

Department 4

LIGHT HORSE & MULE DRIVING

Sunday	Monday	Tuesday	Wednesday	Thu	Friday	Sat
AUGUST			1	2	3 Entry Deadline	4
5	6	7 Online deadline	8	9	10	11
12	13	14	15	16	17 FAIR OPENS	18
19	20	21 1:00 p.m. Drivers' Meeting 2:00 p.m. Pleasure Driving 6:30 p.m. Driving Derby	22 10:00 a.m. Obstacle Driving	23	24	25
26 Fair Closes	27	28	29	30	31	



SUPERINTENDENT:
Amanda Horton – Boise, Idaho
Leoblair2001@yahoo.com
(208) 761-2758

JUDGE:
Muffy Seaton – Williston, South Carolina

ENTRY: Entries close Aug. 3. Entries must be postmarked by this date. Any late entries are subject to double entry fees and prior approval of the Superintendent. You may submit your entries online. **Online deadline is Aug. 7.** Payment must be made with entry. Only Visa and MasterCard accepted online. www.idahofair.com. A \$2 per exhibitor convenience fee applies.

- To change or add classes for existing entries, the Exhibitor must contact the Premium Office by Aug. 16.** Entries must be made on forms supplied by the Western Idaho Fair and include Department, Division and Class Numbers. **A copy of the Driving Courses will be furnished to Exhibitors on Tuesday, Aug. 21 at Superintendent's table.**
Exhibitors will be allowed no more than two premiums in any one class. RINGSIDE entries are prohibited. All animals shall be entered in the owner's name. Please also list driver's name. There must be at least three (3) competitors at Gate time or event will be scratched. No animals will be accepted unless they are in show condition.
- FEES:** An entry fee of \$5.00 per Class will be charged each entry (\$10 if late). **No refund on entry fees** unless Superintendent scratches class.
- Please specify whether the driver is a junior (17 and under) or a senior (55 and over) on the entry form for high point tracking purposes.**
- PASSES:** Each Exhibitor may purchase two exhibitor tickets for personal use at a cost of \$5.00 each per day, Tuesday and Wednesday. Additional passes may be purchased for \$5.00 each per day for drivers, handlers, etc. listed on entry form. **Remittance for entry fees and passes must accompany entries.**
- PARKING:** Livestock exhibitors will be issued two vehicle parking permits. For more information see General Rules and Information on page 4 or Website under General Rules. **Storage pods** will be available in the designated area south of the Onion Ring (Trackside arena) to store tack, feed, equipment, etc. Because of limited space, livestock and horse trailers **cannot be parked** inside the Fairgrounds.
- CAMPING:** See General Rules and Information on page 4 or Website under General Rules.
- ARRIVAL:** Light Horse & Mules must arrive before 9:30 a.m. the day they show. Animals arriving after 10:00 a.m. will have to be led or driven in from the Livestock Vehicle Parking Area. Vehicular movement is prohibited inside the admission gates while the Fair is open to the public. **STALLS** will be assigned where space is available.
- JUDGING SCHEDULE:** All events to be held in the D&B (Shop) Arena.
Tuesday, Aug. 21 – 1:00 p.m. Drivers' Meeting
Tuesday, Aug. 21 – 2:00 p.m. Pleasure Driving
Tuesday, Aug. 21 – 6:30 p.m. Driving Derby
Wednesday, Aug. 22 – 10:00 a.m. Obstacle Classes
- RELEASE:** Light Horse & Mules will be released the same day they show, if desired. Exhibitors **must obtain a "Release Slip"** from the Department Superintendent before leaving the grounds with animals. **Please Note:** Release time for driving a vehicle out through the admission gate is 11:00 p.m. If exhibitor wishes to remove livestock earlier, they can be led or driven out to the Livestock Exhibitor Parking Area and loaded there. A Release Slip will be required.
- HEALTH REQUIREMENTS:** Horses must be sound, in good health, and free of communicable diseases. Out-of-state horses must meet Idaho Department of Agriculture import requirements and be accompanied by a Certificate of Veterinary inspection dated no earlier than 30 days prior to arrival at the Western Idaho Fair. Check Health Requirement on page 23 (Registered Light Horse Show) for stallions. Out-of-state horses **will be** required to have a valid (within the previous 12 months) Coggins (AGID or ELISA) test. Horses coming from Oregon and Washington are **NO LONGER** exempt from the E.I.A. requirement.
<http://www.agri.idaho.gov/Categories/Animals/importExport/indeximportexport.php>.
- Exhibitors are requested to carefully read the **Rules and Regulations** in front of this Exhibitor Book and/or Website.

ADDITIONAL RULES FOR THIS DEPARTMENT:

1. All Classes will be divided into **Sections** according to the height of the animal, as follows: (Measured at withers – one hand “H” equals 4”)
SECTION A 14.2 H and over
SECTION B over 9.2 H and under 14.2 H
SECTION C 9.2 H and under (VSE)
SECTION D – PAIRS 14.2 hands and over
SECTION E – PAIRS under 14.2 hands
If classes are too large, they may be broken at the gate and a run off of the winners will be held.
2. A multiple turnout must be shown in the classes or division which accommodates the tallest horse.
3. Minimum competition age for horse to compete is 3 years of age.
4. All harness, equipment and vehicles will be subject to a safety inspection. **It is the responsibility of the exhibitor to take every precaution to insure the safety of others.** The Management reserves the right to reject, accept conditionally, and to cancel any entries and award prizes without claim for damages. Two and four wheel vehicles are allowed in all classes.
5. All entries will be assigned stalls. Tack stalls/sheds will be assigned and will be shared by assigned exhibitors. **Stalls are to be cleaned by 10:00 a.m. daily.** Exhibitors must be prepared to care for animals all day. Exhibitors are responsible for care and security of their tack and equipment.
6. Contestants experiencing an equipment breakdown may request a 3-minute gate hold.
7. In all cases, **Judge’s decisions are final.**
8. No premiums will be paid to entries that did not have a complete and qualified run. This includes classes that pay “all others”.
9. All persons involved in the competition (drivers, passengers, grooms, officials, etc.) must keep safety foremost in their minds. Having the horse under control at all times not only is a safeguard for a driver and his passengers, but for everyone involved in the sport.
10. The horse must never be left unattended while put to a vehicle. A bridle with reins attached and passed through the saddle terrets must be in place whenever a horse is put to a vehicle. Failure to comply will incur elimination. Bridles should be adjusted to fit snugly to prevent catching on a vehicle or other pieces of harness.
11. **All Junior drivers must wear properly fastened protective headgear.** It must be fitted and the harness secured. Failure to comply will incur elimination. The use of similar protective headgear for all competitors, attendants, grooms and passengers is encouraged.
12. Junior drivers under 14 years of age must be accompanied in the carriage by a knowledgeable adult horseman.
13. **Driver may not lead the horse while hitched to vehicle.**
14. It is the responsibility of each driver to ensure that harness and vehicle are in good repair and structurally sound. It is the responsibility of the driver to insure that his horse(s) are physically fit to fulfill the tasks required of them. All animals must be serviceably sound and must not show evidence of lameness, broken wind, physical distress or impairment of vision in both eyes. In case of an appeal, the animal will be examined by the official veterinarian or a designee assigned by the Superintendent. Their decision will be final.
15. The driver must always be the first person to enter the vehicle and the last to leave. Passengers must never be left on the vehicle while the driver is dismounted unless the passenger has taken control of the reins.

16. Drivers must strive to maintain a safe distance from other vehicles during the competition as well as in the warm-up and parking areas.
17. All rules of the road must be observed unless officials direct otherwise. Groom or passenger may not stand behind driver or direct driver in any way. Groom or passenger must sit behind, or beside driver if no place to sit behind.
18. An appropriate whip shall be carried in hand at all times while driving. The thong of the whip must be long enough to reach the shoulder of the farthest horse. A driver not in compliance with the above shall be penalized at the discretion of the judge. The whip salute is used to acknowledge the judge at the start and finish of an individual test or at the start of any Obstacle Driving Class.
19. One groom is required for a pair to assist in the event of difficulty. Groom is optional for a single-horse turnout.
20. Cruelty to or abuse of any animal by any person is forbidden. An offender is subject to elimination. Cruelty or abuse includes but is not limited to: excessive use of a whip on any horse in a stall, runway, schooling area, competition ring or elsewhere on the competition grounds, before or during a competition, by any person. Except in emergency situations, any striking of the horse’s head (on the poll and forward of the poll) with the whip shall be deemed excessive.
21. The driver must be prepared to enter the ring or obstacle course when the class is called. After a reasonable wait, management may announce the class start. At class start, the gate or course will be closed and any entry not in the ring or at the course start will be excluded from the class.
22. A copy of the ADS rules for Pleasure Driving Competitions will be available from the Superintendent as well as online at <https://americandrivingsociety.org/Events-Resources/Resources/Rule-Book>
Competitors may review the rules at any time.
23. An Exhibitor who violates any of the rules set forth in this Premium Book or the ADS Rulebook will forfeit all privileges and premiums. Exhibitors are requested to carefully read the Rules and Regulations in the front of the Exhibitor Handbook or on www.idahofair.com **Entry is deemed acceptance of the Rules.**

DIVISION 1 – PLEASURE DRIVING

Tuesday, Aug. 21 – 2:00 p.m. D&B Arena

Additional Rules for the Pleasure Driving Classes:

1. Instructions given to drivers, grooms and passengers by the Judge, Superintendent or Volunteers are to be considered final. Failure to comply may be cause for elimination.
2. The driver’s meeting will be to clarify ADS and house rules. No rule changes will be allowed at the meeting except to the discretion of the Judge and the Superintendent.
3. ADS rules will be utilized as a guideline in this competition. Each competitor is responsible for knowing and understanding the ADS rules.
4. Drivers and passengers should be dressed conservatively according to the style of the present day. Both drivers and passengers must wear hats or protective headgear. Less traditional attire may be appropriate only if it is specifically allowed in the class description. Unless excused from doing so by the judge or show management, Gentlemen must wear a coat or jacket, and Ladies must wear conservative dress, tailored suit or slacks. (The driver shall wear a hat, an apron or knee rug and gloves.) Groom should be dressed appropriately. See ADS Rules.
5. Wire-wheeled and pneumatic-tired vehicles may be permitted in any class. Check reins are allowed.

6. Horses must be hitched and unhitched in the areas designated by the Superintendent. (They may be ground driven without a vehicle put-to). Failure to comply will incur elimination. Horses may be hitched in the barn only if driver has a handler to assist in leaving and returning to barn. Driver must remain mounted while coming and going.
7. The gate will remain closed in Obstacle Driving Classes until the competitor comes to a walk.

PREMIUMS: 1st - \$30 2nd - \$20 3rd - \$15 All Others - \$10

EVENT: PLEASURE DRIVING – TURNOUT

Turnout: To be judged primarily on the performance and quality of each turnout. To be shown both ways of the arena at a walk, slow trot, working trot and strong trot. To stand quietly and to rein back. Judged: 70% on the condition, fit and appropriateness of the harness and vehicle, neatness and appropriateness of attire and overall impression. 30% on performance, manners and way of going.

Class:

1. Section A – Single Horse or Mule
2. Section B – Single Pony or Mule
3. Section C – Single VSE or Mule
4. Section D – Pairs
5. Section E – Pairs

EVENT: PLEASURE DRIVING – WORKING

Working: To be judged primarily on the suitability of the horse to provide a pleasant drive. To be shown both ways of the arena at a walk, slow trot, working trot and strong trot. To stand quietly, both on the rail and while lined up, and to rein back. Judged: 70% on performance, manners and way of going of the horse(s); 20% on the condition and fit of the harness and vehicle; 10% on neatness of attire.

Class:

6. Section A – Single Horse or Mule
7. Section B – Single Pony or Mule
8. Section C – Single VSE or Mule
9. Section D – Pairs
10. Section E – Pairs

EVENT: PLEASURE DRIVING – SUPER REINSMANSHIP

Rules: Competitors enter the ring individually and drive a short course of defined elements in order at prescribed paces.

Specifications

- a. To be judged on the driver’s skill: use of aids, control of the horse(s), accuracy, quality of transitions and gaits, with additional consideration of impressions of the turnout and driver.
- b. Tests – All the entries will complete a number of prescribed elements from memory and in order (between 8 and 12 elements are recommended).
- c. Entries must follow the designated track without deviation keeping red markers on their right and white markers on their left. Numbered or lettered markers, such as posts, single cones, cones set at minimum 80 inches (2.0m), or natural elements, such as trees, shall be used to indicate the sequence and starting point of each element. Unless otherwise specified, elements begin when the horse’s nose reaches the marker.
- d. Management may use one of the Super Reinsmanship Tests 1-3 or may design a suitable test to be used.
- e. Tests must be posted at least 1 hour before the start of the class.
- f. Position and Aids – The driver should be seated comfortably on the box so as to be relaxed and effective. Either the one- or two-

handed method of driving is acceptable. Common to both methods, contact with the horse’s mouth should be maintained with an elastic, supportive hand.

g. Drivers should not be penalized or rewarded for using one style over another. The use of the whip and the voice are important aids in driving and should be used effectively and discreetly.

Class:

11. Section A – Single Horse or Mule
12. Section B – Single Pony or Mule
13. Section C – Single VSE or Mule
14. Section D – Pairs
15. Section E – Pairs

EVENT: MUSICAL FREE STYLE DRIVING

Musical Freestyle: Competitors compete individually, select music and choreograph their own patterns, which must include: A. Walk; B. Working trot; C. Strong trot; D. Halt; E. Rein back; F. Each gait to be performed both ways of the arena (except rein back). 4 minute time limit; Competitor furnishes own music.

Rules:

1. Competitor must furnish own music on a CD. No tapes will be accepted.
2. Only **ONE** entry per horse and driver.

Class:

16. Section A – Single Horse or Mule
17. Section B – Single Pony or Mule
18. Section C – Single VSE or Mule
19. Section D – Pairs
20. Section E – Pairs

EVENT: DRIVING DERBY

**Tuesday, Aug. 21 – 6:30 p.m. D&B Arena
2 or 4 wheel vehicle**

Driving Derby: The Driving Derby competition consists of one round over a course consisting of pairs of cones and two marathon-type obstacles. A round is run as a timed competition with penalties (balls down, etc.) converted to seconds. **Cantering allowed but not required.** Time determines placings and the lowest time wins. The times plus penalty scores for both rounds are added to produce final scores and placings.

Class:

21. Section A – Single Horse or Mule
22. Section B – Single Pony or Mule
23. Section C – Single VSE or Mule
24. Section D – Pairs
25. Section E – Pairs

DIVISION 2 – OBSTACLE CLASSES

Wednesday, Aug. 22 – 10:00 a.m. D&B Arena

PREMIUMS: 1st - \$30 2nd - \$20 3rd - \$15 All Others - \$10

EVENT: OBSTACLE DRIVING – GAMBLER’S CHOICE

Rules:

1. To be driven over a course of unnumbered obstacles each carrying a specific point value.
2. Each driver has two minutes to negotiate as many obstacles as possible. Each obstacle is assigned a point value according to its degree of difficulty and each driver tries to amass as high a score as possible within the time allowed.
3. After passing through the starting line, the driver may drive through the obstacles, in any order, from any direction. Each obstacle may be driven twice, but not in succession. If driven a third time, no points will be awarded.

4. No obstacle may be re-driven once it has been disturbed. (Exception: obstacles which are designed to be knocked down.)
5. No points will be awarded for an incorrectly completed obstacle. If the obstacle is incorrectly driven, but not disturbed, it may be attempted again.
6. In this class the circling rule does not apply. If a horse should refuse or run out at an obstacle without disturbing it, the driver may elect not to attempt it and may drive to another obstacle without penalty. The obstacle may be attempted later, and if correctly driven, the appropriate points will be recorded.
7. A signal will sound at the end of the allowed time and the driver must then exit through the finish markers when the total time on the course will be recorded.
8. If the signal sounds when the competitor is committed to an obstacle, the competitor may complete the obstacle and receive the appropriate points, then proceed through the finish markers for total time to be recorded. Whether or not the competitor was committed to the last obstacle at the signal will be left to the discretion of the judge.
9. Placings are determined on a high score basis. Time will decide ties. If a tie occurs in both points and time, the winner will be decided by a drive off.

Class:

26. Section A – Single Horse or Mule
27. Section B – Single Pony or Mule
28. Section C – Single VSE or Mule
29. Section D – Pairs
30. Section E – Pairs

EVENT: PROGRESSIVE OBSTACLES (CONES)

Progressive Obstacles Rules:

- a. To be driven at the trot over a course of six numbered obstacles which will be adjusted to the following clearances: #1 – 20", #2 – 16", #3 – 12", #4 – 8", #5 – 4", #6 – 2"
- b. After passing the starting line, the entry shall proceed through each obstacle, in order, until finishing the course or dislodging an obstacle.
- c. Scoring
 - Time to be recorded when the rear axle clears the last obstacle. Points accumulated to that point count.
 - Time to be recorded when an obstacle is dislodged. Points accumulated to that point count.
 - For a disobedience or for going off course, points accumulated to that point count; however, no time will be recorded.
 - Two points given for each set of cones cleared. No points given for dislodged obstacle.
 - Placings determined on a high-point basis.
 - Entries with accumulated points and no recorded time are placed after those with equal points and recorded times.
- d. Penalties
 - Dislodging an obstacle Accumulated points and time recorded to that point
 - Break in gait (to canter or walk) Accumulated points and time recorded to that point
 - Disobedience Accumulated points count, no time recorded
 - Off course. Accumulated points count, no time recorded
 - Groom(s) dismounting. Accumulated points count, no time recorded

Class:

31. Section A – Single Horse or Mule
32. Section B – Single Pony or Mule
33. Section C – Single VSE or Mule
34. Section D – Pairs
35. Section E – Pairs

EVENT: TIMED OBSTACLES (CONES)

Obstacle Rules: To be driven over a prescribed course of numbered obstacles. Course faults are assessed as penalty seconds and are added to the driver's elapsed time. Placings are determined on a low time basis. Ties for first place will be decided by a drive off. No hooked overcheck reins or running martingales are allowed in the obstacle classes. Side check reins are acceptable.

- Dislodging Marker or Obstacle 5 seconds
- Break to Canter (1st) 5 seconds
- (More than (2nd) 5 seconds
- 5 seconds) (3rd) 5 seconds
- (4th) Elimination
- Off Course Elimination

Class:

36. Section A – Single Horse or Mule
37. Section B – Single Pony or Mule
38. Section C – Single VSE or Mule
39. Section D – Pairs
40. Section E – Pairs

EVENT: DOUBLE JEOPARDY OBSTACLES (CONES)

Double Jeopardy: Entry consists of two drivers in one carriage. First driver goes through the start and drives the course to the finish marker. After passing the finish marker and coming to a COMPLETE HALT, the second driver takes the reins and drives back through the start/finish, through the course backwards and again through the start/finish markers. The reverse course will be marked with numbers on different colored markers. Best time wins; course penalties are to be added to the time. Failure to come to a complete stop to change drivers may result in a 10 second penalty at the judge's discretion. DRIVERS MAY BE SHARED AND GO MORE THAN ONCE ON THE COURSE.

41. Section A – Single Horse or Mule
42. Section B – Single Pony or Mule
43. Section C – Single VSE or Mule
44. Section D – Pairs
45. Section E – Pairs

SPECIAL AWARDS

Concours D'Elegance: Presentation of a Trophy and Special Rosette to the competitor who, in the opinion of the Judge, presented the most elegant impression during the Pleasure Classes. **Award presented by Western Idaho Fair.**

Musical Freestyle Awards - Rose Williams – Eagle, Idaho will present an award to the First Place winner in each section of the Musical Free Style Driving.

The Western Idaho Fair will also award a trophy to the winner of each of the following:

High Point Individual (over both days) Trophy for each Section A, B, C, D and E. Points to count on all classes

High Point Junior* – Age 17 and under (all classes)

High Point Senior* – Age 55 & over (all classes)

***Please specify on entry whether a junior or senior driver**