. Cones and overall impression
(Quality of Natural movements, Obedience, suppleness, willing for collection, appearance, harmony of the performance, potential as Driving horse) ... x 1
All marks are added and divided by 8 = score for the performance
Penalties will be deducted from this score (see 3.3)
All incidents are calculated with 1/10 of the penalty points published in the current FEI Driving Rules referring to dressage or cones competitions.

1. Event categories available in FEI Calendar:
   CAI YH 5yo
   CAI YH 6 yo
   CAI YH 7 yo
2. Officials:

Judges:

<table>
<thead>
<tr>
<th>Class</th>
<th>Number of Judges</th>
<th>Level</th>
</tr>
</thead>
<tbody>
<tr>
<td>CAI YH 5 yo</td>
<td>3 (sitting at C)</td>
<td>One Level 2, two Nationals (or above)</td>
</tr>
<tr>
<td>CAI YH 6 yo</td>
<td>3 (sitting at C)</td>
<td>One Level 3, two Nationals (or above)</td>
</tr>
<tr>
<td>CAI YH 7 yo</td>
<td>3 (sitting at C)</td>
<td>One Level 3, two Nationals (or above)</td>
</tr>
<tr>
<td>YH Championships</td>
<td>3 (sitting at C)</td>
<td>One Level 4, two Level 3</td>
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</tbody>
</table>

Course Designer:

<table>
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<tr>
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<th>Level</th>
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<tbody>
<tr>
<td>CAI YH 5 yo</td>
<td>Min Level 2</td>
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<tr>
<td>CAI YH 6 yo</td>
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<tr>
<td>CAI YH 7 yo</td>
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</tr>
<tr>
<td>YH Championships</td>
<td>Min Level 4</td>
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Technical Delegate:

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<th>Level</th>
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<tr>
<td>CAI YH 6 yo</td>
<td>Min Level 2</td>
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<tr>
<td>CAI YH 7 yo</td>
<td>Min Level 2</td>
</tr>
<tr>
<td>YH Championships</td>
<td>Min Level 4</td>
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</table>

Chief Steward:

<table>
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<th>Level</th>
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<tr>
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<tr>
<td>CAI YH 6 yo</td>
<td>Min Level 2</td>
</tr>
<tr>
<td>CAI YH 7 yo</td>
<td>Min Level 2</td>
</tr>
<tr>
<td>YH Championships</td>
<td>Min Level 3</td>
</tr>
</tbody>
</table>

T3. Size of the arena:

<table>
<thead>
<tr>
<th>Class</th>
<th>Size arena</th>
<th>Number of Cones</th>
</tr>
</thead>
<tbody>
<tr>
<td>CAI YH 5 yo</td>
<td>40 x 80m Dressage and cones arena all in one</td>
<td>7</td>
</tr>
<tr>
<td>CAI YH 6 yo</td>
<td>40 x 80m Dressage and cones arena all in one</td>
<td>8</td>
</tr>
<tr>
<td>CAI YH 7 yo</td>
<td>40 x 80m Dressage and cones arena all in one</td>
<td>8</td>
</tr>
</tbody>
</table>

GLOSSARY

The following definitions are specific to Combined Driving. See Article 2, Definition of Terms for additional terms.

Class: a sub-grouping of entries in a division. Classes may be further divided by turnout. Example: Pony single; Horse pair, etc.

Competition – a component of a Driving Event: Driven Dressage, Marathon, Cones.

Compulsory Turning Flag (CTF) – a pair of markers used to define the required track of the Marathon course. Each CTF must be numbered consecutively within the section and placed so they are clearly visible to be passed with the red marker on the right and white on the left. Numbering shall be affixed to the right hand marker.

Dismounting: The deliberate departure of an Athlete or Groom from the carriage or the accidental leaving (falling off) of the carriage by the Athlete or Grooms.
Driving event location – all land used for the Competitions comprising the Event, and areas for exercising, stabling and the parking of vehicles.

Division: a grouping of entry based on competition criteria.

Entry: a unit defined by a turnout wishing to compete at an event agreeing to abide by the rules and regulations, agreeing to required liability waivers, and to pay required fees.

Event: is the entirety of activities, classes, competitions or combinations thereof commencing and concluding as defined by the Organizer in the Prize List or Omnibus.

Gate: a pair of lettered or unlettered markers used in an obstacle to define the route.

Horse: a horse also shall mean mule, donkey or VSE.

Junior: Classified by competition age. See Article GR103, DC912.5

Obstacle: the area defined by the gates formerly known in slang as "Hazard"

Protective Headgear:

1. Protective headgear must be:
   a. approved by an accredited certification organization (see #2 below).
   b. properly fitted; and
   c. securely fastened by a permanently affixed safety harness.

2. Protective headgear must be certified under one of the following standards: ASTM (American Society for Testing Materials), or SEI (Safety Equipment Institute, Inc.); BSI/BS EN (British Standards Institution); EN (European Union Standards; or AS/NZS (Australian/New Zealand Standards)

3. Any competitor may wear approved protective headgear in any division or class without penalty from the judge.

4. The USEF makes no representation or warranty, expressed or implied, about any approved protective headgear. The USEF cautions riders and drivers that serious injury or death may result despite wearing such headgear, as all equestrian sports involve inherent risk, and no protective headgear can protect against all foreseeable injury.

Protective Vest (Back protectors):

1. Protective vest must be:
   a. properly fitted; and
   b. securely fastened.

2. Any competitor may wear a protective vest in any division or class without penalty from the judge.

3. The USEF makes no representation or warranty, expressed or implied, about any protective vest. The USEF does not imply that protective vests may protect against all foreseeable injury.

Prize List: an official publication produced by the Organizing Committee of a driving event as approved by the Technical Delegate.

Turnout: the assemblage including the Athlete (Driver), required groom(s), horse(s) with harness and carriage appropriate to the competition. Description includes configuration – single, pair, tandem, unicorn or four-in-hand. Examples: Horse single; pony pair; VSE unicorn; Small pony tandem.

CAI: (Concours d’Attelage International) FEI-licensed International combined driving event;

CAN (Concours d’Attelage National): a National combined driving event recognized by FEI, licensed by the National Federation. USEF licensed CAN are divided into:

CAN-2* (formerly called “Advanced”), eligibility - an Athlete must have completed at least two CAN-O or four Preliminary or Intermediate division CDEs (under Article 913.3);

CAN-1* (equivalent of a combined test, no prerequisite eligibility);

CAN-O (introductory national combined driving event, no prerequisite eligibility).