

Conesville

Penalties Unless otherwise specified, these penalties will apply to all Obstacle classes.

Knocking over start or finish marker	5 seconds
Knocking down or dislodging obstacle	5 seconds
Break to canter	
1st break to canter	5 seconds
2nd break to canter	5 seconds
3rd break to canter	5 seconds
4th break to canter	Elimination
Prolonged canter	Elimination
Disobedience or groom(s) dismounting (cumulative over course)	
1st incident	5 seconds
2nd incident	10 seconds
3rd incident	Elimination
Starting before signal	Elimination
Failure to cross starting line within one minute of signal	Elimination
Off-course	Elimination
Outside assistance	Elimination
Failure to carry whip in hand at all times while driving	Elimination
Use of a tie-down or overcheck	Elimination
Breakage of harness or vehicle	Elimination
Exceeding time limit (twice time allowed)	Elimination
Entries that overturn	Elimination
Failure of entire entry to pass through start or finish markers	Elimination

Crazy Cones Course

Similar to a trail class, the course is designed to test the drivers' ability to be accurate, think ahead and be in control with the least amount of effort. This course is designed to be done at a walk and a trot. Each element of the crazy cones course will be scored from 1 to 10. Course faults are scored as penalty seconds and are subtracted from the driver's time. Placings will be determined by the greatest number of points.

Reverse Psychology Obstacles

To be driven over a prescribed course of obstacles (paired markers). 8-10 obstacles are recommended as a course length, but the number may be adjusted to be proportionate to the dimensions of the driving area. After passing through the Start markers, all the obstacles must be driven in the correct sequence. After completing the highest-numbered obstacle, the driver will then turn and drive that obstacle in the reverse direction and continue to drive all the remaining obstacles in reverse order and in the reverse direction and through the Finish markers where timing will stop. Course faults are scored as penalty

seconds and are added to the driver's elapsed time. Placings are determined on a low total time basis. Entries may be stopped by a signal from the judge after completing the highest-numbered obstacle to allow dislodged/disturbed obstacles to be rebuilt.

Timed Obstacles

To be driven over a prescribed course of obstacles. The number of obstacles to be proportionate to the dimensions of the driving area. Not to exceed 20 obstacles. After passing the starting line, the driver proceeds through each obstacle in order to the designated finish line. Course faults are assessed as penalty seconds and are added to the driver's elapsed time. Placings are determined on a low total time basis.

Fault and Out Obstacles

A timed course of numbered obstacles to be driven at the trot. The number of obstacles to be proportionate to the dimensions of the driving area and not to exceed 10 obstacles. After passing through the Start markers, the driver proceeds through each consecutively numbered obstacle, in order, until the allowed time expires (suggested time, 90 seconds to two minutes), or until an obstacle is dislodged or a disobedience occurs. If all the obstacles are driven cleanly before the allowed time expires, the driver will begin the course again, starting with obstacle #1, without having to pass through the Start markers. Passing through the Start markers more than once is not considered "off course" and is not penalized. Two points will be scored for each obstacle cleared before the allowed time expires, a disobedience occurs, or an obstacle is dislodged. When the allowed time expires, a disobedience occurs or an obstacle is dislodged, a signal will be given. The driver then proceeds through the next consecutively numbered obstacle. The time will be taken when the rear axle clears this obstacle. If that obstacle is cleared, one point is scored. If it is dislodged, no points for that dislodged obstacle are scored, but the time is still taken. The score of a driver who fails to drive the next consecutively numbered obstacle after the whistle is blown counts, up to the point where the signal is given, but the competitor must be placed after those with an equal score and time. Placings will be determined by the greatest number of points.