



BRAND NEW IN 2019

Driven 2DE



Linda
Mace

Educate | Innovate | Inspire

www.imhr.com.au



IMHR Driven 2DE Hand Book

The Independent Miniature Horse Registry Inc. Driven 2DE Rules are adapted from the Australian Carriage Driving Society Inc. Rules for Combined Driving Events, and supplemented by IMHR Inc.

Table of Contents

What is the IMHR Driven 2DE?.....	2
Attire, Safety and Whips.....	2
Dress code	2
Safety.....	2
Youth drivers.....	2
Driving whip.....	3
Horses.....	3
Level of training.....	3
Presentation.....	3
Horse-driver combination.....	3
Age of horses.....	3
Cruelty.....	3
Carriages, Harness and Gear.....	4
Carriage or vehicle.....	4
Harness and other gear.....	4
Driven Dressage Phase.....	5
Arena Size.....	5
Dressage Test.....	5
Disqualification.....	6
IMHR Driven 2DE Test.....	7
Precision Cones Phase.....	11
Building the course.....	11
Example course.....	12
Error of course.....	12
Scoring.....	13
Example score card.....	14
Determining 2DE Winner/Champion and Reserve.....	14





What is the IMHR Driven 2DE?

The IMHR 2DE (two day event) is a driving event comprising of two phases which are held on consecutive days in either order (depending on the show). The first phase is a dressage test and the second is a precision cones event. Competitors are scored out of 100 in each phase, with the overall 2DE winner being the highest score out of 200.

Drivers are encouraged to “have a go” and not take the event too seriously. Even if drivers are not confident in one phase of the event or cannot attend both days, they can still enter the other phase as a standalone class, they just won't be eligible for overall 2DE winner.

Those drivers experienced with CDE (combined driving events) may wish to read over the IMHR 2DE rules as they do differ slightly, with the main difference being that IMHR requires the precision cones to be completed at a walk-trot only in the interests of safety.

Attire, Safety and Whips

Dress code

Standard showing attire, driving aprons or knee rugs, hats or helmets, gloves and enclosed foot wear are obligatory for all drivers.

Helmets must be worn by all drivers for the Precision Cones phase. Whilst hats are permissible for the Dressage phase of competition, helmets shall not be penalised.

Safety

All persons competing in driving competitions must have safety foremost in their minds.

The judge may excuse from competition any unsafe vehicle or equipment, or any unruly horse.

A horse must never be left unattended while hitched to or being put into a vehicle.

Drivers competing in Precision Cones phase must wear securely fastened, protective headgear suitable for equestrian purposes, which conforms to Australian and New Zealand Standard AS/NZS3838 2006 onwards provided they are SAI Global marked, or the equivalent. Failure to wear compliant headgear will result in elimination.

The use of a back protector by all drivers is encouraged.

Special needs drivers may have a co-driver.

Youth drivers

Competent adult co-drivers are obligatory for youth drivers.

No youth may drive a colt or stallion.

All youth drivers must wear a helmet when driving horses in any event.

All youth drivers must wear a back protector in the Precision Cones phase.





Driving whip

All drivers must carry a whip of traditional style. The lash must be long enough to reach the horse.

Youth drivers may opt to carry a dressage whip. The tip must be able to reach the horse.

Horses

Level of training

All horses must be suitably experienced at pulling a carriage. No horse is to be hitched to a cart and driven for its first time at an IMHR event.

Presentation

The horse may have its mane and/or tail braided.

Horse-driver combination

The horse, driver and carriage combination must remain the same through the entirety of the event.

Age of horses

All horses and ponies must be at least three (3) years actual age to compete in driven events.

Cruelty

Horses must be sound and of good health.

Mares are not allowed to compete after their fourth month of pregnancy or with a foal at foot.

Horse abuse will incur immediate disqualification from the event. Other penalties are to be decided by the committee. Horse abuse means an action or omission that causes, or is likely to cause, pain or unnecessary discomfort to a horse including, but not limited to:

- Pressing of exhausted horses
- Excessive use of a whip
- An unacceptably severe, badly fitting, broken or damaged bit
- Badly fitting harness which might cause distress to the horse
- Damage to a carriage which might cause injury to the horse
- Use of a carriage which is too heavy or unstable for the horse.



Carriages, Harness and Gear

Carriage or vehicle

Any sturdy two-wheel jogger, gig or sulky is permitted, provided it meets the minimum dimensions. Random safety checks may be conducted by a steward or other official.

Minimum track width of any carriage used in IMHR 2DE events is 80cm, with a maximum width of 140cm. Drivers whose carriages do not conform to the required measurements will be eliminated from the relevant competition. The track width of all carriages is measured at ground level on the widest part of the wheels. Officials may request to measure carriage track width at an event.

The recommended weight ratio of carriage/driver to horse should be no more than 2:1, meaning the combined weight of the carriage/driver should not be more than double the weight of the horse.

Viceroyes, wagons and other four-wheel show vehicles are not permitted.

CDE compliant four-wheel vehicles may be used at the discretion of the show committee.

Harness and other gear

Harness should be well-made, strong, clean and of good quality. Harness may be made from leather, patent leather, webbing, PVC/biothane or a combination.

Correctly fitting breeching is compulsory in all driven events.

Bandages and boots are not permitted in Dressage. Failure to comply will result in penalty points. Protective bandages, brushing boots, bell boots and hoof boots are permitted in the Precision Cones phase.

Running martingales, side reins, under-checks and over-checks are not permitted.

Blinkers are compulsory for all events and must not impede the forward vision of the horse.

Nosebands are permitted provided they do not impede the free intake of air into the nostrils of the horse. Permitted nosebands in events are cavesson, dropped, cross-over type (also known as Grakle or Mexican noseband) or flash-type (also known as Hanoverian).

Bitless bridles and hackamores are not permitted.





Driven Dressage Phase

The objective 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 horse on the move. Drivers will also be judged on style, accuracy, and general control of their horse, and also on their dress, condition of their harness and carriage and the presentation of their whole turnout.



Arena Size

The dressage arena will be a minimum size of 60x30 metres, dependent on the event location.

Dressage Test

You can choose to memorise the test or have a 'caller', who calls each movement to you from the side of the arena. (It helps if the caller familiarises him/herself with the test first. Event organisers are not available to act as callers).

Each movement in the test is scored on a scale from 0 to 10 as shown below:

10 Excellent, 9 Very Good, 8 Good, 7 Fairly Good, 6 Satisfactory, 5 Sufficient, 4 Insufficient, 3 Fairly Bad, 2 Bad, 1 Very Bad, 0 Not Executed.

Points are awarded for:

- Grace, flexibility, and obedience;
- Smoothness of transitions from one gait to another;
- The horse's ability to maintain an even rhythm at each gait, and
- The horse's ability to move forward with impulsion ('active' and energetic yet controlled).

Course errors (performing an incorrect movement) incur penalties:

- 1st error – 5 points;
- 2nd error – 10 points;
- 3rd error – 15 points;
- 4th error – elimination.

A whistle may be blown once to signal a course error – if this occurs the competitor must resume the test from the last correctly completely element. Two whistle blows signals elimination. Points will be gained to the point of elimination.



There are eight movements, giving each competitor a score out of 80. An additional mark (out of 10) is awarded for presentation of horse and driver plus an additional mark (out of 10) for overall impression and suitability, to give a total score out of 100.

The judge's score for your dressage test is final – and is not open to negotiation. Competitors will need to identify themselves and their exhibit number to the ring steward before commencing their dressage test to ensure correct identification on your personalised score sheet.

Each competitor enters the arena at A and halts at X to salute the judge (who is located outside the arena at 'C') at the start and finish of the test. A salute involves lowering your left arm by your side and nodding your head to the judge. It is not a military style salute. Your horse should stand square and facing the judge. Points will be deducted if you or your horse step outside the arena during the course of your test.

A 'medium walk' is a strong energetic walk – almost breaking into a trot.

A 'medium trot' is a strong energetic trot – though not an extended trot.

An 'extended trot' requires your horse to lengthen his frame and stride while increasing the suspension between footfalls. In other words, his hooves stay off the ground longer than they do during a medium trot.



Disqualification

A competitor will be automatically disqualified from the dressage phase in the case of:

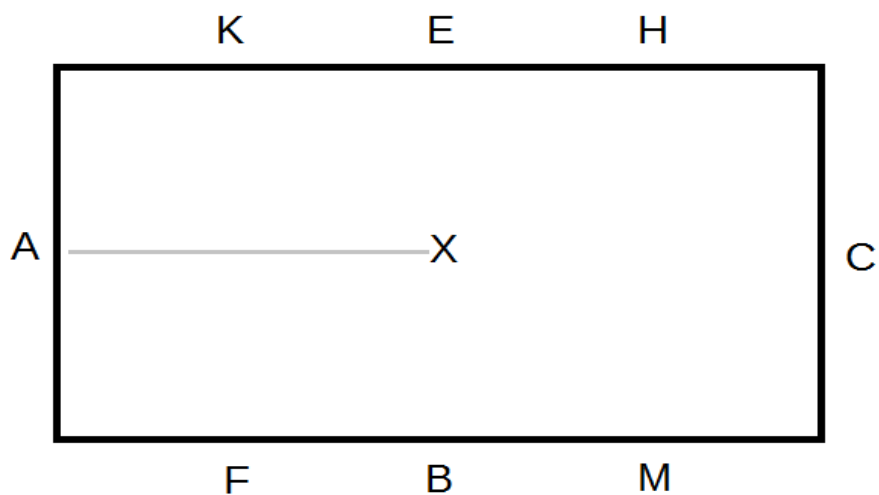
- Two errors of course
- Two instances of disobedience including, but not limited to, resistance in the forward movement, kicking, rearing and bolting
- Disconnected or broken harness or carriage
- Carriage overturn
- Driver dismount (separation) from carriage



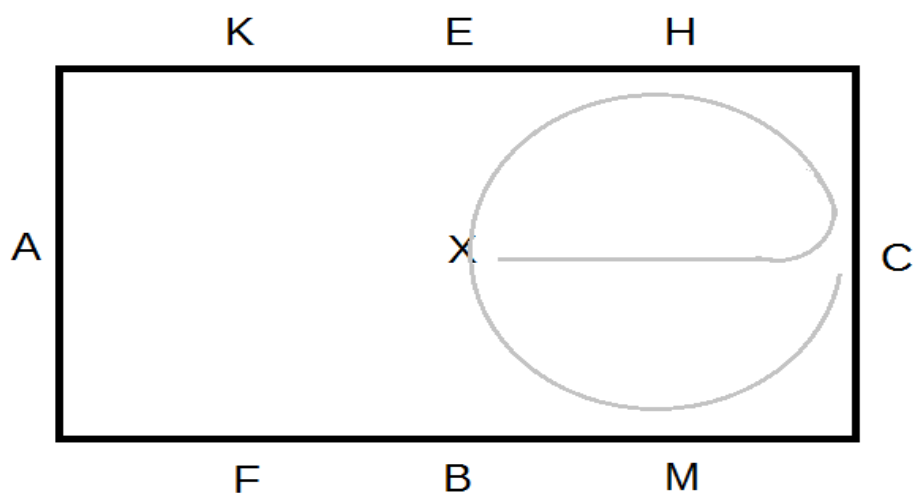
IMHR Driven 2DE Test

(Based on 60x30 arena)

Step 1: A-X medium walk. At X halt and salute.

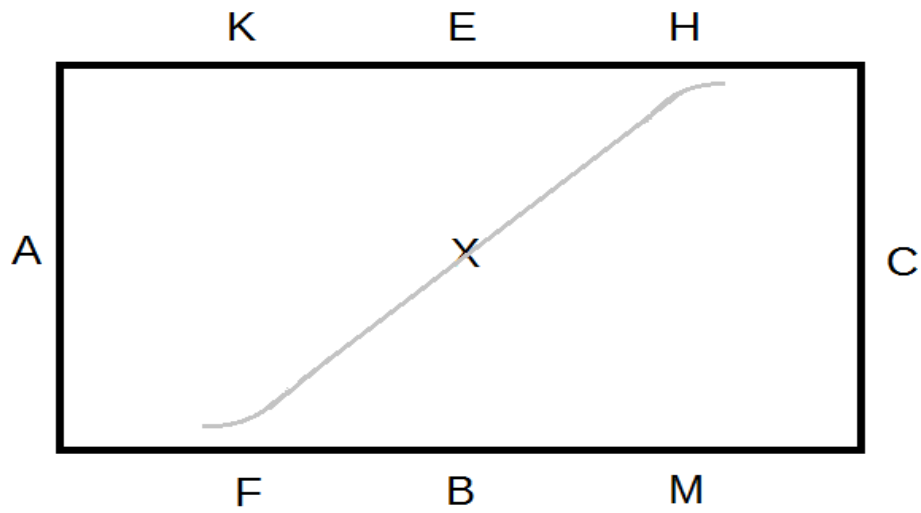


Step 2: X-C medium trot. At C track left, 30 metre circle, medium trot

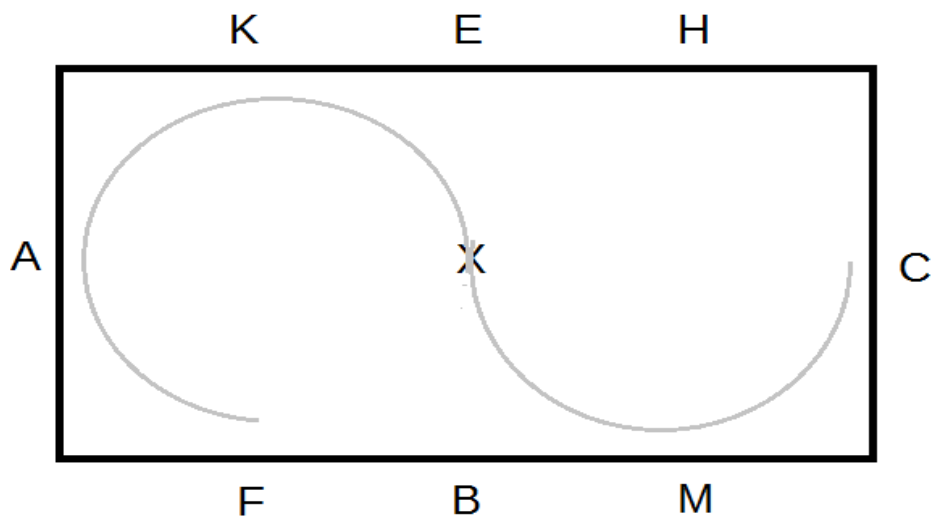




Step 3: H-F Extended trot across diagonal

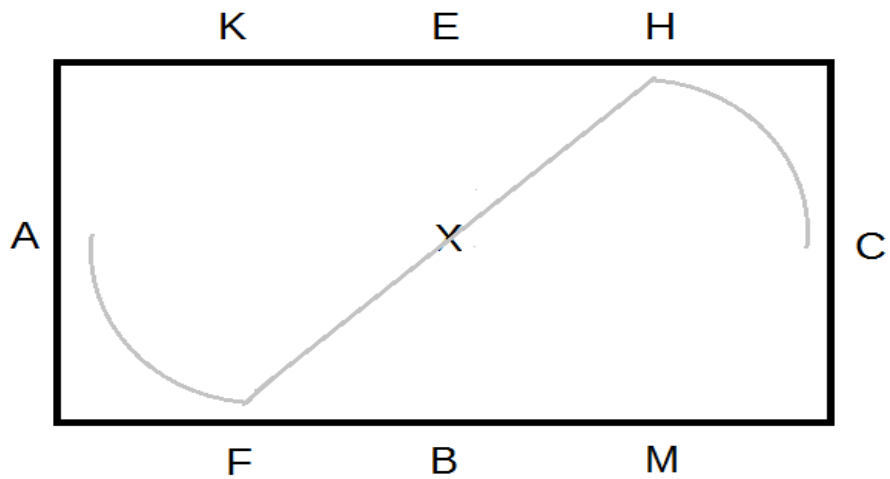


Step 4: At F medium trot, continue serpentine A-X-C medium trot

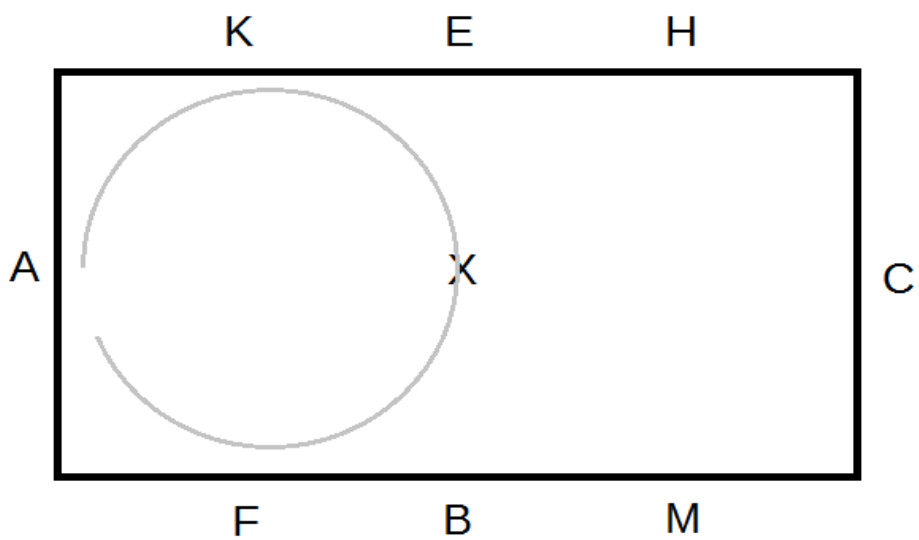




Step 5: At C medium walk, H-F medium walk across diagonal, track right at F

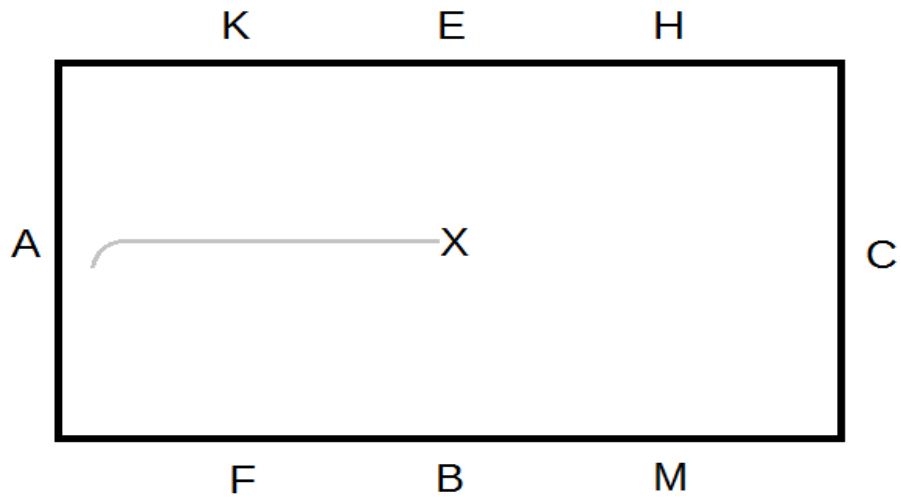


Step 6: At A medium trot, complete a 30-metre circle

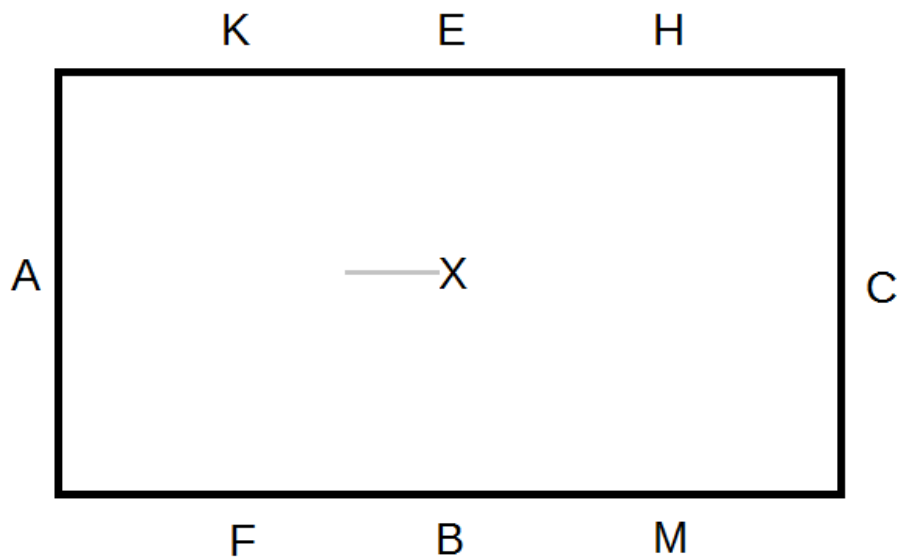




Step 7: At A turn down the centre aisle, halt at X (immobility five seconds)



Step 8: Rein-back 4 steps, walk to X and salute. Exit arena at a walk.





Precision Cones Phase

The Precision Cones competition is designed to test the fitness, obedience and suppleness of the horse, and the skill and competence of the driver. Dependent on the event, ten or twenty pairs of cones are set up, each numbered in the order you are to go through them. On top of each cone is a ball, and the goal is to make it through all sets of cones with every ball still in place and within a generous time limit. Penalties are incurred for fallen balls and for exceeding the time limit. Time penalties add up a lot slower than if you knock down a ball, so accuracy is more important than speed.



In the interest of safety, Precision Cones courses are to be completed at a walk and trot only unless published otherwise.

A course pattern will be published on the day of the event and you will be given an opportunity to walk the course prior to the phase commencing.

Building the course

The arena should be of level footing and not less than 40x60M in area. Should this area not be possible the number of obstacles must be reduced accordingly.

The starting and finishing lines should be approximately 10M from the first and last obstacles respectively. Cones used to mark these should be differentiated from the cones used throughout the course.

The number of obstacles may not exceed 20, with the IMHR standard being 10. Each pair of cones must be numbered, with the number visible from the previous numbered cone.

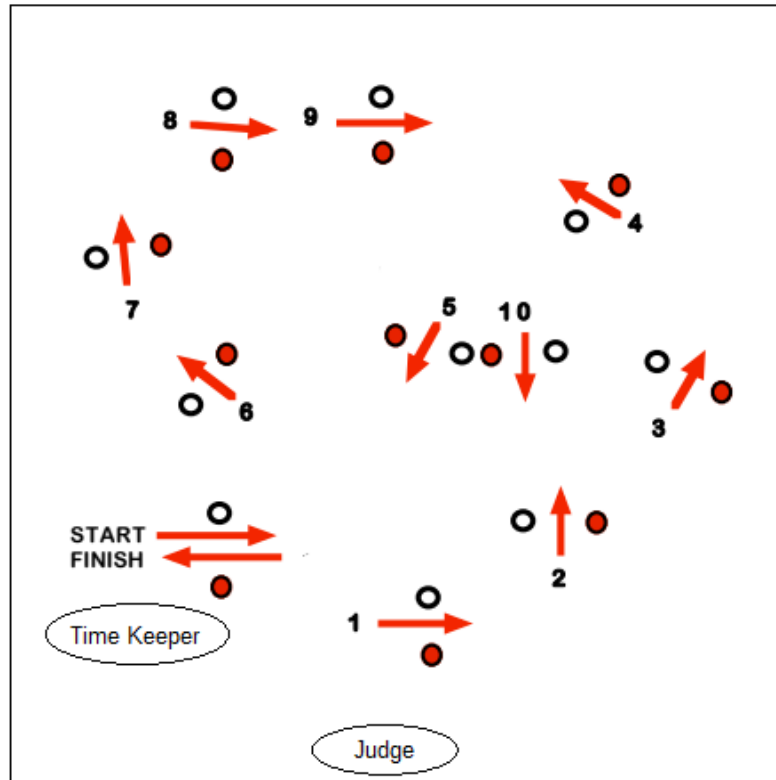
Courses must be laid out so that competitors have a chance to maintain a steady pace throughout the major part of the course, sharp turns should be avoided. Combination obstacles (sets of cones in close proximity in a direct line) shall be kept to a minimum.

All obstacles should be visible from the judge's box.

The cones forming an obstacle must be at least 30cm high and made of indestructible plastic material. A weighted ball (or tennis ball) must be placed in the hollow on top of the cone, so that it falls down only if the cone is touched.



Example course



Error of course

If a competitor attempts to pass through an obstacle in the wrong sequence or direction, the judge must wait until after the carriage has passed completely through the wrong obstacle before sounding a bell or whistle. The competitor is then eliminated.

If a competitor knocks down or dislodges any part of an obstacle, which has already been driven, or is yet to be driven, they shall incur 3 penalties per knock.

Circling on course does not indicate error of course provided no obstacles are passed through.



Scoring

The Precision Cones phase is scored on the basis of penalties for obstacles knocked down and for exceeding the allowed time limit. In the absence of a judge, an independent adjudicator may score. It is recommended that the judge or adjudicator have a pencil to write scores so that they can keep constant watch over the competitor on course.

A bell or whistle will signify the start. The competitor must pass between the starting line cones within 30 seconds of start or shall be eliminated. The start and finish lines must not be crossed from the moment the competitor has passed through the start line until they have passed through the last obstacle.

Each competitor will be timed by stopwatch or by an electronic timing device, from the moment the nose of the horse crosses the start line until the nose of the horse crosses the finish line. The standard time limit for IMHR Precision Cones events is three (3) minutes unless published otherwise. Times within the limit are not recorded.

Competitors start with 100 points and lose points when penalties are incurred. Scoring is as follows:

- Each ball knocked incurs three (3) penalties.
- Each second over the time limit incurs one (1) penalty.
- Cantering or galloping for more than one stride shall incur three (3) penalties per instance.
- Driver dismount (separation from carriage) on course shall incur 20 penalties.
- A disobedience will incur five (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. Disobedience includes, but is not limited to, resistance in the forward movement, kicking, rearing and bolting.
- Carriage overturning is elimination.
- Harness or carriage break or disconnected is elimination.
- Carriage not conforming to required wheel width is elimination.
- Penalties in excess of 100 incur elimination.

A judge may give additional penalties for poor style, poor manners and way of going, irregular speed and gait, or lack of control. These additional penalties can be used as deciding factors between competitors with zero penalties, or equality of penalties, to determine the winner of Precision Cones.



Example score card

PRECISION CONES SCORE CARD

COMPETITOR NUMBER

	PENALTIES	
Cone 1	0 3 6	Two balls knocked – circle '6'
Cone 2	0 3 6	
Cone 3	0 3 6	
Cone 4	0 3 6	One ball knocked – circle '3'
Cone 5	0 3 6	
Cone 6	0 3 6	Neither ball knocked – circle '0' or leave unmarked.
Cone 7	0 3 6	
Cone 8	0 3 6	
Cone 9	0 3 6	
Cone 10	0 3 6	
Time Penalties		One penalty per second over 3 minutes. Time: _____
Disobedience	5 10 E	Disobedience first instance – circle '5' Second instance – circle '10' Third instance – circle 'E' and eliminate by whistle blow.
Driver Dismount	20 E	Second dismount = elimination.
Canter/Gallop	3 3 3 3	Exceed trot for more than one stride, 3 penalties each instance.
Error of Course	3 3 3 E	Knocking balls from other obstacles without passing through them = 3 penalties each instance. Passing through cones in wrong order = elimination.
Other Penalties (optional)		Judge's discretion may be used to give additional penalties for poor driving style, poor manners, inconsistent speed/gait, poor control of horse, poor way of going etc. Max 20 penalties.
TOTAL PENALTIES		
SCORE		Score = 100 minus total penalties

Determining 2DE Winner/Champion and Reserve

Competitors may opt to compete in the Dressage phase only or the Precision Cones phase only, and dependent on the show, may be placed in these individual events, however only those competitors who have completed both phases without elimination shall be eligible for overall 2DE winner (champion) and runner-up (reserve champion).

The scores of both phases of the eligible competitors shall be added to determine the overall winner (champion) and runner-up (reserve), with a perfect score being 200.



Photo Credits

Linda Mace

Nathan Puxty

Warren Harris

Scott Badman

Kayleen Badman

IMHR

www.imhr.com.au

Educate | Innovate | Inspire

23 May 2019