



Introduction to the Sporting Day of Traditional Driving

The purpose of a Sporting Day of Traditional Driving is to preserve and celebrate the carriage-driving style of bygone days, which encompasses horsemanship, driving acumen, care and preservation of carriage and harness, and the intangible qualities of good sportsmanship.

The Sporting Day focuses on traditional driving and includes three phases: a Turnout Inspection, a Country Drive, and the Cones Course.

All types of carriages are accepted, but antique vehicles or traditional reproductions of the same are preferred. In the same vein, traditional leather harness that is appropriate to the vehicle is preferred over synthetic harness.

Drivers must carry a whip throughout the day while driving. While not period or carriage specific, helmets are strongly encouraged.

Although intended (for participants and spectators alike) more as a celebration of traditional driving than a competition, the Sporting Day of Traditional Driving does contain competitive elements. Each turnout, however, is competing against an ideal, rather than against the other turnouts in attendance. The optimum score of 100 is broken down among the three phases as follows: a possible 50 points for the Turnout Inspection, 25 for the Country Drive, and 25 for the Cones Course. No one is eliminated from competition unless safety is a concern. Anyone who is clearly unqualified to drive in company or who is driving dangerously or recklessly will be asked to leave.

Any situation not covered in these guidelines will be referred to the judge(s), and the judges' decision is final.

The Turnout Inspection

General Guidelines

The turnouts are judged at the halt and in motion, by one, two, or three judges.

At the halt and on the move, turnouts will be judged on the quality, cleanliness, safety, and general impression given by the horses, driver (and passengers and grooms), harness, and carriage. Particular attention

should be given to the driver's secure and well-balanced position on the box.

Harness should be suitable for the carriage. It must be heavy enough, and it should employ the correct kind of collar and saddle. Harness must be clean, complete, in good condition, and properly adjusted. All types of harness (leather / synthetic) are accepted.

Horses/ponies must be clean. No boots or bandages may be used during the Turnout Inspection.

It is strongly recommended, but not required, that single turnouts carry one groom. Of course, for the country drive, grooms will be required to do some of the obstacles. If you do not have a groom, please let the organizers know and an effort will be made to have a volunteer available for you. Pairs require one groom, tandems require one groom, and four-in-hands and unicorns require two grooms.

Passengers must dress in accordance with the vehicle and its turnout.

The judges' score for general impression will take into account the cleanliness of the whole turnout, the suitability of the horse(s) to the vehicle, and the dress and deportment of the driver and grooms/passengers.

Scoring the Turnout Inspection

The optimum score for the entire Sporting Day of Traditional Driving is 100 points. A possible 50 points may be earned in the Turnout Inspection. Each of the five categories (horses/ponies, harness, carriage, driver/grooms/passengers, and general impression) will be given a score ranging from 1 to 10, with 10 being "of exemplary quality" and 1 being "extremely poor." The total number of points earned will be that driver's score for the Turnout phase. If there is more than one judge, their scores will be averaged.

The Country Drive

This phase allows participants to demonstrate their ability to drive safely in a variety of conditions and situations. The rules of the road (using signals, asking permission to pass, etc.) are to be observed.

General Guidelines

- Drivers may halt, walk, or trot at will. Walk and trot are the acceptable gaits for the Country Drive. Drivers should choose the gait that is appropriate for the terrain.
- Drivers will demonstrate their ability to keep their horses at a steady, safe pace so as to complete the course within the time allowed. Times allowed, and the allowable margin (two to four minutes) will be set by the organizer.
- The route will be suitable for all the turnouts participating.

- The distance will be at least 3 miles, but no more than 7 miles.
- The course may include up to five simple Drivers' Tests, either man-made or natural. Any passages or tests should be at least 10 feet wide. Each test is to be completed within the overall time allowed and should not be hazardous in any way.
- There will be numbered mandatory course gates on the Country Drive. The purpose of these gates is to maintain the integrity of the course and to prevent drivers from taking shortcuts. The gates must be at least 10 feet wide, with a red flag on the right side and a white flag on the left side.

Suggested Distance and Speeds

The length of the course will vary, depending on the terrain, weather, and types of turnouts in attendance at any particular Sporting Day. Modified or shortened courses may be used for specific classes (types of turnouts), such as coaches or vehicles drawn by donkeys or very small equines (VSEs).

In the same vein, the organizers may modify the following suggested speeds to suit the terrain, weather, conditions, and types of turnouts in attendance. The following speeds are recommended.

| Turnout Type | Recommended Speed |
|------------------------|--|
| Horses | .between 7 and 9 mph (approx. 11-14 kph) |
| Ponies | .between 6 and 8 mph (approx. 9-13 kph) |
| Coaches | .between 5 and 7 mph (approx. 8-11 kph) |
| Heavy Horses | between 4 and 6 mph (approx. 6.5-9 kph) |
| Donkeys | .between 3 and 5 mph (approx. 5-8 kph) |

Drivers' Tests

Some examples of possible Drivers' Tests:

- Drive up to a red carpet, halt, and take up or let off a passenger.
- Drive up to a gate, stop, put a groom down. Groom opens gate, turnout drives through and stops, groom closes gate and remounts vehicle.
- Rein back for a specified number of steps.
- Demonstrate appropriate road signals.
- Drive over a bridge.
- Execute a whip salute.
- Signal and execute a turn.
- Demonstrate a repair, in case of a breakage.
- Drive at a fast trot up to a cone, and stop with the front hub in line with the cone.
- Drive a figure-8 indicated by cones.

Scoring the Country Drive

The optimum score for the entire Sporting Day of Traditional Driving is 100 points. A possible 25 points may be earned in the Country Drive. From the starting point of 25, points will be deducted as follows:

- 2 points for each failed Drivers' Test.
- 5 points for not completing the course within the margin of time allowed.
- 5 points per occurrence for not going through a mandatory course gate (with a maximum of 25 points).

Anyone driving unsafely or recklessly will be asked to leave.

The Cones Course

This phase allows participants to demonstrate their ability to drive through a set course of cones, and to demonstrate the training of their horse(s). The Cones Course need only be completed within the prescribed time allowed; it is not a speed test.

General Guidelines

- The prescribed pace for the Cones Course is a trot. Anyone driving recklessly or unsafely will be asked to leave.
- The organizers will determine the length and speed of the course, and the order of go. This information, along with a course map, will be available several hours before the Cones Course phase. The course map will be made available online well in advance of the drive.
- Axle widths will be measured during the Turnout Inspection. The cones will be set at 18 inches wider than the axle width for two-wheeled and shorter-based four-wheeled vehicles. For larger vehicles (four-wheeled vehicles longer than six feet from front axle to rear axle), the cones will be set 24 inches wider than the vehicle's axle width.
- Each driver should salute the judge(s) before beginning the course, but it is not necessary to salute at the end of the course.
- The judge(s) will ring the bell when the driver may begin the course. The bell may also be rung if the driver breaks part of his or her equipment or if the harness requires attention on course, whereupon the driver may halt, make the necessary repair and continue the course, at the discretion of the judge(s). The judge(s) will adjust the time accordingly.

Suggested Speeds

The organizers may modify these speeds to suit the terrain, weather, conditions, and types of turnouts in attendance at any particular Sporting Day. Modified or shortened courses may be used for specific

classes (types of turnouts), such as coaches or vehicles drawn by donkeys or very small equines (VSEs).

The following speeds (shown in feet per minute [fpm] and meters per minute [mpm]) are recommended.

| Turnout Type | Recommended Speed |
|------------------------|--|
| Horses | .between 615 and 790 fpm (180-230 mpm) |
| Ponies | .between 525 and 700 fpm (150-215 mpm) |
| Coaches | .between 440 and 615 fpm (135-180 mpm) |
| Heavy Horses | between 350 and 525 fpm (110-150 mpm) |
| Donkeys | .between 265 and 440 fpm (85-135 mpm) |

Scoring the Cones Course

The optimum score for the entire Sporting Day of Traditional Driving is 100 points. A possible 25 points may be earned in the Cones Course. From the starting point of 25, points will be deducted as follows:

- 2 points for knocking down a ball from the cones.
- 2 points for cantering (each occasion).
- 5 points for exceeding the time allowed.
- 5 points for repairable equipment breakage (continuing on course is at the judge's discretion).
- 10 points for taking a set of cones out of order.
- 10 points for failing to go through a set of cones.

Anyone driving unsafely or recklessly will be asked to leave.

Final scoring

All scores from each section will be collected. These will be summed and the winners will be announced.

Following the selection of the winners, there will be a village drive led on a prescribed route. After that, all carts and carriages are encouraged to tour the village at will. Stop and talk to folks, be an ambassador for the sport and generally have a good time.