

## Proposed ASPC/AMHR Rule Change

Section, Article, Part & Item Number: XII – In Hand/Single Working Rules, 1.4 Obstacle Driving (ASPC/AMHR), B. To be judged:, 2. Tack and Equipment/C. The course/4. A course diagram Page # 6-9

Indicate: Add or Delete: Delete

### Proposed Rule Change

#### 2. Tack and Equipment:

- a. ~~ASPC – One animal and/or team is hitched to a suitable two or four wheeled vehicle. The harness and vehicle must be safe and in serviceable condition.~~
- b. ~~Classics Only – Over checks or side checks are optional.~~
- c. ~~AMHR – Driving obstacle horses shall be shown in a suitable two wheeled cart with basket.~~

#### C. The course:

1. ~~ASPC – shall consist of at least four obstacles.~~
2. ~~AMHR – Must be a minimum of 5 and maximum of 8 obstacles.~~
4. A course diagram will indicate what gait (walk-trot) the animal will take between each obstacle.

#### ~~D. ASPC~~

- ~~1. The judge shall break ties by judging the animal on rail work at a walk or trot and/or by requiring tied entries to repeat any of the courses.~~
- ~~2. If sufficient entries are present, this class may be divided according to age of driver.~~
- ~~3. The Show committee and/or judge may impose a time limit or number of refusals before the driver must pass to the next obstacle.~~
- ~~4. It is recommended that distance between obstacles be short in order to expedite the class.~~
- ~~5. At the discretion of the judge, all entries may be asked to back.~~
- ~~6. It is emphasized that this is an obstacle driving class and that a good entry is one that will provide a pleasant and responsive drive for a driver. The driver should be neatly dressed, but will not receive extra credit for silks or formal driving attire.~~

#### E. AMHR

1. Cantering is penalized in obstacle driving.
2. There is a sixty second time limit to complete each obstacle. After time is used, the exhibitor will be directed to the next obstacle. Refusals of three (3) obstacles shall be cause for disqualification.
3. The following will result in elimination from the class and no points, ribbons or awards will be presented.

a. Off course – defined as:

- 1) Taking an obstacle from the wrong side.
- 2) Negotiating an obstacle from the wrong direction.
- 3) Skipping an obstacle unless directed by the judge.
- 4) Negotiating in the wrong sequence.
- 5) Animal leaving the course.

*Words that are crossed out are to be deleted.*

Reason/Justification for Rule Change

This would keep the AMHR and Classic obstacle driving class the same rules across the board. Also this would invite team drivers to show their teams in obstacle driving classes. People are starting to get interested in the team driving and some have already started showing their teams in obstacle driving in AMHA. This would also update the rules for the Classic division which seemed outdated to me when I read it.

Proposed Effective Date: 01/01/2018

Committees or Rules that will be effected by proposed change AMHR/ASPC

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Signature 

Attached is how the rule should be written in the rule book.

## 1.4 Obstacle Driving (ASPC/AMHR)

A. The Course designer may not exhibit in the driving obstacle class.

B. To be judged:

1. Judged 100% on the basis of performance and manners.
2. Tack and Equipment:
  - a. One animal and/or team is hitched to a suitable two or four wheeled vehicle. The harness and vehicle must be safe and in serviceable condition.
  - b. Over checks or side checks are optional.
3. Each entry will work individually through an obstacle course designed to test the performance and manners of a good working animal.
4. Each entry will be given a numerical score based on performance at each obstacle and overall manners and gaits.
5. The judge will dismiss any unsafe entry whether due to equipment or behavior of the animal.

C. The course:

1. Shall consist of at least four obstacles.
  - a. Round pipes or rails are prohibited for ground rails in the in-hand classes unless they are secured. Flat or square rails can be used.
2. Chosen and arranged from the following list:
  - a. Back through an obstacle.
  - b. Walk through a water obstacle or simulated water obstacle.
  - c. Cross a simulated wooden bridge.
  - d. Pick up and move coat or slicker or put on and off.
  - e. Drive between poles, bales of hay or other obstacles making a narrow passage.
  - f. Mail Box (Stop, open mail box, remove mail, return mail to box, and close box).
  - g. Serpentine, cloverleaf, or figure 8.
  - h. Back up four steps.
  - i. Put one wheel of vehicle in circle, turn complete circle with wheel pivoting in and not leaving the circle.
3. A course diagram will indicate what gait (walk-trot) the animal will take between each obstacle.
  - A. Canter is penalized in obstacle driving.
  - B. There is a sixty second time limit to complete each obstacle. After time is used, the exhibitor will be directed to the next obstacle. Refusals of three (3) obstacles shall be cause for disqualification.
  - C. The following will result in elimination from the class and no points, ribbons or awards will be presented.
    - a. Off course – defined as:
      - 1) Taking an obstacle from the wrong side.
      - 2) Negotiating an obstacle from the wrong direction.
      - 3) Skipping an obstacle unless directed by the judge.
      - 4) Negotiating in the wrong sequence.
      - 5) Animal leaving the course.
  - D. In shows where more than one obstacle class is offered, (open, amateur, youth) at least three of the obstacles must be different or the manner of performance through obstacles must be varied for the class.

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