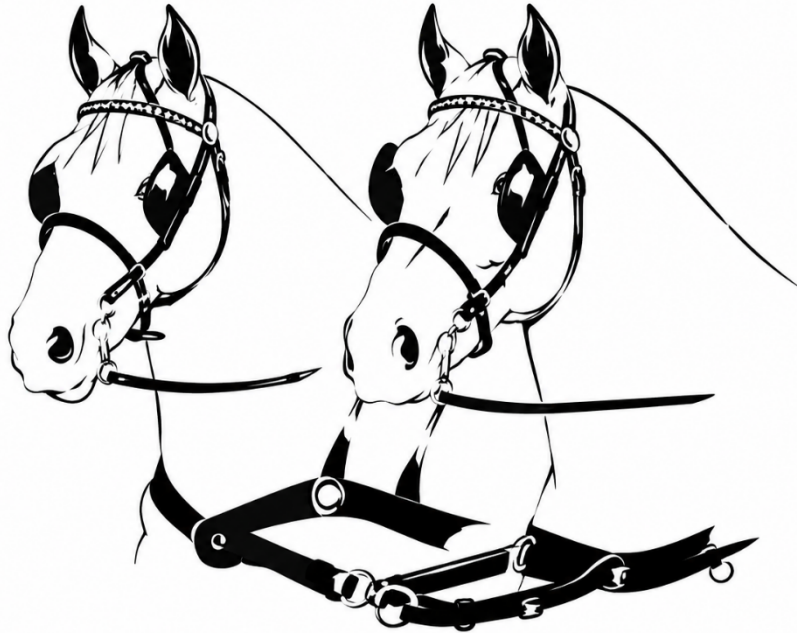


NEW ZEALAND CARRIAGE DRIVING SOCIETY INC



New Zealand Carriage Driving Society

NZCDS 2026 RULES

September 1st 2026

To be used for all NZCDS and affiliated club events.

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EVENT RESOURCES

1. PREAMBLE

- 1.1 This edition of the NZCDS Driving Rules comes into force at July 2026. As from the above date, all other texts covering the same matter (other editions and all other official documents) issued previously are superseded.
- 1.2 Every eventuality cannot be provided for in these Rules. In any unforeseen or exceptional circumstances, it is the duty of the Ground Jury to make a decision in a sporting spirit and approaching as nearly as possible to the intention of these Rules.
- 1.3 Throughout this publication, the word "Horse" shall mean horse, pony, donkey or mule; the masculine shall also include the feminine and the singular the plural unless otherwise stated in a specific Rule.

2. INTRODUCTION

2.1 Purpose of Rules:

2.1.1 These rules are intended to standardise NZCDS driving events as far as is possible, so that the conditions at such Events are fair and similar for all drivers.

2.1.2 Where a NZCDS affiliated club or the NZCDS are holding a competition event that is not specifically a CDT, OHCDT, POD, Graded Dressage, Showing Event (Show Classes or Timed Events), Obsthon or Scurry – the event schedule must indicate what classification the event is running under in respect to rules.

2.2 Definition of the start and finish of an event:

2.2.1 A driving event commences one hour before the advertised start time for the first phase/class and concludes one half hour after the announcement of the final results.

2.3 Inclusivity

2.3.1 The NZCDS has developed this rule book for driving events to enable the growth and promotion of our sport across New Zealand. The rules are designed to encourage those new to the sport to be able to participate, whilst also providing the opportunity for growth of experienced drivers.

2.3.2 The NZCDS aims to enable drivers with physical, vision and intellectual disabilities to compete at any driving event. A form to obtain a Dispensation to drive is available on the NZCDS website. This will be lodged with the NZCDS Executive Committee, and the driver will be notified of its approval status. A dispensation can be issued on a Temporary, Annual or Permanent timeframe. It is the drivers responsibility to notify an events OC of their dispensation.

2.3.3 A copy of the current Dispensation register is available for Event Convenors to review prior to their event. To request a copy of this register, the Event Convenor emails the NZCDS Secretary requesting this.

3. THE NZCDS CODE OF CONDUCT FOR COMPETITORS AND OFFICIALS

- 3.1 Know the rules both in their detail and spirit, uphold the spirit of good sportsmanship and fair play, and be consistent, courteous and objective at all times.
- 3.2 Recognise the value and importance of all the volunteers, Judges, Stewards and other helpers.
- 3.3 Competitors and spectators do not subject any Official, Competitor or Volunteer to physical or verbal abuse.
- 3.4 Officials are to ensure that events are run in accordance with the NZCDS Rules and that the correct procedures and processes are undertaken for events.
- 3.5 Where a competitor believes they have been subject to a breach of the code of conduct at a NZCDS event, they should raise the issue with the appropriate Area Delegate or Island Councillor.
- 3.6 Where an official believes that a competitor has breached the code of conduct, the Ground Jury reserves the right to penalise any competitor or groom up to and including disqualification, and may ask the individual to leave the grounds.
- 3.7 Serious breaches of the Code of Conduct should be referred directly to the NZCDS Executive Committee.
- 3.8 Respect the Landowner's, property, facilities and any requests that they make. Leave grounds and facilities clean and tidy.
- 3.9 Obey any Health and Safety requirements

4. GENERAL REQUIREMENTS FOR ALL PERSONS AT NZCDS and AFFILIATED CLUB EVENTS

- 4.1 No Teethering of any horse or pony at any time – in this instance teethering is considered to be any form of practice where a horse is secured on a long rope, lead, lunge line or similar for the purpose of grazing or unsupervised holding is not permitted at any event.
No leaving Horses or Ponies tied to a float, truck, vehicle, fence or similar situation for prolonged periods of time when there are yards or paddocks available for them.
- 4.2 No Horse or Pony may be left tied to a float, truck, vehicle fence or similar situation unattended.
- 4.3 Horses and Ponies are to be driven or led at a walking pace only through camping and yarding areas. Horses and ponies should always have access to drinking water.
- 4.4 Motor vehicles, including motorbikes must be driven at walking pace only through camping and yarding areas.
- 4.5 Any person riding a motorbike must be wearing a safety helmet.
- 4.6 Organisers may require Bicycle and Ebike users to wear a safety helmet, but it is not a NZCDS requirement.
- 4.7 Event organisers have the right to decline entries for events that they are holding.
- 4.8 NZCDS Memberships - All drivers entering CDT events affiliated under the NZCDS must be a full driving member of the NZCDS. All drivers entering NZCDS Championship events must be full driving members of the NZCDS. For all other events, NZCDS membership is not necessary but is highly recommended, and may be a requirement by individual event organisers.
- 4.9 The NZCDS Competency Assessment and Drivers Certificate are only available to full driving members of the NZCDS.
- 4.10 Horses and ponies must not be tied to a horse float or trailer unless it is securely attached to a tow vehicle. Floats and trailers used for tying must be stable, safely positioned, and capable of safely restraining the equine

5. THE NZCDS CODE OF CONDUCT FOR THE WELFARE OF THE HORSE

5.1 Abuse of Horse

- 5.1.1 Abuse of Horse means any action or omission that causes, or is likely to cause pain or unnecessary discomfort to a Horse including, but not limited to:
- 5.1.2 Excessive pressing of exhausted Horses.
- 5.1.3 Excessive use of a whip.
- 5.1.4 An unacceptably severe, badly fitting, broken or damaged bit or
- 5.1.5 Badly fitting harness which might cause distress to the Horse.
- 5.1.6 Damage to a Carriage which might cause injury to the Horse.

5.2 Wounds and Lacerations

- 5.2.1 Blood on Horses may be an indication of abuse of Horse and must be investigated case by case by any member of the Ground Jury.
- 5.2.2 In minor cases of blood in the mouth, such as where a Horse appears to have bitten its tongue or lip, or minor bleeding on limbs, after investigation the driver may be authorised to continue.

5.3 Reporting

- 5.3.1 Stewards, or any other Official, must report any instance of abuse of the Horse to any member of the Ground Jury as soon as possible.

5.4 Penalty

- 5.4.1 Acts deemed as Abuse of Horse will result in the imposition by the Ground Jury of any or a combination of either elimination or disqualification.

5.5 General Welfare:

- 5.5.1 Yarding and feeding must be compatible with the best horse management practices. Clean and good quality forage, feed and water must always be available, and the OC must ensure that yarding that is safe and suitable is provided for all horses.

5.6 Horse/Pony age to Compete

- 5.6.1 For driven events, (in harness and carriage) horses may compete at NZCDS events from 4 years of age onwards.
- 5.6.2 For events where long reining classes are offered, horses may compete from 2 years of age onwards.

5.7 Doping and Medication:

- 5.7.1 Any action or intent of doping and illicit use of medication constitute a serious welfare issue and will not be tolerated. After any veterinary treatment, sufficient time must be allowed for full recovery before Competition.

5.8 Pregnant/recently foaled mares:

- 5.8.1 Mares are not allowed to compete after their fourth month of pregnancy or with a foal at foot. If it is subsequently confirmed that a mare competed under either of these conditions, she will be Disqualified from all Events to which these conditions applied, and the case will be reported to the Secretary NZCDS

5.9 Extreme weather

- 5.9.1 Competitions must not take place in extreme weather conditions that may compromise welfare or safety of the Horse. Provision must be made for cooling conditions and equipment for Horses after competing.
- 5.9.2 In the case of severe weather, a shortened competition or change in competition timings may be actioned at the discretion of the President of the Ground Jury or suitable person.

5.10 Inspection of Horses

- 5.10.1 Only a member of the Ground Jury has the authority to Disqualify any Horse which is considered to be unfit for the Event.

GENERIC RULES

Applicable for all NZCDS Affiliated Events

Including:

CDT

OHCDT

POD

Graded Dressage

Showing Events – Show Classes

Showing Events – Timed Events

Obstathon

Scurry

Cones

And any event held by NZCDS or NZCDS affiliated Club.

6. ELIGIBILITY OF DRIVERS AND GROOMS

6.1 Age:

6.1.1 Age is determined from the beginning of the calendar year in which the driver and grooms reach the designated age.

6.2 Eligibility of Junior and Young Drivers

6.2.1 A Junior Driver is a person who is not yet reached the calendar year of their 16th birthday. A junior driver must have parental consent to be able to participate in any NZCDS affiliated event. Junior drivers are NOT permitted to drive multiple combinations (Pair, team, tandem and other combinations of more than 1 horse or pony).

6.2.2 A young Driver is a person who has reached the calendar year of their 16th birthday and not yet reached the calendar year of their 18th birthday. An adult is a person who has reached the calendar year of their 18th birthday

6.3 Minimum Ages - Junior and Young Drivers

6.3.1 Junior drivers - Aged 6-9

A Junior driver who has reached the calendar year of their 6th birthday and has not yet reached the calendar year of their 10th birthday (6-9) is allowed to drive a single horse or pony and must be accompanied in the vehicle by an experienced adult seated alongside, facing forward at all times and holding a second pair of reins attached to the bit. The whip may be carried by the Junior Driver, or by the adult. The adult must hold the NZCDS competency assessment.

6.3.2 Junior Drivers 10-12

A Junior driver who has reached the calendar year of their 10th birthday and has not yet reached the calendar year of their 13th birthday (10-12) must be accompanied in the vehicle by an experienced adult who must be facing forward. A second pair of reins is not compulsory but may be carried if considered required. The whip is to be carried by the driver. The adult must hold the NZCDS competency assessment.

6.3.3 Junior Drivers 13-15 – HAS achieved NZCDS Competency Assessment, Driving a Tiny Pony (Up to and Including 108cm)

A Junior driver who has reached the calendar year of their 13th birthday and has not yet reached the calendar year of their 16th birthday (13-15) who have completed and achieved their NZCDS Competency Assessment may drive ponies up to 108cm (known as the Tiny Pony Class) without an adult on the carriage, however, a dedicated experienced adult must be in close attendance at all times, being able to render assistance if required. This role is referred to as a 'nominated supporter'. This person must follow the junior driver around the marathon phase for CDT or OHCDT on a suitable bicycle or motorbike.

6.3.4 Junior Drivers 13-15 – HAS achieved NZCDS Competency Assessment , Driving a pony or horse that is over 108cm.

A Junior driver who has reached the calendar year of their 13th birthday and has not yet reached the calendar year of their 16th birthday (13-15) who has completed and achieved their NZCDS Competency Assessment who are driving a pony or horse 109cm must be accompanied on the vehicle by an experienced adult.

6.3.5 Junior Drivers 13-15 – HAS NOT achieved NZCDS Competency Assessment

A Junior driver who has reached the calendar year of their 13th birthday and has not yet reached the calendar year of their 16th birthday (13-15) who has NOT completed and achieved their NZCDS Competency Assessment must be accompanied in the vehicle by an experienced adult who must be facing forward (All pony heights). The adult must hold the NZCDS competency assessment.

6.3.6 Young Drivers 16-17 – HAS achieved NZCDS Competency Assessment



A Young driver who has reached the calendar year of their 16th birthday and has not yet reached the calendar year of their 18th birthday (16-17) who have obtained their NZCDS Competency Assessment, are permitted to drive a single horse or pony as per the standard rules of the competition, (CDT rules, POD rules etc).

6.3.7 Young Drivers 16-17 – HAS NOT achieved NZCDS Competency Assessment

A Young driver who has reached the calendar year of their 16th birthday and has not yet reached the calendar year of their 18th birthday (16-17) who has not yet obtained their NZCDS Competency Assessment are subject to the rules applied for 13 – 15 year old junior drivers who have not obtained the NZCDS Competency Assessment.

6.3.8 Young Drivers 16-17 – HAS achieved NZCDS Drivers Certificate

A Young driver who has reached the calendar year of their 16th birthday and has not yet reached the calendar year of their 18th birthday (16-17) who has obtained their NZCDS Drivers Certificate is permitted to drive a multiple combination (pair, team or tandem). Note: The NZCDS Drivers Certificate must be completed using the combination of ponies that the driver wishes to compete with – i.e if the Young Driver wishes to complete with a Pair of Ponies, then the NZCDS Drivers Certificate must be completed with a Pair of Ponies.

6.4 Eligibility of Adult Drivers

6.4.1 An adult driver is considered a driver that has reached the year of their 18th birthday

6.4.2 All adult drivers must achieve the NZCDS Competency Certificate to be eligible to enter NZCDS affiliated CDT Events.

6.4.3 The requirement to have achieved the NZCDS Competency Certificate for all other events is at the discretion of the event organizing committee for the event.

6.5 Eligibility of Grooms

6.5.1 The minimum age for a groom is someone who has reached the calendar year of their 12th birthday.

6.5.2 Grooms that have reached the calendar year of their 12th birthday, but have not yet reached the calendar year of their 16th birthday must have parental consent to be able to participate.

6.6 Championship Event – Driver Eligibility

6.6.1 All drivers entering a NZCDS Championship level event or class must be a full driving member of the NZCDS.

6.6.2 This includes the following events, and any other event that the NZCDS classifies as a Championship Event;

6.6.2.1 NZCDS POD Championships

6.6.2.2 NZCDS Sno Bennett Obsthon Championship

6.6.2.3 NZCDS All Harness Show (Showing Championships)

6.6.2.4 NZCDS OHCDT Championship

6.6.2.5 NZCDS Dressage Championships

6.6.2.6 NZCDS CDT Championships (See below qualification requirement)

6.6.2.7 Any other event that is being run by the NZCDS, or an affiliated NZCDS Club that wishes to be recognised as a North Island, South Island or National Championship, or equivalent, level event, or form part of a qualification process for an international level event.

6.6.3 The NZCDS may determine whether an event or class is to be treated as a Championship-level event for the purposes of membership eligibility, entry requirements and qualification criteria.

6.6.4 To be eligible to enter the NZCDS CDT Championships, the driver must have completed an affiliated CDT in the past three years without elimination, with the combination type (Single/Pair/Team/Tandem) that they are nominating as their entry for the CDT Championships event.

6.7 Competency Assessment and Drivers Certificate.

6.7.1 The Competency Assessment and the Drivers Certificate criteria and assessment processes can



be located in Appendix 20 of this rule book.

7. CONDITIONS FOR PARTICIPATION

7.1 Method of Driving

7.1.1 Drivers may use any method or style of driving.

7.2 The Drivers and Grooms participation

7.2.1 Depending on the schedule, and at the discretion of the organising committee, a driver can compete both as a driver and as a groom.

7.2.2 Depending on the schedule, and at the discretion of the organising committee, Groom(s) may participate several times in all competitions (i.e with multiple drivers)

7.2.3 No person may be tied to the Carriage in any way during the Competitions. A driver may be secured by rope, webbing or belt, provided one end is held by a Groom and not wrapped or fastened to the carriage in any way. Failure to comply will result in elimination.

7.2.4 Substitution of a Groom during the Marathon competition is not permitted under any circumstances and will incur Elimination of the driver.

7.2.5 Different grooms may be used for each phase of a multi phase event (CDT, POD, OHCDT)

7.2.6 Passengers may not ride on the carriage during the competition phase of any event.

7.2.7 All persons on carriages must be wearing approved equestrian helmets at all times at all events. Approved equestrian helmets refers to the current Equestrian Sports New Zealand requirements.

7.2.8 If the event has issued a competitor number, then that number must be displayed on the carriage throughout the duration of the event.

7.2.9 If a driver, that does not carry groom/s on their carriage, wishes to have a nominated support person as part of their entry, this must be included on the entry form, and this person must be identifiable by wearing the competitors number in a wearable number bib during the phases of competition. An example of this is provided below.



Figure 1: Example of bib to be worn by nominated support person.

8. ENTRYS AND SUBSTITUTIONS

8.1 Entry Requirements

- 8.1.1 The organising committee may limit the number of entries they will accept for any event.
- 8.1.2 The organising committee has the right to refuse any entry without reason.
- 8.1.3 Entries must reach the organising committee by the closing date stated on the entry form. Late entries may or may not be accepted by the organising committee at their discretion.
- 8.1.4 Entries must include the names of the driver, groom/nominated support person and horses and must include relevant information that pertains to parental consent and/or dispensations relevant to that entry.
- 8.1.5 Drivers may enter multiple entries at the discretion of the organising committee. If the organising committee accepts multiple entries, the running order must enable the driver to compete with all entries.

8.2 Substitutions before an Event

- 8.2.1 If a driver advises the organising committee that a horse is not fit to take part; or in the event of an accident or illness of a driver, substitutions of either horse or driver may be made provided the OC gives its approval.

8.3 Substitutions during an Event

- 8.3.1 Substitution of Horses or Drivers during a Competition is not permitted. The penalty will be Disqualification.
- 8.3.2 Drivers in Four-in-Hand classes may start each Competition with any four (4) of their five (5) declared entries.
- 8.3.3 Drivers in Pair or Tandem classes may start each Competition with any two (2) of their three (3) declared entries.
- 8.3.4 Drivers in Single classes must start each Competition with their single declared entry.
- 8.3.5 One Horse may be used by another Driver in the same class if that Driver has not presented a spare Horse and providing the borrowed horse has not already been used in a Competition at the Event. This Horse must then stay with that new Driver for the whole Event.

9. EVENT STRUCTURE FOR MULTI PHASE EVENTS

9.1 Multi Phase Event Structure Summary – CDT, POD, OHCDT Events

9.1.1 The following table provides a summary of the structure of the multi phase events covered in this rule book, and the order in which the phases are completed at these events.

Table 1: Multi Phase Event Structure Summary

Event Type	One / Two / Three Day Event	Day / Phase		
CDT	One Day Event	Day One – Dressage, Cones, Marathon		
CDT	Two Day Event	Day One – Dressage, Cones	Day Two – Marathon	
CDT	Three Day Event	Day One – Dressage	Day Two – Marathon	Day Three – Cones
POD	One Day Event	Day One – Dressage, Cones, Marathon Obstacles		
OHCDT	One Day Event	Day One – Dressage, Marathon, Cones.		

10. HORSE / PONY INSPECTIONS

- 10.1** At all times, at all events, horse and pony welfare is of the utmost importance. The NZCDS Code of Conduct for the welfare of the horse must be followed at all times.
- 10.2** To assist in ensuring that horses and ponies are at the forefront of our concern, NZCDS affiliated events have some recommended inspections. The inclusion or exclusion of these inspections should be reflective of the event, the terrain, the weather and the environment. These are not mandatory, however are recommended.
- 10.3** For CDT Events, One Member of the Ground Jury must be at the compulsory rest before Section E. They should act on the advice of the Veterinary Appointee to decide whether the Horses are in a fit condition to continue the Competition.
- 10.4** The rest of the Jury will be positioned by the President of the Ground Jury.
- 10.5** The following table outlines the inspection considerations for various NZCDS affiliated events, and the parameters that are included as part of the inspections (Table 2)

Table 2: Inspection considerations for various NZCDS affiliated events

Event Type	Point during Competition that inspection occurs	Parameters for passing inspection	Outcomes for not passing inspection
CDT – Two or Three Day Event, where a Three Section Marathon is held	At the 10 minute rest between section D and E, in harness An initial inspection to be undertaken upon arrival and a subsequent inspection taken up to 10 minutes later. A digital HR monitor or a stethoscope may be used, or if the driver has a HR monitor on their horse or pony, with a digital display this may also be utilized, especially for nervous or reactive horses and ponies. This check must be performed in a quiet setting, away from the busyness of the course, and away from any start / finish gates.	Heart rate and respiratory rate should be decreasing through the rest period, ideally to a heart rate below 64, and a respiratory rate of less than 40 breaths per minute, however, if the assessment that the horse or pony is only showing an elevated HR due to excitement, this can be taken into consideration. If the Vet, VA or Ground Jury Member are concerned that the horse or pony is noticeably lame, they may ask for the horse / pony to walk out / trot out for them.	If the Vet or VA is concerned about the fitness of the horse or pony to continue, they must alert the Ground Jury Member stationed at the Rest Area. The Ground Jury member may make decide to not allow the driver to continue based on the welfare of the horse / pony. If the Vet, VA, or Ground Jury member consider the horse or pony to be lame, then the Ground Jury member can eliminate that driver and they may not continue on the marathon.
CDT – Two or Three Day event where either a One Section or a Three Section	A maximum of 30 minutes after the driver has completed Section E, unharnessed, with no bandages or boots on. Rugs are permitted but the Vet will request to remove these to inspect the horse / pony. If the vet requests it, a bitted bridle may be required, if they feel that a halter will not provide sufficient control for the individual horse or pony.	The Horse / pony is assessed by a Vet or VA with the primary purpose to check for any wounds, rubs or injuries that may have occurred during the marathon. The Heart Rate and respiratory rate of the	If the Vet or VA identifies minor scrapes or rubs, they should discuss these with the driver presenting them and make suggestions as to remedy If the Vet or VA has significant concerns about the welfare of the

Event Type	Point during Competition that inspection occurs	Parameters for passing inspection	Outcomes for not passing inspection
Marathon is held	This check must be performed in a quiet setting, away from the busyness of the course, and away from any start / finish gates, and it is preferential that this check is completed in close proximity to the parking area. If possible, it is preferential for the vet to be available to be located in the parking area, so that horses and ponies do not need to travel back into the area designated for active competition or rest areas.	horse / pony should also be checked, and ideally the Heart rate should be below 64 and a respiratory rate of less than 40 breaths per minute, however, if the assessment that the horse or pony is only showing an elevated HR due to excitement, this can be taken into consideration.	horse or pony (I.e the heart rate is significantly elevated, or there are significant wounds) they should raise this with their Ground Jury Contact immediately.
CDT – Three day Event where the cones are completed on the final day.	Before the cones, in harness. Horses and ponies may present with bandages or boots on, but the VA, Vet or Ground Jury member may request that these be removed.	The VA or Vet and Ground Jury Member present are assessing the horse or pony for soundness.	If the horse or pony is considered to be unsound the Ground Jury member may eliminate the driver.
POD and OHCDT, Obsthon, Scurry and Showing Events	No formal inspections during these events however the chief judge may request an inspection if they are concerned about soundness / welfare of a horse / pony. Horses and Ponies may be presented in boots or bandages for all phases of a POD or OHCDT however, the Chief Judge may request these to be removed at any time for inspection.	-	-

11. CARRIAGES AND HARNESS

11.1 All vehicles used at NZCDS affiliated events must comply with the following table (Table 3).

Table 3: Carriage Requirements for NZCDS and affiliated events

Category	Dressage	Marathon / MO Driving	Cones
CDT – Single (All Heights)	2 or 4 wheel carriage with a minimum width of 138cm	2 or 4 wheel carriage with a minimum width of 125cm	2 or 4 wheel carriage with a minimum width of 138cm
CDT – Tandem (All Heights)	2 or 4 wheel carriage with a minimum width of 138cm	2 or 4 wheel carriage with a minimum width of 125cm	2 or 4 wheel carriage with a minimum width of 138cm
CDT – Pairs and Teams – (Pony Classes)	4 wheel carriage with a minimum width of 138cm	4 wheel carriage with a minimum width of 125cm	4 wheel carriage with a minimum width of 138cm
CDT – Pair (Horse Classes)	4 wheel carriage with a minimum width of 148cm	4 wheel carriage with a minimum width of 125cm	4 wheel carriage with a minimum width of 148cm
CDT – Team (Horse Classes)	4 wheel carriage with a minimum width of 158cm	4 wheel carriage with a minimum width of 125cm	4 wheel carriage with a minimum width of 158cm
OHCDT / POD – All Single Combinations, All Heights (<i>Same carriage must be used throughout competition</i>)	2 or 4 wheel carriage with a minimum width of 138cm	2 or 4 wheel carriage with a minimum width of 138cm	2 or 4 wheel carriage with a minimum width of 138cm
OHCDT / POD – All multiple Combinations, All Heights (<i>Same carriage must be used throughout competition</i>)	4 wheel carriage with a minimum width of 138cm	4 wheel carriage with a minimum width of 138cm	4 wheel carriage with a minimum width of 138cm
Graded Dressage Events			
Graded Dressage – All Single Combinations, All Heights	2 or 4 wheel carriage with a minimum width of 138cm		
Graded Dressage – All Multiple Combinations, All Heights	4 wheel carriage with a minimum width of 138cm		
Obstathon and Scurry Events			
Obstathon – All Single Combinations, All Heights	2 or 4 wheel carriage with a minimum width of 138cm		
Obstathon – All Multiple Combinations, All Heights	2 or 4 wheel carriage with a minimum width of 138cm		
Showing Events			
Showing – All Single Combinations, All Heights	2 or 4 wheel carriage		
Showing– All Multiple Combinations, All Heights	4 wheel carriage		
Showing – Timed events being held at Showing Events	Refer to Obstathon event requirements.		

- 11.2** The track width of all carriages is measured at ground level on the widest part of the rear wheels.
- 11.3** Artificial extensions to increase the measured width of a Carriage are not permitted at any time.
- 11.4** Drivers whose carriages do not conform to the required measurements will be eliminated from the relevant Competition.
- 11.5** Solid rubber or pneumatic tyres are permitted at all events.

- 11.6** The carriage must be fitted correctly to the horse and not cause deliberate discomfort in any way.
11.7 The distance between Horse/Pony and the nearest point of the carriage when in draft must comply with the following (Table 4)

Table 4: Distance between Horse/Pony and the nearest point on the carriage.

Size of Horse Pony	Distance
Tiny Pony (Up to and Including 108cm) – All Single and Multiple Combinations	30cm
Small Pony (over 108cm and up to and including 128cm) – All Single and Multiple Combinations	30cm
Large Pony (Over 128cm and up to and including 148cm) – All Single and Multiple Combinations	40cm
Horse (Over 148cm) – All Single and Multiple Combinations	40cm

11.8 Harness - General

- 11.8.1** The Horses must be correctly and fully harnessed to the carriage, including the reins.
11.8.2. The harness must be fitted correctly, and not cause deliberate discomfort to the horse in any way.

11.9 Harness - Breeching

- 11.9.1** During all events, excluding showing classes, whenever a single Horse/Pony is harnessed to a carriage breeching is compulsory.
11.9.2 During all events breeching is not required for multiple combinations that are in a carriage with brakes.
11.9.3 During all events breeching is required for multiple combinations that are in a carriage without brakes.
11.9.4 Where timed classes are held at showing events, breeching must be used as per the above rules.

11.10 Bandages and Brushing Boots

- 11.10.1** Bandages and Brushing Boots are not permitted in CDT dressage phase, Graded Dressage events, or Showing Classes (excluding timed events).
11.10.2 Failure to comply will result in elimination for CDT and Graded Dressage. For showing the driver will be asked to leave the ring, and be ineligible for placing in that class.
11.10.3 Bandages and Brushing boots are permitted in POD and OHCDT Dressage phases
11.10.4 Bandages and Brushing boots are permitted at all other times, however, may be asked to be removed for inspection by a member of the ground jury or their delegated steward.

11.11 Shoes and Hoof Boots

- 11.11.1** Any conventional type of shoe is permitted; double shoes or additional weight (lead) are not allowed.
11.11.2 Any conventional hoof boot is permitted; the boot must not extend up past the coronet.

11.12 Bridles, Bits and Blinkers

- 11.12.1** Nosebands must be fitted in a manner that allows the approved noseband testing tool to pass under the noseband, and are subject to checking by a member of the ground jury or their delegated steward. Refer to Appendix 1 for processes regarding this testing practice.
11.12.2 Where the check is conducted at the request of the driver before the commencement of a phase, class, or competition, and the test does not pass, the Driver shall be required to adjust the noseband before being permitted to continue.
11.12.3 Where the check is conducted during or immediately following a phase, class, or competition, and the test is not passed, the penalty will be 20 penalties and the Driver shall be required to adjust the noseband before continuing driving.
11.12.4 Refusal by a Driver to present a horse for a Noseband Tightness Check shall result in elimination
11.12.5 Blinkers, if used, and ancillary equipment must not impede forward vision or be so close to the eyes as to irritate them.



- 11.12.6** Bits and curb chains / straps must be fitted in a safe and correct manner that does not cause discomfort to the horse.
- 11.12.7** All bit less bridles and hackamores are not permitted when the horse is harnessed to a carriage.
- 11.12.8** Ear hoods and plugs are permitted.
- 11.13** **Connecting straps (Team Leaders) and Pole Straps**
- 11.13.1** Connecting straps between neck or breast collars may be used in all Four-in-Hand Competitions. The leaders may not be attached to each other in any other way (except by the Reins).
- 11.14** **Auxiliary reins**
- 11.14.1** Auxiliary reins / divided reins (including any type of check reins) are not permitted when in harness, with the exception of showing.
- 11.14.2** In show classes, the use of a top rein / overcheck is permitted.
- 11.14.3** Where timed classes are held at showing events, the use of over check and side check are not permitted.
- 11.15** **Martingales**
- 11.15.1** False martingales are permitted. (Connecting the breast plate to the girth)
- 11.15.2** Standing martingales are permitted. They may not be attached to any type of dropped noseband, only to a cavesson or the noseband of a halter worn over or under the bridle. For length, it must be able to reach the horse's gullet when pushed up into it with the horse's head in a normal position.
- 11.15.3** All other types of martingales are not permitted.
- 11.16** **Tails**
- 11.16.1** Tails may not be tied or attached to any part of the harness or Carriage, with the exception of a recognized tail guard. No other ancillary device restricting the free movement of the Horse's tail is permitted.
- 11.17** **Impaired Vision**
- 11.17.1** No attachment or ancillary harness may be positioned between the wheelers and the leaders, in such a way as to impair the vision of either of the wheelers.
- 11.18** **Kicking / Bucking Straps**
- 11.18.1** Kicking or bucking straps are permitted to be used on single horses / ponies or the wheeler of a tandem.
- 11.18** **Penalties**
- 11.18.1** Contravention of rules in this section (Section 11) at any time whilst at the competition venue will result in Elimination of the driver.

12. DRIVER AND GROOM - DRESS

- 12.1 Dress in CDT Dressage and Cones, Graded Dressage and Showing Events**
- 12.1.1** The dress of Drivers and Grooms should conform to the style of the Carriage and harness used.
- 12.1.2** Long sleeve jackets, driving aprons, approved equestrian helmets and gloves are obligatory for Drivers.
- 12.1.3** Grooms must wear jackets or national dress, approved equestrian helmets and gloves.
- 12.1.4** Event Organisers may stipulate that the wearing of a short sleeve jacket or vest/waistcoat, in place of a long sleeve jacket is permitted if the hot weather is anticipated.
- 12.1.4** The President of the Ground Jury may decide that
- 12.1.4.1** Jackets may be removed in hot and humid weather;
- 12.1.4.2** Jackets are not required in special circumstances;
- 12.1.4.3** Wet weather clothing may be worn, and aprons not required in wet weather.
- 12.2 Dress in CDT Marathon, POD, OHDC, Obstathon/Scurry and Timed classes at Showing Events.**
- 12.2.1** Less formal dress is acceptable in Marathon for the Driver and Grooms.
- 12.2.2** Long pants must be worn by drivers and grooms.
- 12.2.3** The wearing of body or back protectors by drivers and grooms in Competition B is recommended, but optional.
- 12.2.4** The wearing of approved equestrian helmets is mandatory at all times.

13. USE OF WHIP

- 13.1 Whip for CDT Dressage and Cones, Graded Dressage and Showing Events**
- 13.1.1** The Driver must carry a whip of traditional style. The lash, which may be tied to the stick, must be capable of release, and must be long enough to reach all the Horses, including leaders for tandem and team combinations.
- 13.1.2** A driver must begin the phase of competition with a whip in hand or incur 5 penalty points.
- 13.1.3** If the driver drops or puts down his whip during the phase of competition, or if it is not held in the hand, they will incur 5 penalty points.
- 13.1.4** If the driver drives the dressage test or cone course without a whip in hand, they are penalised a total of 10 penalty points.
- 13.1.5** The whip, if dropped, need not be replaced and the driver may finish without a whip.
- 13.1.6** However, the Groom may hand the driver a spare whip and without any further penalty.
- 13.1.7** The whip can only be used by the driver, with the exception of junior drivers as per rules outlined in section 6. Failure to comply will incur 20 penalties.
- 13.1.8** For showing classes, not carrying a whip in hand for the duration of the class results in that driver being ineligible to be placed in that class.
- 13.2 Whip for CDT Marathon, POD, OHDC, Obstathon/Scurry Events and Timed classes at Showing Events.**
- 13.2.1** A whip must be carried on the carriage, but may be secured within an appropriate whip holder, if it is not in the hand of the driver.
- 13.2.2** The whip can only be used by the driver, with the exception of junior drivers as per rules outlined in section 6. Failure to comply will incur 20 penalties.

14. NUMBER OF GROOMS

- 14.1** The following table outlines the number of grooms that are required to be on the carriage at NZCDS affiliated events during phases of competition (Table 5)
- 14.2** Additional persons may not be on the carriage during phases of competition.

Table 5: Number of Grooms required for competition

Category	Grooms required for all phases of competition (Subject to Junior Driver rule requirements)	Seated or Standing position in relation to the Driver (Subject to Junior Driver rule requirements)
CDT – Single Pony – up to 128cm	1 Groom recommended but not required	Behind or Beside
CDT – Single Pony over 128cm and Single Horse	1 Groom	Behind or Beside
CDT – Pairs – All Heights	1 Groom	Behind
CDT – Tandems – All Heights	1 Groom	Behind or Beside
CDT – Teams – All Heights	2 Grooms	Behind
OHCDT / POD – All Single Combinations, All Heights	1 Groom recommended but not required	Behind or Beside
OHCDT / POD – Pairs – All Heights	1 Groom	Behind
OHCDT / POD – Tandems – All Heights	1 Groom	Behind or Beside
OHCDT / POD – Teams – All Heights	2 Grooms	Behind
Graded Dressage – All Single Combinations, All Heights	1 Groom recommended but not required	Behind or Beside
Graded Dressage – Pairs – All Heights	1 Groom	Behind
Graded Dressage – Tandems – All Heights	1 Groom	Behind or Beside
Graded Dressage – Teams – All Heights	2 Grooms	Behind
Obstathon – All Single Combinations, All Heights	1 Groom recommended but not required	Behind or Beside
Obstathon – Pairs – All Heights	1 Groom	Behind
Obstathon – Tandems – All Heights	1 Groom	Behind or Beside
Obstathon – Teams – All Heights	2 Grooms	Behind
Showing – All Single Combinations, All Heights	1 Groom recommended but not required	Behind or Beside
Showing – Pairs – All Heights	1 Groom	Behind
Showing – Tandems – All Heights	1 Groom	Behind or Beside
Showing – Teams – All Heights	2 Grooms	Behind

- 14.3** For CDT, OHCDT, and POD events, where a phase of the competition is commenced with or without a groom, that phase of the competition must be completed with the same groom, or without a groom.
- 14.4** For all events, grooms may compete with more than one driver if the timetabling permits.

15. GROOMS AND NOMINATED SUPPORT PERSON ASSISTANCE

15.1 Permitted Assistance

- 15.1.1** Grooms and Nominated Support Persons are permitted to inspect all phases of the competition prior to the commencement of the competition.
- 15.1.2** Grooms may be either seated or standing throughout the duration all phases of competition.
- 15.1.3** Grooms and Nominated Support Persons are permitted to verbally assist their driver at all times, and they may indicate directions to their driver. Grooms (on carriage) may speak directly to their driver at any time. Nominated support persons may speak at any time to their driver, but must use a communication device such as a headset unit to communicate. They must not yell out loud to their driver in any phase of competition.
- 15.1.4** Grooms are permitted to provide physical assistance to the carriage with the exception of during Graded Dressage tests and during CDT, POD and OHCDT dressage and cones phases. During these events / phases, grooms are not permitted to provide excessive physical assistance to the carriage. Penalties for the groom providing excessive physical assistance to the carriage during these phases / events is 20 penalties per incident.
- 15.1.5** During competition phases and active competition, grooms and nominated support persons are not permitted to handle the reins or the whip, including handling the reins from the bit end of the bridle. Handling the reins at any time will incur 20 penalties, with the exception of junior drivers, as per rules outlined in section 6.

16. OUTSIDE ASSISTANCE

16.1 Definition

- 16.1.1** Outside assistance is any physical intervention by a third party who is not riding on the carriage, or by a person on the ground who is not the Driver's nominated support person (as outlined in Section 7), whether requested or unrequested, that assists the Driver or their horse(s).
- 16.1.2** Where physical assistance is provided by a third party solely for safety reasons, such assistance is permitted. Outside assistance will incur the same penalties as if the assistance had been provided by the Driver's nominated support person or by a Groom dismounting from the carriage, as prescribed elsewhere in these Rules.
- 16.1.3** Outside assistance that is not provided for safety reasons may result in elimination at the discretion of the Ground Jury.
- 16.1.4** Obstacle Observers, Ground Observers, Timekeepers, or any other Officials must not give directions, advice, or information to the Driver while on the Marathon course in a manner that assists the Driver.
- 16.1.5** The following are considered to be permitted outside assistance:
- 16.1.5.1** Assistance during the halt and in neutral zones between Sections.
- 16.1.5.2** Assistance to horses as a result of an accident inside an obstacle, providing the grooms are dismounted.
- 16.1.5.3** Physical intervention by any person where immediate action is required to protect the safety of a Driver, Groom, horse(s), Officials, spectators, or other participants. Where such intervention also assists the progress of the turnout, the applicable penalties for physical assistance will apply.



17. OFFICIALS

17.1 The following table outlines the officials required for the various types of events covered specifically by this rule book (Table 6)

Table 6: Officials required for NZCDS affiliated events

CDT Events	POD/ OHCDT Events	Graded Dressage Events	Obstathon Scurry Events	Showing Events
• President of the Ground Jury (POGJ) • Ground Jury Members (x2) • Technical Delegate • Dressage Judges (x2,3 or 5) • Dressage Writers (x2,3,or 5) • Cones Course Judge • Cones Course Timekeeper • Cones Course Writer • Marathon Course Designer / Builder • Cones Course Designer / Builder • Timekeepers • Marathon Obstacles Stewards • Scorer	• Chief Judge • Dressage Judge (x1 or 2) • Cones Judge • Cones Timekeeper / Writer • Timekeepers • Marathon Obstacle Stewards • Scorer • MO and Cones Course Designer / Builder	Graded Dressage • Chief Judge (May or may not be a dressage judge) • Dressage Judges (x2,3,or 5) • Dressage Writers (x2,3,or 5) • Scorer	• Chief Judge • Timing Steward • Scorer • Course designer / Builder	• Judge • Chief Steward • If Timed Events are scheduled: Course Builder and Time Keeper.

17.2 Appointment of officials

17.2.1 CDT Officials - General

17.2.1.1 CDT officials must be selected from the NZCDS Officials Register and approved by the NZCDS CDT Sub Committee through the affiliation process. Dressage Judges may be listed with the NZCDS or the equivalent ridden judge registry.

17.2.1.2 In the case of international officials being appointed, they must be on the equivalent register for their home country, and a full copy of the NZCDS Rules should be provided to the official two (2) months in advance of the event at which they are officiating.

17.2.1.3 In the event of an Official appointed being unable to attend, the Organising Committee is responsible for selecting a replacement and notifying the NZCDS CDT Sub Committee of the change for approval.

17.2.2 President of the Ground Jury (CDT) / Chief Judge (Graded Dressage, POD, OHCDT, Obsthon, Scurry)

17.2.2.1 The President of the Ground Jury will have overall control of the Duties and Responsibilities of the Ground Jury throughout the Event, in conjunction with the Technical Delegate.

17.2.2.2 For those events that only have a Chief Judge, the Ground Jury responsibilities (below) apply for the role of the Chief Judge.

17.2.3 Ground Jury

17.2.3.1 The Ground Jury shall consist of a President and two other members.

17.2.3.2 The Ground Jury is responsible for the technical judging of the Competition and for all other Decisions.

17.2.3.3 The Ground Jury must be available throughout the event.

17.2.3.4 The Ground Jury is responsible for the control and publication of the results of the Competitions and of the Event.

17.2.3.5 Each Member of the Ground Jury has the right and the duty to Eliminate or Disqualify any Horse which, in his opinion, is unfit to continue the Competition in accordance with Rules

17.2.3.6 If the Ground Jury believe there is a Health and Safety issue with any equine, person, or equipment (carriage etc) they can stop that combination competing in its current state.

17.2.3.7 The Ground Jury is Responsible for upholding the Code of Conduct for Competitors.

17.2.3.8 The Ground Jury may impose the following penalties and sanctions:

17.2.3.8.1 A warning

17.2.3.8.2 Elimination or Penalties

17.2.3.9 There is no Appeal against Decisions of the Ground Jury which are final and binding, such as but not limited to:

17.2.3.9.1 Where the Decision is based on factual observation of performance during a Competition or the awarding of marks for performance; whether an obstacle was knocked down; whether a Horse was disobedient; whether a Horse refused an obstacle; whether an Driver or Horse has fallen; whether a horse refused or ran out; the time taken on course; whether the particular track followed by an Driver caused him to incur penalties under the Rules.

17.2.3.10 The Elimination or Disqualification of a Horse for veterinary reasons, including non-acceptance at any Horse inspection.

17.2.3.11 An Organising Committee may appoint as President of the Ground jury a suitably approved person who is not a dressage judge. In such an event the committee will appoint another suitably approved dressage judge to sit at C for competition A.

17.2.4 Technical Delegate

- 17.2.4.1** The Technical Delegate will be required to approve all administrative arrangements from the time they are appointed until the end of the Event.
- 17.2.4.2** Be satisfied that the accommodation and catering arrangements for Horses, Drivers and Grooms, and training and exercise areas, are adequate and suitable in all respects.
- 17.2.4.3** To ensure that the Courses and obstacles are fair and safe.
- 17.2.4.4** To instruct the OC and Course Designer to make any alterations which he considers necessary.
- 17.2.4.5** To ensure that timekeepers, ground observers, obstacle Judges and scorers are correctly instructed in their duties, including the use and reading of chronometers and stopwatches.
- 17.2.4.6** To report to the President of the Ground Jury that the relevant Course is ready for the start of the Competition.
- 17.2.4.7** To continue to supervise the technical conduct of the Event, including the transfer of data to the Scorers, after the President of the Ground Jury has assumed control of the Event
- 17.2.4.8** Where required, to assist with resourcing of roles, the Technical Delegate may be a member of the ground jury, but the TD may not be the POGJ.

17.2.5 Marathon Course Designer and Cone Course Designer

- 17.2.5.1** The Course Designer may be the same person for each Competition or there may be a different Course Designer for each Competition.
- 17.2.5.2** The name or names of the Course Designer(s) must be published in the Schedule for the Event.
- 17.2.5.3** Only the Course Designer and his staff may alter or work on any part of the Driven Dressage Arena, the Marathon and Cones Course. Any Driver, or persons associated with a Driver, who tamper with any part of the Arena or Courses will result in the Disqualification of that Driver.
- 17.2.5.4** The Course Designer is responsible, under the supervision of the Technical Delegate, for:
- 17.2.5.4.1** Laying out and measuring the arena for Driven Dressage.
- 17.2.5.4.2** Laying out and measuring the Course and for the construction of the obstacles in Marathon.
- 17.2.5.4.3** Designing, laying out and measuring the Cones Course.
- 17.2.5.5** The President of the Ground Jury may only order the Competition to start when the Technical Delegate has reported that the relevant Course is ready.

17.2.6 Ground observers

- 17.2.6.1** Ground observers should be allocated positions around the Course by the Technical Delegate from which they can observe the most critical compulsory turning flags.
- 17.2.6.2** Ground observers must be given the starting order of Drivers, together with copies of Instructions and the Ground Observers Report and a Control sheet.
- 17.2.6.3** Ground observers must report all incidents, for which a Driver may be penalised, and any other information, to the President of the Ground Jury or Member of the Ground Jury periodically and at the end of their period of duty.
- 17.2.6.4** Ground observers cannot Eliminate or otherwise penalise Drivers. It is the responsibility of the Ground Jury to impose appropriate penalties.
- 17.2.6.5** After the Competition, Ground observers must remain in the vicinity of the Secretary's Office until dismissed by the President of the Ground Jury.

17.2.7 Timekeepers

- 17.2.7.1** Each timekeeper will be provided with a Chronometer with a "time of day" display and instructed in its use by the Technical Delegate or the Chief Time Keeper. The Technical Delegate or his Assistant is responsible for the synchronization of the "time of day" on all Chronometers issued to Officials.
- 17.2.7.2** The timekeeper at the start of Section A, must be issued with the starting time schedule and must ensure that Drivers have been given a 'Marathon Time Card' (Green Card).
- 17.2.7.3** All other timekeepers at the start and finish of each Section must be provided with the complete list of Drivers and a running order.
- 17.2.7.4** Timekeepers are required to record the Start and Finish times for their respective Section and to enter them on the Driver's 'Marathon Time Card' and the 'Section Timer Record'.
- 17.2.7.5** Horses must start from the halt with the nose of the leading Horse behind the start Line.

- 17.2.7.6** The finishing time will be taken as the nose of the leading Horse crosses the finish Line. The section is finished as the whole turnout has passed the Finish Line.
- 17.2.7.7** After the Competition, timekeepers must remain in the vicinity of the Secretary's Office until dismissed by the President of the Ground Jury.
- 17.2.8** **Obstacle observers**
- 17.2.8.1** There must be one obstacle observer at each Obstacle. Each obstacle observer should have at least one assistant. The obstacle observer must be given a whistle and two stopwatches and instructed in their use by the Technical Delegate or his Assistant. They must record, the exact time to hundredths of a second taken by each Driver through the obstacle.
- 17.2.8.2** Obstacle observer must be given a starting order listing all Drivers together with sufficient copies of obstacle reports and diagrams to record each Driver's time and the sequence of the gates through the obstacle as driven.
- 17.2.8.3** In case of incorrect sequence, a drawing of the route must be recorded.
- 17.2.8.4** Obstacle observers must record and report all incidents to a member of the Ground Jury, as soon as possible after the incident occurred.
- 17.2.8.5** After the Competition, obstacle observers must remain in the vicinity of the Secretary's Office until dismissed by the President of the Ground Jury.

18. PROTESTS

- 18.1** **Procedure for Protest**
- 18.1.1** Discuss the reason for the Protest with the appropriate official.
- 18.1.1.1** CDT: President of the Ground Jury
- 18.1.1.2** OHCDT/CDT: Chief Judge
- 18.1.1.3** Graded Dressage: Chief Judge
- 18.1.1.4** Showing: Chief Steward
- 18.1.1.5** Obstathon / Scurry: Chief Judge
- 18.1.2** If a protester is not satisfied at this point, then the Protest must be made in writing and signed by the authorised person making the Protest and presented personally to the above mentioned official with a deposit of \$20.00
- 18.1.3** Protests concerning irregularities or incidents during a competition or the results of a competition must be made no later than 20 minutes or less if so advised at or from the time of the posting of the results.
- 18.1.4** Any person making a Protest, if possible, should secure witnesses to the incident and any other forms of evidence and bring them before the person with whom the Protest is lodged or obtain a duly signed written statement with names and addresses and phone number.

19. DEFINITIONS OF STATUS

19.1 **Disqualified (D)**

19.1.1 Drivers and Horses may be Disqualified for contravening certain Rules at any time during an event. A Driver or horse who has been disqualified is prohibited from taking any further part in the event or winning any prize.

19.2 **Eliminated (E)**

19.2.1 Drivers will be eliminated from a competition as a penalty for contravening certain rules during the competitions.

19.2.2 Drivers who are eliminated may compete in the subsequent competition(s) in the event.

19.3 **Retired (R)**

19.3.1 Drivers, who, for any reason, do not wish to continue, may decide to retire during any of the competitions. If a driver retires in a competition, he is allowed to compete in the subsequent competitions in the event.

19.4 **Withdrawn (W)**

Drivers are deemed to have withdrawn if, for any reason, they fail to start in any of the competitions. Once withdrawn, drivers may not take any further part in the event with the turnout in question.

19.5 **Hors Concours (HC)**

19.5.1 The Driver competing Hors Concours will be subject to the rules of the competition and pay the full entry fee to compete but will not be eligible for any prize money, ribbons, trophies or grading points.

19.6 **Placings and Prize Money**

19.6.1 Drivers who are Disqualified, Eliminated, Retire, withdraw from any phase of Competition may not be placed in that Competition or in the final classification.

19.6.2 Drivers may only receive prizes (Including prize money) in Competitions in which they have competed without Disqualification, Elimination or Retirement or Withdrawal.

DRESSAGE – GENERIC

Applicable for
Graded Dressage
CDT – Dressage Phase
OHCDT – Dressage Phase
POD – Dressage Phase

20. DRIVEN DRESSAGE – CDT, POD, OHCDT DRESSAGE PHASE AND GRADED DRESSAGE

20.1 General

- 20.1.1** 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 Horses on the move. Drivers will also be judged on style, accuracy, and general control of their Horses, and also on their dress, condition of their harness and Carriage and the presentation of their whole turnout.

20.2 Approved Tests

- 20.2.1** Details of approved NZCDS Driven Dressage Tests are shown on the NZCDS Website.
- 20.2.2** For CDT, POD and OHCDT events, the NZCDS Executive will set the tests for the current season. The NZCDS Dressage Sub Committee makes the recommendation on the CDT Tests to be used, and the NZCDS POD and OHCDT Convenor makes the recommendation on the test to be used for the Short Format (POD and OHCDT) Events. The Executive Committee considers these recommendations and accepts these for the coming season at the AGM annually.
- 20.2.3** For Graded Dressage events, the organising committee must select the tests from the NZCDS Tests, of which are on the NZCDS website.
- 20.2.4** The NZCDS Dressage Sub Committee may from time to time add or remove dressage tests from the NZCDS Dressage Test Collection. New tests must be formatted to meet the current format. When new tests are added, or removed, these must be communicated prior to the Digital Co-Ordinator for inclusion or removal on the website and in the scoring systems.

20.3 The Arena

- 20.3.1** Organisers should ensure that arrangements are in place so that spectators cannot approach closer than 5 meters from the edge of the arena.
- 20.3.2** The arena may be constructed from any suitable material, however, if a enclosed arena is constructed, the material that it is used from must have break away components considered. For example, an arena made from pipes should have frequent points where the pipe is not joined, or where a chain is used, it should have points where it will break away easily.
- 20.3.3** The Gate way / entrance must be a minimum of 3 meters wide.

20.4 CDT Dressage Phase and Graded Dressage

- 20.4.1** The dressage arena must be 80m by 40m and laid out in accordance with Appendix 2.

20.5 POD and OHCDT Dressage Phase

- 20.5.1** The dressage arena at POD and OHCDT competitions is to be set at 60m x 30m meters and the markers will be equally spaced apart. An arena that is slightly smaller than this is permissible if using a limited space, however, competitors must be notified of the size of the arena in the schedule for the event (i.e if using an indoor arena). Regardless of length of arena, the letters should be evenly distributed along the side of the area.

20.6 Driving the test

- 20.6.1** A driver who enters the arena before the starting signal or who fails to enter the arena within 90 seconds of the starting signal may be Eliminated, at the discretion of the President of the Ground Jury.
- 20.6.2** A driver who enters the arena without the whip in their hand is penalised 5 penalties.
- 20.6.3** A driver who puts the whip down, or drops their whip during their test is penalised 5 penalties.
- 20.6.4** A driver who enters the arena without the whip in their hand, and drives the test without the whip in their hand is penalised a total of 10 penalties.

20.7 Start and Finish

- 20.7.1** The test starts as the driver enters the Arena at A, and finishes with the final salute. Tests are not timed.

20.7.2 Entering or exiting the arena anywhere outside the gate at A may result in elimination.

20.8 Lameness

20.8.1 If the President of the Ground Jury / Chief Judge observes a case of marked lameness, they must disqualify the horse and eliminate the driver. There can be no appeal against this decision.

20.8.2 In doubtful cases, after the driver has finished their test, the President of the Ground Jury / Chief Judge may have the horse checked immediately by a nominated steward outside the arena. The horse will be checked while harnessed to the carriage. If the nominated steward confirms the lameness the horse must be disqualified, and the driver eliminated.

20.9 Positions of Judges

20.9.1 When there are five (5) Judges officiating, they may be seated at C,R,S,V,P.

20.9.2 If there are three (3) judges the places may be C,B, E.

20.9.3 When there are two (2) Judges officiating, they may be seated at C and B or C and E.

20.9.4 When there is one (1) judge officiating, they must be seated at C.

20.9.5 Where there is an additional judge acting as a shadow judge (i.e for the purpose of becoming a listed judge) they should position themselves as per the above rules, however, in the case of the total judges being four (4), (i.e 3 judges plus the judge undertaking training or listing assessment) the judges should position themselves at C, B and E and the training or listing assessment judge should position themselves on the top edge of the arena (i.e on the side of the arena where C is), but on the Quarter line either side of the Judge at C).

20.9.6 The same positioning (20.9.5) should be undertaken if there are 4 judges officiating.

20.10 Minimum Number of Judges

20.10.1 For CDT and Graded Dressage events, a minimum of 2 judges are required.

20.10.3 For all POD and OHCDT events, a minimum of 1 judge is required.

20.11 Allocation of marks

20.11.1 The Judges will allocate their marks individually. There will be no consultation among Judges once the driver has started the test. Only the Judge at C may give penalties for incomplete presentation, incidents, or course errors. A red sticker or a highlighter should be provided to the writer with the chief judge to indicate these penalties to the scorer.

20.12 Marks

20.12.1 Marks out of 10 will be awarded for each numbered movement and for each heading under General Impression on the following basis: (Half marks may be awarded) (Table 7)

Table 7: Dressage Scores and Descriptions

Score	Description	Score	Description
10	Excellent	5.0	Sufficient
9.0	Very Good	4.0	Insufficient
8.0	Good	3.0	Fairly Bad
7.0	Fairly Good	2.0	Bad
6.0	Satisfactory	1.0	Very Bad

20.13 Error of Test

20.13.1 If a driver attempts to perform a movement, or attempts to maintain the pace required, and fails to do so, but does not deviate from the track, the judge at C may either treat it as an "Error of Course", or he may decide to leave the Judges to give the movement an appropriate mark. If a driver makes no effort to perform a movement in a Test, then it may either be treated as an Error of Test or as an Error of Course at the discretion of the judge at C.

20.14 Error of Course

- 20.14.1** An "Error of Course" is when a driver deviates from the required track or when a movement is performed at the wrong pace or omitted altogether.
- 20.14.2** In the event of a driver making an Error of Course, the Judge at C will ring the bell and stop the driver. The driver must then resume the test from the beginning of the movement where the error was made. If the driver is in any doubt, he may ask the judge at C for guidance, without incurring any penalties.
- 20.14.3** Errors of Course are penalized as per the summary table (Rule 22.1)

20.15 Disobedience

- 20.15.1** Any resistance in the forward movement, kicking or rearing is considered to be disobedience and will be penalised by the Judge at C. Disobedience incidents are penalized as per summary table (Rule 22.1)

20.16 Permitted Assistance

- 20.16.1** Drivers may carry a copy of the dressage test on their carriage as a visual aid to assist them in driving the dressage test.
- 20.16.2** Grooms may call the test from the carriage for the driver, or in the case of the driver not having a groom on the carriage with them, they may have the dressage test called from the sideline by their nominated support person via an electronic communication device.
- 20.16.3** Physical assistance may be provided only by on carriage groom, or the drivers nominated support person (i.e the nominated support person can perform tasks that a groom that is onboard the carriage would typically undertake).
- 20.16.4** Where the groom provides physical assistance by handling the whip, reins or dismounting the carriage, or when the nominated support person enters the arena to provide similar assistance, penalties are awarded as per the summary table (Rule 22.1)

20.17 Prohibited Outside Assistance

- 20.17.1** Any physical intervention by a third party (Excludes on board grooms, and nominated support persons for those that do not carry a groom) with the object of facilitating the task of the driver or helping their horses, is considered to be outside assistance. Any driver who has received outside assistance may be eliminated by the Ground Jury.

20.18 Disconnected or Broken Harness

- 20.18.1** If the reins, pole strap, chains or trace become disconnected or broken, or should the Horse get a leg over the pole, trace or shaft, the President of the Ground Jury must ring the bell and a Groom(s) must dismount and re-connect or repair as appropriate. The driver will be penalised for a Groom(s) dismounting as per the summary table (Rule 22.1)

20.19 Carriage overturn or driver dismounting

- 20.19.1** A Carriage overturning is elimination
- 20.19.2** A driver dismounting the carriage is 20 penalties

20.20 Exiting the arena within the duration of the test

- 20.20.1** If part of the turnout leaves the arena during a movement, the driver should be marked down for inaccuracy.
- 20.20.2** If the complete turnout leaves the arena during a movement, the driver is eliminated.

20.21 Graded Dressage Tournaments

- 20.21.1** The maximum number of tests per day that each equine may enter is four (4)
- 20.21.2** A equine may participate in a class up to twice, once as a single and once as part of a multiple turnout. (For example, a pony may compete in a test as a single, and as part of a pair).
- 20.21.3** Entries may enter tests that are at or above their current dressage grade for non championship tests. For championship tests, entries may only enter their current dressage grade.



21. CALCULATION OF SCORES

21.1 Total Marks

21.1.1 For CDT Dressage and Graded Dressage

21.1.1.1 The individual marks awarded by each Judge for each movement and for General Impression will be added together and divided by the number of Judges to obtain the average score.

21.1.1.2 In order to adjust the influence of Driven Dressage on the whole Event, where the total possible marks for the Test are greater than 160, the average score will be multiplied by the coefficient printed on the score sheet to obtain the adjusted average score to be used in the results

21.1.2 For POD and OHCDT Dressage

21.1.2.1 The judges scores are totaled (and if there are 2 judges, averaged) to give a score out of 100. This is subtracted from 100 to give the competitors penalties for the dressage phase. Penalties for errors of course are added following this.

21.1.3 For All Dressage

21.1.3.1 Penalties are only awarded by judge positioned at C.

21.1.4 Penalties (CDT/POD/OHCDT) and Point Loss (Graded Dressage)

21.1.4.1 CDT, POD and OHCDT dressage is scored on a penalty system where positive scores are converted to penalties (the higher the scores awarded the lower the penalty), to which penalties are added.

21.1.4.2 For CDT, POD and OHCDT the winner of the dressage phase is the driver with the lowest penalty score.

21.1.4.3 For Graded Dressage, which operates on a points awarded converted to percentage scores, the equivalent in penalties listed in this document, should be taken away from the averaged total score.

21.1.4.4 For Graded Dressage, the winner of the dressage test is the driver with the highest percentage score.

22. SUMMARY OF DRIVEN DRESSAGE PENALTIES – CDT, OHCDT, POD Dressage Phases and Graded Dressage Events.

22.1 Drivers are liable to the following penalties (Table 8)

Table 8: Summary Table for Dressage Penalties

Description	Rule No.	Penalties
Part of the turnout leaving the arena during a movement	20.20.1	Mark down for inaccuracy
The whole turnout leaving the arena	20.20.2	Elimination
Driver dismounting	20.19.2	20 penalties
Entering the arena without a whip	20.6.2	5 penalties
Dropping or putting down a whip	20.6.3	5 penalties
Driving the entire test without a whip in hand	20.6.4	10 penalties
No breeching if carriage has no brakes	11.9.3	Elimination
No breeching for Singles	11.9.1	Elimination
Use of bandage or brushing boots	11.10.2	Elimination
Person tied to the carriage	7.2.3	Elimination
If a Groom handles the reins, brake or uses the whip	15.1.5	20 penalties
Groom(s) dismounting, or nominated support person entering the arena	20.16.4	5 penalties 10 penalties Elimination
First incident		5 penalties
Second incident		10 penalties
Third incident		Elimination
Groom providing excessive physical assistance to carriage	15.1.4	20 penalties per occurrence
Early or late entry	20.6.1	Possible Elimination
Lame Horse	20.8.1	Disqualification of the Horse and elimination of the Driver
Incomplete presentation (Driver, Groom, Carriage)	12.1.2 & 12.1.3	5 penalties
Errors of course:	20.14.3	5 penalties 10 penalties Elimination
First incident		5 penalties
Second incident		10 penalties
Third incident		Elimination
Disobedience:	20.15.1	5 penalties 10 penalties Elimination
First incident		5 penalties
Second incident		10 penalties
Third incident		Elimination
Carriage overturn	20.19.1	Elimination
Exiting the arena outside of the gate at A	20.7.2	Possible Elimination

MARATHON and MARATHON OBSTACLES – GENERIC

Applicable for

CDT – Marathon Phase

POD – Marathon Obstacle Phase

OHCDT – Marathon Phase

Obstathon – Marathon Obstacles that form part of the course

23. MARATHON COURSE and MARATHON OBSTACLES

23.1 General

23.1.1 The objective of Marathon (CDT and OHCDT) and the Marathon Obstacles (POD and Obsthon) is to test the fitness, stamina and training of the Horses, and the driving skill, judgment of pace and general horsemanship of the driver.

23.2 The Marathon Course (CDT and OHCDT)

23.2.1 General

23.2.1.1 CDT Section Requirements

23.2.1.1.1 Organising Committees may elect to run either a three (3) section marathon, of which would include a marathon A, D and E; or they may elect to run a one (1) section of which would include only Section E.

23.2.1.1.2 Where an event is running a section A, a shortened section A must be provided for Tiny Ponies, Novice, Training and Mule classes.

23.2.1.1.3 Donkey classes only complete section E.

23.2.1.1.3 Where a CDT is being run with only a Section E, a warm up area /or a suitable warm up track of sufficient space for the number of competitors should be provided.

23.2.1.2 OHCDT Section Requirements

23.2.1.2 OHCDT Events are run with one (1) section (Section E)

23.2.1.3 Maximum and Minimum Distances

23.2.1.3 Maximum Distances and speeds as shown in the below table (Table 9) must not be exceeded.

Table 9: Minimum and Maximum Distances for Marathon Sections for CDT and OHCDT Events

Event Type	Section	Maximum Distance	Minimum Distance	Pace
CDT	A	8000 m	4000 m	Free
CDT	A – Short Course	5000 m	2000 m	Free
CDT	D	1000 m	800 m	Walk
CDT	E	9000 m	5000 m	Free
OHCDT	E	7000 m	2000 m	Free

23.2.1.4 For CDT Events, the total distance is not to exceed 18,000 m.

23.2.1.5 Maximum Section Speeds – CDT and OHCDT*Table 10: Maximum Section Speeds*

Event Type	CLASS NO.	DESCRIPTION	SECTION A kph	SECTION D Kph	SECTION E kph
CDT	1	Open Horse	15	6.5	14
CDT	2	Open Large Pony	14	5.5	13
CDT	3	Open Small Pony	13	5	12
CDT	4	Open Tiny Pony	12	4	11
CDT	5.1	Multiple Open Horse	15	7	14
CDT	5.2	Multiple Open Large Pony	14	6	13
CDT	5.3	Multiple Open Small Pony	13	5	12
CDT	5.4	Multiple Open Tiny Pony	12	4	11
CDT	6.1	Intermediate Horse	14	6	13
CDT	6.2	Intermediate Large Pony	13	5	12
CDT	6.3	Intermediate Small Pony	12	4	11
CDT	6.4	Intermediate Tiny Pony	11	4	10
CDT	7.1	Training Horse	14	6	13
CDT	7.2	Training Large Pony	13	5	12
CDT	7.3	Training Small Pony	12	4	11
CDT	7.4	Training Tiny Pony	11	4	10
CDT	8.1	Novice Driver Horse	14	6	13
CDT	8.2	Novice Driver Large Pony	13	5	12
CDT	8.3	Novice Driver Small Pony	12	4	11
CDT	8.4	Novice Driver Tiny Pony	11	4	10
CDT	9	Open Donkey	Not applicable	Not applicable	8
CDT	10	Donkey Novice Driver	Not applicable	Not applicable	7
CDT	11.1	Open Mule over 148cm	13	6	12
CDT	11.2	Open Mule <128 – 148cm	12	5	11
CDT	11.3	Open Mule 128cm & under	11	4	10
CDT	12.1	Mule Novice Driver over 148cm	12	5	11
CDT	12.2	Mule Novice Driver <128 – 148cm	11	4	10
CDT	12.3	Mule Novice Driver 128cm & under	10	3	9
OHCDT	1.1/2.1	Horses Over 148cm	Not applicable	Not applicable	13
OHCDT	1.2/2.2	Ponies Over 128cm and Under 148cm	Not applicable	Not applicable	12
OHCDT	1.3/2.3	Ponies 128cm and Under	Not applicable	Not applicable	11
OHCDT	3.1	Donkeys	Not applicable	Not applicable	8
OHCDT	3.2	Mules	Not applicable	Not applicable	10

23.2.1.6 The speeds in this table should be treated as maximum speeds, and should be reduced by the Technical Delegate and the President of Jury to reflect the timing of the event in relation to the overall season, the terrain being covered, the conditions of the ground, and the anticipated water conditions.

23.2.1.7 For Championship Level events, the Course must consist of three Sections.

23.2.1.8 The total distance in Section E should be approximately one (1) km per obstacle and not less than 250m between two consecutive obstacles. The TD may apply discretion to the 250m between obstacles. The total distance in Section E must include the distances through the obstacles.

23.2.1.9 The distances between the end of one Section and the start of the next must not be included in the total length and time of the course.

23.2 Times in Sections

23.2.1 The Time Allowed in all Sections is calculated according to the average speed selected for that Section.

23.2.2 A driver who exceeds the Time Limit in any section will be Eliminated.

23.2.3 Section A (CDT)

23.2.3.1 The Minimum Time in Section A is two minutes less than the Time Allowed.

23.2.3.2 The Time Limit for Section A is the Time Allowed plus 20%.

23.2.4 Section D (CDT)

23.2.4.1 The Time Limit for Section D is the Time Allowed plus 20%.

23.2.5 Section E (CDT, OHCDT)

23.2.5.1 The Minimum Time for Section E is three minutes less than the Time Allowed.

23.2.5.2 The Time Limit for Section E is twice the Time Allowed.

23.2.5 Timing

23.2.5.1 Time Keepers at the start and finish of each Section must record the start and finishing times for each driver on the Section Timer Record sheet and enter the time on the drivers Marathon Time Card.

23.3 Start and finish of sections.

23.3.1 Drivers must be at the start of Section A at least 10 minutes before their published Start Time.

23.3.2 If an driver is not ready to start Section A at their scheduled time, the Timekeeper will start them at the earliest available time at their discretion, and record the actual starting time, which must be reported to the Technical Delegate and President of Jury, for onward transmission to the Scorer, at the earliest opportunity. The driver will be penalized 0.25 of a penalty per second of the time elapsed between their scheduled start time and the time they were ready to start, and they must not be allowed to start less than two minutes before the next drivers starting time. For the avoidance of doubt. Drivers will not be penalised where the start of Section A is delayed for organisational reasons.

23.3.3 Drivers must start each Section from the halt, with their horse behind the start line. The Timekeeper will count down to the Start time. If a driver starts before the Timekeeper gives him authorization, he will be recalled, a new start time will be given and the Marathon Time Card will be amended. If the driver fails to stop, when recalled, he may be Eliminated. A member of the Ground Jury must be made aware of the circumstances as soon as possible.

23.3.4 The timing of the section ends when the nose of the horse has passed the finish line. Section penalties will apply until the whole turnout has passed the finish this line.

23.4 Time Penalties in the Sections

23.4.1 In all Sections, drivers will be penalised 0.25 of a penalty per second for exceeding the Time Allowed.

23.4.2 Drivers completing Section A and E in less than the minimum time will be penalised 0.25 of a penalty points for each second they are early.

23.5 Rest Areas

- 23.5.1** Where a CDT is being run with three sections (A, D, and E) there must be a compulsory rest of not less than 10 minutes in the designated rest area prior to the start of Section E.
- 23.5.2** The area of the compulsory rest should, if possible, provide some shade and must be large enough to accommodate three turnouts at once and have room for additional motor vehicles.
- 23.5.3** Water must be provided at the rest area for the Horses.
- 23.5.4** In exceptional circumstances, the minimum time required for the Compulsory Rest may be increased by the President of the Jury in consultation with the Technical Delegate.
- 23.5.5** If a Horse is not accepted by the Veterinarian Appointee at the rest area after 10 minutes the horse and driver will be Eliminated and may not continue on Section E.
- 23.5.6** Turnouts may only stand or walk within the rest area.
- 23.5.7** Turnouts must remain in the rest area until cleared to proceed to Section E by the VA, steward or a member of the Ground Jury.

23.6 Course Signage

23.6.1 Section Start and Finish Signs and direction signs

- 23.6.1.1** The Start and Finish of each Section must be marked with a pair of Red and White flags, and accompanied by signage that indicates the section and whether the gate is the start or end of the section. These must be placed sufficiently apart as to not cause confusion for drivers.

23.6.2 Directional Arrows

- 23.6.2.1** The entire Course must be clearly marked with yellow direction markers placed, wherever possible, on the right-hand side of the track to be clearly visible to the approaching driver. A confirmation directional arrow must be placed after every significant turn.

23.6.3 Kilometer Markers

- 23.6.3.1** Sections A and E must have a marker at every kilometer. In Section E the measurement of the kilometers must include the distances through the obstacles.
- 23.6.3.2** The marker for a kilometer occurring within an obstacle should be placed on the post supporting the red exit flag.

23.6.4 Compulsory turning flags (CTF) (Also known as Compulsory Markers)

- 23.6.4.1** Sufficient red and white compulsory turning flags must be positioned on the Course to ensure that all drivers follow the designated track. Drivers must pass through the CTF with the red flags on their right and the white flags on their left. These compulsory-turning flags must be numbered consecutively in each Section and they must be placed so they are clearly visible to Drivers from a reasonable distance. They must indicate what section they are part of on the sign.
- 23.6.4.2** The location and number of CTF must be marked on the map of the course to clearly indicate the correct route to be driven between the compulsory turning flags before and after each obstacle. In addition, a list showing the order for driving compulsory turning flags and obstacles must be provided for drivers and Officials. This list must include the CDT's, MOs and Km markers in sequential order.
- 23.6.4.3** Ground Observers may be required to record the drivers track through the compulsory turning flags; If any compulsory turning flags are missed out or passed in the wrong sequence, the details must be reported to a member of the Ground Jury or Technical Delegate as soon as possible.

23.6.5 Section E – Last Obstacle to finish

- 23.6.5.1** For CDT Events, The finish of Section E must not be less than 300 m or more than 500 m from the exit of the last Obstacle unless the Technical Delegate grants an exception. This section must be coned or within a driving corridor such as a fenced track. The drivers may stop within 30 m of the out gate of the last obstacle to repair a broken or detached harness without penalty. A 30 m marker will be placed on the track to indicate this point.
- 23.6.5.2** For OHCDT, this rule does not apply.

23.7 Marathon Obstacles (MO) (CDT, OHCDT, POD, Obstathon)

23.7.1 Number of Obstacles

23.7.1.1 For CDT events, each obstacle is only driven once.

23.7.1.2 For POD events, there are 2 obstacles of which both are driven twice.

23.7.1.3 For OHCDT events, the organising committee may elect to have have a mixture of obstacles that are driven once or twice. Ideally there will be a total of either 4 or 5 MO scores recorded.

23.7.1.4 For a Obstathon event the minimum is one MO included in the course, and a maximum of 2 MOs included in the course.

23.7.1.5 The following table outlines the minimum and maximum number of obstacles required for CDT, OHCDT, POD and Obstathon events (Table 11).

Table 11: Minimum and Maximum number of obstacles for each event type.

Event Type	Minimum Number of Obstacles	Maximum Number of Obstacles	Maximum number of Gates per MO
CDT	5	8	6 (A, B, C, D, E, F)
POD	2 (2 Obstacles Driven Twice)	2 (2 Obstacles Driven Twice)	6 (A, B, C, D, E, F)
OHCDT	2 (2 Obstacles driven twice)	5	6 (A, B, C, D, E, F)
Obstathon	1	2	6 (A, B, C, D, E, F)

23.8 Sketches of Obstacles

23.8.1 For CDT events, sketches of each Obstacle, showing the location of the compulsory gates, dislodgeable Elements and Entry/Exit Flags should be made available to drivers and Event Officials, but are not mandatory.

23.8.2 For POD, OHCDT and Obstathon events, sketches are not required to be provided.

23.9 Design and Construction of Obstacles

23.9.1 The number of each Obstacle must be clearly displayed on the post supporting the Red Entry Flag.

23.9.2 The Entry and Exit of each Obstacle must be marked by Red and White Flags (red on the right and white on the left), not less than 20 m from the nearest lettered gate, unless granted an exception by the Technical Delegate at a CDT event, or the Chief judge at POD, OHCDT and Obstathon events.

23.9.3 The track through an Obstacle should not exceed 250m on the shortest, 2.5m drivable route. That is not narrower than 2.5m at any point, between the entry and exit flags.

23.9.4 For CDT and OHCDT Events, Obstacles must be at least 250 m apart.

23.9.5 Obstacles must be clearly numbered in the sequence in which the drivers are required to drive them.

23.9.6 Obstacles must not include any feature, which might cause damage or injury to the Horses.

23.9.7 For CDT events, Artificial obstacles should be solidly constructed and firmly fixed, so that they are unlikely to be moved or broken during the Competition.

23.9.8 For POD, OHCDT and Obstathon Events, less solid construction is acceptable, however the use of dislodgeable elements is encouraged to protect elements.

23.9.9 If the Course Designer includes any element in an obstacle, which in the opinion of the President of the Jury and Technical Delegate (or Chief Judge for POD, OHCDT or Obstathon events) could frighten the Horses, an alternative route must be provided, within the Obstacle.

23.9.10 Where a constructed water crossing is included in an obstacle, the depth of the water must not be more than 30cm. Where natural water is used the Technical Delegate may allow a maximum depth of 50cm. The bed of any water crossing must be firm. Where water depth exceeds 50cm

- 23.9.11** a substantial fence, firmly fixed, must be constructed, to prevent Horses going into deep water. If a barrier for crowd restraint is required, by local regulations or the Organiser, it must not be positioned closer than 20m from the nearest element in the obstacle, unless the Technical Delegate grants an exception.
- 23.10** **Compulsory gates (A – F)**
- 23.10.1** Obstacles include compulsory gates marked with red and white letters, which should be marked A up to F, indicating the sequence in which they must be driven.
- 23.10.2** As an alternative option, a maximum of two letters can be used twice in the same obstacle.
- 23.10.3** For CDT Events, the height of a compulsory gate must not be less than 1.30m.
- 23.10.4** For POD, OHCDT and Obstathon Events, the height of a compulsory gate should be no less than 1.0m however, the chief judge may allow less if the resources available require it.
- 23.10.5** The minimum width of a compulsory gate is 2.50m.
- 23.11** **Dislodgeable elements**
- 23.11.1** The Course Designer may choose any type of dislodgeable/detachable element.
- 23.11.2** All dislodgeable/detachable elements may not interfere with, or cause injury to the Horse or damage to the carriages, when they are dislodged.
- 23.11.3** Drivers will incur two (2) penalties for each element dislodged.
- 23.11.4** A dislodgeable/detachable element is "live" at all times until it is dislodged or completely detached.
- 23.14.5** A driver or Groom who attempts to prevent a dislodgeable/detachable element from being dislodged will incur 10 penalties.
- 23.12** **Timing of obstacles**
- 23.12.1** The driver will be timed from when the nose of the leading Horse passes between the entry flags until the nose of the leading Horse passes between the exit flags. Other obstacle penalties will continue to apply until the whole turnout has passed the exit flags.
- 23.12.2** The Time Limit for drivers in obstacles is five minutes. If drivers fail to complete the whole obstacle and pass the exit flags within the time limit, the obstacle observer is to blow two blasts on a whistle indicating to the driver that the time limit has been reached. The driver must then vacate the obstacle as quickly as possible, (with assistance if necessary) and may not continue in the Competition.
- 23.12.3** The time taken for a driver to complete an obstacle shall be recorded to one hundredth of a second, either manually or electronically.
- 23.12.4** There is no rounding of time or conversion to penalty points for individual obstacles.
- 23.12.5** Time taken in the obstacles is converted to penalties using 0.25 penalties per second.
- 23.13** **Hold Ups**
- 23.13.1** If a driver arrives at an obstacle while the previous driver is still negotiating the obstacle, or if the obstacle is not ready to be driven, he is to be held at a point on the Course approximately 50m from the Entry Flags.
- 23.13.2** One of the Assistant obstacle Observers is to stop the driver at that point and start his stopwatch. Once the previous driver is clear of the obstacle and the obstacle Observer approves a re-start, the Assistant obstacle Observer will re-start the driver and inform him of the time he has been held. This should be recorded in whole or half minutes.
- 23.13.3** The driver may be held for a period of time that will allow a gap to occur to reduce the likelihood of further hold ups at later obstacles.
- 23.14** **Role of Groom and Nominated Support Person**
- 23.14.1** Grooms may be seated or standing throughout the duration of the marathon phase.
- 23.14.2** Grooms may talk and indicate direction to the driver throughout the duration of the marathon phase.

- 23.14.3** Grooms may provide physical assistance to the carriage.
- 23.14.4** Grooms may not handle the reins, brake or the whip (with exclusions to this rule for junior drivers). Penalties for grooms handling the reins, brake or whip are listed in table 12.
- 23.14.5** Grooms may not rectify harness issues by climbing up the pole of a pairs or teams carriage, or over the horse/s. They must dismount the carriage to rectify any harness issues.
- 23.14.6** For those drivers that do not have a groom on their carriage, they may be supported by their nominated support person. Any involvement by the nominated support person will be penalised as per the groom penalties.
- 23.14.7** Grooms may not be substituted during the course of the Marathon Phase. Substitution of a groom will result in elimination of the driver.
- 23.15** **Whips**
- 23.15.1** Whips, if carried, may only be used by the driver, with the exception of junior drivers as per rules outlined in section 6. Failure to comply will incur 20 penalties.
- 23.16** **Error of Course**
- 23.16.1** If a driver fails to pass through a compulsory turning flag (CTF) in the designated sequence, he may return to the point of error and drive the CTF, provided he has not driven the following CTF or the next Obstacle. A driver who fails to pass through a CTF in the published sequence and direction will be Eliminated, (except multiple CTFs which are to be driven several times with different numbers).
- 23.17** **Incorrect pace – Section D**
- 23.17.1** Should one or more horses break into a pace other than a walk during Section D, and is not corrected within three (3) seconds, the driver will incur 2 penalty points for every three seconds the turnout is not at the walk.
- 23.18** **Incorrect pace – Last Obstacle to Finish Line (Section E)**
- 23.18.1** For CDT Events, between last obstacle and finish, pace must be trot or walk only. The driver will accumulate 2 penalty points for each three (3) seconds the turnout is not at the walk or trot.
- 23.19** **Deviation from Course – Last Obstacle to Finish Line (Section E)**
- 23.19.1** For CDT Events, drivers must not deviate from the lane track marked from the last Obstacle to the finish flags of section E. Drivers who stop, circle, zigzag or leave the track in any other way will incur 10 penalties for each occurrence.
- 23.20** **Dismounting**
- 23.20.1** Outside the obstacles in Section E, Grooms and drivers are not allowed to dismount unless the Carriage is stationary. If the carriage is not stationary, a groom dismounting will incur five penalties, the driver dismounting will incur 20 penalties.
- 23.20.2** In exceptional circumstances, if warranted, due to the condition of the terrain or weather, the Technical Delegate and the President of the Ground Jury may permit grooms in competitions for ponies and single horses to run behind their carriage on designated parts of the course.
- 23.21** **Stopping**
- 23.21.1** Drivers may stop for repairs to carriages or harness or for any reason beyond the drivers control, anywhere on the course other than while negotiating an obstacle, without incurring penalties, other than loss of time.
- 23.21.2** Drivers will incur one penalty point for each commenced three (3) seconds that they remain stopped on the course in Sections E for any other reason, including stopping outside an obstacle before entering the obstacle.
- 23.21.3** A driver is allowed to stop to carry out necessary repairs after the last obstacle as long as he stops within the signed 30 meters after leaving the last Obstacle to make necessary repairs to the harness or carriage without penalty. Stopping for any other reason between the last obstacle or the 300-500 meter sign, will incur 2 penalty points for each three seconds that the turnout is not at the walk or trot.

23.22 Damaged Carriage/Harness and Overturned Carriage

- 23.22.1** Carriages must pass the finish of Section E drawn by the number of Horses required for its class and on the designated number of wheels. Failure to comply will incur Elimination.
- 23.22.2** Drivers must pass through the finish of E with no disconnected traces, reins or pole straps. For each disconnected component of harness, 10 penalties are awarded.
- 23.22.3** Carriages must at all times be driven with the expected number of wheels on the carriage. A missing wheel results in elimination.
- 23.22.4** Carriages must at all times be driven with correctly secured shafts and pole. Finished section E with a broken or disconnected pole or shaft will result in elimination.
- 23.22.5** If the carriage overturns the penalty is Elimination and the driver may not continue on the Marathon.

23.23 Excessive use of Whip

- 23.23.1** Drivers must not use the whip in excess. Excessive use of the whip includes the whip being used repeatedly within a short space of time or in a manner that leaves marks or welts. The steward must report this to the POGJ or the appropriate person for the competition type upon witnessing this, with a description of what was witnessed.
- 23.23.2** The POGJ, at their discretion may eliminate the driver for excessive use of the whip. If the POGJ is made aware of this during the course of the driver being on the marathon, they may stop the driver and eliminate them, and not allow them to continue on the course.

23.24 Error of Course in an Obstacle

- 23.24.1** Drivers entering any part of an obstacle without first passing through the entry flags or failing to pass through the exit flags on leaving an obstacle without correcting the error will be Eliminated.
- 23.24.2** The compulsory gates in an obstacle are "free" after a driver has passed through them in the correct direction and in the correct sequence. Drivers may, therefore, go through them again in any direction at any time (for example; Drivers must go through A in the correct direction before going through B. A is now "free", and they may go through it again in any direction as often as they like, and so on).
- 23.24.3** Drivers who pass through a compulsory gate in the wrong sequence or direction before it becomes "free" and without correcting the error before passing through the exit flags, will be Eliminated.
- 23.24.4** In order to correct an Error of Course, the driver must return to and drive the compulsory gate he missed before continuing through the next compulsory gate in the correct sequence, for example; A driver drives through compulsory gates A and B and then goes through D, (missing gate C). In order to correct this error of course, the driver must go back and drive through gate C before going on to gate D etc.; all gates are neutralized until he reaches this gate. Each Error corrected shall incur 20 penalties.
- 23.24.5** Passing through the exit gate of an obstacle without driving all compulsory gates in the correct sequence will be penalised by Elimination.
- 23.24.6** A driver is not considered to have passed through a Compulsory Gate in an Obstacle until the complete turnout has passed between the Flags denoting the Compulsory Gate.

23.25 Dismounting

- 23.25.1** Each time a groom or both grooms put both feet on the ground in an obstacle, the driver will incur five penalties.
- 23.25.2** Once Grooms have dismounted, they are not required to get back on the carriage and need not follow the driver through any of the Compulsory Gates in the rest of the Obstacle. Grooms do not have to be on the Carriage when it leaves the obstacle. They may get on the carriage outside of the obstacle.
- 23.25.3** Each time a driver dismounts in an obstacle he will incur 20 penalties. He must be on the Carriage when it leaves the obstacle.
- 23.25.4** In all incidents (for example trace or reins or lead bar over a part of the obstacle etc.) the grooms must dismount and solve the problem (no climbing over Horses or pole). Failure to comply will incur 20 penalties.

- 23.25.5** A Groom may assist the driver by leading a Horse through the obstacle by the bridle end of the reins or by clipping a lead rope to the halter/bridle. The Driver will incur 25 penalties in total. (Groom Down 5 Penalties, Groom leading horse 20 penalties).
- 23.25.6** Grooms must be on the carriage when the driver enters each obstacle on the marathon. Failure incurs 5 penalties.
- 23.25.7** For those drivers that do not have a groom on their carriage, they may substitute the role of the groom for their nominated support person who is supporting them from the ground. Penalties for the nominated support person assisting are as per the penalties for putting a groom down, a groom handling the reins etc.
- 23.25.8** A third party (outside assistance) may provide physical assistance where immediate intervention is necessary to address a safety issue (for example, a horse with a leg over a trace or other harness entanglement). Such assistance is permitted; however, the Driver will incur the same penalties that would apply if the assistance had been carried out by a Groom, including any penalties for the Groom dismounting and undertaking the relevant action.
- 23.26** **Disconnecting**
- 23.26.1** Deliberately disconnecting one or more Horses and leading them through any part of the obstacle will be penalised by Elimination.
- 23.27** **Harness or Carriage Malfunctions inside Obstacle**
- 23.27.1** It is the responsibility of the driver to stop immediately and put a groom or grooms down whenever a horse has its leg over a pole, shaft, trace or when a wheeler has a leg over the lead bar.
- 23.27.2** If the driver does not realise that a horse has a leg over the pole, shaft, trace or leader bar, the marathon obstacle steward must indicate to the driver to stop and rectify the situation.
- 23.27.3** Failure to stop and put the Groom down to correct the situation before leaving the obstacle will incur Elimination.
- 23.27.4** A disconnected trace or a pole strap disconnected needs no repair inside an obstacle and may be corrected outside the obstacle after the driver has passed through the finish flags for that obstacle.
- 23.27.5** For those drivers that do not have a groom on their carriage, they may substitute the role of the groom for their nominated support person who is supporting them from the ground. Penalties for the nominated support person assisting are as per the penalties for putting a groom down.
- 23.27.6** During the time that is taken to rectify the situation, the time will continue to run.
- 23.28** **Elimination in an Obstacle**
- 23.28.1** The decision whether a driver is Eliminated in an obstacle rests entirely with the Ground Jury.

24. INSPECTION OF MARATHON AND MARATHON OBSTACLES

- 24.1** Inspection of Marathon and Marathon Obstacles for Drivers, Grooms and Teams
- 24.1.1** At least 24 hours before the first driver is due to start Marathon, the marathon obstacles must be open for inspection by the drivers and their teams.
- 24.1.2** The POGJ and TD may arrange, in consultation with the course builder, an official course viewing for all drivers, grooms and nominated support persons to view the course.
- 24.1.3** A course viewing is not mandatory. However if no course viewing POGJ and TD must ensure very clear directionals taking into account the least experienced drivers.
- 24.1.4** The POGJ and TD must arrange a briefing for drivers, grooms and nominated support persons to discuss the marathon and highlight any items that need raising.
- 24.1.5** The Technical Delegate may impose restrictions on the means of access to certain parts of the Course.
- 24.1.6** The course is closed for inspection from the time the first driver starts the marathon.
- 24.1.7** One nominated support person for those drivers that do not carry a groom on their carriage is

allowed to follow/accompany the turnout on the ground, in between obstacles using the same track as the turnout. The use of bicycles, ebikes or small CC motorbikes (such as a scooter) for this purpose is allowed, however may be restricted by the Event Organiser. The use of cars or like vehicles is not permitted. At the MO, the nominated support person must wait stationary at least 20 meters from the MO exit gate.

24.1.8

Drivers using motor vehicles must remain on the roads and tracks designated by the Technical Delegate. The Obstacles may only be inspected on foot. No motor vehicles or bicycles may be taken inside any part of an Obstacle. Failure to comply will be penalised by the issue of a warning for the first infringement elimination for the second infringement.

25. SUMMARY OF PENALTIES ON THE MARATHON COURSE AND IN THE MARATHON OBSTACLES

25.1 Drivers are liable to the following penalties in Marathon and Marathon Obstacles (Table 12).

Table 12: Summary of Penalties for Marathon and Marathon Obstacles

Definition	Rule No.	Penalties
Driver or Groom not wearing long pants	12.2.2	10 penalties per person
Not wearing approved equestrian helmet on Marathon.	12.2.4	Elimination
Finishing Competition E with less Horses than required.	23.23.1	Disqualification
No breeching for multiples in a carriage with no brakes.	11.9.3	Elimination
No breeching for Singles	11.9.1	Elimination
Substitution of a Groom within the marathon	23.14.7	Elimination
Groom handling reins, whip and brakes when carriage is not stationary.	23.14.4	20 penalties
Person tied to the carriage	7.2.3	Elimination
Groom or nominated support person leading a Horse through an obstacle.	23.26.5	25 penalties
Incorrect pace in section D or in the Final 300-500m of section E	23.18.1, 23.19.1	2 penalty for every 3 sec.
Dislodging a dislodgeable Element	23.11.3	2 penalties per occurrence
Preventing a dislodgeable element from being dislodged	23.14.5	10 penalties
Motorized vehicles or bicycles in obstacles.	24.1.8	Warning Elimination
First Incident		
Second Incident		
Total time over Time Allowed in all Sections	23.4.1	0.25 penalties/sec.
Total time under Minimum Time in all Sections	23.4.2	0.25 penalties/ sec.
Total time in obstacles.	23.12.5	0.25 penalties/sec.
Driver fails to stop when recalled at start of a section.	23.3.3	Elimination
Not ready to Start Section A.	23.3.2	0.25 penalties/sec.
Excessive use of the Whip	23.24.1	Elimination
Each deviation from Course after last obstacle.	23.20.1	10 penalties
Grooms Dismounting while moving in Section E.	23.21.1	5 penalties
Driver Dismounting while moving in Section E	23.21.1	20 penalties

Finishing Section E with missing or disconnected Pole strap, trace or reins for each occurrence.	23.23.2	10 penalties
Failing to pass through compulsory turning flags and obstacles in correct sequence and direction	23.17.1	Elimination
Finishing Section E with missing wheel	23.23.3	Elimination
Finishing Section E with broken or disconnected pole or shaft	23.23.4	Elimination
Failing to pass through entry flags of an Obstacle.	23.25.1	Elimination
Groom(s) not on the carriage when crossing start of an obstacle	23.26.6	5 penalties
For correcting each error of Course in an obstacle.	23.25.4	20 penalties
Passing between exit flags before completing an Obstacle.	23.25.5	Elimination
Groom(s) dismounting in an obstacle, each occasion.	23.26.1	5 penalties
Driver dismounting in an obstacle.	23.26.6	20 penalties
Groom climbing over horse back or down the pole in an obstacle	23.14.4	20 penalties
Disconnecting and leading through an Obstacle.	23.27.1	Elimination
Failing to stop for leg over pole, trace, shaft or leader bar	23.28.3	Elimination
Carriage overturn	23.23.5	Elimination
Exceeding the time limit in obstacles (5 mins)	23.12.2	Elimination
Horses unfit to continue in rest area	23.5.5	Elimination
Exceeding the Time Limit in any Section	23.2.1	Elimination

CONES – GENERIC

Applicable for

CDT – Cones Phase

POD – Cones Phase

OHCDT – Cones Phase

Obstathon – Cones that form part of the course

Scurry

*Various Cones Class types including timed events at shows, performance
cones, 2 round competitions etc*

26. CONES COMPETITION

26.1 Purpose

26.1.1 The Cones Competition is to test the fitness, obedience and suppleness of the Horses, and the skill and competence of the Drivers.

26.2 Types of Cone Competitions

26.2.1 The following descriptions describe the various types of cone course competitions that are outlined in these rules, and which type is used as a phase at multi phase compositions such as CDT, OHCDT, POD etc.

26.2.1.1 Fault Competition – Time Allowed (Time Penalties + Cone & Course Penalties)

26.2.1.1.1 The Fault Competition is conducted on the basis of penalties for obstacles knocked down and for exceeding the Time Allowed.

26.2.1.1.2 Used for CDT, OHCDT for single round Cones Phase.

26.2.1.2 Time Competition – Speed (Total time taken converted to penalties + Cone & Course Penalties)

26.2.1.2.1 The Time Competition is conducted on the basis of the time in seconds taken by drivers to complete the Course, with any penalties for faults converted to penalty seconds, plus penalties for obstacles knocked down.

26.2.1.2.2 Used as the Drive Off Round if a two round cones phase is being used at CDT – however, where this is used as a drive off round at a CDT, any multiple cone combinations (i.e a,b,c,d) should be removed leaving on the A gate. If it is not possible to drive the A gate independently (i.e a box) that gate will be removed from the round. I.e if the box is, then the drivers would be instructed to drive from gate 6 to gate 8 bypassing the box.

26.2.1.3 Optimum Time Competition – Target Time (Time penalties for above or below optimum time + Cone & Course Penalties)

26.2.1.3.1 The Optimum Time Competition is conducted on the basis of the time taken is compared to the optimum time, and penalties awarded for being above or below the target time, plus penalties for obstacles knocked down.

26.2.1.3.2 Used for POD Cones Phase

26.2.1.4 Performance Cones Competition – Not timed, judged on performance and style

26.2.1.4.1 The performance cones competition is conducted on the basis that a judge judges the style and performance of the round, similar to that of a show hunter competition in the ridden discipline. This is NOT a timed event. A final score out of 100 penalties is awarded (where 1 is the best possible score, and 100 is the worst possible score) where this is being used as part of a multi round competition.

26.2.1.5 Multi-Round Competitions

26.2.1.5.1 An event may combine multiple types of competition to create a multi round competition, where the scores from each are added together to provide a final result.
An example of this might be a three round competition where the first round is a performance cones competition, the second round is an Optimum Time Competition, and the third round is a Time Competition.

26.2.1.5.2 Examples of Multi-Round Competitions

26.2.1.5.2.1 CDT 2 round competition (Drive Off)

26.2.1.5.2.1.1 The organising committee may elect to run a two round cones competition at CDT events. This Competition comprises of an initial round based on Fault Competition rules, and if the driver completes this round without incurring any penalties, they complete a second round based on the Time Competition Rules.

26.2.1.5.2.1.2 Where a two round competition is elected to be used, only the first round penalties contribute to

the drivers overall CDT score.

26.2.1.5.2.1.3 An elimination of the second round of the competition does not result in a elimination from the CDT event.

26.2.1.5.2.1.4 Placings for the cones phase are awarded to those that complete the second round, with the lowest penalties being placed highest.

26.2.1.5.2.2 Obstathon 2 round competition

26.2.1.5.2.2.1 The 2 round Obstathon competition consists of 2 rounds of the Time Competition, where penalties from both rounds of the Obstathon are added together to award placings. The course may be altered between rounds or remain the same. Elimination in either round result in elimination from the competition.

26.2.1.5.2.3 Young/Green Horse & Pony Challenge

26.2.1.5.2.3.1 Performance Round and Optimum Time Round (Using 200m/min to calculate Optimum Time) – Results from a performance round and an optimum time round are added together, the removal of speed puts the focus on calm and kind approaches for young or green horses and ponies.

26.2.1.5.3 Other multi round events

26.2.1.5.3.1 Where an Organising Committee wishes to hold a multi round cones event, they may select from any of the competition types listed rule 25.2.1. Penalties from each round should all contribute to the overall score for that event. Eliminations in any round will result in elimination for the whole competition.

26.3 Prescribed Cone Competition Types for Events

26.3.1 The following table outlines the type of competition that is required for the cones phase (Table 13):

Table 13: Prescribed Cone Competition Types for Events

Event type	Cone Competition Type
CDT	Fault Competition
CDT – 2 Round Cone Course	Fault Competition + Second Round Time Competition (<i>Drive off</i>)
POD	Optimum Time Competition
OHCDT	Fault Competition
Obstathon	Time Competition
Scurry	Time Competition
Showing Events	Various – depending on OC
Stand Along Cone Event – Single or Multi Round Event	Various – depending on OC

26.4 Time and Cone Penalties for the various competition types

26.4.1 The following table outlines the penalties awarded for cone penalties and time penalties based on the event and cone competition type (Table 14):

Table 14: Cone and Time penalties for differing competition types.

Event type	Cone Competition Type	Obstacle Penalties	Time Penalties
CDT	Fault Competition	3 penalties per obstacle	Time that exceeds the allowed time multiplied by 0.5 penalties /sec
CDT – 2 Round Cone Course – Second Round	Time Competition (<i>Drive off</i>)	3 penalties per obstacle	Time taken multiplied by 0.5 penalties /sec
POD	Optimum Time Competition	3 penalties per obstacle	Time above or below optimum time multiplied by 1 penalty per second
OHCDT	Fault Competition	3 penalties per obstacle	Time that exceeds the allowed time multiplied by 0.5 penalties /sec
Obstathon	Time Competition	3 penalties per obstacle	Time taken multiplied by

			0.5 penalties /sec
Scurry	Time Competition	3 penalties per obstacle	Time taken multiplied by 0.5 penalties /sec
Showing Events	Various – depending on OC	3 penalties per obstacle	Refer to above and adapt to suit competition
Stand Alone Cone Event – Single or Multi Round Event	Various – depending on OC	3 penalties per obstacle	Refer to above and adapt to suit competition
Showing Event, Stand Alone Cone Event, single or Multi Round Event.	Performance Cones Competition	3 penalties per obstacle deducted from performance score	Not Timed.

26.5 The Course

26.5.1 Building and Measuring the Course

26.5.1.1 For CDT events, The Course Designer and builder is responsible, under the supervision of the Technical Delegate, for laying out, marking, building and measuring the course. The President of the Ground Jury must ensure that the length of the Course was measured accurately.

26.5.1.2 For all other events, the course designer and builder is responsible, under the supervision of the chief judge for laying out, marking, building and measuring the course.

26.5.1.3 For CDT, Obstathon, Scurry and stand alone cone events, the starting and finishing lines may not be more than 40m nor less than 20m from the first and last obstacles respectively.

26.5.1.4 For POD and OHCDT events, and for timed show classes, the starting and finishing lines may not be less than 5 meters from the first and last obstacles respectively.

26.5.1.5 The following Table outlines the minimum and maximum number of obstacles and the minimum and maximum length that a cone course may have at various event types (Table 15)

Table 15: Minimum and Maximum number of obstacles and length of course for cone competitions and event types.

Event type	Minimum number of obstacles	Maximum number of obstacles	Minimum Length	Maximum Length
CDT	15	20	500	800
CDT – 2 Round Cone Course	15	20	500	800
POD	10	20	300	800
OHCDT	10	20	300	800
Obstathon	10 cone obstacles + 1 MO Obstacles that has (up to) A – F Compulsory Gates	15 cone obstacles + 2 MO Obstacles that have (up to) A – F Compulsory Gates	500	800
Scurry	10	20	500	800
Showing Events	10	20	300	800
Stand Along Cone Event – Single or Multi Round Event	10	20	300	800

26.5.1.6 Courses must be laid out so that drivers have a chance to maintain a reasonable pace throughout the major part of the Course. Certain obstacles, and combinations of obstacles such as open and closed multiples, will inevitably slow down the pace, but such a layout should be limited to a small proportion of the whole Course.

26.5.1.7 All obstacles should be visible from the Judges' position

26.5.1.8 The President of the Ground Jury, the Chief Judge, or the event judge must walk the course to inspect it before the start of the Competition. The length must be measured accurately to the nearest meter taking account, particularly on the turns, the normal line to be followed by the Horse(s). This normal line must pass through the middle of the obstacles.

26.6 Maximum Speeds and Minimum Clearances.

26.6.1 The following table outlines the maximum speed per class for events and classes using allowed time or optimum time and the minimum clearance distances per class for the Cone Course, along with the required track width for each class / event type. Note: These are the maximum

speeds, and the minimum clearances, slower speeds and increased clearances are permitted if considered appropriate. (Table 16)

Table 16: Maximum Speeds and Minimum Clearances for Cone Competitions.

Competition Type	Class No	Description	Time Allowed Speed – Maximum	Clearances - Minimum	Required Carriage Width
CDT	1	Open Horse	240m/min	200mm	138cm
CDT	2	Open Large Pony	240m/min	200mm	138cm
CDT	3	Open Small Pony	240m/min	200mm	138cm
CDT	4	Open Tiny Pony	240m/min	200mm	138cm
CDT	5	Open Multiples (Pair)	240m/min	200mm	138cm
CDT	5	Open Multiples (Teams)	230m/min	200mm	138cm (Pony Pair) 148cm (Horse Pair) 138cm (Pony Team) 158cm (Horse Team)
CDT	5	Open Multiples (Tandem)	230m/min	200mm	138cm
CDT	6	Intermediate (All Heights and combinations)	230m/min	200mm	138cm
CDT	7	Training (All Heights and combinations)	220m/min	200mm	138cm
CDT	8	Novice (All Heights and combinations)	220m/min	200mm	138cm
CDT	9	Open Donkey – All Heights	180m/min	200mm	138cm
CDT	10	Novice Donkey – All Heights	160m/min	200mm	138cm
CDT	11	Open Mule – All Heights	230m/min	200mm	138cm
CDT	12	Novice Mule – All Heights	220m/min	200mm	138cm
OHCDT	All Classes excluding Donkeys	All Classes excluding Donkeys	220m/min	300mm	138cm
OHCDT	Donkeys	Donkey Classes	200m/min	300mm	138cm
POD	All Classes excluding Donkeys	All Classes excluding Donkeys	220m/min	300mm	138cm
POD	Donkeys	Donkey Classes	200m/min	300mm	138cm
Obsthon	All Classes	All Classes	-	200mm	138cm
Scurry	All Classes	All Classes	-	200mm	138cm
Showing Classes – Timed Events	All Classes	All Classes	OC can select speed based on entries for Optimum or Fault Type competitions	200mm	125cm, event organisers may stipulate 138cm
Performance	All	All Classes	Not Timed	200mm	125cm, event

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Cones (Not Timed)	Classes				organisers may stipulate 138cm
Stand Along Cone Event – Single or Multi Round Event	All Classes	All Classes	OC can select speed based on entries for Optimum or Fault Type competitions	200mm	125cm, event organisers may stipulate 138cm

26.7 Course Design, Build, Inspection and Timing

26.7.1 Standard Single Obstacles and Oxers

- 26.7.1.1** The Cones forming an obstacle must be at least 30 cm high and made of indestructible plastic material. A weighted ball must be placed in the hollow on top of the Cone, so that it falls down only if the Cone is touched.
- 26.7.1.2** All obstacles consisting of a single pair or double pair (oxer) of Cones will constitute a Single obstacle.
- 26.7.1.3** The obstacle includes: Cones, red and white markers, numbers and letters.
- 26.6.1.4** The position of one of the pair of Cones should be marked on the ground so that a constant position of the obstacle is maintained throughout the Competition.
- 26.7.1.5** Obstacles that entail reining back are not permitted
- 26.7.1.6** An oxe will be composed of two pairs of cones in a straight line. The distance between the first set of cones and the second set will be between 1.5 and 3 metres, at the option of the Course Designer. The maximum penalties per Oxe is three penalties, for hitting one to four balls. The first set of cones will have the number of the obstacle, the second set will only be marked with red and white flags. Refer to Appendix 4 for more information relating to oxers.
- 26.7.1.7** A maximum of five oxers are allowed in a Cones course.
- 26.7.1.8** Reduced Cones: The width of up to five single obstacles may be reduced by 5 cm. Such obstacles will be marked differently (colour of cones).
- 26.7.1.9** Alternative options: A maximum of two (2) single obstacles may offer an alternative option.

26.7.2 Multiple obstacles

- 26.7.2.1** Multiple obstacles must conform to the design principles. New designs are submitted to the NZCDS CDT Committee for review and inclusion in the NZCDS Rules. New designs may not be used until approved and published by the NZCDS. For the currently approved designs refer to Appendix 5 through to Appendix 16.
- 26.7.2.2** A Multiple obstacle may be constructed of horizontal rails, elevated to a minimum of 40 cm and maximum of 60 cm in height.
- 26.7.2.3** Each group of Cones or Elements must be clearly separated and associated with one of the sections of the Multiple.
- 26.7.2.4** There may not be more than three Multiple obstacles in any course.
- 26.7.2.5** In Multiple obstacles drivers can only incur a maximum of 6 penalties in a Double (A & B), 9 penalties in a Triple (A, B & C) and 12 penalties in a Serpentine, Zig-zag, Double Box, Wave or Double U (A, B, C & D), per attempt plus any penalties for a rebuild as well as penalties for Disobedience.

26.7.3 Water and bridges

- 26.7.3.1** Where Water obstacles and Bridge obstacles are included in the course, prior notification must be given in the Schedule for the Event.
- 26.7.3.2** Water obstacles must be at least 3m wide between A & B, with a depth between 20 and 40 cm and sloping sides. There must be a pair of Cones at the Entrance (flag lettered A) and Exit (flag lettered B) with the Cones 2.0 m apart.
- 26.7.3.3** Knocking down a ball or balls on either A or B will be penalised as three penalties for each pair of cones.
- 26.7.3.4** Wooden bridges, or bridges of similar suitable construction approved by the Technical Delegate, with fan shaped wings at the entrance, with the bridge surface not more than 20 cm above the ground, with a usable width of three meters, and a maximum length of ten meters are permitted, and boarded or rail sides are essential. The Technical Delegate may grant exceptions if the Bridge is of a permanent solid construction with strong side rails. There must be a pair of Cones at the entrance (flag lettered A) and exit (flag lettered B) with the Cones at least 2.0m apart.

26.8 Markers

- 26.8.1** Each obstacle is defined by a pair of markers; a red marker on the right-hand side and a white marker on the left-hand side as drivers approach the obstacle. These may either be printed or placed on the cone, or placed as a marker not more than 15 cm outside the elements, which

form the Single and Multiple obstacles.

26.8.2 The entire turnout must pass between the markers. Failure is considered as Disobedience.

26.8.3 Turning posts, decorations, and obstructions must be placed on the Course before the official course walk. No penalty is incurred if they are touched, displaced or knocked over.

26.8.4 All obstacles on the Course must be numbered in the sequence in which they are to be driven.

26.9 Plan of the Course

26.9.1 It is not required to supply a plan of the course for any event.

26.10 Inspection of the Course

26.10.1 For CDT events, the Course must be open for inspection at least one and a half hours before the start of the Cones Competition.

26.10.2 For all other events, other than timed showing classes, the course should be open 30 minutes prior to the first driver commences. For showing classes, there is no minimum time requirement.

26.10.3 The course is open for all to inspect, no measuring wheels may be used to inspect the course outside of the official course measuring by the Course designer and builder and the President of the Ground Jury or their nominated person.

26.10.4 Only the Course Designer and Builder, or the President of the Ground Jury or their nominated person may alter the course in any way.

26.11 Timing

26.11.1 Each driver will be timed by stopwatch or by an electronic timing device, from the moment the nose of the leading Horse crosses the Start Line until the nose of the leading Horse crosses the finish line, but penalties are incurred until the whole turnout has passed the finish line.

26.11.2 Electronic timing may be used.

26.11.3 Times must be recorded to one hundredth of a second.

26.11.4 For the Fault Competition and the Optimum Time Competition, The Time Limit is twice the Time Allowed. Exceeding the Time Limit will incur Elimination.

26.12 Running Order for Cones

26.12.1 For one and two day CDT events, POD and OHCDT events, the running order for the cones is that of the dressage running order. Drivers complete their dressage test and then move to the cones course, and complete this.

26.12.2 At three-day CDT events, the drivers will go in reverse order of the results in Dressage and Marathon, so that the driver with the most penalty points from Driven Dressage and Marathon will go first and the driver with the fewest Penalties goes last. In the event of equal Driven Dressage and Marathon penalties, the result of the Marathon decides. The starting order will be:

- Retired drivers, followed by
- Eliminated drivers, followed by
- The remaining drivers, commencing with the one with the highest number of penalties after Dressage and Marathon, so that the driver with the least number of penalties achieved without Retirement or Elimination will start last.

26.12.3 At three day CDT events, In the Event of drivers having equal scores, the driver with the lowest penalties in the dressage will be placed after those with higher dressage penalties.

26.13 Driving of the Cone Course

- 26.13.1** Starting and finishing the course, and Start and Finish Gate neutralisation
- 26.13.1.1** If drivers have had their starting bell or signal but have failed to start by passing through the start line within 45 seconds of the starting bell / signal the timing will start.
- 26.13.1.2** Drivers starting and passing through the start gate or an obstacle before the starting signal will be penalised 10 penalty points and must restart.
- 26.13.1.3** If a driver, after the starting bell / signal has been made, fails to pass through the start gate before passing through an obstacle, the Cones Judge must sound their signal and stop them after they have fully passed through the first obstacle. The penalty is elimination.
- 26.13.1.4** The start and finish lines are neutralized for passing through, from the moment the driver has passed through the start line until he has passed through the last obstacle.
- 26.13.1.5** After the last obstacle the driver must pass through the finish line with the red flag on the right and the white flag on the Left.

26.13.2 Driving the course – Cone / Ball knockdowns

- 26.13.2.1** Knocking down one or both balls of a single obstacle and knocking down a ball or an element of a multiple obstacle incurs 3 penalties in each case.
- 26.13.2.2** Knocking down a ball or balls on either A or B on a Water or Bridge obstacle will incur 3 penalties for each pair of cones.
- 26.13.2.3** In Multiple obstacles drivers can only incur a maximum of 6 penalties in a Double Combination (A & B), 9 penalties in a Triple Combination (A, B & C) and 12 penalties in a Quad Combination (A, B, C & D), per attempt plus any penalties for a rebuild as well as penalties for other course related incidents.
- 26.13.2.4** A driver may pass between the elements of an Open Multiple obstacle whilst driving between obstacles, without incurring a penalty.
- 26.13.2.5** If a driver knocks down or dislodges any part of an obstacle, which has already been driven, he will incur three (3) penalties.

26.13.3 Error of Course

- 26.13.3.1** A driver is considered to have passed through an obstacle when the whole turnout has passed between the markers.
- 26.13.3.2** If a driver attempts to pass through an obstacle in the wrong sequence or direction, the Cones Judge must wait until after the turnout has passed completely through the wrong obstacle before ringing the bell. The Driver is then Eliminated.
- 26.13.3.3** If the Cones Judge sounds the bell / signal while the driver is on the Course, the driver must halt immediately. If the driver does not halt, the Cones Judge will sound their bell / signal a second time. If the driver continues without stopping, he is Eliminated. The Groom may advise the driver that the bell / signal has sounded.
- 26.13.3.4** If the Cones Judge is in doubt whether an obstacle has been properly driven, the driver must be allowed to finish the Course. The Ground Jury or Chief Judge can then reach a decision.

26.13.4 Obstacle Rebuild

- 26.13.4.1** If the driver knocks down any part of an Obstacle in the process of a disobedience or refusal, the bell will be rung and the clock stopped for the obstacle to be rebuilt, and ten seconds will be added to the drivers time, along with any penalties for Disobedience (but not for the elements knocked down at the time of Disobedience).
- 26.13.4.2** When the obstacle is rebuilt, the bell is rung again, and the driver must then retake the complete obstacle and continue his round. The clock will re-start when the driver reaches the re-built obstacle. Penalty for starting before the bell is Elimination.
- 26.13.4.3** If a driver knocks down any part of an obstacle in advance of the element he is driving, then the bell will be rung, the clock stopped while the obstacle is rebuilt, 3 penalties are awarded and 10 seconds added to the total time taken.
- 26.13.4.4** If a driver breaks out of the Multiple obstacle and knocks down an element, then the bell will be rung, the clock stopped while the obstacle is rebuilt, and 3 penalties awarded and 10 seconds added to the total time taken. If the break out is a result of disobedience then penalties are also awarded for disobedience. The driver is required to drive the multiple obstacle again from the

start of the multiple combination.

26.13.5 Disobedience and Resistance

26.13.5.1 It is considered to be a Disobedience when:

- 26.13.5.1.1** The driver attempts to pass through an obstacle and his Horse shies away from the obstacle at the last moment without hitting any part of the obstacle.
- 26.13.5.1.2** The Horses run away, or, in the opinion of the Cones Judge, the driver has lost effective control.
- 26.13.5.1.3** The whole turnout comes to a complete halt, with or without stepping back anywhere on the course, in front of or in an obstacle, or a Multiple obstacle, with or without knocking down any element.
- 26.13.5.1.4** Not passing through an obstacle with the whole turnout, running out of a Multiple, circling within a Multiple or reining back by the Driver between start- and finish line.
- 26.13.5.2** A Disobedience will incur five 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.
- 26.13.5.3** If there is a Disobedience in a single obstacle, i.e. the whole turnout does not pass through the markers, the driver has to retake the obstacle. The bell will only be rung if part of the obstacle is knocked down.
- 26.13.5.4** If there is a Disobedience in a Multiple obstacle without knocking down any element the Driver must continue his drive and is penalised for disobedience (see. above).
- 26.13.5.5** In the case when Disobedience is connected with knocking down an element (For example Run-out at C and dislodging the ball) the Judge rings the bell, the course is interrupted, the time is stopped, and the obstacle rebuilt. The Cones Judge rings the bell again, the driver has to restart at the letter A of the Multiple obstacle and the time starts when the Horses nose passes gate A. For the re-building 10 seconds are added once, and 3 penalties are awarded.
- 26.13.5.6** If an Driver has a Disobedience at any obstacle and knocks down any part of that obstacle, he will incur penalties for the Disobedience, 3 penalties for the knock down and 10 seconds will be added for the rebuilding.
- 26.13.5.7** A Horse is considered to offer resistance if, at any time and for whatever reason it refuses to go forward (with or without moving back), turns around, rears. This will be penalised the same as Disobedience.

26.13.6 Broken Harness

26.13.6.1 If, at any time, after he has started, a driver has a disconnected pole, shaft, rein, trace, pole strap or chains, or should a Horse have a leg over the pole, trace, shaft, or leader bars the Cones Judge must ring the bell and stop the clock. The driver must put a Groom(s) down to correct the problem and will be penalised for a Groom dismounting. If the driver does not have a groom on the carriage, their nominated support person may assist them. If they do not have a nominated support person, a third party may help them. After the situation has been corrected and the Groom has remounted the President of the Jury will ring the bell and restart the clock. Penalties awarded for the groom down/nominated support person assisting/third party assisting are 5 penalties for the first incident, 10 penalties for the second incident and elimination for the third incident.

26.13.6.2 Carriage overturning is elimination.

26.13.7 Role of Grooms / Nominated Support Persons

- 26.13.7.1** Grooms may be seated or standing.
- 26.13.7.2** For POD and OHCDT cones and for CDT Cones that are being run on a optimum time (i.e one round or the first round of cones), they may not provide excessive physical assistance to the carriage. Each incident that the cones judge considers this to occur will result in 20 penalties. This includes shunting or moving the carriage to avoid a cone. The groom is allowed to lean into corners to act as a stabiliser for the carriage.
- 26.13.7.3** For the purposes of Scurry and Obstathon the grooms are permitted to provide physical assistance to the carriage.
- 26.13.7.4** Where a CDT event is running a two round cones, with the second round being the 'drive off' (Timed round), or where this format is being used in a cones competition, grooms are permitted

- to provide physical assistance to the carriage.
- 26.13.7.5** For showing and other cone related events, the organising committee must make it clear whether the groom is permitted to assist the carriage physically or not.
- 26.13.7.6** Grooms are allowed to indicate the course and speak to their driver throughout the duration of the course.
- 26.13.7.7** Nominated support persons are permitted to assist the driver verbally through the use of a communication device such as a headset, but they are not permitted to use their voice to call out or yell across the cones course.
- 26.13.8 Drivers and Grooms Dismounting, Nominated Support person assisting physically**
- 26.13.8.1** Each time a driver dismounts they will incur 20 penalties.
- 26.13.8.2** Drivers will incur penalties each time one or both Grooms dismount. The penalties are five penalties on the first occasion, 10 penalties on the second occasion. On the third occasion the Driver is Eliminated.
- 26.13.8.3** The Grooms must be on the carriage when going through each obstacle, with the exception of if the groom is leading the horse by the bridle end of the reins or by a lead rope through an obstacle.
- 26.13.8.4** Where a Groom(s) has dismounted to assist through an obstacle by leading the horse by the bridle ends of the reins or with a lead rope, the penalty is 25 penalties for the first incident, 30 penalties for the second incident and elimination for the third incident. The Groom(s) must join the carriage before the next obstacle.
- 26.13.7.5** Where a Driver does not have a Groom on the carriage, their nominated support person may provide the same physical assistance that would otherwise be undertaken by a Groom. Penalties for such assistance are the same as those that would apply if a Groom had dismounted and provided the assistance.
- 26.13.8.6** A third party may provide physical assistance where immediate intervention is necessary to address a safety issue, such as a horse with a leg over a trace, tangled harness, or another situation that presents an immediate risk to the horse(s), Driver, Groom, Officials, or spectators. Such assistance is permitted; however, the Driver will incur the same penalties that would apply if the assistance had been carried out by a Groom, including any penalties associated with the Groom dismounting and undertaking the relevant action.

27. SUMMARY OF PENALTIES IN CONES

Drivers are liable for the following penalties:

Description	Rule No.	Fault Competition	Time Competition	Optimum Time Competition	Performance Cones Competition
Any person on carriage not wearing an approved equestrian helmet		Elimination	Elimination	Elimination	Elimination
For CDT events, driver entering arena without, jacket, gloves or apron.		5 penalties	5 seconds	<i>Not used at CDT</i>	<i>Not used at CDT</i>
For CDT events, groom entering arena without jacket, hat or gloves		5 penalties	5 seconds	<i>Not used at CDT</i>	<i>Not used at CDT</i>
Driving without a whip in the arena		5 penalties	5 seconds	5 penalties	5 penalties to be taken from judges performance score
Dropping or putting down the whip		5 penalties	5 seconds	5 penalties	5 penalties to be taken from judges performance score
No breeching for a multiple turnout with a carriage with no brakes		Elimination	Elimination	Elimination	Elimination
No breeching for a Single turnout (regardless of whether carriage has breaks or not)		Elimination	Elimination	Elimination	Elimination
If a Groom handles the reins, brake or uses the whip before the Driver has crossed the finish line		20 penalties	20 seconds	20 penalties	20 penalties to be taken from judges performance score
Person tied to the carriage		Elimination	Elimination	Elimination	Elimination
Groom providing excessive physical assistance to carriage		20 penalties per occurrence	20 seconds per occurrence	20 penalties per occurrence	20 penalties to be taken from judges performance score
Failing to start within 45 seconds of bell ring		Timing starts	Timing starts	Timing starts	Marked Down by Judge
Starting and passing through an obstacle before the bell is rung / signal is given to start.		10 penalties and restart	10 seconds and restart	10 penalties and restart	10 penalties to be taken from judges performance score and restart
Failing to pass through start or finish lines		Elimination	Elimination	Elimination	Elimination
For knocking down one or two balls in the same single obstacle		3 penalties	3 seconds	3 penalties	3 penalties to be taken from judges

Description	Rule No.	Fault Competition	Time Competition	Optimum Time Competition	Performance Cones Competition
					performance score
For knocking down an element of a Multiple obstacle		3 penalties	3 seconds	3 penalties	3 penalties to be taken from judges performance score
For knocking down any part of an obstacle after it has already been driven		3 penalties	3 seconds	3 penalties	3 penalties to be taken from judges performance score
Carriage overturn		Elimination	Elimination	Elimination	Elimination
If any part of an obstacle in advance of the one being driven is knocked down, the bell will be rung for the obstacle to be rebuilt		3 penalties and add 10 seconds	3 seconds and add 10 seconds	3 penalties and add 10 seconds	3 penalties to be taken from judges performance score
Taking an obstacle out of sequence.		Elimination	Elimination	Elimination	Elimination
Failure to halt after the bell is rung a second time		Elimination	Elimination	Elimination	Elimination
For causing an obstacle, or part of a multiple to be rebuilt.		3 penalties and add 10 seconds	3 seconds and add 10 seconds	3 penalties and add 10 seconds	3 penalties to be taken from judges performance score
Starting before the bell after an obstacle is rebuilt		Elimination	Elimination	Elimination	Elimination
Driver dismounting		20 penalties	20 seconds	20 penalties	20 penalties to be taken from judges performance score
Groom(s) dismounting or Nominated support person providing physical assistance First incident Second incident Third incident		5 penalties 10 penalties Elimination	5 seconds 10 seconds Elimination	5 penalties 10 penalties Elimination	Penalties to be taken from judges performance score (5 for first instance, 10 for the second)
Groom or nominated support person leading a Horse through an obstacle (This includes the dismounting of the groom / assistance of the nominated support person) First incident Second incident Third incident		25 penalties 35 penalties Elimination	25 seconds 35 seconds Elimination	25 penalties 35 penalties Elimination	Penalties to be taken from judges performance score (25 for first instance, 35 for the second)
Disobedience: First incident Second incident Third incident		5 penalties 10 penalties Elimination	5 seconds 10 seconds Elimination	5 penalties 10 penalties Elimination	Penalties to be taken from judges performance

Description	Rule No.	Fault Competition	Time Competition	Optimum Time Competition	Performance Cones Competition
					score (5 for first instance, 10 for the second)
For exceeding the Time Allowed		Exceeded time multiplied by 0.5	Exceeded time multiplied by 0.5	N/A	N/A
Total time above or below the Optimum time		N/A	N/A	Time above or below optimum time multiplied by 1 penalty	N/A
Exceeding the Time Limit		Elimination	Elimination	Elimination	N/A

APPENDIX SECTION

Appendix 1: NZCDS Noseband Tightness Checking Procedure

Ap.1.1 Purpose

Ap.1.1.1 The purpose of this procedure is to provide an objective method for assessing whether a noseband has been adjusted excessively tightly, in the interests of horse welfare.

Ap.1.2 When a Check May Be Conducted

Ap.1.2.1 A Noseband Tightness Check may be conducted where the Chief Judge, Technical Delegate, member of the Ground Jury, or an official appointed by the Chief Judge reasonably believes that a noseband may be excessively tight. This will occur immediately following the phase, class or competition.

Ap.1.2.2 The check may be undertaken by a member of the Ground Jury, or a person that the Ground Jury nominates.

Ap.1.2.3 Routine or mandatory checks of all horses are not required.

Ap.1.2.4 A driver may request a check prior to the commencement of competition and before the commencement of each phase of competition (i.e before dressage and before marathon).

Ap.1.3 Approved Measuring Device and Equipment

Ap.1.3.1 The check shall be conducted using an FEI Noseband Measuring Device, or another measuring device approved by the NZCDS.

Ap.1.3.2 Accompanying the device must be a pack of disinfectant wipes that are used to clean the device after each use.

Ap.1.3.3 Accompanying the device must be a pack of disposal gloves for the person undertaking the test to wear. Each test, the tester must dispose of the gloves and replace with a new pair.

Ap.1.4 Procedure

Ap.1.4.1 The Official shall advise the Driver that a Noseband Tightness Check is to be undertaken.

Ap.1.4.2 The horse may remain harnessed and standing, provided it is under proper control and can be examined safely.

Ap.1.4.3 The measuring device shall be inserted beneath the noseband over the nasal bone and drawn through in a downward motion under the noseband.

Ap.1.4.4 The check will be applied to all nosebands fitted to the horse, including drop nosebands or flashes attached to the noseband.

Ap.1.4.5 If the measuring device passes freely beneath the noseband, the noseband shall be deemed compliant.

Ap.1.4.6 If the measuring device cannot be inserted and passed beneath the noseband, the noseband shall be deemed excessively tight.

Ap.1.4.7 The procedure mirrors the FEI method, where the device must pass between the nasal bone and the noseband.

Ap.1.5 Outcome of a Failed Check

Ap.1.5.1 Where the check is conducted at the request of the driver before the commencement of a phase, class, or competition, the Driver shall be required to adjust the noseband before being permitted to continue.

Ap.1.5.2 Where the check is conducted during or immediately following a phase, class, or competition, the penalty will be 20 penalties and the Driver shall be required to adjust the noseband before continuing driving.

Ap.1.5.3 Refusal by a Driver to present a horse for a Noseband Tightness Check shall result in elimination

Ap.1.5 Official's Decision

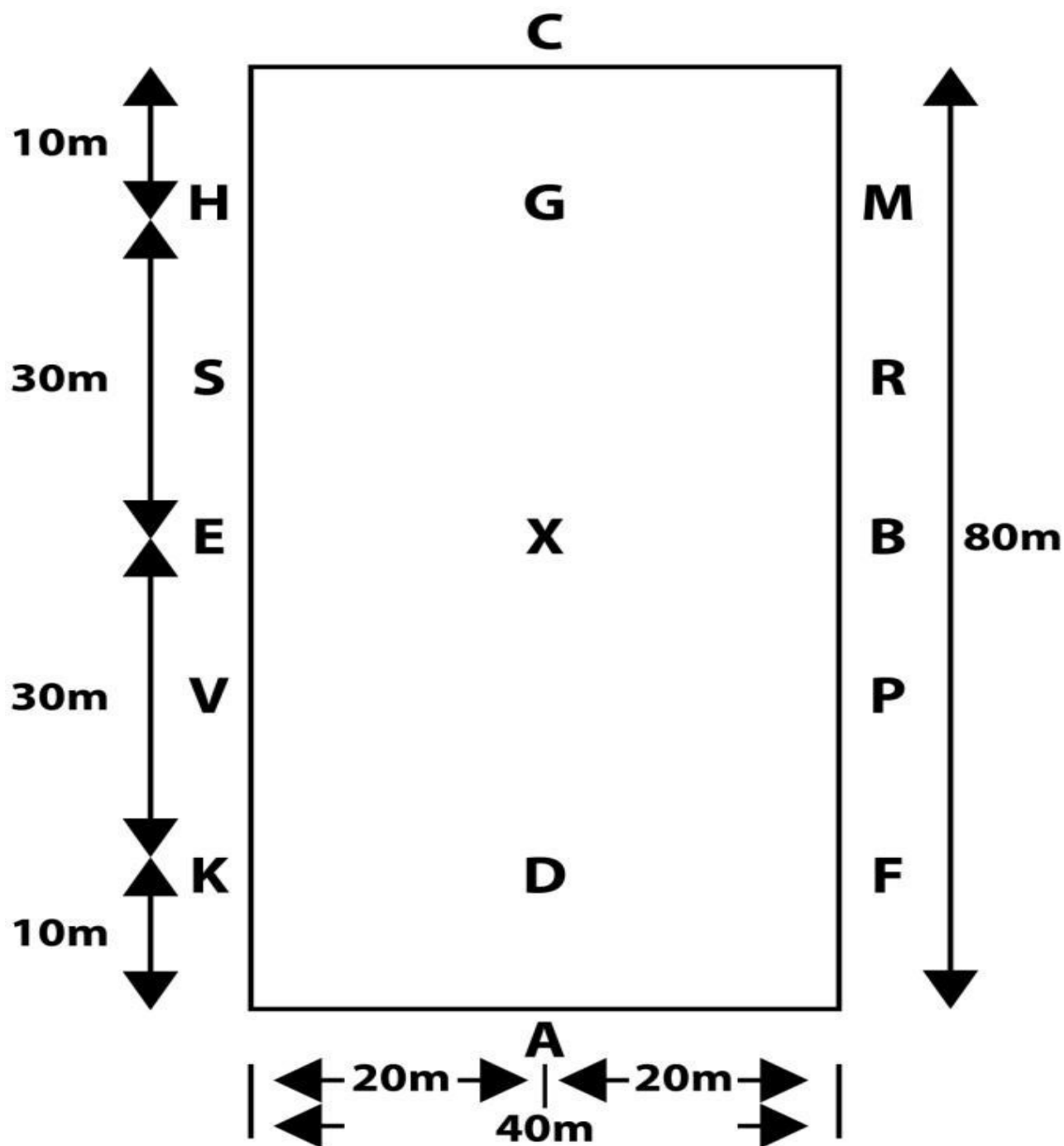
Ap.1.5.1 The result of a Noseband Tightness Check conducted in accordance with this Appendix shall be final.



Appendix 2: Dressage Area Layouts

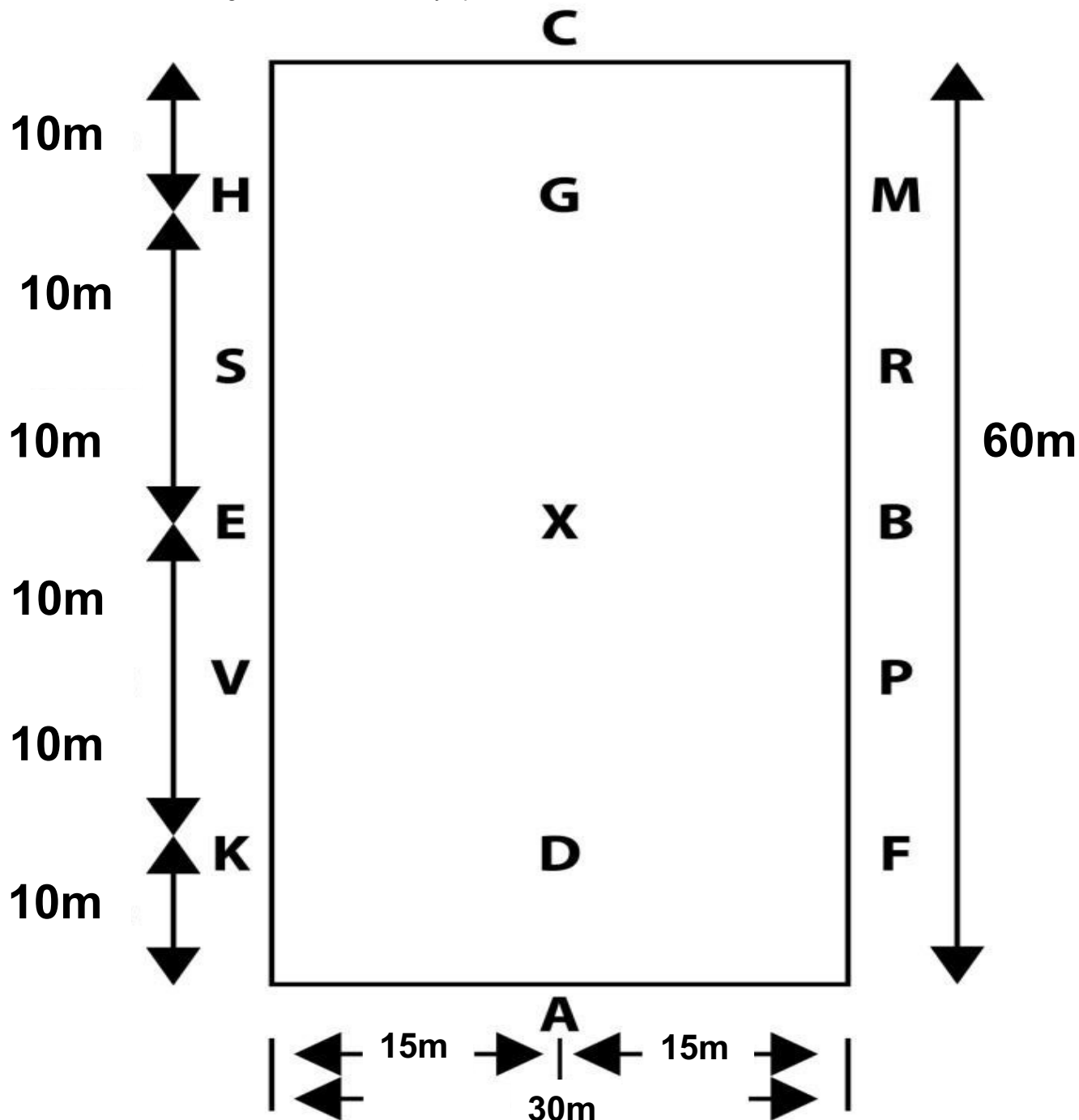
Ap2.1

Diagram of the Driven Dressage arena 80m x 40m



Ap2.1**Ap2.1.1****Diagram of the Driven Dressage arena 60m x 30m**

The POD and OHCDT Dressage arena may be set up in a smaller area than 60m x 30m, but the size of the arena should be advertised in the schedule for the event. The markers along the long side must be evenly spaced.



Appendix 3: Dressage Descriptions and Judging Criteria

Ap.3.1 Movement and their descriptions

Ap.3.1.1 Halt

The Horse must stand square, straight and motionless, remaining on the bit.

Ap.3.1.2 Walk

With a regular four beat movement, the Horse, remaining in a light contact, walks energetically, supple, with even and determined strides with the hind feet touching the ground in front of the foot prints of the fore feet and stretching forwards downwards.

Ap.3.1.3 Free Walk

Same definition as for the Walk, but in addition, gaining ground as much as possible, clearly lengthening the frame and stretching forwards downwards.

Ap.3.1.4 Working Trot

A forward, active regular trot, with the Horse on the bit, carrying himself in balance and rhythm with even, elastic steps, good hock action and clear impulsion. The steps of the hind feet must at least be touching the ground in the footprints of the fore feet.

Ap.3.1.5 Collected Trot

The Horse remains on the bit and moves energetically forward with a greater degree of engagement, leading to an increased flexion of the hocks and fetlock joints and raising up with the forehand, thus allowing for more mobility and elevation of the strides. The neck will be raised and more arched, with the poll the highest part, the nose should not be behind the vertical, or the neck restricted. The hind legs should take more weight and cadence should be visible.

Ap.3.1.6 Extended Trot

The Horse lengthens his stride to cover as much ground as possible as a result of greater impulsion from the hindquarters. The Driver allows the Horse, remaining "on the bit" without leaning on it, to lengthen its frame to gain ground, with the nose slightly in front of the vertical. The hind feet must clearly over track the prints made by the fore feet.

The Horse must remain in balance while maintaining the same rhythm with strides of equal size. Hurried strides are not asked for and constitute a severe fault.

Ap.3.1.4 Medium Trot

Between the defined Working Trot and Extended Trot. The Horse lengthens his stride to cover less ground than asked for in the Extended Trot but more ground than asked for in the Working Trot as a result of greater impulsion from the hindquarters. The Driver allows the Horse, remaining 'on the bit' without leaning on it, to lengthen the frame to gain ground, with the nose slightly in front of the vertical. The hind feet should over track the footprints made by the fore feet. The Horse must remain in balance while maintaining the same rhythm with strides of equal size. Hurried strides are not asked for and constitute a severe fault.

Ap.3.1.5 Working Canter

A forward, active pace with regular strides of three time beat. The Horse, showing good balance, remains on the bit without leaning on the hand, and goes forward with light cadenced strides and good hock action.

A Canter to the right, for instance will have the footfalls follow one another in the following sequence: left hind, left diagonal (simultaneously left fore and right hind), right fore, followed by a moment of suspension with all four feet off the ground before the next stride begins.

The quality of the Canter is judged by the general impression, and the regularity and lightness of the three-beat pace in a clear uphill tendency. The Horse must be on the bit and well engaged in the hindquarters with good hock action and must have the ability to maintain his rhythm and natural balance throughout the movement and the transitions. The Horse must remain straight on straight lines and correctly bent on curved lines.

Ap.3.1.6 Collected Canter

Horses strides are shorter than in working canter, the hocks maintain a clear impulsion and the hind legs take more weight: the point of gravity is moving backwards and the neck and poll coming up more and more with the nose always a bit in front of the vertical showing a clear uphill tendency and self-carriage: the basic is a clear three beat and a light steady contact with

- suppleness and elasticity
- Ap.3.1.7 Extended Canter**
Ap.3.1.7.1 In extended canter the Horse covers as much ground as possible with obviously lengthened strides and frame: there should be no hurried strides and the nose should be always in front of the vertical not losing balance and uphill tendency. There should be clear transitions into and out of the extended canter.
- Ap.3.1.8 Reinback**
Ap.3.1.8.1 The Horse must walk backwards in a straight line, with the legs being lifted and set down in diagonal pairs. The Horse must remain on the bit, straight and not evade or resist the contact, the poll should remain the highest point.
- Ap.3.1.8.2** Transition to the next movement must be immediate and smooth.
- Ap.3.1.9 Stretching the frame**
Ap.3.1.9.1 Letting the Horse take the reins, stretching long and low - forwards and downwards at least to the point of the shoulder over the back while keeping the same rhythm and impulsion. The Driver must keep the reins without losing the contact and bring the Horse back to the preceding elevation as soon as the stretching has been shown.
- Ap.3.1.10 Transitions**
Ap.3.1.10.1 Changes of pace must always be made smoothly and promptly with the Horse remaining in balance and on the bit. A transition must be completed as the nose of the Horse arrives at the prescribed marker, unless otherwise stated.
- Ap.3.1.11 Change of Pace and Movement**
Ap.3.1.11.1 Changes of pace and movement are made when the heads of the leaders reach the point indicated in the test.
- Ap.3.2 Terminology**
Ap.3.2.1 The following must be considered when judging Driven Dressage movements:
Ap.3.2.1.1 Obedience and Lightness - willing response to aids without resistance and correctness of bend.
Ap.3.2.1.2 Regularity - the regularity, evenness and rhythm with which the Horse puts his feet to the ground.
Ap.3.2.1.3 Contact - the connection through the reins between the Driver's hands and the Horse's mouth. It should be soft and steady at all times.
Ap.3.2.1.4 Impulsion - the willingness of the Horse to go forward energetically at all times and to respond quickly and evenly to changes of pace. The Horse must remain in balance while maintaining the same tempo with strides of equal size.
Ap.3.2.1.5 Straightness - carrying the head, neck and body in a straight line with the weight evenly divided among the legs. On curved lines the hind legs need to follow the footprints of the fore feet (no escaping or swinging out).
Ap.3.2.1.6 Collection - roundness and engagement with good hock action, elevated poll allowing the shoulders to move with ease. The Horse's energy is contained in a more deliberate pace than the Working Trot.
Ap.3.2.1.7 The haunches are more compressed, the croup is lowered and the forehead elevated to the same degree. The stride is shorter but more powerful than the Working Trot and the front legs will move from the shoulder with greater agility resulting in lightness and greater mobility throughout. The neck should be more arched. The shortening of the frame is not and never should be a result of pulling back but rather of asking and allowing the Horse to move forward into the Driver's hand.
Ap.3.2.1.8 Accuracy - Correctness, roundness and correct size of figures and lines (including corners) as asked in the Test.
- Ap.3.3 General Impression**
Ap.3.3.1 General.
Ap.3.3.1.1 There are two summary boxes at the end of the Judges Score Sheets for marks on General Impression observed by the judges throughout the whole test.
Ap.3.3.1.1.1 Athlete (Driver) - Use of aids, handling of reins and whip, position on the box, accuracy of figures. The mark must reflect the consistent level of accuracy and quality of transitions.

Ap.3.3.1.1.2 General Impression - Appearance of Driver and Grooms, cleanliness, fitness, matching and condition of Horses, carriage and fitting and correctness of harness

Appendix 4: Standard Oxers

Ap.4.1 Construction and Set Up

Ap.4.1.1 An oxe will be composed of 2 pairs of cones in a straight line.

Ap.4.1.2 The distance between the first set of cones and the second set will be between 1.5 and 3 metres, at the option of the Course

Ap.4.1.3 The oxe counts as a single obstacle and the maximum penalty points for knocking down up to 4 balls is 3 penalty points in total.

Ap.4.1.4 The first set of cones will have the number of the obstacle and be marked with red and white flags and the second set of cones will be marked with red and white flags.

Ap.4.1.5 This obstacle will be judge as a single obstacle.

Ap.4.1.6 The oxe may be crossed.

Ap.4.1.7 A maximum of five oxers are allowed in a Cones course.

Ap.4.1.8 The distance between the two pairs of cones has to be measured from the balls.

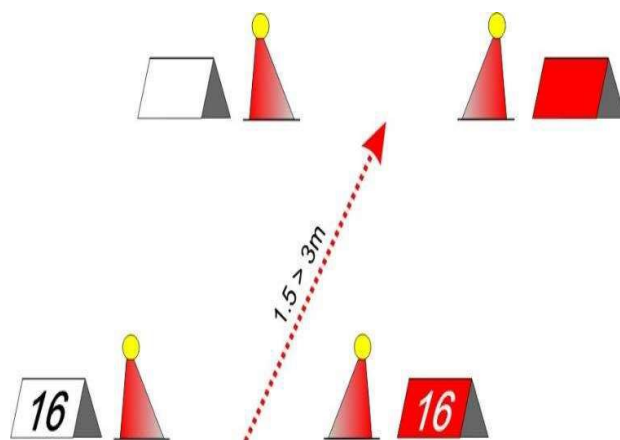


Figure 2 - Standard Oxe set up - Distance between the two pair of cones: minimum 1.5, maximum 3 meters

Appendix 5: Alternative / Option Cones

Ap.5.1

Construction and Set Up

Ap.5.1.1

Alternative or Option Cones – There may be up to a maximum of two (2) single obstacles that may offer an alternative option.

Ap.5.1.2

The official distance must be taken from the longest route.

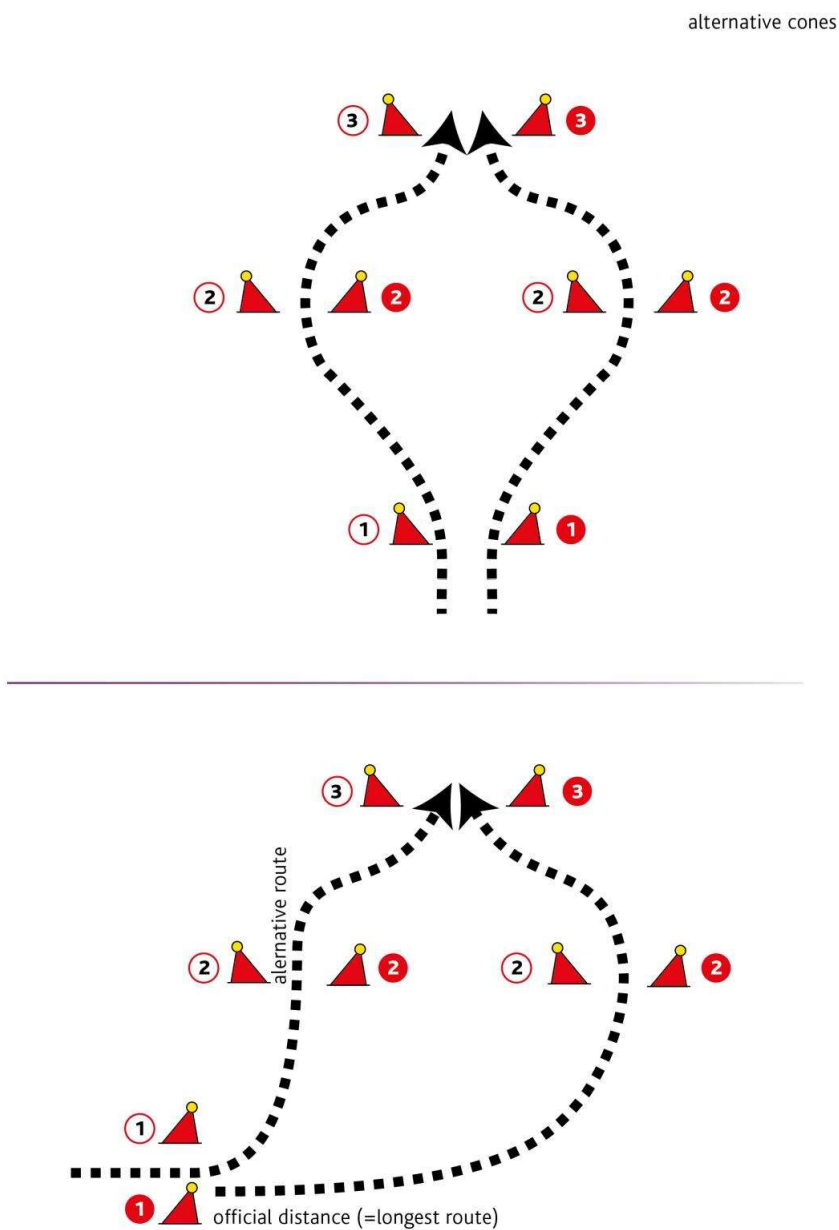


Figure 3: Alternative Cone Set Up

Appendix 6: Single “L”

Ap.6.1 Construction and Set Up

Ap.6.1.1 Elements must be separated 20 cm - 40 cm)

Ap.6.1.2 Supports - 40 cm to 60 cm from ground to top of rail

Ap.6.1.3 Elements - must be free standing parallel or perpendicular Single or sectioned rails; separated by 20 cm-40 cm

Ap.6.1.4 Spacing Markers - a pair of red and white markers, set within 15 cm Element. < A> at the IN gate and <> at the OUT gate

Ap.6.1.5 Horse: (minimum measurements - metres)

	IN	A1	A2	B1	B2	OUT
Single	3	8	11	8	11	3
Pair	3	8	11	8	11	3
Tandem	4	8	12	8	12	4
Four in Hand	4	8	12	8	12	4

Ap.6.1.6 Pony: (minimum measurements - metres)

	IN	A1	A2	B1	B2	OUT
Single	3	8	11	8	11	3
Pair	3	8	11	8	11	3
Tandem	3	8	11	8	11	3
Four in Hand	3	8	11	8	11	3

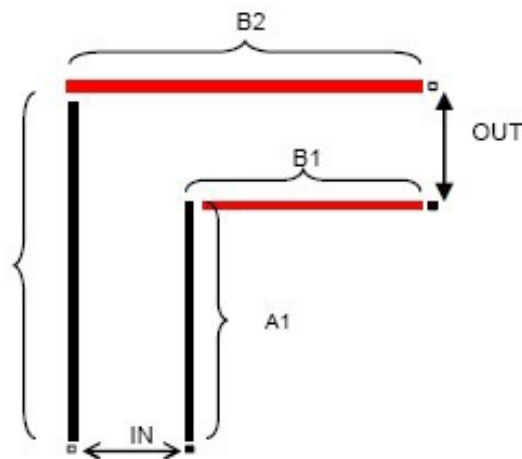


Figure 4: Single L set up

Appendix 7: Double “L”

Ap.7.1 Construction and Set Up

Ap.7.1.1 Elements must be separated 20 cm - 40 cm)

Ap.7.1.2 Supports - 40 cm to 60 cm from ground to top of rail

Ap.7.1.3 Elements - must be free standing, parallel or perpendicular single or sectioned rails separated by 20 cm-40 cm spacing.

Ap.7.1.4 Markers - indicating each section as follows:

A- within 15cm of IN.

B - coloured or wrapped rails or markers on the ground.

C- within 15cm of Out

Ap.7.1.5 Horse: (minimum measurements - meters)

	IN	AI	A2	B	B1	B2	C	C1	C2	OUT
Single	3	5	9	4	10	9	4	9	5	4
Pair	3	5	9	4	10	9	4	9	5	4
Tandem	4	5	10	5	10	9	5	10	5	5
Four in Hand	4	5	10	5	10	9	5	10	5	5

Ap.7.1.6 Pony: (minimum measurements- meters)

	IN	AI	A2	B	B1	B2	C	C1	C2	OUT
Single	3	5	9	4	9	9	4	9	5	4
Pair	3	5	9	4	9	9	4	9	5	4
Tandem	3	5	9	4	9	9	4	9	5	4
Four in Hand	3	5	9	4	9	9	4	9	5	4

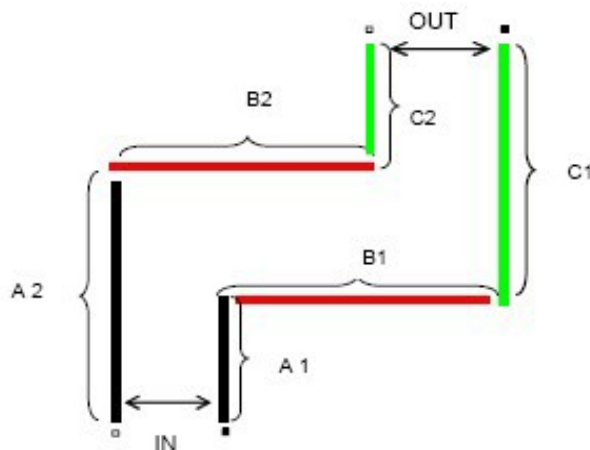


Figure 5: Double "L" Set up

Appendix 8: Single “U”

Ap.8.1 Construction and Set Up

Ap.8.1.1 Supports - 40 cm to 60 cm from ground to top of rail

Ap.8.1.2 Elements - must be free standing; parallel or perpendicular single or sectioned rails; separated by 20 cm-40 cm spacing

Ap.8.1.3 Markers - indicating each section as follows:

A - within 15 cm of IN.

B - coloured or wrapped rails or markers on the ground.

C - outside but within 15 cm of C.

Ap.8.1.4 Horse: (minimum measurements - meters)

	IN	A1	B	B1	B2	C1	OUT
Single	3	9	4	5	7	9	4
Pair	3	9	4	5	7	9	4
Tandem	4	9	5	5	9	10	5
Four in Hand	4	9	5	5	9	10	5

Ap.8.1.5 Pony: (minimum measurements- meters)

	IN	A1	B	B1	B2	C1	OUT
Single	2	8	3	5	5	8	3
Pair	3	9	4	5	7	9	4
Tandem	3	9	4	5	7	9	4
Four in Hand	3	9	4	5	7	9	4

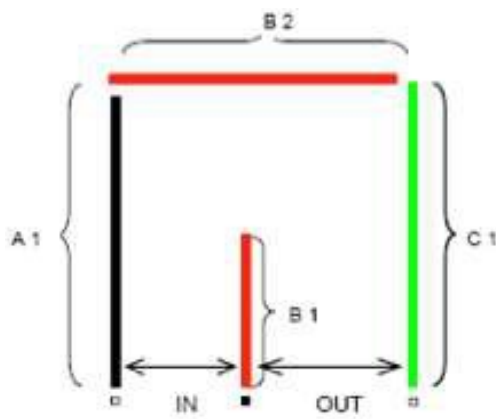


Figure 6: Single "U" Set Up

Appendix 9: Double "U"

Ap.9.1 Construction and Set Up

Ap.9.1.1 Supports - 40 cm to 60 cm from ground to top of rail

Ap.9.1.2 Elements - must be free standing; parallel or perpendicular single or sectioned rails, separated by 20 cm-40 cm spacing

Ap.9.1.3 Markers - indicating each section as follows:

A- within 15 cm of IN.

B, C - coloured or wrapped rails or markers on the ground.

D - within 15 cm of OUT.

Ap.9.1.4 Horse: (minimum measurements - meters)

	IN	A1	B	B1	B2	C	C1	C2	D1	OUT
Single	3	12	4	8	7	4	8	8	12	4
Pair	3	12	4	8	7	4	8	8	12	4
Tandem	4	13	5	8	9	5	8	8	13	5
Four in Hand	4	13	5	8	9	5	8	10	13	5

Ap.9.1.5 Pony: (minimum measurements - meters)

	IN	A1	B	B1	B2	C	C1	C2	D1	OUT
Single	2	9	3	6	5	3	6	6	9	3
Pair	3	12	4	8	7	4	8	8	12	4
Tandem	3	12	4	8	7	4	8	8	12	4
Four in Hand	3	12	4	8	7	4	8	8	12	4

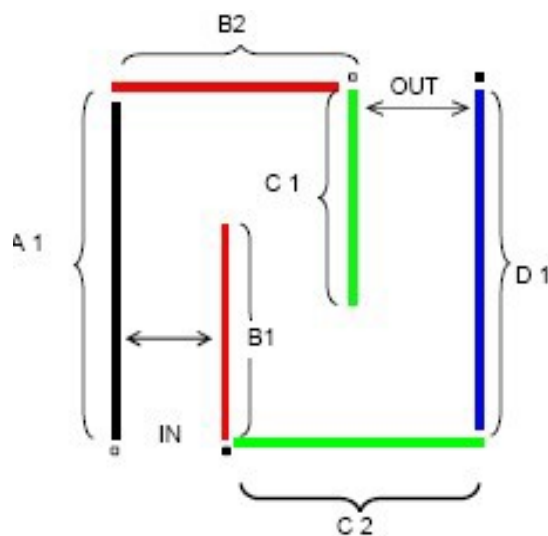


Figure 7: Double "U" Set Up

Appendix 10: Box (Single)

Ap.10.1 Construction and Set Up

Ap.10.1.1 Supports - 40 cm to 60 cm from ground to top of rail

Ap.10.1.2 Elements - must be free standing parallel or perpendicular single or sectioned rails, separated by 20 cm-40 cm spacing

Ap.10.1.3 Markers - indicating each section as follows:

A- within 15 cm of IN.

B - coloured or wrapped rails or markers on the ground.

C - outside but within 15 cm of C.

Ap.10.1.4 Horse: (minimum measurements - meters)

	IN	A1	A2	B	B1	B2	C1	C2	OUT
Single	3	4	8	4	7	8	4	7	4
Pair	3	4	8	4	7	8	4	7	4
Tandem	4	5	9	5	8	10	5	8	5
Four-in-Hand	4	5	9	5	8	10	5	8	5

Ap.10.1.5 Pony: (minimum measurements - meters)

	IN	A1	A2	B	B1	B2	C1	C2	OUT
Single	2	3	7	3	6	6	3	6	3
Pair	3	4	8	4	7	8	4	7	4
Tandem	3	4	8	4	7	8	4	7	4
Four-in-Hand	3	4	8	4	7	8	4	7	4

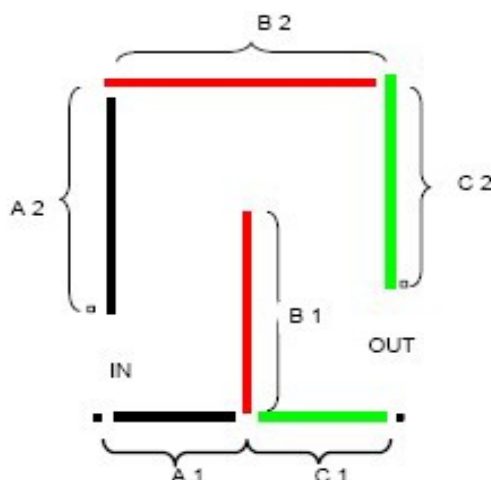


Figure 8: Box (Single) set up

Appendix 11: Double Box

Ap.11.1 Construction and Set Up

Ap.11.1.1 Supports - 40 cm to 60 cm from ground to top of rail

Ap.11.1.2 Elements - must be free standing parallel or perpendicular single or sectioned rails, separated by 20 cm-40 cm Spacing

Ap.11.1.3 Markers - indicating each section as follows:

A- within 15 cm of IN.

B, C - coloured or wrapped rails or markers on the ground.

D - within 15 cm of OUT.

Ap.11.1.4 Horse: (minimum measurements - meters)

	IN	A1	A2	B	B1	B2	C	C1	C2	D1	D2	OUT
S	3	4	8	4	7	8	4	7	8	7	4	4
P	3	4	8	4	7	8	4	7	8	7	4	4
T	4	5	9	5	8	10	5	8	10	8	5	5
4	4	5	9	5	8	10	5	8	10	8	5	5

Ap.11.1.5 Pony: (minimum measurements – meters)

	IN	A1	A2	B	B1	B2	C	C1	C2	D1	D2	OUT
S	2	3	8	3	7	6	3	7	6	7	3	3
P	3	4	8	4	7	8	4	7	8	7	4	4
T	3	4	8	4	7	8	4	7	8	7	4	4
4	3	4	8	4	7	8	4	7	8	7	4	4

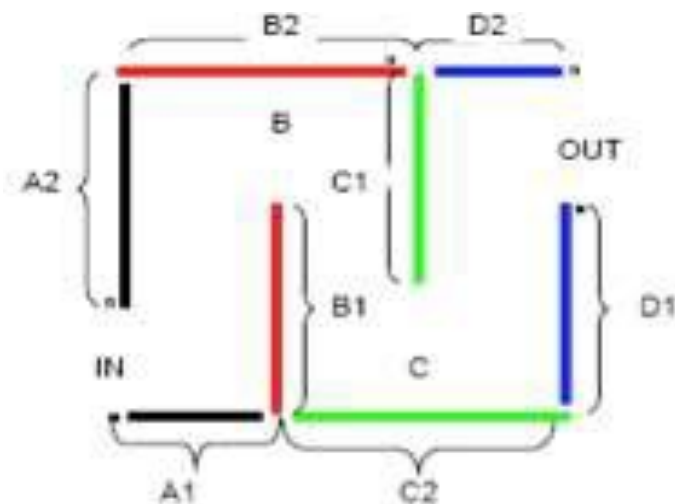


Figure 9: Double Box Set Up

Appendix 12: Serpentine

Ap.12.1 Construction and Set Up

Ap.12.1.1 Minimum distance between Cones Centre to Centre

	Horses	Ponies
Four-in-Hand	10 – 12 m	8 – 10 m
Pair	6 – 8 m	6 – 8 m
Tandem	10 – 12 m	8 – 10 m
Single	6 – 8 m	6 – 8 m

Ap.12.1.2 Cones to be set in a straight line with marker on opposite sides.

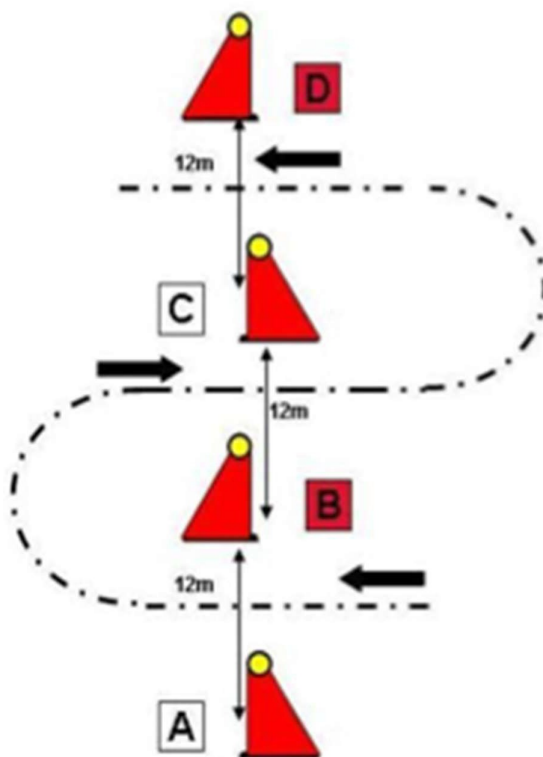


Figure 10: Serpentine Set Up

Appendix 13: Zig Zag

Ap.13.1 Construction and Set Up

Ap.13.1.1 Minimum distance between Cones Centre to Centre

	Horses	Ponies
Four-in-Hand	11 m – 13 m	9 m – 11 m
Tandem	11 m – 13 m	9 m – 11 m
Pair	10 m – 12 m	9 m – 11 m
Single	10 m – 12 m	9 m – 11 m

Ap.13.1.2 Centre line cones to be set in a straight line, either in front, at the middle or at the rear of the cone (as shown above) with markers placed within 15 cm.

Ap.13.1.3 The centre line cone shall not be adjusted, the outside cone shall be set to the required track width.

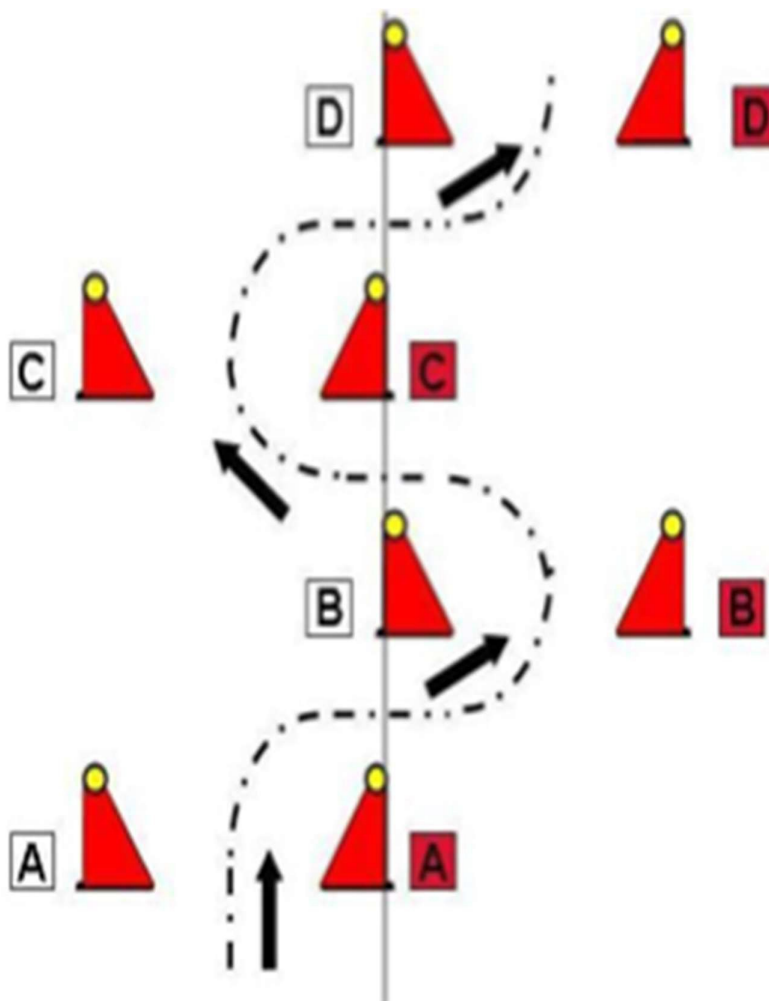


Figure 11: Zig Zag Set Up

Appendix 14: The Wave

Ap.14.1 Construction and Set Up
Ap.14.1.1 Minimum distance between Cones Centre to Centre

	Four-In-Hand	Tandem	Pairs	Singles
Min. distance between cones	Min 10 max 12 m	Min 10 max 12 m	Min 8 Max 10 m	Min 8 Max 10 m
Angle of pair of cones to the middle wave line	ca. 45 °	ca. 45 °	ca. 45 °	ca. 45 °

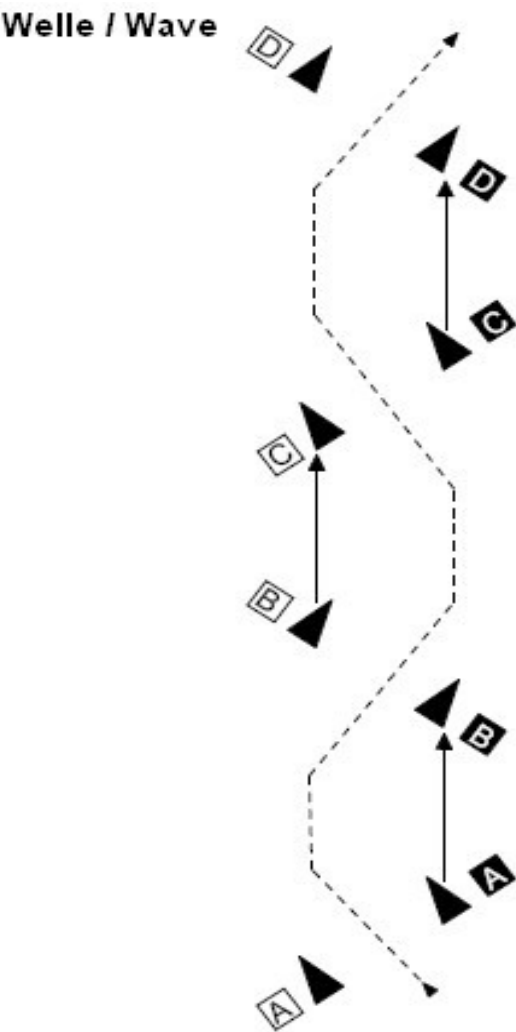


Figure 12: The Wave Set Up

Appendix 15: The Bridge

Ap.15.1

Construction and Set Up

Ap.14.1.1

Dimensions: 10m x 3m; maximum 20 cm high with fan shaped wings

Cones required at both ends adjacent to bridge, with red and white letters A at entrance and letters B at exit, set at a constant clearance of 2.0 meters for all classes.

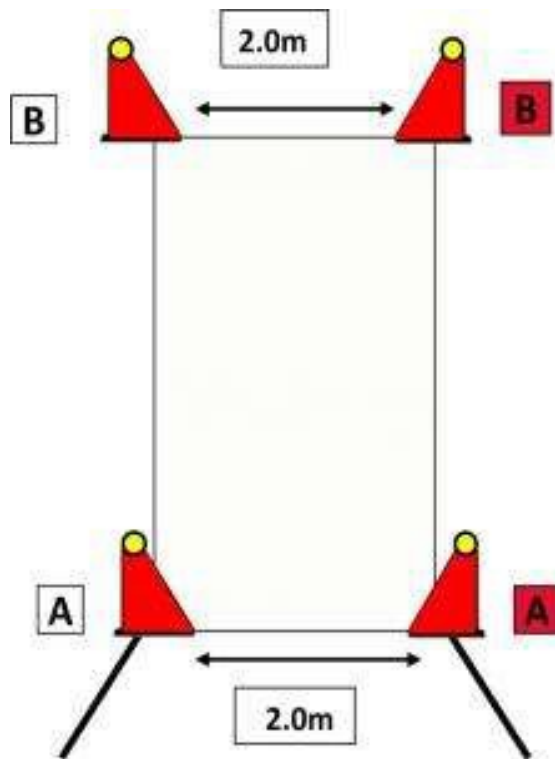


Figure 13: Bridge Set Up

Appendix 16: The Clover Leaf

Ap.16.1

Ap.16.1.1

Construction and Set Up

Dimensions: 10m between inside cones, as per image below. Derivatives of this set up are all allowed, as long as the underlying principal of 3 gates in a triangular pattern is followed, and the minimum distances between cones is retained at 10m.

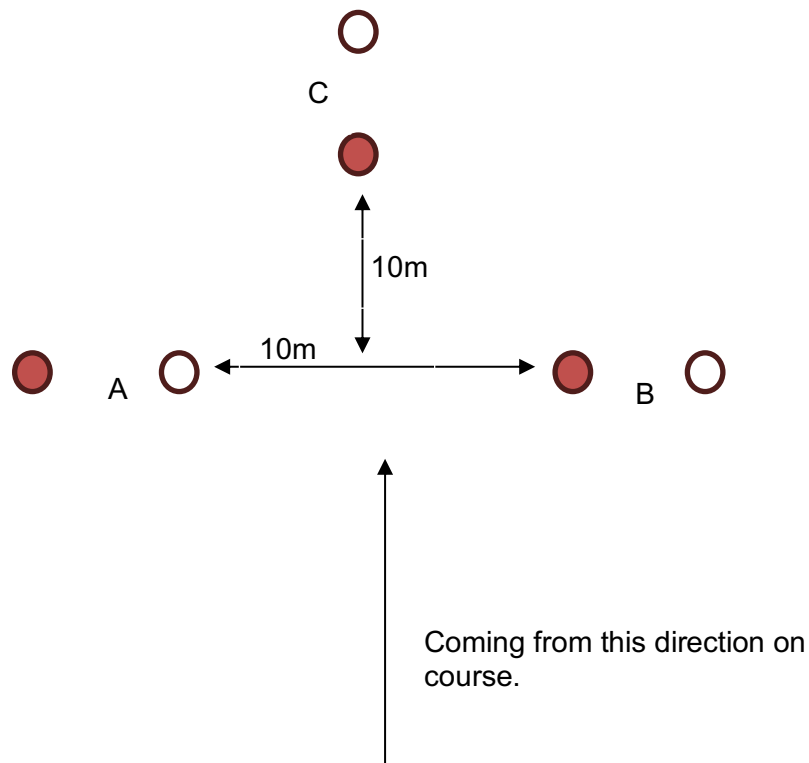


Figure 14: Clover Leaf Set Up

Appendix 17: NZCDS CDT Class Structure and Upgrade Process

Ap.17.1 General

Ap.17.1.1 NZCDS affiliated CDTs must comply with the following class structure:

Class No	Class Description	Event Restrictions	Additional Requirements
1	Open Horse – Over 148cm	No restrictions	
2	Open Large pony - Over 128cm and up to & including 148 cm	No restrictions	
3	Open Small pony - Over 108cm and up to and including 128 cm	No restrictions	
4	Up to and including 108 cm Shortened marathon course.	Shortened Section A	
5	Open Multiples	Horse, Large Pony, Small Pony sized pair, tandems and teams – No restrictions Tiny Pony pair, tandem and teams – shortened Section A	
6	Intermediate Driver / Equine Combination	Horse, Large Pony, Small Pony sized single or multiple – No restrictions Tiny Pony sized single or multiple – shortened Section A	
7	Training Class	Shortened Section A	Visual Gear Check for safety before commencing Competition A (Dressage)
8	Novice Driver Class	Shortened Section A	Visual Gear Check for safety before commencing Competition A (Dressage)
9	Open Donkeys	Section E only for marathon	
10	Donkey Novice Driver	Section E only for marathon	Visual Gear Check for safety before commencing Competition A (Dressage)
11	Open Mules	Mules as per their height classes above (refer to class 1-4)	
12	Mules Novice Driver	Shortened Section A	Visual Gear Check for safety before commencing Competition A (Dressage)

Ap.7.1.2

Where the President of the Ground Jury considers it required, they may ask for a copy of a current height certificate to confirm the official height of a pony / horse. While current height certificates are not a requirement, if the driver has not got a height certificate certifying the height of the horse or pony, the Ground Jury may change the class/height classification that a driver has entered. This may result in the driver requiring a groom if they are driving a single small pony that is deemed by the Ground Jury to be a large pony. It is highly recommended that if drivers are driving ponies/horses that are on the cusp of the height classes that they obtain and carry a current height certificate.

Ap.17.2

Placings and Upgrade Process

Ap.17.2.1

Competitors eliminated in any Competition will not be eligible to be placed in the overall class placings and will not be eligible to earn points to upgrade. All points earned will remain for life.

Ap.17.2.2

Drivers may elect to upgrade voluntarily at any time. They should notify the NZCDS CDT Committee if they are wishing to do so.

Ap.17.2.3

Drivers, once they have the required points to upgrade will be notified by the NZCDS CDT

Ap.17.2.4 Committee or a nominated person.
Once driver has upgraded, either voluntarily or by points out of the novice class, they can not return to the novice class.

Ap.17.2.5 A Novice is defined as a driver who has not competed in Open or Intermediate Class at a Combined Driving Trial Event.

Ap.17.2.6 Each driver may only pass through Novice once, points are allocated to the driver.
Each combination of horse/pony/s and driver may only pass through Intermediate Once.
However, a single driver may pass through Intermediate on multiple occasions if they are driving different horses/ponies or multiples of such.

Ap.17.2.7 Intermediate combinations or Novice Drivers shall upgrade having earned 20 points as follows:

Placing	Upgrade Points
1st.	4 points
2nd.	3 points
3rd.	2 points
4th.	1 point

Ap.17.2.8 Where there are fewer than 3 competitors in the Intermediate / Novice Class

Placing	Upgrade Points
1st.	2 points
2nd.	1 point

Ap.17.3 Training Class

Ap.17.3.1 No restrictions will be placed on the number of competitions at which a competitor may compete in this Class

Ap.17.4 Annual Points Prize for each season

Ap.17.4.1 Annual Points Prizes for the
Open Singles,
Open Multiples
Intermediate
Novice Driver
Training Horse / Pony / Combination
Junior Driver
Donkeys
Mules.

Ap.17.4.2 All these categories have a separate Annual award.

Ap.17.4.3 The 5 best results for each competitor are counted for their final score. Points are only for that season and do not carry forward to another season. Points are allotted as follows:

Ap.17.4.4 Five Points for completing an event, plus:

6 points for overall category	Winner
5 points for overall category	2nd
4 points for overall category	3rd
3 points for overall category	4th
2 points for overall category	5th
1 point for overall category	6th

Ap.17.5 Ace of Cones Annual Points Prize for each season

Ap.17.5.1 Drivers in the Open, Classes of CDTs are eligible to compete in this competition. Drivers

- compete as normal in the Obstacle Driving (cones) phase of CDTs.
- Ap.17.5.1** Only double clear times will be counted.
- Ap.17.5.2** The points gained by a competitor for this competition will be calculated on the time allowed for the class the competitor is competing in less the actual time taken to complete the course; each second under the allowed time represents 1 point. *
- Ap.17.5.3** The competitor under their allowed time, and closes to the allowed time is the one gaining the lowest points and they are the winner. Each cone course driven in a season at an affiliated event is eligible to be counted.
- Ap.17.5.4** Any competitor with an elimination score or competing HC is ineligible to participate in this competition.
- Ap.17.6** **Working Example of scoring**
- Ap.17.6.1** If a single open pony completes a double clear round in 130 seconds and the time allowed is 150 seconds then that pony is awarded 20 points. Another open multiple completes the cones with a double clear round with a time of 145 seconds, (and the time allowed is 150seconds). They get a score of 5 points. The multiple with a score of 5 points is higher placed on the results table for the Ace of Cones then the single with 20 points.

Appendix 18: NZCDS POD and OHCDT Class Structure and Upgrade Process

Ap.18.1 General

Ap.18.1.1 A POD event is where a simple dressage test, a simple cone course and two MOs are driven, twice each. There is no marathon section, and all phases are completed in marathon style turnout. The sequence of events is dressage, cones marathon obstacles.

Ap.18.1.2 A OHCDT event is where a simple dressage test, a simple cone course and up to 5 marathon obstacles are driven as part of a short marathon. All phases are completed in a marathon style turnout. The sequence of events is dressage, marathon cones.

Ap.18.1.3 **NZCDS affiliated POD and OHCDTs must comply with the following class structure:**

Class No	Class Description
1	Open Combination – All Heights (Speed for marathon phase of OHCDT determined by Height)
2	Novice Combination – All Heights (Speed for marathon phase of OHCDT determined by Height)
3	Donkey / Mule All Heights (Speed for marathon phase of OHCDT determined by height)

Ap.18.2 Competitors/Combinations

Ap.18.2.1 Competitors will be treated as a Horse/ Driver combination. (Henceforth referred to as a combination). Each combination may pass through the Novice grade once.

Ap.18.3 Novice to Open Upgrading for PODs and OHCDTs.

Ap.18.3.1 Novice and Open grading is based on the combination of the competitor (Driver) and their horse/pony/s. A driver that has previously upgraded to open with another pony or horse, may move back to Novice with a new/different horse or pony (or multiple).

Ap.18.3.2 All combinations may choose to commence competing in POD's and OHCDT at the Novice grade.

Ap.18.3.3 A combination may choose to upgrade at any time from NOVICE to OPEN grade for POD and OHCDT competitions.

Ap.18.3.4 Once in Open grade the combination remains in Open grade

Ap.18.3.5 A novice combination will automatically move into open grade after having won Four (4) First Place overall in novice grades in any of the NZCDS affiliated POD and OHCDT competitions, over any period of time, Including the NI POD Championship.

Ap.18.3.6 In the case where there are more than two competitions at one event, a competitor combination will complete the event in the grade in which they entered.

Ap.18.4 Annual Points Prize

Ap.18.4.1 Points will be given in each NZCDS affiliated POD and OHCDT Competition in open and novice grade as:

Placing	Points
1 st	10 points
2 nd	8 points
3 rd	6 points
4 th	4 points
5 th	2 points

Ap.18.4.2 These points are accrued for a single season, and determine the placing for the season POD/OHCDT points prizes.

Appendix 19: NZCDS Graded Dressage Event Structure and Upgrade Process

Ap.19.1 General

Ap.19.1.1 NZCDS affiliated Graded Dressage events must comply with the following class structure:

- Training
- Preliminary
- Intermediate
- Open

Ap.19.2 Eligibility to enter

Ap.19.2.1 Horses, ponies and multiple turnouts may compete at the grade that they are currently graded at, or above. They may not enter tests that are at a grade lower than they are currently graded.

Ap.19.3 Upgrade Points

Ap.19.3.1 Graded Dressage Points are awarded based on the percentage earned for each dressage test. These are:

Test Percentage	Points Earned
57.00% - 59.99%	2 points
60.00% - 62.99%	3 points
63.00% - 66.99%	4 points
67.00% upwards	5 points.

Ap.19.3.2 To upgrade from one grade to the next, a horse, pony or multiples points need to total the following:

Current Grade	Upgraded to	Once the horse, pony or multiple earns at total of:
Training	Preliminary	50 points
Preliminary	Intermediate	150 points
Intermediate	Advanced	250 points

Ap.19.4 Voluntary Upgrading

Ap.19.4.1 A turnout may voluntarily upgrade at anytime, but having done so in writing to the Dressage Grading Officer, that turnout may no longer compete at a lower grade. This includes Championship events.

Ap.19.5 Championship Events

Ap.19.5.1 In Championship events, turnouts may compete only in their Grade. A turnout upgrading during a Championship event will not upgrade during that event.

Ap.19.6 Downgrading upon sale of horse / pony.

Ap.19.6.1 On purchase or lease of a graded horse or pony, the new turnout may go back to any grade the new owner wishes until it accumulates 7 grading Points whereupon it returns immediately to the pre-purchase Grade. The original grading points stay with the horse or pony. The 7 points at the lower grade are not added to the total for the horse or pony.

Ap.19.7 Presentation Score not awarded

Ap.19.7.1 Presentation is not scored for graded dressage, however it is expected that the horse / pony is well presented and the driver and grooms must be dressed as per dressage dress requirements in this rule book.

Ap.19.8 Maximum tests per day, per horse or pony

Ap.19.8.1 A maximum of 4 tests per day is permitted for each horse or pony, including if that horse or pony

is competing as both single and a multiple.

Ap.19.9

More than One entry per competitor.

Ap.19.9.1

More than one entry from one competitor will be accepted at the discretion of the Organising Committee and their running order determined by OC.

Ap.19.9.2

A pony or horse may enter 1 class as both a single, and as part of a multiple combination (i.e a Pair). Each test driven counts towards the maximum tests for the day (i.e A pony is entered in a Training class as both part of a pair, and as a single – this counts for 2 of the maximum 4 tests allowed to be driven by that pony in a single day).

Appendix 20: NZCDS Competency Assessment and Drivers Certificate.

NZCDS Competency Assessment – 2025

Purpose: The NZCDS Competency Assessment is for those wishing compete at NZCDS affiliated CDT events, or events in which the local club requires driver to have obtained their competency assessment to enter. The NZCDS Competency Assessment is assessed by NZCDS representatives and is designed to ensure that those undertaking the assessment are equipped with the basic skills and knowledge to safely drive their equine alone and in group situations across a range of typical scenarios, including those that you would commonly be faced when entering a club level event, or a CDT.

Junior and Youth Drivers: Junior and youth drivers are required to obtain their Competency Assessment as per the Junior and Youth Driver rules. A Youth driver wishing to drive a multiple combination (Pair, Tandem or Team) are required to sit and obtain their NZCDS Drivers Certificate with the combination type that they wish to compete with.

Requirements: Those undertaking the competency assessment are required to be financial NZCDS members, and during the sitting of the assessment, must be wearing an Approved Equestrian Helmet to the current ESNZ Standards when required.

Overview for both Assessor and Driver

The competency certificate is not a 'exam', rather a course of observations made by the delegated person (i.e Area Delegate) over the course of a club rally, local event or a series of engagements in which the driver learns about the sport of carriage driving, and engages with other drivers. This does require the driver to engage with the local area delegate / club and vice versa, so that the Area Delegate (or nominated examiner) knows that a driver is wanting to be assessed. Once the assessor is satisfied that the drivers knowledge and skills is at the point where they could take on a CDT, they complete this last page of this paper work and send it through to nzcds.secretary@gmail.com who will forward to the relevant person for registration.

NZCDS Drivers Certificate – 2025

Purpose: The NZCDS Drivers Certificate is more in depth than the NZCDS Competency Assessment and is for those wishing to hold more formal certification. The NZCDS Drivers Certificate is assessed by NZCDS representatives and is designed to ensure that those undertaking the certificate are equipped with the skills and knowledge to safely drive their equine alone and in group situations across multiple scenarios, including those that you would commonly be faced when entering a CDT, or significant event, or coach other drivers.

Junior and Youth Drivers: Junior and youth drivers are required to obtain their Competency Assessment as per the Junior and Youth Driver rules. A Youth driver wishing to drive a multiple combination (Pair, Tandem or Team) are required to sit and obtain their NZCDS Drivers Certificate with the combination type that they wish to compete with.

Requirements: Those undertaking the Certificate are required to be financial NZCDS members, and during the sitting of the Certificate, must be wearing an Approved Equestrian Helmet to the current ESNZ Standards when required.

For full copies of the current Competency Assessment and the Drivers Certificate documentation – including the full assessment criteria – refer to the NZCDS Website.

EVENT RESOURCES

Event:

Judge:

[illegible]

SECTION TIMES				
Competitor No.				
Name				
Section	Hour	Min.	Sec.	Signature
Start A				
Finish A				
Start D				
Finish D				
Start E				
Finish E				

SECTION TIMES				
Competitor No.				
Name				
Section	Hour	Min.	Sec.	Signature
Start A				
Finish A				
Start D				
Finish D				
Start E				
Finish E				

SECTION TIMES				
Competitor No.				
Name				
Section	Hour	Min.	Sec.	Signature
Start A				
Finish A				
Start D				
Finish D				
Start E				
Finish E				

SECTION TIMES				
Competitor No.				
Name				
Section	Hour	Min.	Sec.	Signature
Start A				
Finish A				
Start D				
Finish D				
Start E				
Finish E				

START OF A

[illegible]

Marathon Section Times
Start - D - E - Finish - A – D – E

Marathon Section Times
Start - D - E - Finish - A – D – E

[illegible]

MARATHON OBSTACLE SHEET

M.O. No	Record Time in Minutes, Seconds and Hundredths	Driver No
	Put a RED DOT on the Page: If any incidents occur PLEASE WRITE CLEARLY	

Hold Up	
Minutes	Seconds

Time in Obstacle		
Minutes	Seconds	Hundredths

Gate Sequence (Including Gates Driven Backwards)

[illegible]

	Wrong Course
	Corrected Course
	Groom or Grooms down (per incident)
	Both feet of Groom on the Obstacle
	Dislodgable Element
	Driver Dismount
	Turning Over
	Leaving Obstacle
	Leg over Lead Bar, Pole or Shaft
	Leg Over Trace
	Leading Horse Through Obstacle
	Over 5 Minutes

MARATHON DELAY SHEET

[illegible]

Vet Record

[illegible]

MARATHON OBSTACLE JUDGING INSTRUCTIONS

WELCOME

Thank you for helping today, without you there could not be an event. Your main objective is to observe and record correctly and agree on what you have observed.

Your work is important and valuable. Please stay until the judging sheets have been assessed in case the Ground Jury need any clarification of incidents within your obstacle.

You will be at your obstacle for several hours so please take chairs and suitable clothing. When you arrive at your obstacle, please take time to familiarise yourself with the layout.

Please park your car in such a position that it cannot interfere with any possible line the drivers may take. Position yourselves so that one person is the Timekeeper, lined up with the Start/Finish flags. The other people should position themselves so that they can clearly see each element of the obstacle. If possible, stay in these positions throughout the competition.

Please stay at your obstacle until you are advised all competitors have finished (they may not come through in numerical order).

Please just leave your obstacle as it is. The Ground Jury may need to revisit.

Thank you for all your efforts, please come back to the office and enjoy some refreshments. We ask you to wait while the results are being compiled as, occasionally, a competitor may question their results. In that case we will ask you to discuss your decision further with the Ground Jury. Thank you for your assistance.

INSTRUCTIONS

A member of the Ground Jury will visit you before the first competitor come through, to clarify anything you might need.

Please do not write down the driver's number until you can see, and they confirm it. They should call it out loudly as they approach your Marathon Obstacle.

You will be supplied with a number of Red Dots or a Highlighter. If you have an incident of any kind, please stick one of these red dots on the top right corner on the relevant sheet or use the highlighter to clearly indicate that there was an incident that needs reviewing. This includes the tick boxes. If possible, please use the drawing provided to describe the incident as well as the scoring boxes.

The time is to be recorded in Minutes, Seconds and Hundredths of Seconds. The timing takes place from when the Nose of the leading horse crosses the Entry Flags and finishes when the Nose of the leading horse crosses the Exit Flags.

if you have an electronic timer on your obstacle, these will automatically start and stop, you will be briefed by a member of the ground jury on these, before the first competitor comes through.

Should a driver remain in the obstacle for more than FIVE minutes, you must notify them and ensure that they leave the obstacle immediately.

Should you need to hold a competitor up while any earlier competitor is completing the obstacle STOP the approaching driver approximately 50 meters from the obstacle and note the amount of time the driver is delayed. This can be done with a standard watch. When the obstacle is completely clear inform the delayed driver of the delay time and restart him. Record the delay time on your sheet. Make this time full or half minutes. It is good practice to ask the driver to also record their delay time, but they do not need to discuss it with you, but you do need to tell them how long they have been stopped for so that they can account for that in their section timings.

The driver is under your control and incurs penalties from the moment the leading horse crosses the Entry Flags until the COMPLETE TURNOUT has passed through the Exit Flags.

To drive the obstacle correctly, the driver must first pass through the Entry Flags and then through each pair of Lettered Gates in the correct sequence and direction, and finally out through the Exit Flags. The complete turnout must pass between the Gates. If a driver drives part of the way through a gate in error, stops and reverses out, he has not made a course error. The RED Flag is always on the Right.

If a gate is driven out of sequence, the driver must return and correct the mistake. For

Example: A, B, D, E, F is a WRONG COURSE

A, B, D, C, D, E, F, is a CORRECTED COURSE.

Once a driver has gone wrong, all gates are NEUTRALISED, until the driver corrects himself. Once a gate has been negotiated correctly, it is FREE and may be driven again in either direction. The only person to handle the Reins, Whip or Brake is the driver, however the groom may handle the reins if the vehicle is stationary. The groom may help to prevent the driver falling out of the vehicle.

If there is an incident in the Marathon Obstacle, and the driver clearly needs assistance, if you feel comfortable assisting, please do – the health and safety of our horses, ponies and people comes before all else. There are many drivers that drive without another person on the carriage, and first and foremost is the consideration of safety. Drivers may have nominated support persons following them on an ebike or small motorbike – They should be clearly identifiable as they should be wearing a bib number corresponding to that of the driver. If the nominated support person provides physical assistance, please make a note of this on your sheet and highlight it. The nominated support person is allowed to talk to their driver using a headset or communication unit, but they are not allowed to yell or shout instructions across the MO to them.

The driver MUST stop immediately and put a groom down whenever a horse has a LEG OVER THE POLE, LEAD BAR, SHAFT OR TRACE. You MUST instruct him to stop immediately.

Should a dislodgeable element be dislodged, it will incur a penalty. Grooms may not prevent a dislodgeable element from being moved.

If the driver damages any part of an obstacle, blocking his way, he must put down a groom to remove the obstruction.

If a carriage 'rolls over', the driver must stop, unharness and walk their pony or horse home. Please pull the carriage clear of the MO, and someone will come to collect the carriage at some point during the day.

If a groom puts two feet on the ground or any part of an obstacle, penalties will be incurred. Grooms do not need to be on the vehicle when it leaves the Exit Flags.

After leaving the final obstacle, drivers may stop within 30 metres of the obstacle to make repairs. They may only walk or trot to the finish. Please record any stops, cantering, circles or deviations from the marked course.

Please report any seemed excessive use of the whip or seemingly exhausted horses.

Please make extra notes on your sheet if a situation arises

Remember more information is better.

MARATHON TIMEKEEPING INSTRUCTIONS

WELCOME

Thank you for helping today, without you there could not be an event. Your main objective is to observe and record correctly and agree on what you have observed.

You will be at your start/finish gates for several hours so please take chairs and suitable clothing. When you arrive at your start/finish gate, please take time to familiarise yourself with the layout. Please park your car in such a position that it cannot interfere with any possible line the drivers may take. Position yourselves so that you are, lined up with the Start/Finish flags.

Please stay at your Start/Finish gate until you are advised all competitors have finished (they may not come through in numerical order).

Thank you for all your efforts, please come back to the office and enjoy some refreshments. We ask you to wait while the results are being compiled as, occasionally, a competitor may question their results. In that case we will ask you to discuss your decision further with the Ground Jury. Thank you for your assistance

A member of the Ground Jury will visit you before the first competitor come through, to clarify anything you might need.

INSTRUCTIONS

Please do not write down the driver's number until you can see, and they confirm it.

Each timekeeper will be provided with a Clock with a "time of day" display and instructed in its use All timekeepers at the start and finish of each Section be provided with the complete list of Drivers and a running order.

Timekeepers are required to record the Start and Finish times for their respective Section and to enter them on the Driver's 'Marathon Time Card' and the 'Section Timer Record'.

The Driver and all Grooms must be on the carriage as it crosses the Start and Finish Line and passes through the compulsory turning flags in each Section.

Outside the obstacles in the marathon, Grooms and Drivers are not allowed to dismount unless the Carriage is stationary.

If the carriage overturns (on the course or in an obstacle), the penalty is Elimination and the Driver may not continue on the Marathon.

You will be issued with red dot stickers or a highlighter – please use these on the top right corner of any paperwork that you wish to highlight any issues to the officials.

STARTERS

The timekeeper at the start of Section A, will be issued with the starting time schedule and must ensure that Drivers have been given a 'Marathon Time Card'.

Drivers should be at the start of Section A at least 10 minutes before their published Start Time. If a Driver is not ready to start Section A at his scheduled time, the Timekeeper will start him at the earliest available time at his discretion, and record the actual starting time, and he must not be allowed to start less than two minutes before the next Driver's starting time; which must be reported to the Technical Delegate or President of Jury, at the earliest opportunity.

Drivers must start each Section from the halt, with the leading Horse behind the start line. The Timekeeper will count down to the Start time. If an Driver starts before the Timekeeper gives him authorisation, he will be recalled, a new start time will be given and the Marathon Time Card will be amended. If the Driver fails to stop, when recalled, he may be Eliminated. A member of the Ground Jury must be made aware of the circumstances as soon as possible.

FINISHING

The timing of the section ends when the nose of the leading Horse has passed the finish line. Section penalties will apply until the whole turnout has passed the finish this line. Grooms cannot dismount until the finish line is crossed.

Carriages must pass the finish of Section E drawn by the number of Horses required for its class and on the designated number of wheels. Failure to comply will incur Elimination. Broken or missing tyres are acceptable.

Please make extra notes on your sheet if a situation arises Remember more information is better.

Preparing for a Combined Drive as an Organising Committee

6 Months Before

- Select Venue Contact landowners
- Check facilities
 - yards'
 - paddocks
 - water
 - Camping,
 - toilets,
 - showers
- Select your Event Convener and Event Secretary
- Organise
 - President of Ground Jury
 - Dressage Judges
 - Technical Delegate
 - Marathon Course Designer
 - Cone Course Judge
 - Cone Course Designer
 - Scorer
 - Do they have a laptop to score on? Do they have a printer? Is there Power in the place that you are setting up for the scoring office?
 - Vet
 - Novice and Training Safety Inspector Writers
- Sponsors
- First Aid person Start list of Stewards
- Apply for Affiliation
- Confirm event costs and establish event budget
- Set Up Online Entry Form
- Send Approved Schedule and Entry Form Link to Swingletree and Digital Co-Ordinator
- Order Ribbons
- Arrange Caterers

6 Weeks Before

- Arrange Officials' accommodation
- Arrange Scorer's Office
- Transport for Officials at event
- Working Bee and Transport of Required Gear
- Advertising
- Collection of Prizes
- Measure Marathon Course Two Weeks Before
- Confirm All Officials and Stewards
- Draw Marathon Map including Obstacle Plans if possible
- Photocopy Dressage Tests
- Stewards Sheets
 - Start and Finish of Sections
 - Obstacle Sheets
 - Cone Course Sheets
 - Marathon cards
 - Clipboards
 - Pens and Pencils
 - Stop Watches
 - Notice Board
- Re-Measure Marathon Course Arrange Start times for all Three Competitions
- Email Information and program to Competitors and Judges Competitors Numbers

One Week Before

- Working Bee
 - Build Dressage Arenas
 - Build Cone Course
 - Build Marathon Obstacles
- Check with Caterers
- Fill Folders including competitor lists in relevant folders
- Photocopy dressage sheets – some events like to use different coloured paper for the different tests / classes. This is optional.
- Ensure Red Dots or highlighters and stationery is sorted
- Draw Marathon Obstacle and Marathon Course Maps and photocopy. Marathon course maps must have Mos, CTF locations, KM markers and the Section E map must have the full list on sequential order for all these.
- Allocate Stewards and Writers
- Rubbish Bins
- Check that the Stopwatches all have working batteries and there are spares
- Are you using the NZCDS timers? Ensure that these are arranged to be brought to your event.
- Set up communication channels (FB messenger etc)

Event Weekend

- Officials Inspection of All Courses
- Arrange Drivers and Grooms Course Viewings
- Arrange for Drivers Briefing
- Arrange Stewards Briefing and ensure that the event convenor is onsite to deal with missing stewards / not enough stewards etc.
- Ensure officials and stewards are feed, drinks etc
- Event Dinner
- Ensure that there is always a member of the ground jury available at all times to respond to competition queries
- Ensure that there is always a member of the event organising committee available at all times to respond to event queries
- Review Marathon starting times and ensure that these are reposted
- Run Prizegiving, remember to thank officials and give gifts of thanks etc
- Pack up gear, transport gear etc etc
- Ensure property is left clean and tidy after last competitor leaves.

After Event

- Thank You Letters and Payment for Officials, (if not handed out) Land Owners Sponsors Vet Results to Swingletree,
- Email scoring file to swingletree editor and Digital Co-Ordinator