



**Grand National &
World Championship
Morgan Horse Show®**

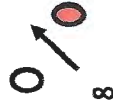
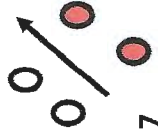
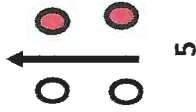
CARRIAGE COURSES

2022 MGNWCHS

Class 563

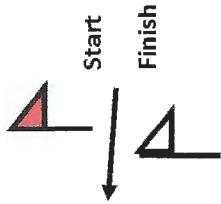
GN Double Jeopardy

* Indicates obstacle clearance will be 5cm less than other obstacles.



Enter/Exit

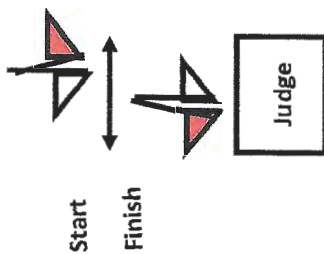
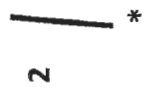
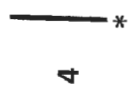
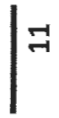
Judge



Comp No:



Start
Finish



Placing:

2022 MGNWCHS

Class 566

GN Pick Your Route Score Sheet

* Indicates obstacle clearance will be 5cm less than other obstacles.

**2022 MGNWCHS
Class 643
GN Gambler's Choice**

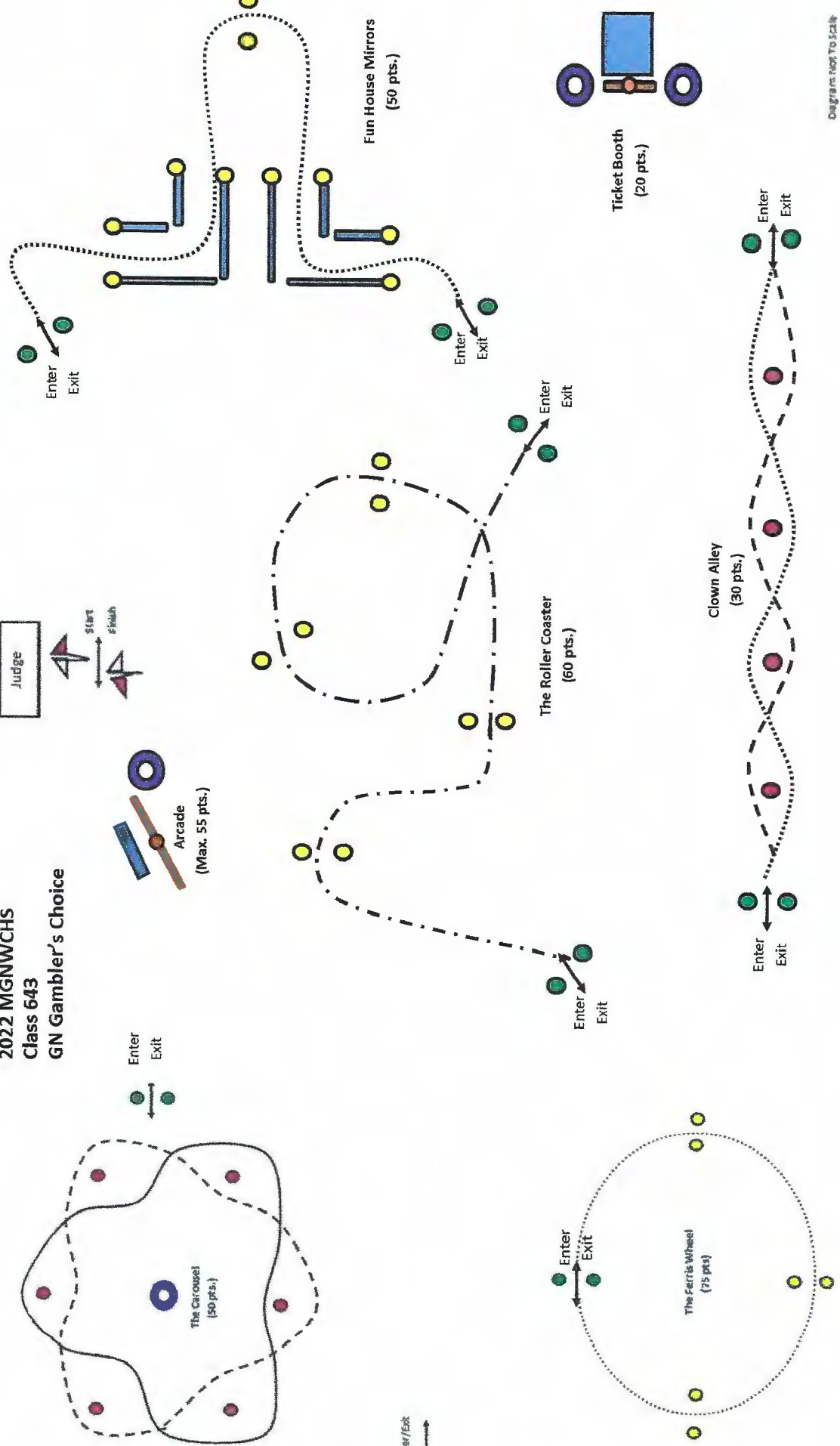


Diagram Not To Scale
Decorations Will Be Added



MGNWCHS
Class No. 643

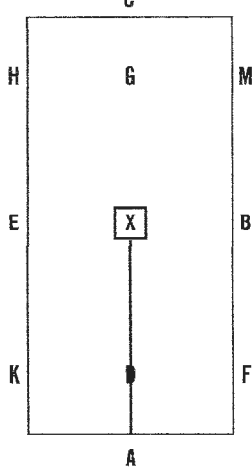
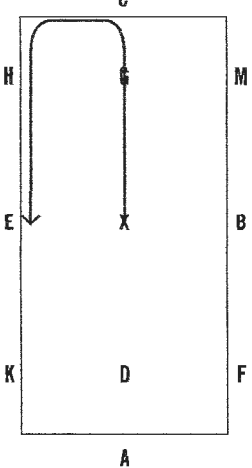
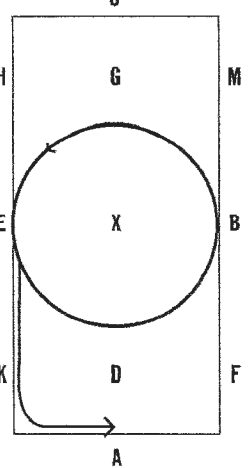
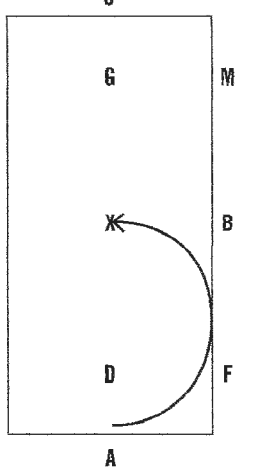
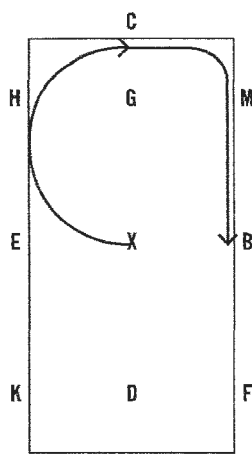
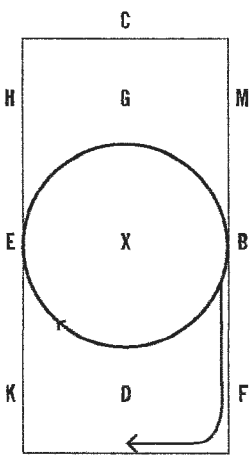
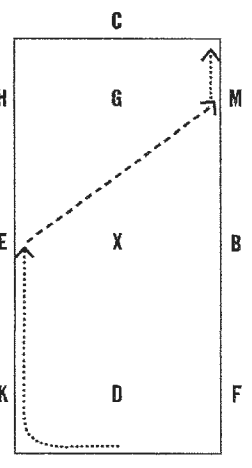
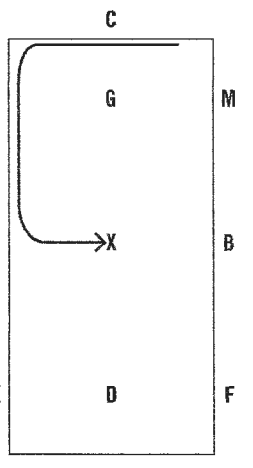
Gambler's Choice Course Description



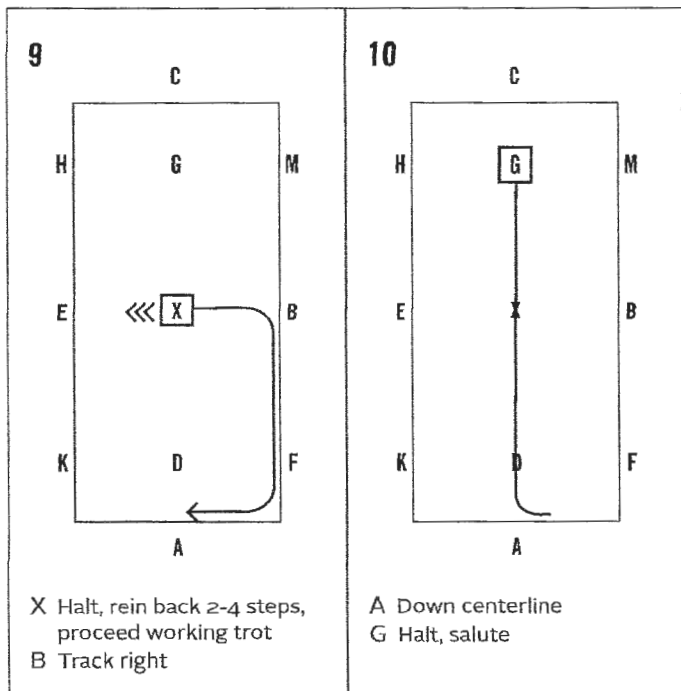
After passing through the starting line from either direction, the driver may drive through the obstacles found on the course in any order. Each obstacle may only be driven twice, but not in succession. If driven a third time, no points will be awarded. Obstacle must be driven correctly according to the instructions below to receive the point value. Any obstacle disturbed while being driven the first time will be considered "dead" and will not be reset for the second attempt at the obstacle. See prize list/rule book for complete class rules and requirements. Total time allowed 180 seconds (3 minutes).

Obstacle Name	Point Value	Description
The Carousel	50 points	Start in between the designated pair of cones. Weave around the poles in either direction as illustrated on the course map. Complete the obstacle by exiting through the same designated pair of cones. If the obstacle is not driven correctly or the obstacle is disturbed, no points will be awarded. Obstacle tests the ability of the horse to bend.
The Ferris Wheel	75 points	Starting between the designated cones, travel the circle in either direction as indicated on the course map. Driver must stop for 2-seconds between each set of cones, including enter/exit cones – simulating the loading and unloading of the Ferris Wheel. Disturbance of obstacle, not driving the indicated pattern, or not stopping for 2-seconds will result in no points awarded. Obstacle tests the horse's ability to halt and stand upon command.
The Arcade	Max. 55 points	Approach the obstacle from either direction, stopping at the barrel. Driver is to pick up (4) bean bags from barrel, tossing bags at the target using either hand. Driver will receive 15 points for attempting the obstacle. Each bean bag that hits the mark will earn the driver an additional 10 points each for a maximum possible score of 55 points. If the obstacle is disturbed no points will be awarded. If not disturbed - the bean bags will be reset on the barrel for a second attempt regardless of how many points were awarded. Obstacle tests the horse's ability to halt and stand quietly, and the driver's ability to hold reins in one hand while doing a task with the other.
The Roller Coaster	60 points	Start obstacle from either end through the designated cones. Navigate through the five sets of cones following the track illustrated on the course map. Points will not be awarded if the course is disturbed or driven as indicated. Obstacle tests the horse's ability to change direction and the driver's accuracy.
Clown Alley	30 points	Start the obstacle from either end through the designated set of cones, driving a serpentine around the poles as indicated on the course map. If the obstacle is disturbed or not driven as indicated, no points will be awarded. Obstacle tests the horse's ability to bend and move forward at more speed.
Fun House Mirrors	50 points	Beginning on either end between the designated cones, travel through the mirrored obstacle following the illustration on the course map. No points will be awarded if the obstacle is not driven correctly or disturbed. Obstacle tests the horse's agility and the driver's precision.
Ticket Booth	20 points	Approach the obstacle from either direction, stopping at a barrel. One barrel holds a coin, the other a ticket. Take object from the top of the barrel and deposit in the basket on the front of the ticket booth. The driver must go to the opposite barrel for the second trip. If the object does not go into the basket, is dropped on the ground, or if the obstacle is disturbed no points will be awarded. This obstacle tests the horse's ability to halt, move forward a short distance, and halt again.

USEF Carriage Pleasure Dressage Training Level Test 1 - 80x40 meter

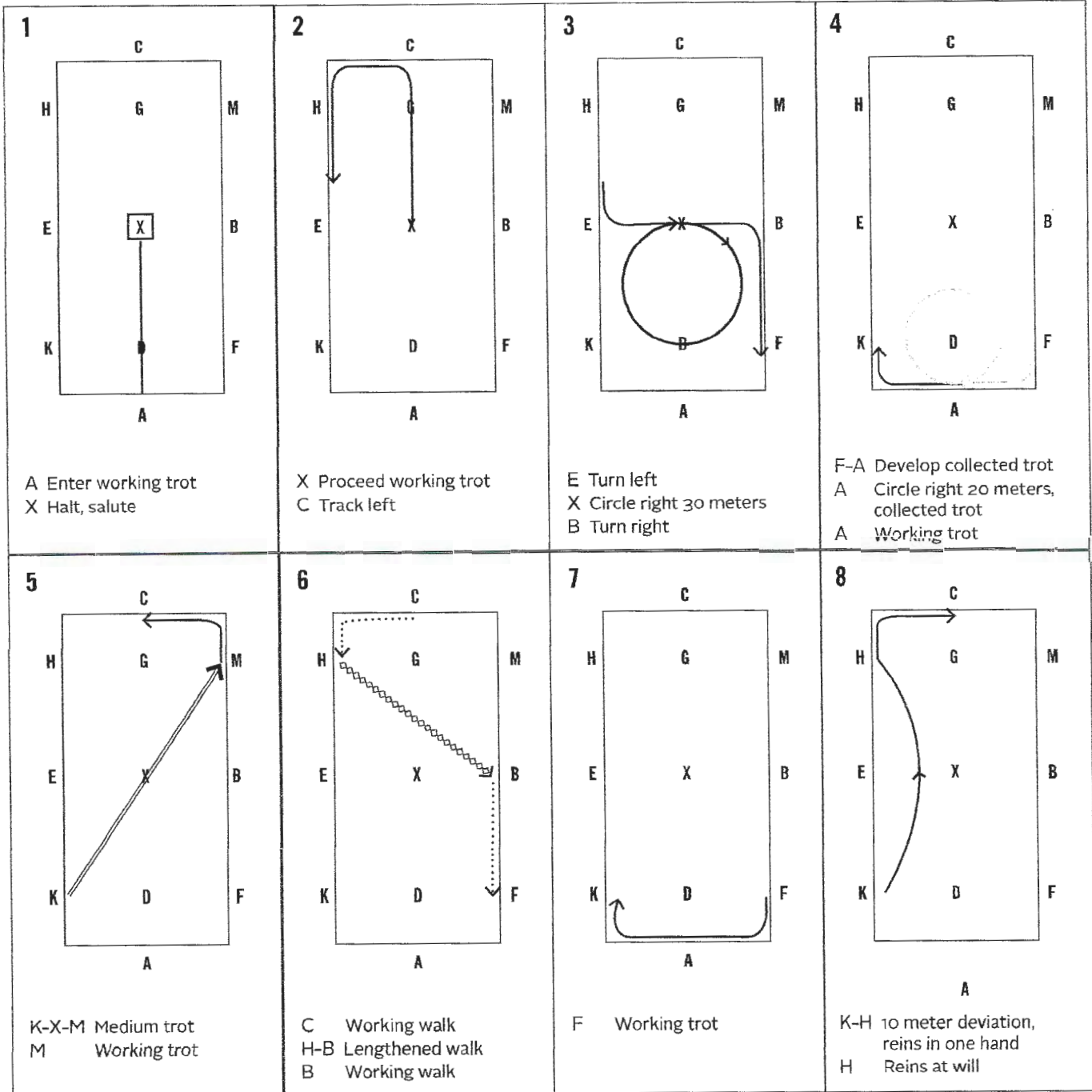
<p>1</p>  <p>A Enter working trot X Halt, salute</p>	<p>2</p>  <p>X Proceed working trot C Track left</p>	<p>3</p>  <p>E Circle left 40 meters</p>	<p>4</p>  <p>A-X Half circle left 40 meters</p>
<p>5</p>  <p>X-C Half circle right 40 meters</p>	<p>6</p>  <p>B Circle right 40 meters</p>	<p>7</p>  <p>A Working walk E-M Free walk on long rein M Working walk</p>	<p>8</p>  <p>Between M & C Working trot E Turn left</p>

USEF Carriage Pleasure Dressage Training Level Test 1 - 80x40 meter



KEY:	
Halt	□
Working Walk
Free Walk	-----
Rein Back	≡
Working Trot	———

USEF Carriage Pleasure Dressage Intermediate Test 1 - 80x40 meter



USEF Carriage Pleasure Dressage Intermediate Test 1 - 80x40 meter

<p>9</p> <p>C Halt 5 secs, front axle on centerline C Proceed working trot</p>	<p>10</p> <p>B Turn right X Circle left 30 meters E Turn left</p>	<p>11</p> <p>K-A Develop collected trot A Circle left 20 meters, collected trot A Working trot</p>	<p>12</p> <p>B Turn left X Halt (front axle on center line) Rein back 5 steps Proceed working trot E Turn right</p>
<p>13</p> <p>C-A Serpentine 4 loops</p>	<p>14</p> <p>A Down centerline D-G Medium trot</p>	<p>15</p> <p>G Halt, salute</p>	

KEY:

Halt

Working Walk

Free Walk

Lengthened Walk

Working Trot

Collected Trot

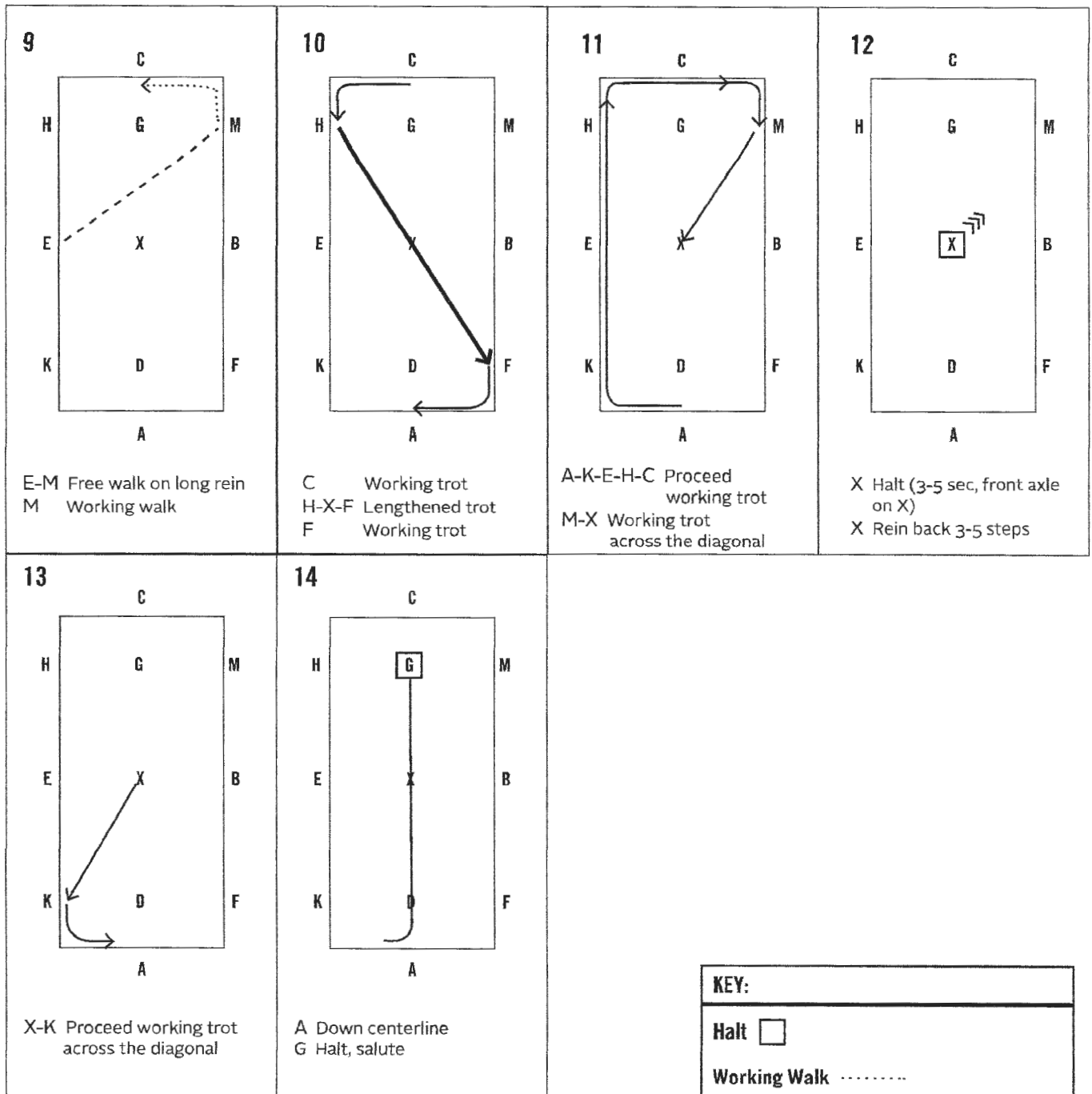
Rein Back

Medium Trot

Extended Trot

One-handed movement *

USEF Carriage Pleasure Dressage Preliminary Test 1 - 80x40 meter



USEF Carriage Pleasure Dressage Preliminary Test 1 - 80x40 meter

