

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

CLASS: DRIVING - PATTERN #2

HIGH SCHOOL: \_\_\_\_\_ ATHLETE #: \_\_\_\_\_

#	ELEMENT JUDGED:	COMMENTS:	Score
1.	Be ready at cone. Jog straight ahead with left wheel between poles		
2.	Working trot through cones 'B' and 'A' as diagramed		
3.	Turn towards center, collect to jog trot, halt		
4.	540° left wheel pivot		
5.	Walk through poles with right wheel between poles		
6.	Continue at walk through box, turn as diagramed, halt		
7.	450° right wheel pivot		
8.	Back all the way into box, walk out and turn right		
9.	Transition to working trot traveling through cones 'D' and 'C' as diagramed		
10.	After 'C' strong trot around top of arena, at corner turn on diagonal as diagramed		
11.	Collect to jog. Halt and wait to be excused		
12.	Overall Reinsmanship		

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

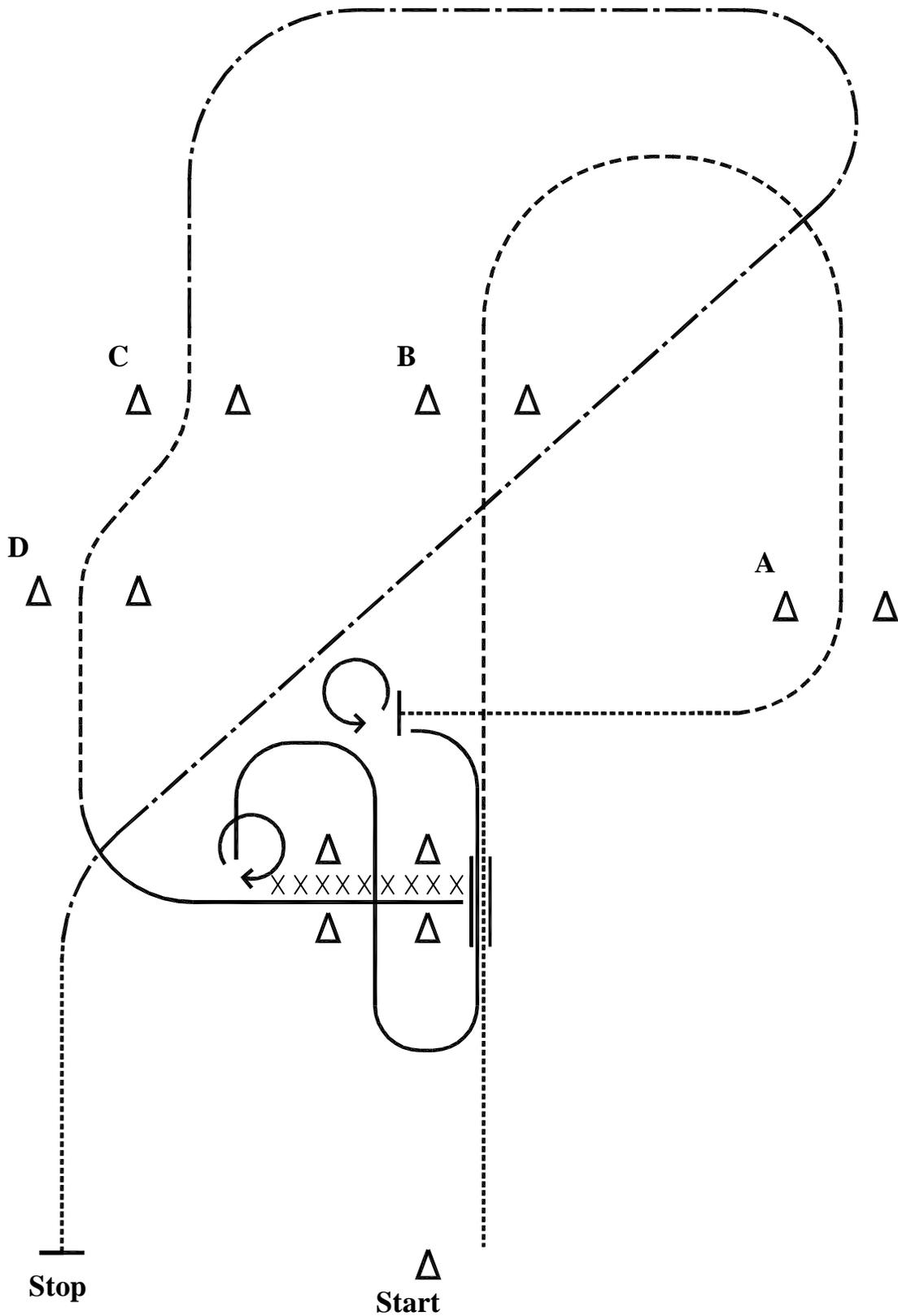
**Expectations:**

- 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

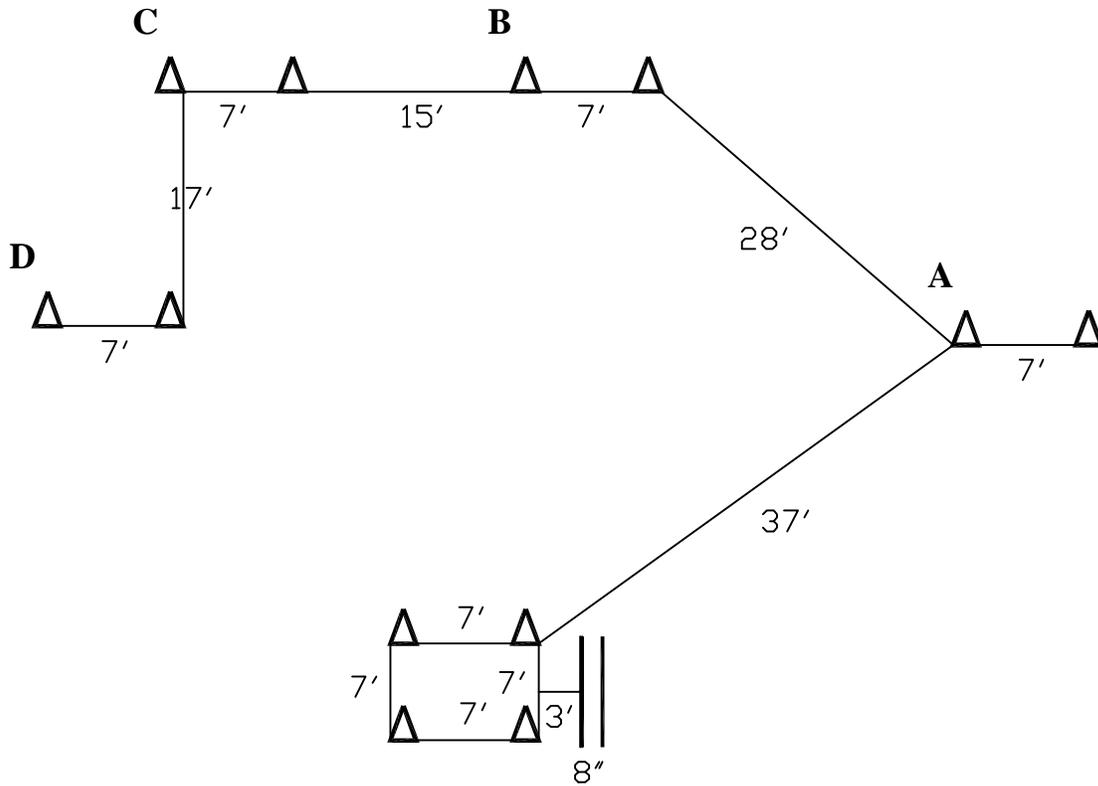


**OHSET  
STATE  
PATTERN #2  
Driving**

#2.12.19      Revised 4-20-19

Legend :	
Walk	—————
Slow Trot / Jog	- - - - -
Working Trot	· · · · ·
Strong Trot / Extended Trot	- · - · -
Back	XXXXXXXXX
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**

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