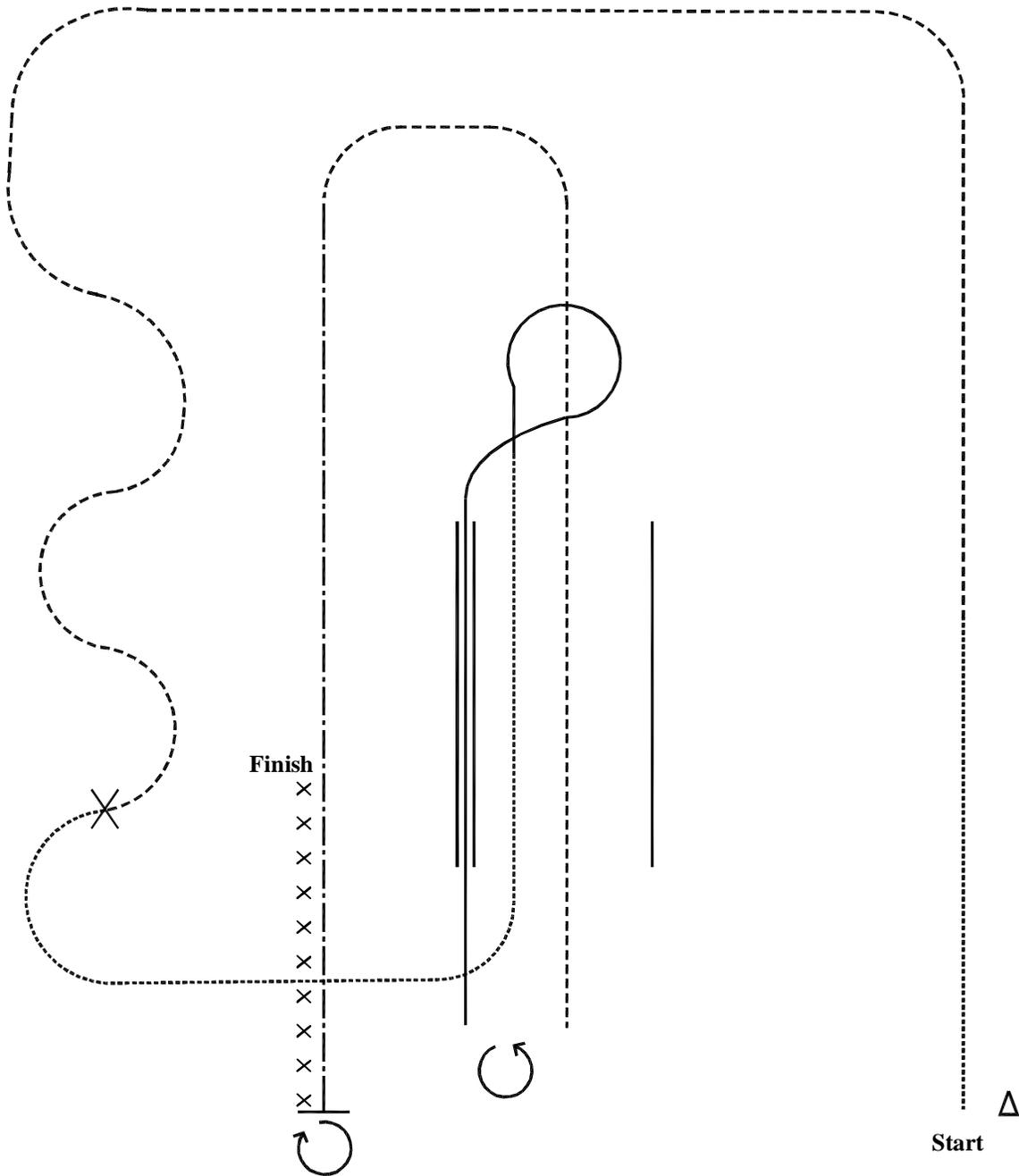


Date: _____		District: _____	
<b>CLASS: DRIVING #3</b>			
HIGH SCHOOL: _____		ATHLETE #: _____	
#	ELEMENT JUDGED:	COMMENTS:	Score
1.	Start at cone, pick up slow trot, trot straight ahead 1/2 way up wall.		
2.	Transition to working trot continue serpentine as diagramed.		
3.	Transition to slow trot and trot one more loop.		
4.	Slow trot through chute.		
5.	After chute, transition to walk, turn in a tear drop to the right.		
6.	Walk right wheel through wheel alley.		
7.	Halt, 180° left wheel pivot.		
8.	Pick up working trot up center and through corner, after corner strong trot until even with start cone.		
9.	Halt, 360° right wheel pivot, settle.		
10	Back 10', settle, wait to be excused.		
11.	Overall Reinsmanship		
Judge's Signature: _____			
<b>Expectations:</b>			
<ul style="list-style-type: none"> <li>• Walk - A free, flat-footed, regular and unconstrained walk of moderate extension <i>is required</i>. The equine should walk energetically, but calmly, with an even and determined pace.</li> <li>• Slow Trot/Jog: The equine should maintain impulsion while showing submission to the bit.</li> <li>• Working Trot: This is a pace between the strong and slow trot. The equine should go forward freely and straight; on a taut, but light rein.</li> <li>• Strong or Extended Trot: This is a clear, but not excessive, increase in pace and lengthening of stride while remaining well balanced. Light contact to be maintained. Excessive speed will be penalized.</li> </ul> <p>Grooming and clean equipment will be noted and will be considered in the Overall Reinsmanship scoring. Pivots should be steady continual motion with little or no movement in the pivot wheel.</p> <p>All athletes will be subject to an equipment check prior to competing. If equipment, animal, or athlete is deemed unsafe they will be excused and NOT allowed to compete.</p>			



**Note: Chute is 10' wide for horses, 8' wide for mini's, and 20' long for both. Wheel alley is 8" wide.**

**OHSET  
STATE  
Driving #3**

#3.12.16.20.24 Revised 7-28-20

Legend :	
Walk	—————
Slow Trot	.....
Working Trot	- - - - -
Strong Trot	— · — · —
Back	××××××
Start Cone	△