

**2023**

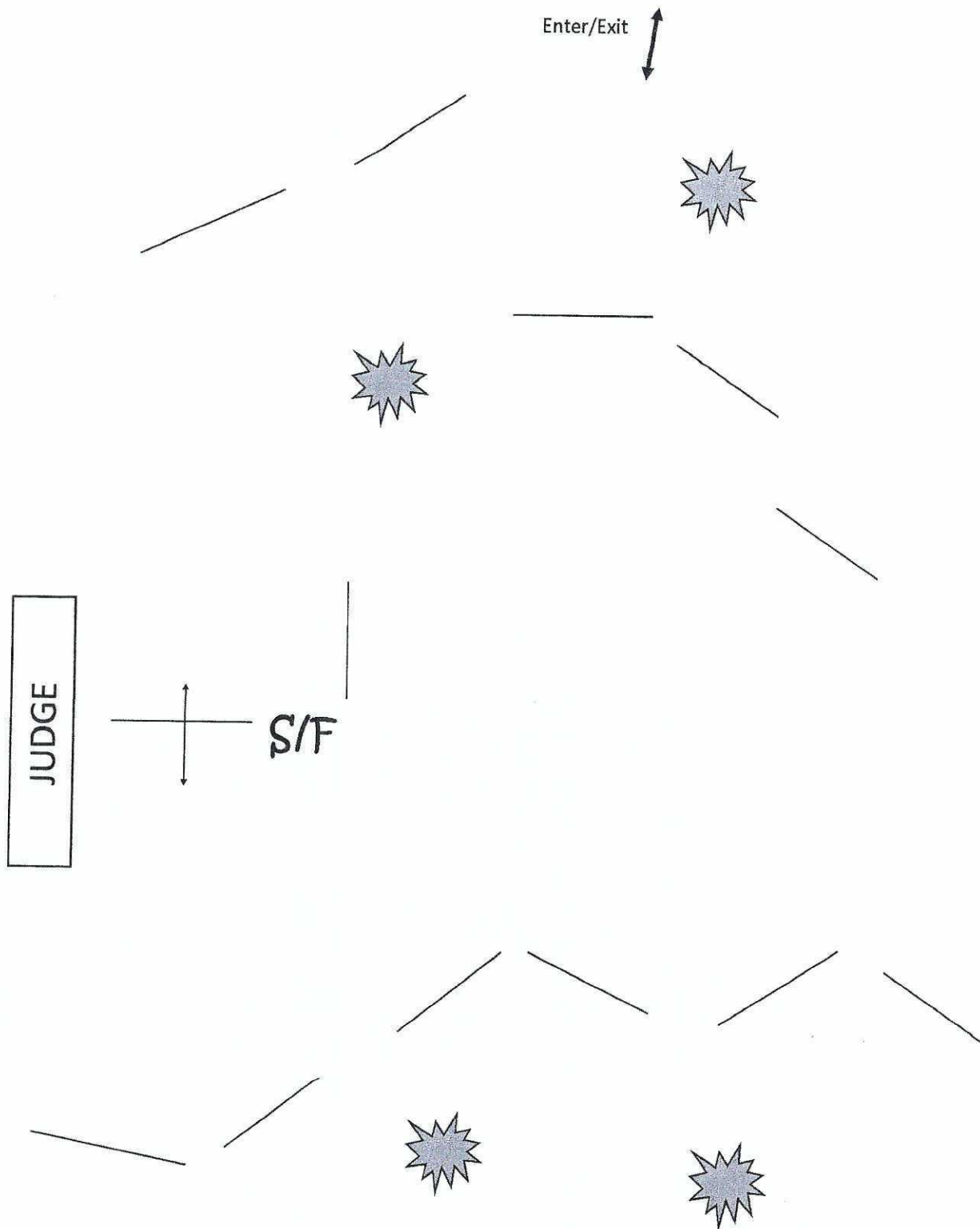


**Grand National &  
World Championship  
Morgan Horse Show®**

**CARRIAGE COURSES**



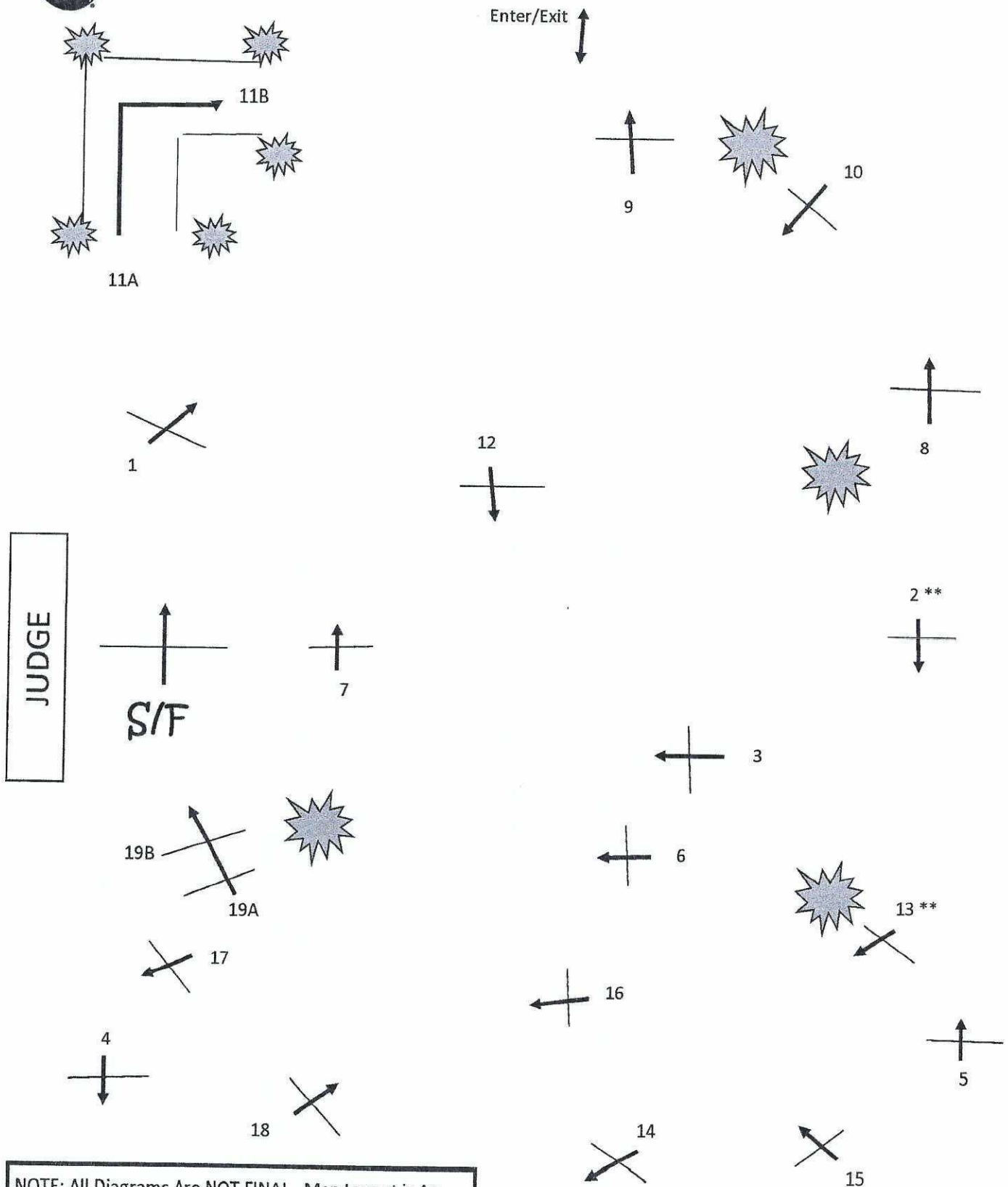
2023 Morgan Grand National & World Championship Horse Show  
Class #566 PICK YOUR OWN ROUTE  
Course Walk 1:00-1:30pm; Harness & Hook 1:30-2:00pm; 1st Horse 2:00pm



NOTE: All Diagrams Are NOT FINAL. Map Layout is Approximate and NOT TO SCALE. Elements MAY Be Shifted to Accommodate the Arena or Flow of the Course.



2023 Morgan Grand National & World Championship Horse Show  
Class #567 TIMED OBSTACLES WC  
Course Walk 6:30-7:00pm; Harness & Hook 7:00-7:30pm; 1st Horse 7:30pm



NOTE: All Diagrams Are NOT FINAL. Map Layout is Approximate and NOT TO SCALE. Elements MAY Be Shifted to Accommodate the Arena or Flow of the Course.

\*\* Indicates REDUCED CLEARANCE by 5cm



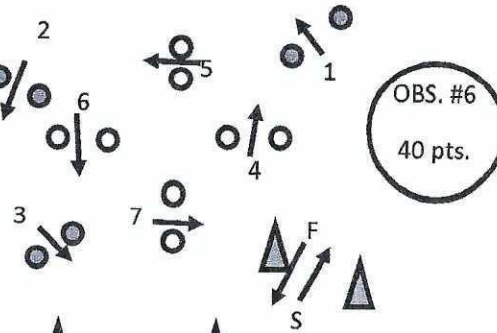
# 2023 Morgan Grand National & World Championship Horse Show

Class #643 **GAMBLER'S CHOICE**

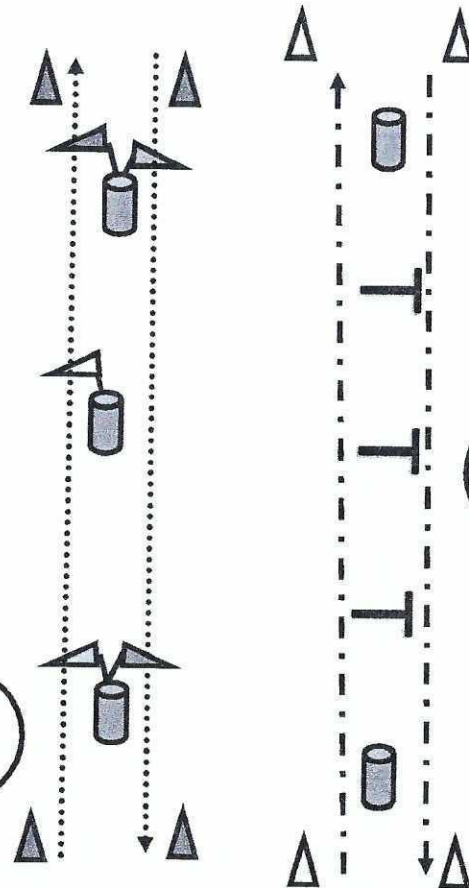
Course Walk 9:00-9:30am; Harness & Hook 9:30-10:00am; 1st Horse

NEW for 2023  
SPECIAL BONUS POINTS!

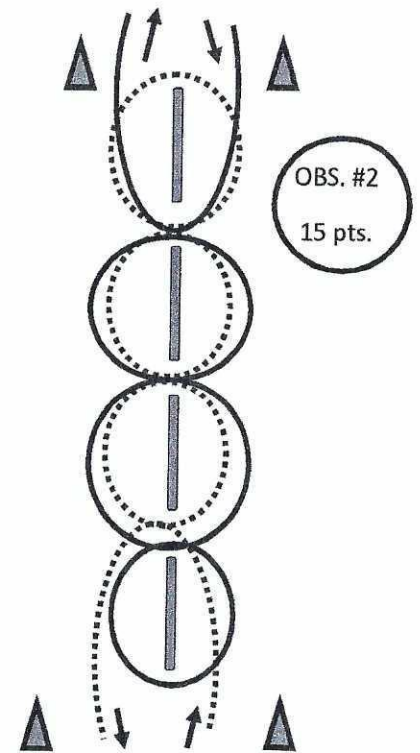
Attempt **ALL SIX** Obstacles  
At Least **ONCE** and get a  
**60 POINT BONUS!**



OBS. #6  
40 pts.



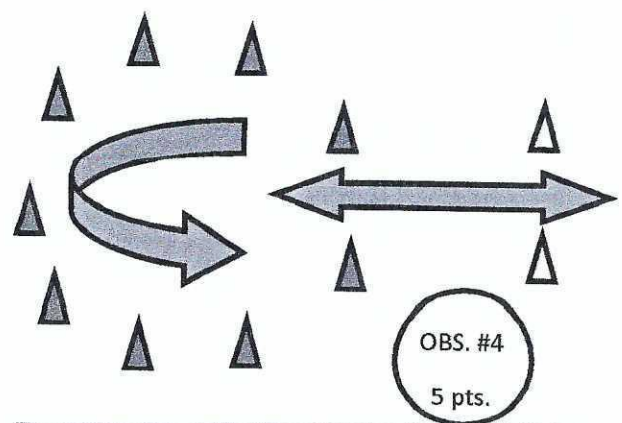
OBS. #3  
15-60 pts



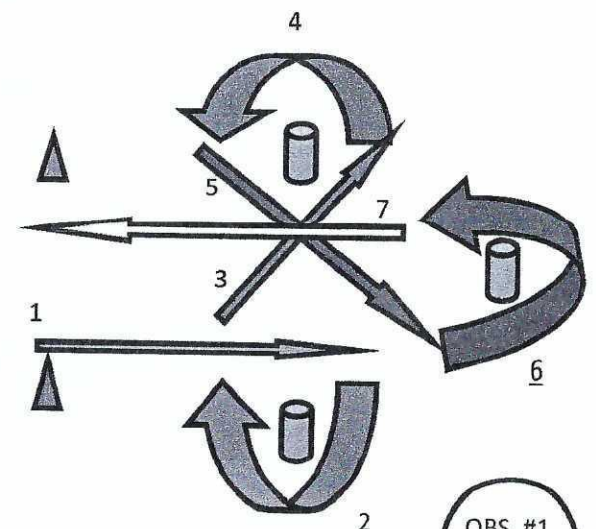
OBS. #2  
15 pts.

OBS. #5  
30 pts.

JUDGE



OBS. #4  
5 pts.



OBS. #1  
20 pts.

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Enter/Exit





# 2023 Morgan Grand National & World Championship Horse Show

## Class #643 GAMBLER'S CHOICE—"GAMES PEOPLE HORSES PLAY"

◆ **NEW FOR 2023:** Drivers that attempt all six obstacles at least once will get a 60 Point Bonus!

◆ **NOTE:** All Diagrams are NOT FINAL. Map layout is approximate and is not to scale. Elements may be shifted to accommodate the size of the arena or flow of the course.

◆ After passing through the starting line from either direction, the driver may drive through the obstacles in any order. Each obstacle may only be driven twice, but not in succession. If driven a third time, no points will be awarded. Obstacles must be driven correctly according to the instructions below to receive the point value. See prize list/rule book for complete class rules and requirements. Total time allowed is 240 seconds or 4 minutes.

Drivers are being challenged to participate in a "Carriage Gymkhana". The six games are all played at an "under-saddle" gymkhana. Each game has a specific point value. In addition to the points earned for each obstacle, Drivers that attempt all six obstacles will receive 60 bonus points. To receive the bonus points, the games do not need to be completed successfully, just attempted. The individual point bonus is designated at each obstacle.

- 1. Barrel Race.** Starting through the designated paired cones, drivers may begin with either the barrel on the left or the right. To avoid the confusion of too many lines, the diagram is set up starting with the barrel to the right. To start from the left, the pattern would be done in the same format only beginning to the left. The numbers are there for "illustration purposes" only to show the flow of the pattern. Knocking over a barrel, knockdown ball, disturbing start/finish cones, or going off course results in a "no score", and the obstacle may not be driven a second time. If the driver goes off-course but does not disturb the obstacle, they may attempt the obstacle a second time but must go to the opposite direction, i.e. if the first attempt started with the barrel to the right, then the second attempt must start with the barrel to the left. Doing the same pattern twice will result in no points awarded even if no disturbance of the obstacle occurs.

**20 Points**
- 2. Pole Bending.** Starting through the designated paired cones at either end, drivers may start to the left or right of the first pole, following the pattern indicated on the diagram, weaving to the opposite end, around the farthest pole, and weaving their way back to the end from which the obstacle was started. The second attempt may start from either end, however, it must start on the opposite side of the pole, i.e.—if the first attempt was started to the right side of the first pole, then the second attempt must start from the left side. Knocking over a pole, disturbance of the start/finish cones, driving the obstacle a second time in the same pattern, or going off pattern will result in "no score".

**15 Points**
- 3. Ring Spear.** Starting through paired cones at either end, driver is to remove the "spear" from the barrel, proceeding to the first pole, spear ring off holder, continue to 2nd and 3rd poles, placing spear and rings on second barrel. 15 points are awarded for 1 ring successfully speared, 30 points for two rings successfully speared, and 60 points if all three rings are successfully speared. No points are awarded for disturbance of the start/finish cones, barrels, ring holders, or missed or dropped rings. If nothing is disturbed (does not include dropped rings) the driver may attempt the obstacle a second time but it must be from the opposite direction.

**15 Points for each ring**  
**60 Points for all three rings**
- 4. Keyhole.** Driver is to start through the designated pairs of yellow cones, driving into the open (keyhole) area of the circle, spin carriage in either direction 180° without any part of the turnout crossing the line or disturbing the red cones, and exiting through the yellow cones. No points are awarded for any disturbance or crossing the line. If disturbed the obstacle may not be driven a second time.

**5 Points**
- 5. Flag Race.** Starting through the designated paired cones at either end of the obstacle, the driver approaches the first barrel, taking a flag from the first bucket and placing it in the bucket on the second barrel. Take different color flag from the second bucket and carry to third barrel, placing it in third bucket and then exiting through the designated cones. No points are awarded if the driver dops a flag or does not place flag successfully in bucket, if barrel or bucket are knocked over, or if start/finish markers are disturbed. If disturbed, obstacle may not be driven a second time. If driving the obstacle a second time, it must be approached from the opposite direction.

**30 Points**
- 6. Spinning Wheel.** Starting through the designated markers, drive the 20m circle first (outer circle) and then the 15m circle following the numbered pattern on the course map exiting through the designated start/finish markers. Numbers on the map are for initial order reference and will not be present on the course. No points are awarded if obstacle is disturbed or driven incorrectly. If disturbed it may not be driven a second time. 2nd drive uses the same pattern as the first attempt.

**40 Points**