

11/29/2018

Date: \_\_\_\_\_

District: \_\_\_\_\_

CLASS: DRIVING - PATTERN #2

HIGH SCHOOL: \_\_\_\_\_

ATHLETE #: \_\_\_\_\_

#	ELEMENT JUDGED:	COMMENTS:	Score
1.	Be ready at cone. Jog straight ahead and continue completely through box		
2.	Stop, 180° right wheel pivot		
3.	Pick up working trot. Continue through box and between cones "A" then do the same for cones "B". Traveling in the direction diagramed. Path of travel depends on size of equine and vehicle		
4.	Continue working trot around, to, and through cones "C" traveling in the direction as diagramed. Then do the same for cones "D". Path of travel depends on size of equine and vehicle		
5.	Continue working trot into box and halt before pole. Back completely out of box		
6.	270° left wheel pivot		
7.	Walk as diagramed positioning to walk with left wheel passing between poles		
8.	After poles pick up strong trot and loop around, then through cones "B" in the direction diagramed. Use arena space to the best of your ability		
9.	Before poles collect to jog trot and pass right wheel between poles. After poles halt, settle, wait to be excused		
10	Overall Reinsmanship		

Judge's Signature: \_\_\_\_\_

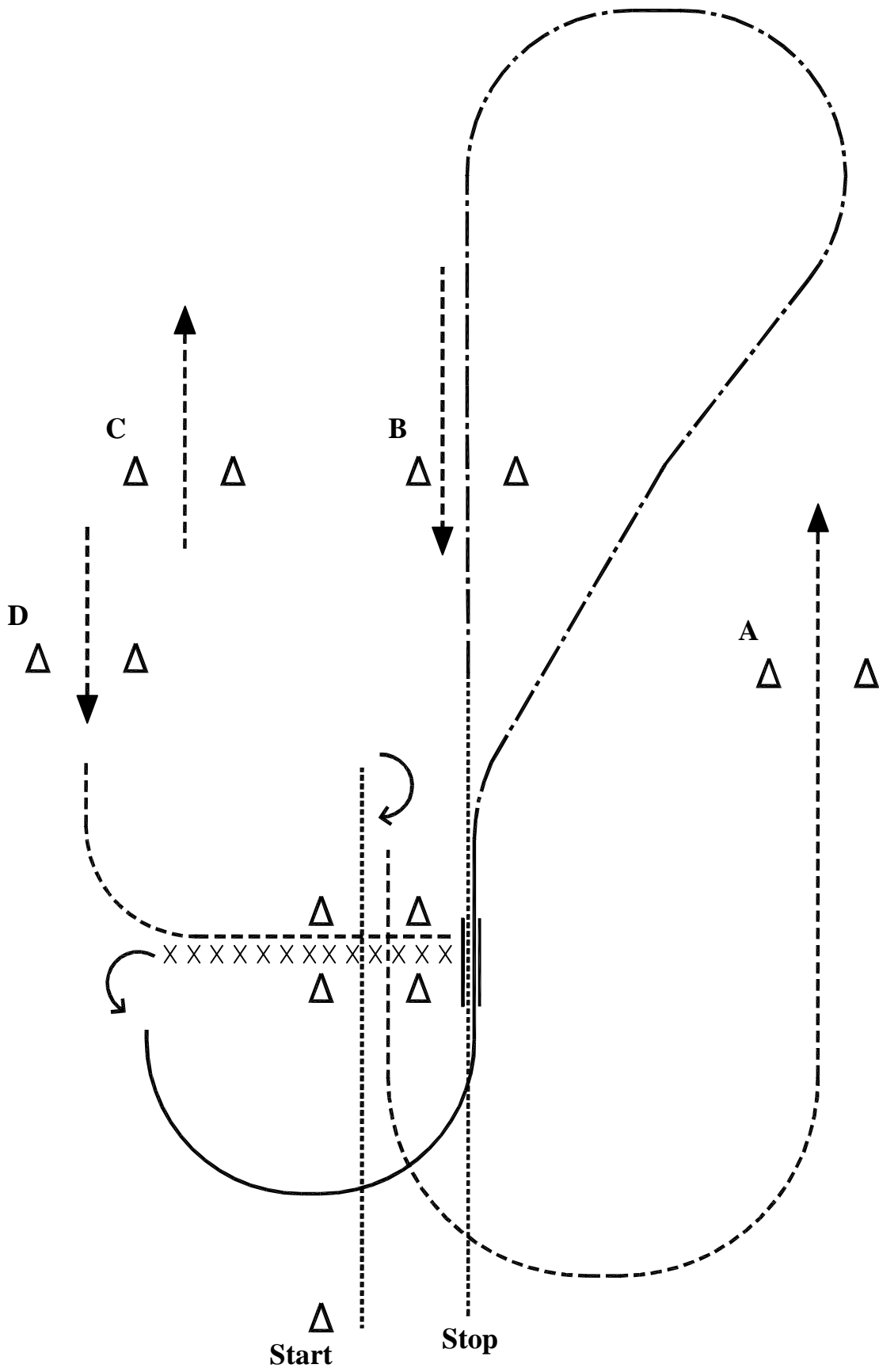
**Expectations:**

- Walk - A free, flat-footed, regular and unconstrained walk of moderate extension is required. The equine should walk energetically, but calmly, with an even and determined pace.
- Slow Trot/Jog: The equine should maintain impulsion while showing submission to the bit.
- 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.
- 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.

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.

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.

Horses are considered 14.2 hands and above

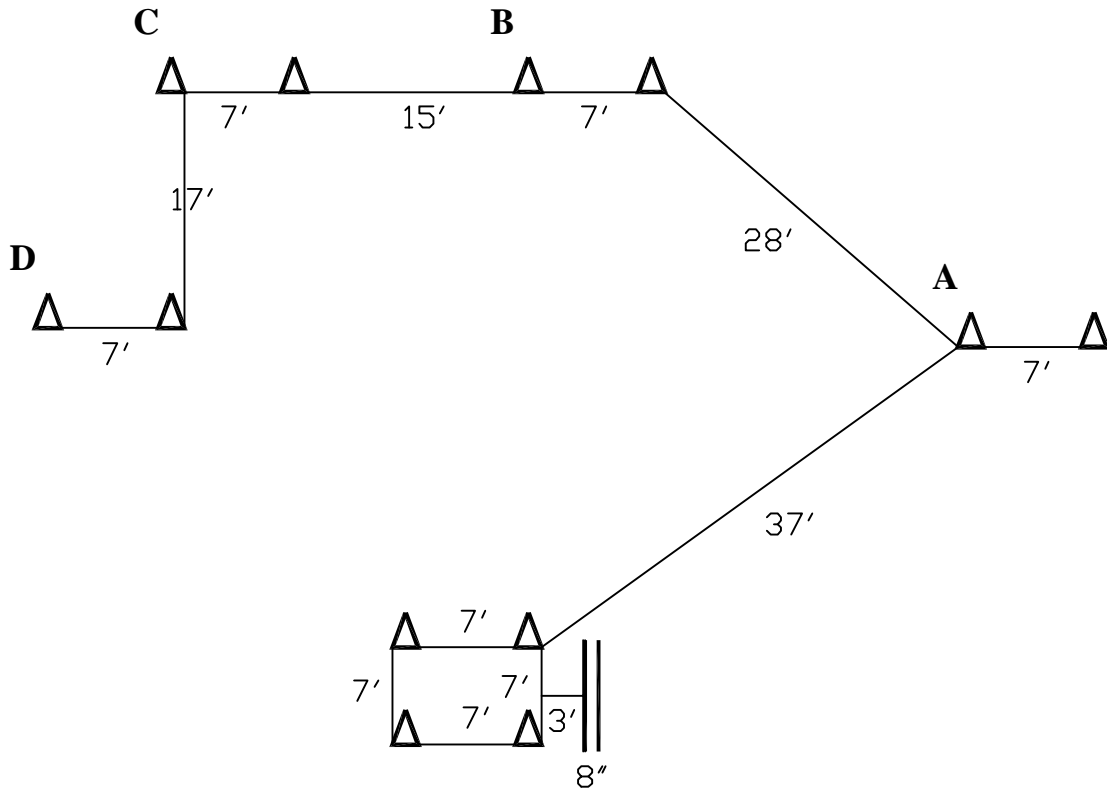


**OHSET**  
**PATTERN #2**  
**Driving**

#2.12.19      Revised 11-28-18

Legend :	
Walk	—————
Slow Trot / Jog	- - - - -
Working Trot	- · - · -
Strong Trot / Extended Trot	· - · - ·
Back	X X X X X
Cone	△

All measurements should be from inside to inside of obstacle.  
 The number specifies the amount of "clear space".  
 Start cone should be near the in gate close to the center of the arena.



△  
**Start**

<b>OHSET</b> <b>PATTERN #2</b> <b>Driving</b>
#2.12.19      Revised 10-20-18

Equipment Needs
(13) Cones (2) 8' Poles